

NAMEIA'S CRIMSON TOME



HARNESS THE POWER OF BLOOD

NAMEIA'S CRIMSON TOME



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ON THE COVER

Alexandros Balatsouras illustrates the birth of a simulacrum created by Nameia.

Disclaimer: We are not responsible if Nameia finds out you have her notes in your possession and turns you into a pile of grey ash or use your lifeforce to replenish the power of her Philosopher's stone.

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PREFACE

I present to you, the work our sister, Nameia. A tome, containing all the knowledge she gathered, through her expeditions on various planes of the multiverse.

Seeking for the power needed to take her revenge, she gathered all the knowledge she has collected from her travels, on this Crimson Tome. All of us carry at least one copy of the Tome, following the instructions of our sister.

Amusing, isn't it? All the members of the Order believe that they are interacting with the same person, when in fact there are at least three of us awake at a given time? The only person who can suspect us is probably Rowley. That twisted painter!

Maybe the interest that our creator found in sangromancy, explains this vast collection of information about individuals that can harness the power of blood. She has also noted several of her favorite "blood" spells, as well as the long-forgotten collective rituals, capable of unimaginable results.

Here you can also find information regarding the structure of the Crimson Order, as well as the history and goals of each of its highest-ranking members. Perhaps that's all the intel we need to protect our selves from their schemes.

Lastly, she didn't forget to include everything she learned about vile constructs, fiends, and undead she has encountered throughout her adventures.

~Nameia's simulacrum

*You want something to be done right?
Then do it your selves.*

~Nameia



CHAPTER 1: SUBCLASSES



PATH OF THE BLOODRAGER

Barbarians who follow the Path of the Bloodrager, gain superior strength and speed, using their rage to drastically surpass their physical limits, laying waste on their enemies. Those characteristics make them excellent at hunting down even the most fearsome creatures.

Bloodrager's, usually cover themselves with war paint tattoos made from the blood of the creatures that they have killed. These tattoos are indicators of the great battles they fought.

SANGUINITY

Starting at 3rd level, you can inflict even more fatal wounds upon creatures that are already injured. While raging, and a hostile creature is missing hit points, you can deal damage equal to half your Barbarian level rounded up, each time you hit it with a melee weapon attack.

You also gain advantage on Wisdom (Survival) checks to track any creature you have previously injured.

BLOODBOL

Beginning at 6th level, your blood runs boiling hot. You ignore the effects of very low temperature. You gain Resistance to cold damage and you don't suffer the effects of extreme cold, as described in the *Dungeon Master's Guide*.

CRIMSON SACRAMENT

At 6th level, you can use the blood of a creature that died in the past 24 hours to perform certain rituals, ignoring any other material components. You can cast *detect poison and disease* and *gentle repose* spells, but only as rituals.

BLOOD SEEKER

Beginning at 10th level, you can take the Dash action as a bonus action while raging, against hostile creatures that are missing hit points. You can't use this ability when fighting undead, constructs, elementals or oozes.

HEMATIC MARK

Starting at 14th level, while raging you can choose a creature within 30 feet of you. As a bonus action you can expand up to 3 Hit Dice. The next time you hit the creature, you deal an extra 1d12 damage for every Hit Die spend in this way.

If you reduce a creature to 0 hit points, while its marked from this feature, you regain 4d4 + your Barbarian level hit points.

You can use this feature, times equal to your Constitution modifier (minimum of 1). Once you expended all uses of this feature, you must finish a short or long rest before you can use it again.



COLLEGE OF BLOOD PAINTING

The College of Blood Painting is a comfortable home for bards who have a lack of interest or no knowledge in the playing of instruments. Instead they choose to weave their performances and abilities through their artwork using blood.

Bards who are of this college, are generally considered to be a lower form of bard due to their rejection of the other colleges and methods that their fellow bards employ. They are usually ragged and rougher looking. Their clothes, skin and hair are often stained from the constant use of blood paints. It is rumored that through practice and determination, these bards can actually bring their artwork to life to serve them as constructs in battle.

CRIMSON PAINTER

Starting at 3rd level, you gain proficiency with Painter's Tools and your proficiency bonus is doubled if you are already proficient with them. When you use blood to paint, you can magically change the color and odor of the blood.

You can also use your Painter's Tools as your spellcasting focus.

BLOOD MARKS

At 3rd level, you have learned to draw magical marks on your targets, filled with necrotic energy. As a bonus action, you can expend one use of your Bardic Inspiration to draw a Blood Mark on a target within your reach. When you or an ally hits the target with a melee attack, you can activate the magic of the Blood Mark and the target suffers 2d6 necrotic damage. The necrotic damage increases when you reach certain levels in this class, increasing to 3d6 at 5th level, 5d6 at 10th level, and 8d6 at 15th level.

Blood marks lose their magic if not triggered after one minute since placed. The marks are visible to the target, but they can only be removed early with a *remove curse* spell cast on the target.

SUMMON ANIMATED PAINTING

At 6th level, you can use an action to imbue your magic to a drawing that you made with your painter's tools and used blood as a paint supply. The object comes to life at your command. You can't animate any object larger than Medium.

The animated painting is friendly to you and your companions and obeys your commands. See this creature's game statistics in the animated painting stat block. You determine the appearance based on the painting you created.

In combat, the animated painting shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action

unless you take a bonus action on your turn to command it to take one of the actions in its stat block or to take the Dash, Disengage, Help, or Hide action.

The paintings attacks are considered magical for the purpose of overcoming damage to nonmagical attacks and resistances.

The painting manifests for 1 hour or until it is reduced to 0 hit points. Once you use this ability you can't use it again, until you finish a short or long rest.

ANIMATED PAINTING

Medium construct, any alignment

Armor Class 12 + your Charisma modifier

Hit Points equal to the animated painting's Constitution modifier + your Charisma modifier + five times your Bard level

Speed 30 ft., fly 20ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +5, Cha +5

Skills Intimidation +5

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60ft., Passive Perception 12

Languages understands the languages you speak

Artist's Bond. The following numbers increase by 1 when your proficiency bonus increases by 1: the painting's skill and saving throw bonuses above, the bonuses to hit and damage of its Slam.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) bludgeoning damage.

Restorative Touches (3/Day). The magical paint of the animated painting restore 2d8+2 hit points to itself.

REACTION

Interception. The animated painting imposes disadvantage on the attack roll of one creature it can see within 5 feet of it, provided the attack roll is against a creature other than the painting.

SANGUINE BRUSH

Beginning at 14th, your blood marks makes your curse's and enchantments even more difficult to overcome. When you place a blood mark on a creature, you also undercut the target's resistance to your spells. When you target a creature that is affected by your blood marks feature, that creature has disadvantage on the saving throw it makes against a spell you cast. Imposing disadvantage to the target in this way, also consumes one blood mark placed on it.

BLOOD DOMAIN

The Blood Domain is concerned with forces that favor war (such as Bane, Hextor and Tempus), pain (such as Cyric, Loviatar or the Lady of Pain), and martyrdom (such as Jergal, Ilmater, and Talona). Some deities, hold blood as the essence of holiness and a tribute to their greatness. Not all clerics of this domain follow the same path. Some of them prefer to use their divine powers to assure that bloodshed is prevented and others prefer to make a tribute of blood to their Gods through violence.

Most clerics, of this domain are constantly tested by their gods, as they choose their own balance between mercy and severity. In many cultures, the clergy of this domain is driven into the shadows and its members are considered heretics to the most known and widespread domains.

Blood Domain Spells

Cleric Level	Spells
1st	ray of sickness, sleep
3rd	alter self, ray of enfeeblement
5th	haste, vampiric touch
7th	compulsion, stonkskin
9th	antilife shell, dominate person

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with martial weapons and heavy armor.

VEIN RESTRAINT

Also at 1st level, you can temporarily take control of the blood system of an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing terrible pain to the attacker's blood system before it hits or misses. An undead or construct is immune to this feature.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: BLOOD SYPHON

Starting at 2nd level, you can use your Channel Divinity to absorb a creature's life force when making a weapon attack.

When you hit a creature with a melee weapon attack, you can use your Channel Divinity feature to deal weapon's damage and your Cleric's level necrotic damage. You regain hit points equal to half the amount of necrotic damage dealt.

SANGUINE SOUL

Starting at 6th level, your mastery of blood, grants you special abilities:

- You gain resistance to necrotic and poison damage.
- You have advantage on saving throws against poison.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with necrotic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

CRIMSON GOD'S AURA

Starting at 17th level, you can use your action to activate an aura of necrotic energy with 30 feet radius centered on you that lasts for 1 minute or until you dismiss it using another action.

Any enemy creatures that start their turn within the aura or enter it for the first time on their turn immediately takes 3d8 points of necrotic damage. In addition, any creature that ends its turn within the aura suffers vulnerability to necrotic damage while remaining inside the aura's range.

Once you use this feature, you can't use it again until you finish a long rest.



CIRCLE OF THE BLOOD COURT

In order to protect nature, druids of the Circle of the Blood Court have learned to harness the powers of Blood Magic. Using the other creature's blood as well as their own, in order to ensure that the nature's balance is preserved. Most of the members of the Circle of the Blood Court are considered savages and they are isolated from members of other druidic circles.

There are druids of this circle that would easily spill the blood of other creatures in order to achieve their goals, but many of the members of the circle consider this option as their last resort.

CIRCLE OF BLOOD COURT SPELLS

Your connection to blood magic and your ability to use blood to control life and death grants you access to certain spells. At 2nd level you learn the *Toll the Dead* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Blood Court Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Spells
3rd	lesser restoration, warding bond
5th	bestow curse, clairvoyance
7th	arcane eye, locate creature
9th	raise dead, scrying

BLOOD RITES

At 2nd level, your circle provides you with the knowledge needed to use your blood to perform rituals. You can cast any Druid ritual spell of a level that you can cast as a ritual, without needing to have it prepared. When you cast a spell as ritual using this feature, you suffer 1d4 piercing damage at the start of the ritual, if you use your own blood as a catalyst. Alternatively, you can use the blood of an animal that has died in the last 24 hours.

BLOOD OFFERING

Starting at 2nd level, you have learned to use your own vitality in order to augment the effects of your druidic spells. When you roll for damage or healing for a spell, you can expand a number of hit dice, equal to half your druid level (rounded up). Roll the spent dice and add them to the healing, or the damage as necrotic damage.

If you reduce one or more hostile creatures to 0 hit points with a spell augmented in this way, you get half of the Hit Dice you have spent using this feature back.

FORBIDDEN WILD SHAPE

At 6th level, the rites of your circle grants you the ability to transform into monstrosities in addition to the beast forms that are available to you through the Wild Shape feature. In order for you to Wild Shape into a monstrosity, you should have tasted the blood of the creature.

You also gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action. You can transform into a monstrosity with a challenge rating as high as your druid level divided by 3, rounded down.

In addition, your attacks count as magical for the purpose of overcoming resistance and immunity to magical attacks and damage.

SANGUINE RESILIENCE

Starting at 10th level, you gain proficiency with Constitution saving throws.

In addition, when damage reduces you to 0 hit points, you drop to 1 hit point and you can immediately expand your reaction and use your Wild Shape feature (if you have any uses left).

IMPROVED FORBIDDEN WILD SHAPE

At 14th level, you can expend two uses of your Wild Shape feature at the same time, to transform into a monstrosity with a challenge rating as high as your druid level divided by 2, rounded down.



BLOOD FANATIC

Blood Fanatics love the sight of blood and war, aiming to make a legacy of their name. They enjoy striking fear in everyone around them, even if their victims won't survive for much longer.

They are mainly members of secret cults (like members of the cult of the Dragon in Forgotten Realms or the cult of Rakdos in Ravnica) or fighters that have gone mad, due to their thirst for constant conflict. They fight till their last breath, never holding back to a worthy opponent.

MURDEROUS INTENT

When you choose this archetype at 3rd level, you gain proficiency on the Intimidation skill, or if you are already proficient in it you double your proficiency in this skill.

FATAL WOUNDS

When you select this archetype at 3rd level, you learn to take advantage of your enemies' weakness. When you hit a creature with a weapon attack, your attack deals an extra 1d6 points of the weapon's damage.

You gain Fatal Wound dice equal to your Constitution modifier (minimum of 1). Once you expended all uses of this feature, you must finish a short or long rest before you can use it again. At 10th level, the extra damage die becomes a d8. At 14th level, it becomes a d10. At 18th level, it becomes a d12.

COURAGE OF MANY BATTLES

Upon reaching 7th level, the horror of the battles you fought so far has turned you into a fearless warrior. You can no longer be frightened.

FANATICAL PRESENCE

At 10th level, as a bonus action you can unleash a battle cry infused with your fanatic focus. When you do you can choose a friendly creature, who can see and hear you. That creature can immediately use its reaction and make a melee weapon attack against a creature within its reach with advantage.

You have to finish a short or long rest before you can use this feature again.

DREADFUL PRESENCE

At 15th, as an action you can force each creature of your choice that can see within 30 feet of you to make a Wisdom saving throw. On a failed save a creature becomes frightened of you for 1 minute. The frightened creature can repeat its saving throw at the end of its turns, ending the effect on itself on a success and becoming immune to this feature.

The save DC equals to 8 + your proficiency bonus + your Strength or Charisma modifier (your choice). You have to finish a short or long rest before you can use this feature again.

BLOOD FRENZY

At 18th level if you start your turn with no more than one third of your maximum hit points rounded up, your weapon attacks deal the maximum die damage whenever you hit.



WAY OF THE CRIMSON BLADE

Monks of the Way of the Crimson Blade have delved into the secrets of the blood martial arts. They use their talent in manipulating blood, to manifest blood blades that tear through their enemies' defences and improve their bodies' physical abilities.

They also acquire the ability to sense living creatures, without requiring on their sense of sight.

BLOOD BLADES

Starting at 3rd level, you can use your control over your blood, to manifest blades that cut through your foes flesh and armor.

- You suffer half necrotic damage equal to your proficiency bonus in order to manifest the blades.
- Your unarmed strikes deal your choice of necrotic, piercing, slashing, or bludgeoning damage each time you hit.

In addition, you can use a bonus action to increase the reach of your unarmed strikes by 10 feet until the end of your next turn.

BLOOD ARTS TECHNIQUES

At 3rd level, when you channel ki into your attacks you augment your blood blades to inflict fatal blows.

Whenever you hit a creature with one of the attacks granted by your Flurry of Blows you can impose one of the following effects on the target:

- **Absorb Strength.** The target must succeed on a Constitution saving throw or it suffers disadvantage on all attack rolls until the end of your next turn.
- **Vitality Syphon.** You regain hit points equal to half the damage your attack deals.
- **Sundering Strike.** The target must succeed on a Wisdom saving throw or have disadvantage on the next saving throw it makes before the end of your next turn.

SENSE OF BLOOD

Beginning at 6th level, you can gain the ability to perceive the essence of living creatures. On your turn, you can spend 1 ki point as a bonus action, gaining blindsight of 30 feet for 10 minutes.

This ability does not affect undead or constructs.

IRON BLOOD TECHNIQUES

At 11th level, you gain the ability to augment your blood with your ki, to either bolster your attacks or hasten your reflexes.

As a bonus action, you can expend up to 3 ki points and choose one of the following features:

- **Adrenaline Rush.** You concentrate your ki in order to accelerate the production of adrenaline in your body. Your AC increases by 1 and your speed by 10 for every ki point spent. This benefit lasts until the start of your next turn.
- **Blighting Blades.** Necrotic energy surrounds your blades temporarily. For the rest of your turn, your blood blades attacks deal additional 1d10 necrotic damage for every ki point spent.

MASTER OF BLOOD ARTS

At 17th level, you can transform your physical body into the a form of pure blood. On your turn, you can spend 5 ki points as a bonus action, assuming a blood form which grants you the following benefits for 1 minute:

- You have resistance to bludgeoning, piercing, and slashing damage.
- Your unarmed strikes score a critical hit, on a roll of 19 or 20.
- You emanate a dreadful aura in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there it must succeed on a Wisdom saving throw or become frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this feature.



OATH OF BLOOD

A Paladin of the Oath of Blood believes that violence is a great tool to achieve someone's goals. They believe that a person that has taken a dark path cannot be redeemed so they take justice on their own hands, to smite those who are beyond salvation in their eyes. For a paladin to take the Oath of Blood they have to offer the lives of their defeated enemies to a god of war or those who take an even darker path, to a great demon or devil (for instance, an Orc Paladin of Gruumsh that would offer his own eye as the indication of his resolve, or a Minotaur that is serving Baphomet and has embraced his strength and brutality). In exchange, the paladin is granted the power to manipulate his lifeforce as well as his target's and rend them weak and powerless.

Although their existence is not welcomed by most of the civilizations, those in need of urgent help would not hesitate for assistance from a blood rusted armored paladin.

TENETS OF BLOOD

A paladin who takes the Oath of Blood sacrifices all righteousness for them to gain greater power.

Independence: Fight for yourself and let none command you.

Resolve: Only weak balk at pain or fear.

Sacrifice: Dedicate your life to achieve the goals you strive no matter the cost to yourself.

OATH SPELLS

You can gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	bane, inflict wounds
5th	darkness, blindness/deafness
9th	bestow curse, vampiric touch
13th	blight, death ward
17th	antilife shell, contagion

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

• **Blood Coated Weapon.** You can use your Channel Divinity to make your weapon thirst for blood. As a bonus action you touch one weapon or piece of ammunition and conjure a blood aura that surrounds it. For 1 minute, you add your Charisma modifier + half your proficiency bonus rounded up to attack rolls made with that weapon or piece of ammunition (with a minimum bonus of +1).

• **Blood Puppet Curse.** You can use your Channel Divinity to control the blood pressure of your enemies. As an action, you can try to immobilize their nervous system, making them unable to move. The creature must succeed on a Constitution saving throw or be stunned for 1 minute. While under the effect, the creature repeats the saving throw at the end of its turns. On a success it takes back control over its body and the effect ends.

BLOODTHIRSTY AURA

Starting at 7th level, you and every friendly creature within 10 feet of you, gain temporary hit points equal to double your Charisma modifier (minimum of 1) each time you reduce a creature to 0 hit point.

At 18th level, the range of this aura increases to 30 feet.

BLOOD WARD

Starting at 15th level, when you are reduced to 0 hit points and are not killed outright, you drop to 1 hit point instead. Also, the next attack you make is made with advantage.

Once you use this ability, you can't use it again until you finish a short rest.

CRIMSON HERALD

At 20th level, as an action you surround yourself with an aura of blood that lasts for 1 minute and gives you the following benefits:

- Whenever a creature damages you, it suffers 10 necrotic damage.
- At the start of each of your turns, you regain 10 hit points.
- When a creature hits you with a melee attack, you can intercept the blood in the aura between you and the creature and use your reaction to gain a bonus to AC against that attack, potentially causing it to miss you. The bonus equals your Charisma modifier (minimum of 1). If the attack misses, the blood in the aura forms a spike that pierces the attacker causing it to suffer 4d6 necrotic damage.

Once you use this feature, you can't do so again until you finish a long rest.

RED HOUND

Red hound rangers follow an ancient tradition of blood magic, weakening their enemies with powerful curses. A red hound seeks out grim creatures that would threaten the broader world. Such rangers can be found either working as bounty hunters in large towns or wandering through places that are considered cursed and have to be purged.

RED HOUND MAGIC

At 3rd level, you gain the following spells in addition to your normal Ranger spells at their associated levels.

Red Hound Spells

Ranger Level	Spells
3rd	bane
5th	blindness/deafness
9th	bestow curse
13th	banishment
17th	contagion

LOCATE BLOOD TRACKS

Starting at 3rd level, you gain the ability to magically sense the presence of a creature that you have previously injured. As an action, you can detect the distance and direction of that creature, if it is within 1 mile of you. This ability does not affect undead or constructs.

Once you use this feature, you can't use it again until you finish a short or long rest.

HEMOPLAGUE

At 3rd level, you gain the ability to place a vile blood curse on your target. As a bonus action, you can target a creature within 60 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends:

- You gain a bonus to damage rolls against the cursed target equal to your proficiency bonus.
- The first attack you make against the target in each of your turns is made with advantage.

You can't use this feature again until you finish a short or long rest.

RED HOUND'S FORTITUDE

At 7th level, you have learned to endure deadly curses and poisons from your opponent's attacks. You gain proficiency in Constitution saving throws.

HUNTER'S PURSUIT

When you reach 11th level, your skill hunting down your enemies and avoiding attacks has greatly improved. Your speed increases by 10 feet.

Also, opportunity attacks against you are made with disadvantage.

IMPROVED HEMOPLAGUE

At 15th level, when you use the *Hemoplague* feature, in addition to the feature's effects you can momentarily ignore your enemies resistances or immunities with the use of your blood magic. If you hit, the target you can ignore its resistances and deal damage as if the target has vulnerability to your weapon's damage, or ignore its immunity to the damage type and deal damage as normal.



BLOODCURSER

Bloodcurser rogues focus their training on the art of blood magic, taking a grim path to ensure their targets will get eliminated, no matter the cost. Those who adhere to this archetype are mainly hired killers, bounty hunters or members of secret organizations (such as the church of Bane on the Forgotten Realms or the Orzhov Syndicate on Ravnica) that use vile means to remove their adversaries.

BONUS PROFICIENCY

When you choose this archetype at level 3rd level, you gain proficiency with Alchemist supplies and Poisoners kit.

MORTAL WOUNDS

Starting at 3rd level, you learn to empower your sneak attack with a special curse that causes the target to suffer deep wounds and blood loss over time. If you hit a target with your sneak feature attack the target has to make a Constitution save against your Mortal Wounds DC or suffer necrotic damage equal to your proficiency + half your Rogue level (rounded down) at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns ending the effect on itself. Targets already affected by Mortal Wounds feature cannot be affected by multiple instances of this feature.

Mortal Wounds DC = 8 + your proficiency bonus + your Intelligence modifier

LIMITED BLOOD MAGIC

Beginning at 9th level, your experience with blood magic has provided you with the knowledge of certain spells that you can cast on their lowest level. You can cast *bane*, *cause fear*, *silent image* and *sleep* a number of times equal to your Intelligence modifier (minimum of 1). The number of spells you can cast is also determined by your Intelligence modifier (minimum of 1). You regain any expanded uses of this feature when you complete a short or long rest.

Spellcasting Ability. Intelligence is your spellcasting ability for these spells, so you use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for these spells you cast.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

IMPROVED MORTAL WOUNDS

Beginning at 13th level, before you take the attack action in an instance that you can use your sneak attack feature, you can pierce yourself with your weapon offering a portion of your blood to ensure that your curse gets even more potent. You suffer your proficiency bonus necrotic damage (this damage cannot be reduced by any means) and the target has disadvantage on the initial save DC against your Mortal Wounds feature.

MASTER BLOODCURSER

Starting at 17th level, when you use the Improved Mortal Wounds feature the target is unable to regain hit points while remaining under the effect of your Mortal Wounds feature and your attacks against it are made with advantage for the duration.



BLOOD SORCERY

Your magic springs from your unnatural control over blood and your resilience is formidable. Blood sorcerers can utilize their blood to fuel their spells and augment their defenses and regenerative abilities.

Their unique abilities are considered the result of the union of strong sorcerer's bloodlines, resulting in the birth of a caster of great potential.

CRIMSON BLOOD FORTITUDE

At 1st level, your hit points maximum increases by 1 and increases by 1 again whenever you gain a level in this class. When you aren't wearing armor, your AC equals 13 + your Constitution modifier.

INNATE BLOOD MAGIC

At 1st level, you've learned the raw power of utilizing blood as a catalyst for your magic. You no longer need an arcane focus to cast spells, you instead use your life force to channel magic through.

SANGUINE TRANSFUSION

Starting at 6th level, you can sacrifice your own vitality to recover some of your expended magic. As an action, you recover spell slots that have a combined level equal to or less than half of your sorcerer level (rounded up), and none of the slots can be 5th level or higher. You immediately suffer 1d6 necrotic damage per spell slot level recovered. You can't use this feature again until you finish a long rest.

BLOOD SAP

Starting at 14th level, you can absorb other creature's life force in order to replenish your own. As an action, you target a creature within 60 feet of you and try to absorb its life force. You can spend a number of *sorcery points* dealing 1d6 necrotic damage per *sorcery point* spend to a maximum of 10d6. The target can make a Constitution saving throw against your spell save DC, taking half damage on a successful save or full damage on a failed one. After dealing the damage, you regain hit points equal to half the total damage dealt. This feature can't affect Undead or Constructs.

You have to finish a long rest before you can use this feature again.

VEIL OF BLOOD

Starting at 18th level, as a bonus action you can spend 6 *sorcery points* to magically transform yourself into a form made purely of blood. In this form, you have resistance to all damage except cold damage. When a creature hits you with a melee attack while in this form, you can use your reaction to manifest spikes made of blood that pierce the attacker dealing 3d10 necrotic damage.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.



BLOOD LORD PATRON

Your patron is perhaps the Blood Lord himself or the first “Vampire” as some say. A primal being whose avatars thirst for blood. The blood coursing through the veins of all living things is a power few can learn to wield. The motivation of a “Blood Lord” is unclear, but all those who serve one can attest to a bloodlust that lingers within. A vampire might spare the life of someone because it sees a greater cause for them.

In the Realms, Blood Lord patrons include Haemnathuun, the Blood Lord, Strahd von Zarovich, Artor Morlin also known as the Baron of Blood, Morcdoc SeLanmere, also known as the Pale Knight and self-proclaimed first and utmost powerful vampire in all of Toril.

BLOOD LORD EXPANDED LIST

The Blood Lord lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	false life, inflict wounds
2nd	alter shelf, spider climb
3rd	bestow curse, non-detection
4th	greater invisibility, polymorph
5th	dominate person, geas

BLOODTHIRST

At 1st level, you grow a sharp pair of retractable fangs and a powerful thirst for blood. As an action, you can make a melee attack using your fangs, dealing 1d6 + your Charisma modifier piercing damage (you use your Charisma modifier for attack and damage rolls). If you reduce a creature to 0 hit points, you immediately heal a number of hit points equal to your Charisma Modifier + your warlock level.

At 5th level, the damage of your fangs becomes magical for the purpose of overcoming resistance to non-magical attacks and damage.

BLOOD LORD'S SKIN

At 1st level, your hit points maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

In addition, when you aren't wearing armor, your AC equals 13 + your Constitution modifier.

ABSORBING TOUCH

Starting at 6th level, you know the spell *vampiric touch*, and always have it prepared as a Warlock spell (it doesn't count against the number of warlock spells that you have prepared), and you may cast it using a Warlock spell slot.

When casting *vampiric touch* in this way, you add a bonus to the damage roll equal to your Charisma modifier, and on a critical hit, you regain hit points equal to the full amount of the damage dealt.

CRIMSON BLOOD RESILIENCE

Starting at 10th level, you gain advantage on death savings throws. You also no longer age and cannot be aged magically. Finally, you no longer need to sleep. Instead of sleeping, you enter a trance-like state for 4 hours in which you are aware of your surroundings. Instead of eating or drinking, you may consume a pint of blood to sustain you for a day.

You also gain resistance to necrotic damage.

BLOOD INFESTATION

At 14th level, when hit a creature with a fang attack you can assume a form of blood and infest the target's body. While in that form, you have resistance to all damage except cold damage and cannot be targeted directly with spells or attacks. If the target dies early before you leave its body, you revert to your original form.

At the end of your next turn, you leave the host's body, overflowing the neural system with unimaginable pain. If the target is not undead or construct, it suffers 10d10 necrotic damage. If the target is reduced to 0 hit points, you leave only its skeleton behind, if it has one and you regain hit points equal to double your warlock's level.

Once you use this feature, you can't use it again until you finish a long rest.



PACT OF THE BLOOD MARK

Your contract with your patron takes a physical form as a mark made of blood on your body, that cannot be removed by any means. You choose an area in your body where the Blood Mark appears. While you have the Blood Mark in your body you can perform a 1-hour ritual to store a spell from your Warlock spell list that you can cast, but the spell can't be higher than 5th level. You can perform the ritual once per long rest before you can perform it again to change the spell stored.

Once you cast the spell you can't cast it again until you finish a long rest. If you have placed the spell on a limb like an arm or leg and that limb gets severed you can choose to instantly cast the spell stored using your reaction.

EXPANDED ELDRITCH INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocations at the same time you meet the prerequisites. A level prerequisite refers to your level in class.

ABSORBING TOUCH

Prerequisite: Chill Touch cantrip

When you deal damage with *chill touch*, you gain temporary hit points, equal to half the damage dealt.

BLOOD EMPOWERMENT

Prerequisite: 5th level, Pact of the Blood Mark feature

Once per turn when you damage a creature with a warlock spell, you can expend a number of hit dice (to a maximum of 5) to deal an extra 1d8 force damage to the target, plus another 1d8 per hit die spend.

BLOODSTREAM CONTROL

Prerequisite: 15th level, Pact of the Blood Mark feature

You can cast *hold person* once, without expending a spell slot. You must finish a long rest before you can use this invocation on the same creature again.

DISRUPT LIFE

Prerequisite: 10th level, Pact of the Blood Mark feature

As an action, you can disrupt the life force of any creature near you. Creatures of your choice within 20 feet of you, must make a Constitution saving throw against your save DC, taking 6d8 necrotic damage on a failed save, or half as much damage on a successful one.

IMPROVED BLOOD MARK

Prerequisite: Pact of the Blood Mark

When you acquire the Blood Mark, you learn 2 cantrips from any class's spell list. They count as warlock spell for you and don't count against your number of cantrips known.

In addition, while you have a Blood Mark it counts as a spellcasting focus, for your Warlock spells.

TOUCH BEYOND DEATH

Prerequisite: Chill Touch cantrip

When you cast *chill touch*, you ignore the target's resistance or immunity to necrotic damage.



SCHOOL OF SANGROMANCY

The vile secrets of blood magic are as incredible as they are terrifying, allowing a wizard to access overwhelming power—if they're willing to pay the crimson price. Practitioners of these grim arts, study in the school of sangromancy, focusing on the ability to augment spells through the manipulation of blood.

Those who delve into these prohibited techniques are most commonly known as sangromancers.

BONUS PROFICIENCIES

At 2nd level, you gain proficiency with alchemy supplies. If you already are proficient your proficiency bonus gets doubled. You also gain proficiency in Medicine skill.

FOND OF BLOOD

Starting at 2nd level, you can spend 1 minute analyzing the blood of a creature that is dead for no more than a day. You make a Medicine check equal 10 + creature's CR (minimum of 11). You can learn about the creature's resistances or immunities and even possible vulnerabilities if any.

Also, you learn the spare the dying cantrip, which doesn't count against the number of wizard cantrips you know.



BLOOD CASTING

At 6th level, when you cast a spell with a spell slot, you can expend two Hit Dice to augment its effects for this casting. You can choose one of the options detailed below:

- **Amplification.** If you roll damage for the spell when you cast it, increase the damage against every target by 2d8 necrotic damage. If the spell can deal damage on more than one turn, it deals this extra necrotic damage only on the turn you cast the spell.
- **Elongation.** If the spell's range is at least 30 feet, it becomes 400 feet.
- **Hinderance.** If the spell requires the target to make a saving throw, increase the spell's save DC by 2, for the initial saving throw.

BLOOD SHIELD

Beginning at 10th level, you can direct your blood magic to absorb damage using your own life force. When you take damage, you can use your reaction to expend a number of Hit Dice equal to your Intelligence modifier (minimum of 1) and reduce that damage to you by an amount equal to six times the hit dice spend.

SIGIL OF BLOOD

Starting at 14th you can inscribe a rune made of blood in a part of your body. Choose a spell of 4th level or lower, that you can cast and has a casting time of 1 action. You can use your action to activate the spell from the rune ignoring any verbal or somatic components but must provide the materials if they are required. The spell remains stored in the rune and the rune fades after one day or if you choose to remove it. You can only have one rune inscribed at you at a time. Once you use this feature you must finish a long rest.

Sin is debt, and absolution is paid in tithes of gold and blood.

~Everard Rothenel, Orzhov Sangromancer

CHAPTER 2: BLOOD SPELLS

THIS CHAPTER PROVIDES NEW SPELLS FOR THE classes in the *Player's Handbook* as well as spellcasting monsters. The Dungeon Master decides which of these spells are available in the campaign and how they can be learned.

For example a DM might decide that some of the spells are freely available, that others are unobtainable, and that a handful can be found only after a special quest, perhaps discovered in a long-lost tome of magic, or only accessible through the power of an artifact. Wizard spells in particular, can be introduced to a campaign in spells found as treasure.

When a DM adds a spell to a campaign, clerics, druids and paladins require special consideration. When a character of those classes prepares their spells, they have access to the entire spell list of their class. Given the fact that the DM should be cautious about making all these new spells available to a player who is overwhelmed when presented with many options.

Spell Lists

The following spell list shows which spell can be cast by characters of each class. A spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag, is noted at the end of the spell with an "R".

BARD SPELLS

1ST LEVEL

Analyse Blood ^R (divination)
Blood Puppet (enchantment)
Sharp Blood (transmutation)

7TH LEVEL

Bloodstream Domination (enchantment)

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Bleed (necromancy)
Crimson Needle (conjuration)

1ST LEVEL

Aggravate Wounds (necromancy)
Analyse Blood ^R (divination)
Blood Tap (necromancy)
Detect Blood ^R (divination)

2ND LEVEL

Blood Infusion (transmutation)

3RD LEVEL

Blood Hound (necromancy)
Crimson Rain (necromancy)
Expunge Blood (necromancy)

4TH LEVEL

Aura of Blood (abjuration)
Sanguine Explosion (necromancy)

5TH LEVEL

Lifefeeding Weapon (evocation)

6TH LEVEL

Piscaethces Blood Tentacles (conjuration)

DRUID SPELLS

CANTRIPS (0 LEVEL)

Bleed (necromancy)
Blood Blade (transmutation)

1ST LEVEL

Analyse Blood ^R (divination)
Blood Knife (necromancy)
Detect Blood ^R (divination)

2ND LEVEL

Blood Infusion (transmutation)

3RD LEVEL

Crimson Rain (necromancy)

PALADIN SPELLS

1ST LEVEL

Analyse Blood ^R (divination)
Detect Blood ^R (divination)

2ND LEVEL

Blood Infusion (transmutation)

4TH LEVEL

Aura of Blood (abjuration)

5TH LEVEL

Lifefeeding Weapon (evocation)

RANGER SPELLS

1ST LEVEL

Analyse Blood ^R (divination)
Detect Blood ^R (divination)

2ND LEVEL

Blood Infusion (transmutation)

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Blood Beam (necromancy)
Blood Blade (transmutation)

1ST LEVEL

Analyse Blood ^R (divination)
Black Blood Armor (transmutation)
Blood Knife (necromancy)
Blood Puppet (enchantment)

2ND LEVEL

Blood Infusion (transmutation)

3RD LEVEL

Blood Spear (necromancy)

4TH LEVEL

Bloodlust (transmutation)
Sanguine Explosion (necromancy)

5TH LEVEL

Acidosis (transmutation)

7TH LEVEL

Bloodstream Domination (enchantment)
Boiling Blood (transmutation)

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Blood Beam (necromancy)
Blood Blade (transmutation)

1ST LEVEL

Analyse Blood ^R (divination)
Black Blood Armor (transmutation)
Blood Tap (necromancy)
Sharp Blood (transmutation)

3RD LEVEL

Blood Spear (necromancy)
Crimson Rain (necromancy)
Expunge Blood (necromancy)

6TH LEVEL

Piscaethces Blood Tentacles (conjuration)

7TH LEVEL

Boiling Blood (transmutation)

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Bleed (necromancy)
Blood Beam (necromancy)
Blood Blade (transmutation)
Crimson Needle (conjuration)

1ST LEVEL

Analyse Blood ^R (divination)
Black Blood Armor (transmutation)
Blood Knife (necromancy)
Blood Puppet (enchantment)
Detect Blood ^R (divination)
Sharp Blood (transmutation)

2ND LEVEL

Blood Infusion (transmutation)

3RD LEVEL

Blood Hound (necromancy)
Blood Spear (necromancy)

4TH LEVEL

Bloodlust (transmutation)
Sanguine Explosion (necromancy)

5TH LEVEL

Acidosis (transmutation)

6TH LEVEL

Piscaethces Blood Tentacles (conjuration)

7TH LEVEL

Bloodstream Domination (enchantment)
Boiling Blood (transmutation)

9TH LEVEL

Infernal Blood
Contract (enchantment)

SPELLS DESCRIPTION

The spells are presented in alphabetical order.

ACIDOSIS

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to turn the target's blood into acid rapidly. Target a single creature within range; they must make a Constitution saving throw. On a failed save, the target takes 5d12 Acid damage and becomes incapacitated or half as much on a successful one and does not become incapacitated. On a failed save, the target also suffers horrible pain from the acid for the spell's duration. At the end of each of its turns, the target repeats the saving throw. It takes 2d12 acid damage on a failed save, and the spell ends on a successful one.

AGGRAVATE WOUNDS

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You target a creature that is already damaged (or the spell has no effect). The wounds of the target become aggravated and the target has to make a Constitution saving throw or take 1d6 points of necrotic damage or half as much on a successful one. If the initial saving throw fails, each round for the duration of the spell the target must make another Constitution saving throw or take an additional 1d6 points of necrotic damage (2d6, then 3d6, then 4d6, etc.) until the spell ends. Two successful Constitution saves in a row ends the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

ANALYSE BLOOD

1st-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of creature's blood)

Duration: 10 minutes

You focus for the duration on the blood of a creature, immediately learning the type of the creature (Monstrosity, Undead, Humanoid, etc.) and you can also tell if the blood carries any diseases or poisons.

AURA OF BLOOD

4th-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 10 minutes

Life-absorbing energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) has resistance to radiant damage, and gain resistance to necrotic damage. Also, a non-hostile, undead creature regains 1 hit point when it starts its turn in the aura with 0 hit points.

BLACK BLOOD ARMOR

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You transform a portion of your blood into a toxic substance. When you cast this spell, you must expend a number of hit dice equal to the spell slot you used to cast the spell. A coat of black liquid surrounds you. You immediately roll the hit dice and gain a number of temporary hit points equal to the number you rolled. For as long as these temporary hit points last, every time a creature hits you with a melee attack must make a Constitution saving throw or become poisoned for 1 minute. A creature poisoned in this way makes a Constitution saving throw at the end of each of their turns, ending the effect on success or taking 1d6 poison damage on a failure.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the poison damage increases by 1d6 for every spell slot above 1st used.

BLEED

Necromancy cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Instantaneous

You prevent a creature's blood from clotting. You target a creature that has 0 hit points. The creature becomes unstable suffering 1 point of damage. This spell does not affect undead constructs, elementals or oozes.

BLOOD BEAM

Necromancy cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You let your blood flow, creating a beam of necrotic energy. You immediately suffer 1 point of piercing

damage, Make a ranged spell attack against the creature. On a hit, the target takes 1d12 necrotic damage.

At Higher Levels. The damage you take increases by 1 when you reach 5th level (2), 11th level (3), and 17th level (4). This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

BLOOD BLADE

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: S, M

Duration: 1 hour

You cut your self, letting blood to pour and form a solid red blade in your hand. You immediately suffer 1d4 points of necrotic damage. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 1d8 necrotic damage on a hit and has the finesse, light, and thrown properties (range 20/60).

If you drop or throw the weapon, it turns into a small pool of blood at the end of your next turn.

BLOOD HOUND

3rd-level necromancy

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (the blood of a corpse)

Duration: Instantaneous

This spell creates a hound made of blood. Choose a corpse of a Medium or Small humanoid within range. The target's blood becomes a dire wolf composed of blood. The hound is size Medium, not Large, and it counts as a monstrosity, not a beast. The hound has resistance to necrotic damage and immunity to poison damage.

The hound's attack bonus is equal to your spellcasting ability modifier + your proficiency bonus.

On each of your turns, you can use a bonus action to mentally command the bloodhound you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before



the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can create on additional bloodhound for each slot level above 3rd. Each of the creatures must come from a different corpse.

BLOOD INFUSION

2nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You cut your self with a melee weapon you are holding letting your blood spill through the blade. The weapon is immediately imbued with necrotic energy. You suffer 1d6 points of slashing damage. The weapon you spilled your blood becomes a magical weapon for the duration if it isn't already. Additionally, every time you attack with that weapon, it deals an additional 1d6 of necrotic damage on a hit.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the slashing damage you suffer and the necrotic damage you deal both increases by 1d6 for every two slot levels above the 2nd.

BLOOD KNIFE

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: S, M (a drop of blood)

Duration: Instantaneous

You create a shard of blood and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 4d4 necrotic damage. On a hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Constitution saving throw, or become poisoned for a minute.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the necrotic damage increases by 2d4 for each slot level above 1st.

BLOOD PUPPET

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You try to take control of a humanoid's bloodstream temporarily and control its body like a puppet master. One humanoid you can see within the spell's range has to make a Constitution saving throw. On a failed save, the target must move up to its speed in a direction you choose.

If you command the creature to move towards an obviously harmful location, it can make another Constitution saving throw, ending the effect of the spell early, on a success.

BLOOD SPEAR

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a creature's or corpse's blood)

Duration: Instantaneous

You use your own or a corpse's blood within reach to create a spear made of blood that drains the target's vitality and grows deadlier with every hit. If you use your blood you suffer 1d10 necrotic damage to manifest the blood spear.

A spear of blood launches in a line, 60 feet long and 5 feet wide and blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 5d6 necrotic damage on a failed save, or half as much on a successful one. Every successive time a creature is hit by the spear after the first one, the spear's damage increases by 1d6. For example, if the lance hits three creatures before hitting the final target in the line, the first target will take 5d6 damage then the second target 6d6, then the third would take 7d6 damage, and the final target would take 8d6 damage.

Undead, Constructs, and Elementals take the initial damage but every successive hit does not increase the spear's damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot above 3rd. The damage you take increases by 1d10 for every 2 spell slots above 3rd (2d10 at 5th, 3d10 at 7th, 4d10 at 9th).

BLOOD TAP

1st-level necromancy

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

With a touch of your hand, you immediately increase your bloodstream metabolism, restoring your vitality rapidly. You expend hit dice equal to the spell slot used and roll the same number of dice adding your spellcasting ability modifier to the result and regaining that amount of hit points.

The spell has no effect if you have already expanded your hit dice.

At Higher Levels. You increase the number of hit dice you can spend by one for every spell slot used above 1st.

BLOODLUST

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Your control over blood allows you to increase a creature's physical capabilities and its lust for battle. Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack, Dash, Disengage, Hide, or Use an Object action. The target has to make a Constitution saving throw against your spell save DC at the end of each of its turns, immediately ending the spell on a failed save.

When the spell ends, the target suffers one level of exhaustion and it's paralyzed for a minute.

BLOODSTREAM DOMINATION

7th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to take control of a creature's bloodstream forcing it to follow your will. It must succeed on a Constitution saving throw or follow your commands despite its will for the duration. Until the spell ends, the creature takes only the actions you choose and

doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

You have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

Each time the target takes damage, it makes a new Constitution saving throw against the spell. If the saving throw succeeds, the spell ends.

BOILING BLOOD

7th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You attempt to transform the blood of up to three creatures you can see within range into a boiling fluid. Each creature makes a Constitution saving throw taking 10d8 fire damage on a failed save or half as much on a successful one.

If damage from this spell reduces a target to 0 hit points, the target is turned to ash.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the fire damage increases by 3d8 for each slot level above 7th.

CRIMSON NEEDLE

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a small pin needle or a medical syringe, sterile and ready for use. It functions as any needle would, useful for pinning or (in syringe form) drawing blood and injecting items such as potions and alchemical items. The needle is too small to be used as an effective weapon, though it deals 1 point of piercing damage if used to puncture the skin.

CRIMSON RAIN

3rd-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a vial of blood)

Duration: Concentration, up to 1 minute

Hot crimson liquid begins to rain down in a 15ft radius, 60ft high cylinder at a point within range.

When a creature enters the area for the first time or starts its turn there, it must make a Constitution saving throw. On a failed save, the creature takes 4d8 necrotic damage. On a successful save, the creature takes half as much damage. You may use a bonus action on each of your turns to move the cylinder up to 20ft. to a point within range.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

DETECT BLOOD

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a drop of blood)

Duration: 10 minutes

For the duration, you can sense the presence and location of spoiled blood within 30 feet of you. You also identify if the blood found belongs to a freshly wounded creature.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

EXPUNGE BLOOD

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Make a ranged spell attack against a creature you can see within reach. On a hit, the target takes 6d8 necrotic damage and its hit points maximum is reduced for the same amount, as your touch absorbs its body's life force.

Undead, Constructs, and Elementals are immune to the hit point reduction effect but take the damage as normal.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d8 for each slot level above 3rd.

INFERNAL BLOOD CONTRACT

9th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (parchment and incense worth of

2500 gold, the blood of creatures signing the contract)

Duration: Until Dispelled

Similar to the contracts made by Devils to deceive

humans, you magically bind a contract written in the blood of the creatures involved in its terms. Every term in the contract must be precisely written. If a term can be interpreted in multiple ways, then the contract will apply to all of the ways a term may be interpreted by the DM.

If a term or a rule is broken by a creature whose blood is bound in the contract, the creature immediately takes 80 + 20d6 psychic damage and becomes stunned for a minute. If the creature dies from the damage it reincarnates as a larva in one of the layers of Nine Hells.

After the contract is signed by both creatures, the parchment becomes immune to any damage. In addition, once signed, the context of the contract cannot be changed. If the creatures that signed the contract willingly agree to tear down the parchment, then the parchment tears into pieces and the magic of the contract gets dispelled. Nothing short of a *wish* spell can dispel the magic of the contract.

Lifefeeding Weapon

5th-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You imbue a weapon you touch with necrotic power. Until the spell ends, the weapon grants the wielder 15 temporary hit points every time the wielder reduces a hostile creature to 0 hit points. In addition, weapon attacks made with it deal an extra 2d8 necrotic damage on a hit. If the weapon isn't already a magic weapon, it becomes one for the duration. As a bonus action on your turn, you can dismiss this spell and cause the weapon to emit a burst of necrotic energy. Each creature of your choice that you can see within 30 feet of you must make a Constitution saving throw. On a failed save, a creature takes 4d8 necrotic damage, and it is blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded. At the end of each of its turns, a blinded creature can make a Constitution saving throw, ending the effect on itself on a success.

PISCAETHCES BLOOD TENTACLES

6th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of blood)

Duration: Concentration, up to 1 minute

Crimson blood tentacles fill a 30-foot radius on the ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature

must succeed on a Dexterity saving throw or take 4d12 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 4d8 necrotic damage.

A creature restrained by the tentacles can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the necrotic damage increases by 2d8 for each slot level above 6th.

SANGUINE EXPLOSION

4th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You channel your necrotic energy coursing through a creature that you can see within range, causing its blood to pierce its own skin from the inside. The target must make a Constitution saving throw. It takes 6d10 necrotic damage on a failed save, or half as much damage on a successful one.

On a failed save, the target suffers an internal wound injury hindering its actions. The target has to make another Constitution saving throw at the start of its turn. On a failed save the target can't take any action or bonus action on that turn, on a successful one the effect ends.

At Higher Levels. The necrotic damage increases by 1d10 for each level above 4th.

SHARP BLOOD

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, M (a sharp blade)

Duration: Concentration, up to 1 minute

You target a creature within range. You attempt to transform the target's blood cells into sharp razor shards that injure the target through millions of tiny cuts. The target has to make a Constitution saving throw or take 2d6 points of piercing damage at the start of each of its turns, for the spell's duration on a failed save. On a successful save, the spell ends. The target can repeat the Constitution saving throw, at the end of each of its turns, ending the spell's effect. The effect may end early if the target receives magical healing. The spell does not affect undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d6 for each slot level above 1st.



CHAPTER 3: COLLECTIVE RITUALS



COLLECTIVE RITUAL CASTING

COLLECTIVE RITUAL SPELLCASTING ALLOWS multiple spellcasters (that are able to cast spells as rituals), to channel their magic in order to cast even more potent ritual spells. These rituals require the spellcasters involved, to have access to the spell, either by having it written in a spellbook or a scroll. Collective rituals are often found inscribed in long forgotten artifacts or murals of the past.

While performing the collective ritual spell, each spellcaster must spend their action each turn casting the spell and maintain their concentration while doing so. If one spellcaster involved loses concentration on the spell, the rest of the spellcasters have to make a Constitution saving throw with disadvantage to maintain the spell.

The DC equals 10 or half the damage the caster takes, whichever number is higher.

If more than one spellcasters lose concentration on the spell, the spell fails. If the casters want to try casting the spell again, they must start over.

COLLECTIVE RITUAL LEVELS

Every collective ritual has a level from 1 to 7. This kind of spells consume a spell slot from each separate caster involved, depending on the level of the collective ritual. The spell slots required for each level of collective ritual are detailed in the table below.

Level of Collective Spell Level of Spell Slots Required

1st	3rd
2nd	4th
3rd	5th
4th	6th
5th	7th
6th	8th
7th	9th

Choosing a Ritual Leader. Before any collective ritual starts, a ritual leader has to be assigned. If the ritual leader loses concentration, the spell fails. A ritual leader is usually the most experienced among the spellcasters. Some of the ritual spells often require the ritual leader to wear a pendant that indicates its authority (usually in spells that summon creatures that requires orders).

Collective Ritual Spell DC. The collective ritual spell DC is equal to the spell save DC of the ritual leader.

Collective Ritual Spell Attack Rolls. The attack bonus with a spell attack from a collective ritual spell, equals to the spell attack bonus of the ritual leader.

LIST OF COLLECTIVE RITUAL LEVELS

The collective ritual spells are presented in alphabetical order.

CLERIC SPELLS

5TH LEVEL

Conjure Greater Celestials^R (conjuration)

6TH LEVEL

Prayer of Renewal^R (necromancy)

Swords of Holy Light^R (evocation)

7TH LEVEL

Supreme Resurrection^R (necromancy)

DRUID SPELLS

1ST LEVEL

Conjure Animal Spirits^R (conjuration)

4TH LEVEL

Call Lightning Storm^R (evocation)

Conjure Fey Companions^R (conjuration)

7TH LEVEL

Create Island^R (transmutation)

Fierce Winter^R (conjuration)

Verdigris Tsunami^R (conjuration)

WIZARD SPELLS

1ST LEVEL

Conjure Swarm of Demons^R (conjuration)

2ND LEVEL

Summon Elementals^R (conjuration)

3RD LEVEL

Conjure Elemental Servants^R (conjuration)

4TH LEVEL

Create Greater Undead^R (necromancy)

Fireblast^R (evocation)

Summon Blood Elementals^R (conjuration)

5TH LEVEL

Summon Blood Elementals^R (conjuration)

6TH LEVEL

Crimson Cataclysm^R (necromancy)

Hell Orb^R (evocation)

Summon Greater Blood Elementals^R (conjuration)

7TH LEVEL

Summon Balor^R (conjuration)

Summon Elder Elemental^R (conjuration)

Tribute to the Blood Lord^R (necromancy)

CALL LIGHTNING STORM

4th-level collective ritual conjuration

Spellcasters Needed: 5

Casting Time: 1 minute

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes.

A storm cloud appears in the shape of a cylinder that is 20 feet tall with a 120-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud). When you cast the spell, choose three points you can see within range. Three bolts of lightning flash down from the cloud to the points you designated. Each creature within 10 feet of the points must make a Dexterity saving throw. A creature takes 4d10 lightning damage on a failed save, or half as much damage on a successful one.

On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same points or different ones. If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 2d10.

At Higher Levels. When you cast this spell using a 5th-level collective ritual or higher, the damage increases by 2d10 for each collective ritual level above 4th-level.

CONJURE ANIMAL SPIRITS

1st-level collective ritual conjuration

Spellcasters Needed: 5

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (a wooden pendant)

Duration: Instantaneous

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range.

Choose one of the following options for what appears:

- Three beasts of challenge rating 2 or lower
- Six beasts of challenge rating 1 or lower
- Twelve beasts of challenge rating 1/2 or lower
- Twenty-four beasts of challenge rating 1/4 or lower

Each beast is also considered fey, and it disappears when it drops to 0 hit points.

The summoned creatures follow the commands of the caster that is wearing the wooden pendant. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned

creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise, take no actions. The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level collective rituals, you choose one of the summoning options above, and more creatures appear twice as many with a 3rd level collective ritual and three times as many with a 5th level collective ritual.

CONJURE ELEMENTAL SERVANTS

3rd-level collective ritual conjuration

Spellcasters Needed: 5

Casting Time: 10 minutes

Range: 90 feet

Components: V, S, M (burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water, a silver pendant)

Duration: Concentration from the ritual leader, up to 24 hours.

You call forth four elemental servants. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. Four elementals of challenge rating 5 or lower appropriate to the area you chose appear in an unoccupied space within 10 feet of it. For example, fire elementals emerge from a bonfire, and earth elementals rise from the ground. The elementals disappear when it drops to 0 hit points or when the spell ends.

The summoned elementals follow the commands of the caster that is wearing the gold pendant. The elementals are friendly to you and your companions for the duration. Roll initiative for the summoned elementals as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to the elementals, they defend themselves from hostile creatures but otherwise takes no actions.

If your concentration is broken, the elementals don't disappear. Instead, you lose control of the elementals, they become hostile toward you and your companions, and they might attack. Uncontrolled elementals can't be dismissed by you, and they disappear 1 day after you summoned them. The DM has the elemental's statistics

At Higher Levels. When you cast this spell using a 5th-level collective ritual or higher, the damage increases by 2d10 for each collective ritual level above 4th-level.

CONJURE FEY COMPANIONS

4th-level collective ritual conjuration

Spellcasters Needed: 5

Casting Time: 10 minutes



Range: 120 feet

Components: V, S, M (a wooden pendant)

Duration: Concentration from the ritual leader, up to 24 hours

You summon four fey creatures of challenge rating 6 or lower, or four fey spirits that take the form of four beasts of challenge rating 6 or lower. They appear in an unoccupied space that you can see within range. The fey creatures disappear when it drops to 0 hit points or when the spell ends.

The summoned creatures follow the commands of the caster that is wearing the wooden pendant. The fey creatures are friendly to you and your companions for the duration. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the fey creatures, they defend themselves from hostile creatures but otherwise take no actions.

If your concentration is broken, the fey creatures don't disappear. Instead, you lose control of the fey creatures, they become hostile toward you and your companions, and they might attack. Uncontrolled fey creatures can't be dismissed by you, and they disappear 3 days after you summoned them. The DM has the fey creature's statistics.

CONJURE GREATER CELESTIALS

5th-level collective ritual conjuration

Spellcasters Needed: 10

Casting Time: 1 hour

Range: 90 feet

Components: V, S, M (a holy symbol of the deity you are devoted to)

Duration: Concentration from the ritual leader, up to 8 hours.

You summon 1d4 devas, which appear in an unoccupied space that you can see within range. The devas disappear when it drops to 0 hit points or when the spell ends.

The summoned devas follow the commands of the caster that is wearing the holy symbol. The devas are friendly to you and your companions for the duration. Roll initiative for the devas as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you), as long as they don't violate their alignment. If you don't issue any commands to the devas, they defend themselves from hostile creatures but otherwise takes no actions. The DM has the deva's statistics.

CONJURE SWARM OF DEMONS

1st-level collective ritual conjuration

Spellcasters Needed: 5

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (a vial of blood from five intelligent humanoids killed within the past 24 hours, an iron pendant)

Duration: Concentration from the ritual leader, up to 24 hours.

You summon up to a total of sixteen manes or dretches that appear in unoccupied spaces you can see within range. The manes or dretches disappear when they drop to 0 hit points or when the spell ends.

The demons are hostile to all creatures. Roll initiative for the summoned demons as a group, which has its own turns. The demons attack the nearest non-demons to the best of their ability.

As part of casting the spell, you can scribe a circle on the ground with the blood used as a material component. The circle is large enough to encompass the space of all the spellcasters involved in the ritual. The summoned demons cannot cross the circle or target anyone in it while the spell lasts. Using the material component in this manner consumes it.

At Higher Levels. When you cast this spell using collective rituals of 3rd level, you summon thirty-two demons. If you cast it using a collective ritual of 5th level, you summon sixty-four demons.

CREATE GREATER UNDEAD

4th-level collective ritual necromancy

Spellcasters Needed: 10

Casting Time: 10 minutes

Range: 150 feet

Components: V, S, M (one clay pot filled with grave dirt, one clay pot filled with brackish water, and one 300 gp black onyx stone for each corpse)

Duration: Instantaneous

You can cast this spell only at night. Choose up to five corpses of Medium or Small humanoids within range. Each corpse, becomes a wight under your control. The DM has game statistics for these creatures.

As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creatures are under your control until they drop to 0 hit points or if you dismiss them as a bonus action, turning them into a pile of grey ash.

CREATE ISLAND

7th-level collective ritual transmutation



CREATE GREATER UNDEAD

Spellcasters Needed: 20

Casting Time: 8 hours

Range: 500 feet

Components: V, S, M (precious ores worth at least 35,000 gp, which the spell consumes)

Duration: Instantaneous

You raise a new island from out of the sea, bringing to the surface a sandy or rocky but otherwise barren protrusion that is solid, stable, and permanently established. The island is 200 feet in diameter. The spell only works if the ocean is less than 1,000 feet deep where the spell is cast.

CRIMSON CATAclySM

6th-level collective ritual necromancy

Spellcasters Needed: 10

Casting Time: 1 minute

Range: 400 feet

Components: V, S, M (a vial of blood, a skull of a humanoid killed in the last 24 hours)

Duration: Concentration from the ritual leader, up to 10 minutes

Warm, blood like liquid starts to fall from the sky in a 60 ft radius, 150 feet high cylinder at a point within range. When a creature enters the area for the first time or starts its turn there, it must a Constitution saving throw or take 14d10 necrotic damage on a failed save, or half as much on a successful one. You may use a bonus action on each of your turns to move the cylinder up to 30 feet to a point within range.

The ground in the area is covered with thick blood, making it difficult terrain.

In addition, if a creature is concentrating in the spell's area, the creature must make a separate successful Constitution saving throw against your spell save DC or lose concentration.

FIERCE WINTER

7th-level collective ritual conjuration

Spellcasters Needed: 10

Casting Time: 1 minute

Range: 300 feet

Components: V, S, M

Duration: Concentration, up to 24 hours

A hurling snowstorm forms centered on a point you can see and spread to a radius of 1 mile. The intense cold freezes water out of the air, causing constant snowfall and wind. The snow and wind produce a blizzard effect within the area. Each round you maintain concentration on this spell, the emanated snow deals 3d8 points of cold damage to every creature unless they are near a heat source that is protected by the extreme weather conditions. The area becomes difficult terrain and is heavily obscured.

Ranged weapon attacks in the area are impossible.

The snowstorm counts as a severe distraction to maintain concentration on spells.

Every spellcaster that takes part in this ritual, suffers 2 points of exhaustion for every 8 hours concentrating on this spell.

FIREBLAST

4th-level collective ritual evocation

Spellcasters Needed: 5

Casting Time: 1 minute

Range: 150 feet

Components: V, S, M (a red dragon's scale)

Duration: Instantaneous

A large ball of searing flames blasts to a point you choose within range. Each creature in a 30-foot radius sphere centered on that point must make a Dexterity saving throw. A target takes 30d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a 5th-level collective ritual or higher, the damage increases by 5d6 for each collective ritual level above 4th-level.

HELL ORB

6th-level collective ritual evocation

Spellcasters Needed: 5

Casting Time: 1 minute

Range: 300 feet

Components: V, S, M

Duration: Instantaneous

A sun-bright orb of concentrated energy flashes to a point you choose within range and then blossoms into an explosion of acid, fire, lightning and thunder. Each creature in a 40-foot radius sphere centered on that point must make a Dexterity saving throw. A target takes 12d6 points of acid damage, 12d6 points of fire damage, 12d6 points of lightning damage and 12d6 points of thunder damage on a failed save, or half as much damage on a successful one. The explosion spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Every spellcaster that takes part in this ritual, suffers 10d6 necrotic damage, due to the energy required to create such a destructive spell.

CRIMSON CATAclySM

6th-level collective ritual necromancy

Spellcasters Needed: 5

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a sprinkle of holy water and

diamonds worth at least 6,000 gp, which the spell consumes)

Duration: Instantaneous

You touch up to seven dead creatures that have been dead for no more than a century, that didn't die of old age, and that isn't undead. If their souls are free and willing, the targets return to life with all their hit points. This spell neutralizes any poisons and cures normal diseases afflicting the creatures when they died. It doesn't, however, remove magical diseases, curses, and the like, if such affects aren't removed before casting the spell, they afflict the targets on their return to life.

This spell closes all mortal wounds and restores any missing body parts.

Coming back from the dead is an ordeal. The targets suffer 3 points of exhaustion.

Every spellcaster that takes part in the ritual, can't cast spells again until they complete a long rest, due to the toll of bringing these many creatures back from the dead.

SUMMON BALOR

7th-level collective ritual conjuration

Spellcasters Needed: 15

Casting Time: 1 hour

Range: 60 feet

Components: V, S, M (a vial of blood from fifteen intelligent humanoids killed within the past 24 hours, an ivory pendant worth of at least 3000gp)

Duration: Concentration from the ritual leader, up to 8 hours

You summon a balor that appears in an unoccupied space you can see within range. The balor disappears when it drops to 0 hit points or when the spell ends.

The summoned balor follow the commands of the caster that is wearing the ivory pendant. Roll initiative for the balor, which has its own turns. You can issue orders to the balor, and it obeys you as long as it can attack a creature on each of its turns. If either of these conditions is not met, the balor immediately makes a Charisma check contested by your Charisma check. If you fail the check, the spell no longer requires concentration and the balor is no longer under your control. The balor automatically succeeds on the check if it is more than 1 mile away from you.

As part of casting the spell, you can scribe a circle on the ground with the blood used as a material component. The circle is large enough to encompass the space of all the spellcasters involved in the ritual. The balor cannot cross the circle or target anyone in it while the spell lasts. Using the material component in this manner consumes it.

SUMMON BLOOD ELEMENTALS

4th-level collective ritual conjuration

Spellcasters Needed: 5

Casting Time: 1 hour

Range: 90 feet

Components: V, S, M (a holy symbol and a vial of blood from four humanoids killed in the past 24 hours)

Duration: Concentration from the ritual leader, up to 24 hours

You call forth two greater blood elementals. Choose an area that fills a 20-foot cube within range. Two greater blood elementals appear in an unoccupied space within 10 feet of it.

The summoned blood elementals follow the commands of the caster that is wearing the holy symbol. The elementals are friendly to you and your companions for the duration. Roll initiative for the summoned elementals as a group, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it attacks the closest life form it can see.

If your concentration is broken, the blood elementals don't disappear. Instead, you lose control of the elementals, they become hostile toward you and your companions, and they might attack. Uncontrolled elementals can't be dismissed by you, and they disappear 1 day after you summoned them, or when they drop to 0 hit points. The DM has the greater blood elemental's statistics.

At Higher Levels. When you cast this spell using a 5th-level collective ritual or higher, two additional blood elementals appear for each collective ritual level above 4th-level.

SUMMON GREATER BLOOD ELEMENTALS

6th-level collective ritual conjuration

Spellcasters Needed: 5

Casting Time: 1 hour

Range: 90 feet

Components: V, S, M (a holy symbol and a vial of blood from ten humanoids killed in the past 24 hours)

Duration: Concentration from the ritual leader, up to 24 hours

You call forth two blood elementals. Choose an area that fills a 20-foot cube within range. Two blood elementals appear in an unoccupied space within 10 feet of it.

The summoned blood elementals follow the commands of the caster that is wearing the holy symbol. The elementals are friendly to you and your companions for the duration. Roll initiative for the summoned elementals as a group, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it attacks the closest life form it can see.

If your concentration is broken, the blood elementals don't disappear. Instead, you lose control of the

elementals, they become hostile toward you and your companions, and they might attack. Uncontrolled elementals can't be dismissed by you, and they disappear 1 day after you summoned them, or when they drop to 0 hit points. The DM has the blood elemental's statistics.

SUMMON ELDER ELEMENTAL

7th-level collective ritual conjuration

Spellcasters Needed: 15

Casting Time: 1 hour

Range: 150 feet

Components: V, S, M (incense from the elemental plane of air, clay from the elemental plane of earth, sulfur and phosphorus from the elemental plane of fire, or water and sand from the elemental plane of water)

Duration: Instantaneous

You create a portal to the elemental plane that corresponds to the materials used for the ritual. You call forth an elder elemental and the portal immediately closes. Choose an area of air, earth, fire, or water that fills a 120-foot cube within range. An Elder Tempest, a Leviathan, a Phoenix or a Zaratan appears in an unoccupied space within 60 feet of it. For example, a Phoenix emerges from a conflagration, and Zaratan rises up from the ground. The elemental disappears when it drops to 0 hit points.

The elemental is hostile to all creatures. Its sole purpose destruction. Roll initiative for the summoned elemental which acts on its own turns.

After casting the spell, there is a 25 percent chance that 2d4 casters taking part in the ritual, other than the ritual leader immediately die due to the immense strain of creating the portal.

The DM has the elder elemental's statistics.

SUMMON ELEMENTALS

2nd-level collective ritual conjuration

Spellcasters Needed: 5

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (golden pendant worth at least 100g)

Duration: Instantaneous

You summon elementals that appear in unoccupied spaces that you can see within range. You choose one of the following options for what appears:

- Two elementals of challenge rating 3 or lower
- Four elementals of challenge rating 2 or lower
- Eight elementals of challenge rating 1 or lower
- Sixteen elementals of challenge rating 1/2 or lower

An elemental summoned by this spell disappears when it drops to 0 hit points.

The summoned creatures follow the commands of the caster that is wearing the gold pendant. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise, take no actions. The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level collective rituals, you choose one of the summoning options above, and more creatures appear twice as many with a 4th level collective ritual and three times as many with a 6th level collective ritual.

SUPREME RESURRECTION

6th-level collective ritual evocation

Spellcasters Needed: 5

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a holy symbol)

Duration: 1 hour

Ten swords of radiant energy appear 30 feet above you until the spell ends. You can use a bonus action to send up to two of the swords streaking toward two different creatures or objects within 150 feet of you. When you do so, make a separate ranged spell attack for each target. On a hit, the target takes 7d12 radiant damage. Whether you hit or miss, the sword is expended. The spell ends early if you expend the last sword. Each of the swords shed bright light in a 30-foot radius and dim light for an additional 30 feet. The light is sunlight.

The swords dispel any darkness in the area they hit if it was created by a spell.

TRIBUTE TO THE BLOOD LORD

7th-level collective ritual necromancy

Spellcasters Needed: 15

Casting Time: 1 hour

Range: 1 mile

Components: V, S, M (the powder of a crushed black pearl worth at least 5000 gp, a ruby pendant worth at least 5000gp)

Duration: Instantaneous

You utter prayers to the Haemnathuun, the Blood Lord offering lives in exchange for eternal servants. Each creature in a 100-foot radius sphere centered on each point you choose is overflowed with negative energy. If the creatures have 75 or fewer hit points they die instantly. Otherwise, the spell has no effect. The creatures that died by this effect rise after 1 minute, as Blood Fiends.

The summoned blood fiends follow the commands of the caster that is wearing the ruby pendant. You can



use a bonus action to mentally command the blood fiends you create with this spell, issuing the same command to all of them. To receive the command, a blood fiend must be within 300 feet of you. You decide what action the blood fiend will take and where they will move during their next turn, or you can issue a general command, such as to guard a chamber or passageway against your foes. If you issue no commands, the blood fiends do nothing except defend themselves against hostile creatures. Once given an order, the blood fiends continue to follow it until their task is complete.

VERDIGRIS TSUNAMI

7th-level collective ritual conjuration

Spellcasters Needed: 10

Casting Time: 10 minutes

Range: 300 feet

Components: V, S

Duration: Instantaneous

A tsunami of grass, shrubs, and trees that overgrows the area like a tidal wave, springs into existence at a point you can see within range, covering a 1-mile radius. The plant growth creeps and curls across every-thing in the area, ensnaring it and coiling around it as if it had been growing there for a century or more.

Creatures in the area must make a Dexterity saving throw to avoid the fast-moving growth. On a failed save a creature takes 20d10 bludgeoning damage, or half as much damage on a successful save, due to the crushing press.

Buildings and other constructions get completely engulfed by the vegetation and they take 20d10 bludgeoning points of damage as well. Buildings destroyed by the damage have their foundations uprooted and walls crumbled. The plant growth is permanent.

Every spellcaster that takes part in this ritual, suffers 2 points of exhaustion after its completion.

VARIANT RITUAL CASTING OPTION.

If two or more spellcasters have the same ritual spell prepared they can choose to assist one another, undercutting the spells casting time, times equal to the number of spellcasters involved.

For example if two spellcasters have the detect magic spell prepared and they are both able to cast it as a ritual, the casting time is reduced in half. If a third spellcaster had the same spell prepared and was able to cast it as a ritual, assisting the rest of the casters would allow them to cast it at a third of the time.



CHAPTER 4: THE CRIMSON ORDER



THE CRIMSON ORDER



HE CRIMSON ORDER IS A SECRET CULT OF Haemnathuun, the Blood Lord, kept in the shadows, put together long ago from nobles looking to extend their power and influence. The Blood Lord (an elder-evil)

was slain long ago by Bahamut, Bane, and Ioun, but his 1000' long-dead body remains as a mass of bloodstone in the Astral Sea.

Haemnathuun seeks to be revived once again, giving knowledge and powers to his worshipers, to perform the rituals needed for his resurrection. The biggest promise Haemnathuun has made to his worshipers is that they will obtain eternal life (but his revival will turn his followers into eternal thralls under his control).

The organization stays secret, even to the areas it's based at. There are only whispers and rumors, being very careful with whom they approach to stay unknown. Most of the members belong to noble families, who strive from a young age to climb their way up to the Order's hierarchy. Its highest authority members are masters of the arcane, demonologists, battle tacticians or deadly assassins.

HAEMNATHUUN, THE BLOOD LORD

Gods, primordials, and other powerful beings are sometimes preserved in the Astral Sea after their deaths. Drifting through the starry mists like statues of their former selves, they slumber through eternity, awaiting the divine spark that might reawaken them. One such drifting corpse is Haemnathuun, the Blood Lord, a terrible primordial who fell during a furious assault on the dominion of the gods' countless ages ago. Haemnathuun's drifting corpse is a floating mountain of strange scarlet stone 1,000 feet long.

The primordial was nowhere near this size when he perished, but as the ages pass the drifting corpses of dead beings in the Astral slowly transform into astral matter. Haemnathuun was a terrible giant with four clawed arms and a wide mouth full of needle-sharp fangs. The petrification of his body and the trees and vines veiling his form do not obscure his monstrosity. The abominations known as blood fiends were his creation, and Haemnathuun made them in his own image.

A fierce tribe of astral stalkers dwells atop Haemnathuun's corpse. They dwell in the weird twisted forest covering his body.

BOONS OF HAEMNATHUUN

The following entry outlines boons that the DM can grant monsters and NPCs that are dedicated to Haemnathuun, the Blood Lord. The entries also list signature spells associated with Haemnathuun. If the monsters or the NPC can cast spells, you can replace any of those spells, with spells from that list, as long as the new spell is equal level as the spell it replaces.

Haemnathuun has no limit on the number of

creatures he can gift with boons.

The effects of the boon remain, as long as Haemnathuun is pleased with the acts of its followers. Accepting such boon, usually drives a person towards acts of chaos and madness, while corrupting its soul.

• **Ability Score Adjustment:** Up to a +4 adjustment to Constitution

• **Signature Spells:** Blood Puppet (1st level), Blood Infusion (2nd level), Blood Hound (3rd level)

Haemnathuun grants his followers the ability to feed on their target life force. He grants his cultists the Life Absorption trait and his cult leaders the Crimson Mantle trait.

Life Absorption (2/Short Rest). If the cultist reduces a creature to 0 hit points, it gains 10 temporary hit points.

Crimson Mantle. This creature is surrounded by a thin crimson aura while it isn't incapacitated. The creature gets immunity to the frightened condition and has immunity to necrotic damage.

THE ORDER'S ORGANIZATION

The Order is divided into three "Houses", each one under the supervision of the Oracles that are responsible for them. Their authority to their subordinates is absolute but Seer Sanctorum's authority is greater than anyone else in the Order.

HOUSE OF ARMS

The purpose of the members of this house is to ensure the safety of the Order and their most valuable members. They usually patrol on high-value facilities of the Order or get assigned to guard significant individuals.

• **Red Blades:** This rank is placed upon members of the cult when they first join. Some red blades are usually tasked with the transport and organization of the armory and the supplies while others serve as the main body of the cult or as scouts and assassins.

• **Red Stalkers:** Stronger individuals, who can take missions alone. They abduct victims for experiments or get tasked to finish off traitors of the Order. Rogues who can weaken their foes through limited blood magic, known as Bloodcursers or the skilled blood hunter Rangers who know dreadful curses, usually take this rank.

• **Crimson Guards:** Crimson Guards are usually fighters that have proven their skill with arms and have served long enough for higher-ups in the Order. They have to swear an oath similar to knights, to serve and protect usually sages of the Order, who lack the physical strength to protect themselves. They have up to 15 Red Blades that take orders from them (those 15 Red Blades form a squad).

- **Crimson Harbingers:** This rank is given to Fighters, Rangers or Rogues of the Order that have proven their superiority in terms of battle skills and leadership. They can have up to five Crimson Guards and two Blood Seekers under their command. Usually, they are either needed when some of the experiments of the Order go berserk or if any of the nobles that fund the organization need a highly-skilled bodyguard.

- **Blood Skull Overseer:** Military masterminds that have proven they're worthy of such title, take this rank. The Crimson Order has three Blood Skull Overseers. They can have absolute authority to six Crimson Harbingers each, as well as their subordinates.

HOUSE OF KNOWLEDGE

The house of knowledge consists mainly of magic users capable of using blood magic. The most common schools of magic that are practiced among the Crimson Order are Necromancy and Transmutation, due to the nature of blood magic. Evocation and Abjuration are also supplementary schools of magic that are practiced among the ranks of the Crimson Order.

- **Sanguine Scholars:** This rank is given to a newly recruited member of the Order that actively seeks knowledge regarding blood magic. Members with this rank are usually paper pushers of the Crimson Order, that want to expand their knowledge about blood magic and its capabilities. They are arcane magic users that had some prior experience as scholars.

- **Blood Seekers:** Members of this rank, know all the basics about blood magic and they are actively seeking to discover old blood spells that have been forgotten, potentially discovering something that would help them reach higher ranks in the Order.

- **High Blood Seekers:** This rank is given to Blood Seekers that have discovered several blood spells that have been forgotten and their contribution to the Order has been recognized. They usually have several Red Blades under their command that would protect them with their lives.

- **Sanguine Mentors:** Those who have the title of the Sanguine Mentor has been great contributors for the Order, due to their successful Blood Magic experiments. High Blood Seekers and their subordinates ought to help the Sanguine mentors with their research and experiments providing them the resources that are required.

- **Elder Sanguine Mentor:** Only highly skilled Sangromancers and Blood Sorcerers who have conducted a lot of difficult experiments and have provided the Order with the most insightful information about blood magic, take this rank.

There can be up to five Sanguine Mentors in the Order at any given time. Together they are the trusted counsellors of the Oracle of the Arcane. They are also responsible for the resources and sacrifices needed for Oracle's blood rituals.

HOUSE OF INFLUENCE

For the Order to achieve its goals from the shadows, there should be nobles that could provide all the necessary resources and political influence to ensure that no one interferes with its plans. This house's goal is to approach wealthy individuals that seek even greater power and status and offer them a place among the inner circle of the Crimson Order.

- **Red Brothers/Sisters:** This is the rank, is given to those that are initiated in the House of Influence. They are usually nobles, that are capable of influencing the public opinion on their village or town. Their role is to find and enlist other members for the Crimson Order, which can be useful in terms of knowledge or influence of the public opinion if needed.

- **Ruby Hands:** This title is granted to those that have proven their loyalty to the Order and usually have a great status and political power (a mayor of a town, a guild leader, a judge, etc). Their role is to protect the secrecy of the Order, on a scenario that would publicize the existence of the Order.

- **Bloodmasters:** They are higher-ups in terms of the hierarchy inside the Order, but they lack the political power that the Ruby Hands have. Responsible to collect the resources needed and those that know every transaction and payment the Order has to make. Due to these critical responsibilities, those who take this position have to be trusted by a high-ranked member of the Order.

- **Crimson Vindicators:** At the same level in terms of status, Crimson Vindicators, are the ones responsible for judging any member that would have put the Order in danger. There are no more than three people in this position at a time, and they can give orders to any Red Stalker in the Order to retrieve or kill a specific individual or a member of that have betrayed the Order.

- **Heralds of Whispers:** Among the highest ranks of the house of Influence, this title is granted to the most talented individuals of the Crimson Order that are capable to gather information about possible threats to the Order, location of powerful magical items and new noble families that would provide the Order with the funds needed. Highly skilled rogues and bards yield this title.

Few know that, but the symbol of the cult reveals a lot about the cult's structure. The two arcs represent the main body of the cult. The central part of the symbol depicts the position of the oracles of arms and blood, that is bestowed to the most capable combatants of the cult. The right and left parts of the symbol represent the positions of the Oracle of the Arcane & the Oracle of Coin and Relations. The arrow part of the symbol represents the head of the cult, the Blood Monarch the one chosen and blessed by the Blood Lord.

THE LEADERS OF THE ORDER

- **Oracle of the Arcane:** Nameia Hagar is the one that is given the title of the most capable arcanist in the Order.
- **Oracles of Blade & Blood:** These are two separate titles that are given to the most capable combatants of the Crimson Order. The individuals that are occupying the titles are Aldus Colvard and Cordelia Kahler.
- **Oracle of Coin and Relations:** Rowley Gunter is the head of the division responsible for the reassuring that the Order's movements remain in shadows.

ALDUS COLVARD

Aldus Colvard [al-dus, col-var'd] is a male human fighter that has the title of the Oracle of Blood. He is an heir of one of the founding noble families of the organization. Aldus trained to become a great fighter from a young age. With amazing vigor and unnatural strength, it became clear that he was unmatched in terms of pure strength and he was given the rank of the Order's strongest warrior. Aldus is sadistic and adores fighting against powerful enemies and terrible creatures. The Crimson Order usually assigns him, missions that require immense brute force and most likely involve neutralizing powerful threats.

Background. Aldus was once one of the knights serving as king's guard. He was able to attain that position fairly easily due to his skills in battle and his family's influence. A position not quite fitting for someone with such ferocity.

Desiring to prove his abilities in combat, he took part in a royal match that was conducted in the capital. Aldus managed to end up in the finals, fighting against one of the strongest knights in the kingdom, Sir Wimark the Colossus. Sir Wimark was arrogant and provoked Aldus throughout the duel, thinking he had the upper hand. But the tide soon turned against him. Aldus wanting to prove his might, managed to charge and knock Sir Wimark to the ground hitting him relentlessly with this maul until he left his last breath. Everyone in the audience was shocked, with the result of the duel.

Killing your opponent was against the match's rules and Aldus knew that but killing the knight that underestimated him felt great for him. Exhausted from the continuous fighting and knowing the consequences, Aldus dropped his weapon and allowed the guards to chain him and drive him to the prison.

His family, caught by surprise by what they have witnessed, were certain for their son's upcoming execution. Aldus' mother, Dareen, did not want to see her son beheaded, despite the crime he has committed. She begged Rowley to save her son, at any cost, since their allegiance to the Order was strong and indisputable.



Rowley sent one of the Heralds of Whispers in the prison, to offer Aldus a chance to join the Crimson Order's ranks. He offered Aldus a vial containing the blood of a fiend. If he was dedicated to stand on the Order's side and pledge his eternal loyalty to the Blood Lord, he could find a fitting role for him. By drinking the blood of the fiend, he could attain even greater abilities, although there was a high risk for him to die outright. Aldus accepted the terms, drank from the vial, and managing to withstand the substance and acquiring what he was promised. The Herald helped Aldus escape the prison, passing through the guards unnoticed.

In the following years, Aldus proved that he was worth the chance the Order gave to him. He climbed through the military ranks of the Order, gaining the title of the Oracle of Blood; a title fitting to the most fearless warrior of the Order.

Ideals. Aldus believes that in life as in war, the stronger force wins. That's why he has sided with the Crimson Order.

Motives. Aldus can feed his ever ending thirst for battle and conflict through serving as an Oracle of the Crimson Order. He is hoping to find an individual strong enough that would be able to challenge him and bring him to his knees.

Flaws. He has little respect for anyone who is not a proven warrior. Besides, his hatred of the enemies of the Crimson Order is blind and unreasonable.

Treasure. Aldus wears a +3 *black plate armor* protecting him from certain spells, he uses an oversized magical maul that's called "*Headsplitter*" and also wears a *cloak of protection*.

ALDUS COLVARD

Medium humanoid (human), neutral evil

Armor Class 22 (+3 plate armor, cloak of protection)

Hit Points 269 (22d10 + 154)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	24 (+7)	13 (+1)	15 (+2)	18 (+4)

Saving Throws Str +11, Dex +7, Con +11, Int +5, Wis +6, Cha +5

Skills Athletics +13, Acrobatics +7, Intimidation +10, Perception +9, Survival +7

Condition Immunities frightened, charmed

Senses passive Perception 16

Languages Common, Infernal, Abyssal, Undercommon

Challenge 18 (20,000 XP)

Legendary Resistance (2/Day): If Aldus fails a saving throw he can choose to succeed instead.

Action Surge (2/ Per Short or Long Rest). Aldus can take one additional action on top of his regular action and a possible bonus action.

Adamantine Armor. While Aldus is wearing his adamantine armor, any critical hit against him becomes a normal hit.

Blood Frenzy. While Aldus has less than one third of his hit points maximum, his weapon attacks deal the maximum die damage whenever he hits.

Devastating Blow. When Aldus rolls 20 on an attack roll made with Headsplitter, his attack deals an additional 5d6 points of bludgeoning damage.

Fatal Wounds (7/Per Short Rest). Aldus can do an additional 1d12 points of damage when hitting with a weapon.

Indomitable (3/Day). Aldus rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, Aldus can regain 30 hit points.

Life Absorption (2/Short Rest). If the Aldus reduces a creature to 0 hit points, he gains 10 temporary hit points.

ACTIONS

Multiattack. Aldus uses his dreadful presence. He then makes three attacks with his headsplitter or his javelins.

Headsplitter. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 7) bludgeoning damage.

Oversized Javelin. *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one target. *Hit:* 13 (2d6 + 7) piercing damage.

Fanatical Presence. As a bonus action, Aldus unleashes a battle cry, towards a creature that can see and hear him. That creature can immediately make a melee weapon attack with advantage against a hostile creature within its reach, as a reaction.

Dreadful Presence (Recharges after a Short or Long Rest). Aldus's presence inspires fear to every enemy near him. Each enemy within 30 feet of Aldus must succeed on a DC 20 Wisdom saving throw or be frightened for 1 minute. If a frightened target end its turn more than 30 feet away from Aldus, the target can repeat its saving throw, ending the effect on itself on a success.

Crushing Ground Strike (Recharge 5-6). Each creature in a 30 foot cone must succeed on a DC 20 Dexterity saving throw or take 6d8 bludgeoning damage on a failed save, or half as much on a successful one. If the saving throw fails by 5 or more, the creature is also knocked prone.

REACTIONS

Sentinel Strike. Creatures within Aldus reach provoke opportunity attacks, even if they use the Disengage action. Whenever Aldus hits a creature with an opportunity attack, its speed drops to 0 for the rest of the turn. This stops any movement they may have been taking.

LEGENDARY ACTIONS

Aldus can take 3 Legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Aldus regains spent legendary actions at the start of his turn.

Charge. Aldus can move up to his speed and pass through the space of a Large or smaller creature. That creature must succeed on a DC 20 Strength saving throw or be knocked prone and take 13 (2d12) bludgeoning damage.

Attack. Aldus can make an attack with headsplitter or his javelins.

Crushing Ground Attack (2 actions). Aldus uses his Crushing Ground Strike if it has recharged.

LAIR ACTIONS

When fighting Aldus inside his lair, Aldus can use lair actions. On initiative count 20 (losing initiative ties) Aldus takes a lair action to cause one of the following effects; Aldus can't use the same lair action two rounds in a row:

- Aldus and up to ten of his allies gain 30 temporary hit points.
- Until the start of Aldus next turn all his weapon attacks hit automatically
- Aldus moves with unerring accuracy. Until the start of his next, all attacks against him are made with disadvantage.

CORDELIA KAHLER

Cordelia Kahler [cord-elia, kah-ler] is a female fallen aasimar. She is a paladin of the Haemnathuun, that has been granted the title of the Oracle of Blade. She has short black hair and purple-hued glowing eyes. Cordelia is the commander of the Crimson Order forces and a competent combatant. Despite having no noble lineage, she managed to glide through the hierarchy, due to her skills in battle, and her inspiring presence on the battlefield.

Background. Cordelia lost her family when she was six years old. They were slaughtered in front of her eyes, by a knight who served the local lord of her town. Cordelia's parents were framed for a crime that they never committed. Both of them were kind-hearted and accepted the fate that was bestowed upon them, to make sure their baby child wouldn't meet the same fate. Their initial sentence was imprisonment, while Cordelia was going to serve as a maid for the local lord. But the knight abused the power he had and executed her parents inside their house. Shortly after he chained the little child as if she was a criminal.

Galinndan, who was passing from the town, saw the little aasimar girl that was mistreated. He approached the knight, asking him to set free the poor girl. The knight once more embezzled his authority and rushed offensively towards the stranger, to punish him for hampering his task. Galinndan used his powers to immobilize the knight. He freed the little girl and fled from the city, alongside her.

After that incident, Cordelia followed the elf man that saved her from a future in custody. Galinndan kept the girl by his side, so she can be safe and teach her how she could survive on her own.

While Galinndan tried to keep the fact that he was a leader of a rising cult secret, Cordelia not being naive, quickly realized the truth and asked the man that saved her to join his cause, this way she could repay the debt she ought to him for saving her life.

Cordelia trained with the scimitar and the shield, while Galinndan helped her hone her social skills. Not many years passed and she proved to be an excellent warrior that could also outsmart even the brightest strategists of the Order.

Ideals. Cordelia is a fallen aasimar that has a connection to dark powers. Her angelic guide Valandras is a stern and judgmental spirit. She believes that her dark calling puts her above the law and she is obligated to destroy anything that poses a threat to herself and her companions.

Motives. She believes that the Crimson Order will be able to change the world and the Blood Lord will provide her with the power to achieve that. Cordelia seeks revenge from those that mistreated her family. She wouldn't put the Order (and in extension Galinndan), at-risk for her desires. Lastly, she wants the Crimson Order's goal to come into fruition to repay the debt she owns to Galinndan for saving her life.

Flaws. Due to what happened in her past, Cordelia assumes the worst in people (except Galinndan, who she deeply respects and idolizes). She is regularly talking to Valandras, asking him for guidance, even though others can't see him.

Treasure. Cordelia uses a *spellguard shield* and a +3 scimitar called *blood lord's scimitar*. She wears a *black adamantite half-plate armor* and a *ring of featherfall*.

Companion. She owns a brown and white **griffon** named Eos, with these changes:

- Eos is lawful evil.
- He is a fiend instead of a monstrosity.
- He has resistance to fire and necrotic damage.
- His AC is 17 due to the armor that Cordelia has placed on him.



Only feeble warriors flinch in the heat of battle.

~Cordelia

CORDELIA KAHLER

Medium humanoid (aasimar), lawful evil

Armor Class 23 (plate, shield)

Hit Points 247 (22d10 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	22 (+6)	22 (+6)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Dex +11, Wis +9, Cha +11

Skills Athletics +8, Acrobatics +11, Deception +9, Intimidation +9

Damage Immunities necrotic, poison

Condition Immunities frightened, poisoned, charmed

Senses passive Perception 18

Languages Common, Celestial, Abyssal, Infernal

Challenge 18 (20,000 XP)

Legendary Resistance (2/Day): If Cordelia fails a saving throw she can choose to succeed instead.

Healing(1/Day). Cordelia, or one creature it touches regains up to 100 hit points.

Divine Sense. Cordelia has advantage on Wisdom (Perception) checks made to perceive evil-aligned creatures.

Cleansing Touch (3/Day). Cordelia can use her action to end one spell on itself or a willing creature that it touches.

Blood Ward (Recharges after a Long Rest). When Cordelia is reduced to 0 hit points but not killed outright, she drops to 1 hit point instead.

Spellguard Shield. While Cordelia is holding the spellguard shield she has advantage against saving throws from spells and other magical effects and spell attacks have disadvantage against her.

Life Absorption (2/Short Rest). If the Cordelia reduces a creature to 0 hit points, she gains 10 temporary hit points.

Crimson Herald (1/Day). As an action Cordelia, surrounds herself with an aura of blood that lasts for 1 minute and gives her the following benefits:

- Whenever a creature damages her, it takes 10 necrotic damage
- At the start of each of her turns, she regains 10 hit points.
- She can use a bonus action on her turn, to cause the blood in her aura to attack one creature. She makes a melee spell attack as a bonus action, against the target. If the attack hits, the target takes 15 (3d10) necrotic damage.

Spellcasting. Cordelia is a 20th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Cordelia has the following spells prepared:

1st level (4 slots): *bane, command, inflict wounds, searing smite*

2nd level (3 slots): *darkness, blindness/deafness, branding smite*

3rd level (3 slots): *bestow curse, vampiric touch*

4th level (2 slots): *blight, death ward*

5th level (2 slots): *antilife shell, contagion*

ACTIONS

Multiattack. Cordelia uses her Necrotic Shroud. She then makes three melee attacks or three attacks with her Longbow.

Blood Lord's Scimitar. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 8) slashing damage, plus 16 (4d8) necrotic damage.

Shield Bash. *Melee Weapon Attack:* +10 to hit, reach 5ft., one creature. *Hit:* 5 (1d4+3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 10 (1d8 +6) piercing damage, plus 10 (2d10) poison damage.

Dance of Death (1/Day). Cordelia can cast *danse macabre* from the blood lord's scimitar, without requiring to concentrate on the spell.

Necrotic Shroud (Recharges after a Long Rest). Cordelia can unleash the divine energy within herself, causing her eyes to turn into pools of darkness and two skeletal, ghostly, flightless wings to sprout from her back. The instant she transforms, other creatures within 30 feet of her that can see her must each succeed on a DC 19 Charisma saving throw or become frightened of her until the end of her next turn. The transformation lasts for 1 minute. During it, once on each of her turns, she can deal 20 extra necrotic damage to one target when she deals damage to it with an attack or a spell.

REACTIONS

Parry. Cordelia adds 6 to its AC against one melee attack that would hit her. To do so, Cordelia must see the attacker and be wielding a melee weapon.

Featherfall Ring. Cordelia can cast the *featherfall* spell on herself as a reaction.

LEGENDARY ACTIONS

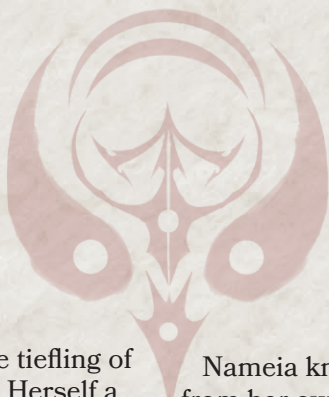
Cordelia can take 3 Legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Cordelia regains spent legendary actions at the start of her turn.

Move. Cordelia can move up to half her speed, to an unoccupied space she can see within range. This movement does not provoke opportunity attacks.

Attack. Cordelia can make an attack with her blood lord's Scimitar or her longbow.

Commanding Strike. Cordelia issues a command to up to ten friendly creatures within 60 feet of her. These creatures immediately use their reactions, and make a melee or ranged attack with advantage, against a creature of Cordelia's choice that they can see within range.

Whirlwind Attack. Cordelia makes melee attacks against any number of creatures within 5 feet of her, with a separate attack roll for each target.



NAMEIA HAGAR

Nameia Hagar [na-meia, hah-gahr] a female tiefling of Mephistopheles is the head of this division. Herself a product of her parent's devilish dealings, now master of the arcane arts and a powerful blood mage wizard. Through the discovery of forgotten tomes of blood magic, she managed to become a potent wizard, relatively soon. She has a powerful artifact in her possession, the Philosopher's Stone, an item that allows her to create perfect simulacrum of herself and grants her immortality while in her possession. Next to no one knows about it, since she is never in the same place as her simulacrum. In this way, she manages to hasten the research and experiments, about creating perfect servants that would allow her to remain safe and would provide extra forces for the organization's hideouts for her to control.

Background. Nameia from a young age never really felt different, even though everyone in her family was human, her mother Diana treated her as cruel and harsh as she was at her older sister, Mae.

Diana Hagar a manipulative woman with aspirations only for power and wealth. Married a man, she never loved, only for his status, she even took a devilish offer for greater power, resulting in Nameia's cursed birth and tiefling nature. For her, her husband Almer and her two children were nothing more than pawns that needed to be utilized in their full potential. She was who first involved her whole family with the Crimson Order's dealings searching for ways to further expand her influence. She put her two children through strict studying and harsh training for years, so they can reach high positions in the organization. Through all this time the two sisters formed a strong bond. With a father too busy to care for and a selfish mother, all they had was each other. The two young girls proved to be powerful mages, in time, Mae was deemed worthy and offered a position in the Crimson Order. That's when for the first time Nameia had to part ways with her sister. Lonely and angry, with her sister's absence, like a spoiled child she cried and wished what her sister had. But one should be careful of what they wish. After her older sister taking part in one of the Order's collective rituals that went wrong, she ended up dying.

Nameia's sorrow quickly became anger. Anger towards her parents and the Order, that were unmoved by their Mae's death, asserting that her sister was too confident in her magic abilities, that drove her to her demise.

Nameia knowing that she wouldn't find any support from her own family, she dedicated herself to what she was already good at. She studied Sangromancy, climbing slowly but steadily into the Order's hierarchy until she was crowned with the rank of the Oracle of the Arcane.

She knew that if she wanted to take revenge for what has happened to her beloved sister, she needed to demolish the Order from the inside.

Nameia found everything she could about Haemnathuun, the elder entity that everyone inside the Order was loyal to. An ancient text was indicating that the body of the dead primordial was lying dead in the Astral Sea. She used her powerful magic to travel to the Astral Sea, to find the body of the Blood Lord. After several days of travel, she found the body of Haemnathuun, turned into astral matter due to its exposure of several millennia in the Astral Sea. After her encounter with several astral Stalkers that were dwelling on top of his body, she managed to remove a piece of crimson stone from the body of the Blood Lord. Later she realized that the stone she had collected, was called a Philosopher's Stone, augmenting her abilities even further and allowing her to create powerful simulacrum of her. With that power in hand, Nameia created two simulacrum of her, assigning them in her post in the Order, while she travels the Multiverse to gather knowledge that would allow her to take her long-lasting revenge. She has provided both her simulacrum with rings of mind shielding to keep them safe from those that would try to foil her plan.

Ideals. Nameia thinks that emotions should not cloud her logical thinking. She believes that knowledge is the path to power and domination. Finally, she is compassionate to those that have suffered.

Motives. She wants to take revenge from the Order, by creating an army of powerful constructs, for her beloved sister and bring her back to life once she has ensured that she will be safe.

Flaws. Cold and calculative, she became unmoved at the sight of death, due to the countless hours she spent experimenting with corpses. She also finds her monstrous creations brilliant. Lastly, her words are haunting and sharp, invariably insulting her inferiors.

Treasure. Nameia owns the *philosopher's stone*, a *ring of free action* and a *cloak of displacement*.



HAGAR FAMILY PORTRAIT

NAMEIA HAGAR

Medium humanoid (tiefling), neutral evil

Armor Class 14 (17 with mage armor)
Hit Points 148 (18d8 + 76)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	22 (+6)	16 (+3)	18 (+4)

Saving Throws Int +12, Wis +9
Skills Arcana +19, History +19, Perception +9, Medicine +15
Damage Resistances fire and ice
Damage Immunities poison
Condition Immunities poisoned, paralysed, restrained
Senses darkvision 60 ft., passive Perception 19
Languages Abyssal, Celestial, Common, Dragonic, Dwarvish, Elvish, Infernal, Undercommon
Challenge 23 (50,000 XP)

Legendary Resistance (2/Day): If Nameia fails a saving throw she can choose to succeed instead.

Ring of Free Action. While Nameia wears this ring, difficult terrain doesn't cost her extra movement. In addition, magic can neither reduce her speed nor cause her to be paralysed or restrained.

Cloak of Displacement. Attack rolls have disadvantage against Nameia. If she takes damage, the property ceases to function until the start of her next turn.

Philosopher's Stone: The stone has 40 charges, and any of its properties that require a saving throw have a save DC of 20. While attuned to it, Nameia can expand 1 or more charges to cast the following spells, requiring no material components: *animate objects* (6 charges), *bones of earth* (7 charges), *clone* (20 charges), *creation* (7 charges), *fabricate* (5 charges), *heal* (10 charges), *simulacrum* (15 charges), *transmute rock* (6 charges), *true resurrection* (25 charges), *wall of force* (6 charges).

She also gets the following benefits:

Nonequivant Exchange. When Nameia casts a spell that requires material components, she may ignore that requirement, unless the material has a stated gold value.

Improved Regeneration. While attuned to the philosopher's stone, Nameia regains 2d6 Hit Points every 10 minutes, provided that she has at least 1 hit point. If she loses a body part, the philosopher's stone causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

Blood Casting (18 Hit Dice/Half Restored every Long Rest): When the Nameia casts a spell with a spell slot, she can expend two Hit Dice to augment its effects for this casting. She can choose one of the options detailed below:

- **Amplification.** If she rolls damage for the spell when she casts it, she increases the damage against every target by 2d8 necrotic damage. If the spell can deal damage on more than one turn, it deals this extra necrotic damage only on the turn it casts the spell.
- **Elongation.** If the spell's range is at least 30 feet, it becomes 400 feet.
- **Hinderance.** If the spell requires the target to make a saving throw, increase the spell's save DC by 2, for the initial saving throw.

Life Absorption (2/Short Rest). If the Nameia reduces a creature to 0 hit points, she gains 10 temporary hit points.

Spellcasting. Nameia is a 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 20, +13 to hit with spell attacks). She can cast *disguise self* and *invisibility* at will. Nameia has the following spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *blood puppet*, *mage armor*, *magic missile*, *shield*
2nd level (3 slots): *hold person*, *invisibility*, *misty step*, *see invisibility*
3rd level (3 slots): *counterspell*, *dispel magic*, *blood hound**
4th level (3 slots): *greater invisibility*, *polymorph*, *sanguine explosion**
5th level (3 slots): *acidosis**, *geas*, *wall of force*
6th level (1 slot): *chain lightning*, *globe of invulnerability*
7th level (1 slot): *boiling blood**, *teleport*
8th level (1 slot): *maze*, *mind blank*
9th level (1 slot): *foresight*

*These spells are detailed on the *Blood Spells* chapter of the book.

ACTIONS

Blood Beam. Ranged Spell Attack: +13 to hit, reach 120 ft., one target. Hit: 26 (4d12) necrotic damage and Nameia immediately suffers 4 necrotic damage.

Sigil of Blood (1/Day). Nameia can cast *Fire Shield* as an action, once without expanding a spell slot.

Stone's Empowerment. As an action Nameia can force a humanoid within 30 feet of her to make a DC 16 Constitution saving throw, or die and its life force is absorbed by the philosopher's stone, and the stone gains 10 charges. If the target is a caster that is capable of casting spells of 5th level and higher the stone regains 20 charges. Once this property is used, it cannot be used again for 7 days.

REACTIONS

Blood Shield (18 Hit Dice/Half restored every Long Rest): Nameia can spend hit dice and reduce damage by 6 for every hit die spend (maximum of 6 hit die at a time)

LEGENDARY ACTIONS

Nameia can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Nameia regains spent legendary actions at the start of her turns.

At-Will Spell. Nameia casts one of her at-will spells.

Cast Spell (2 actions). Nameia casts one of the spells she has prepared but not higher than 5th level.

LAIR ACTIONS

When fighting Nameia inside her lair, Nameia can use lair actions. On initiative count 20 (losing initiative ties) Nameia takes a lair action to cause one of the following effects; Nameia can't use the same lair action two rounds in a row:

- Nameia casts three spells from the list of prepared spells, using spell slots as normal. The spells should be of level 5th or lower.
- Nameia casts *flesh to stone* on all enemies within 60 feet of her. This lair action does not use a spell slot.
- Nameia casts *fire shield* on herself. Enemies who strike the shield take 4d8 damage instead of 2d8.

*In a meaningless world, where life is in vain,
I offer a fake flower.*

~Rowley

ROWLEY GUNTER

Rowley Gunter [row-ley gun-ter] a male human noble, is the head of this division. A powerful bard of the college of blood painting. He is a charming individual, that uses force as a last resort to prove his point. When not in the presence of the other Oracles, he can be found in his mansion creating gruesome creations and twisted displays, art to his eyes, while his heralds spread his messages. With him, no interpersonal interaction is left random. He studies his subjects beforehand and he tries to stay two steps ahead. Rowley learns what others' desires are, their needs, what they most fear, seeing it all as a game that he can win with the right moves. He considers dangerous, a person whom he cannot read and get inside their head, such as his fellow Oracle Nameia, who has managed to keep her affairs hidden from him.

Background. Rowley is a self-made man. He grew up in a poor family. His parents could provide him with the bare minimum. The kid was talented with the art of drawing, dreaming his paintings displayed and admired in large galleries in the capital. At the age of five, he met Goddart, a street artist that was able to make his paintings come to life through magic. The little boy was amazed and wished to dedicate his life to attain such skillset. He regularly left his home to find Goddart, so he could learn the ways of his art. He taught Rowley that blood was the catalyst required, to animate his paintings. Experienced crimson painters like Goddart, were able to alter the color and odor of blood to fit their needs.

It took little Rowley several years, but by the age of 13, he was able to animate his blood painted creations as Goddart did. He kept that knowledge as a secret from his family and focused on selling art pieces he created to wealthy individuals, to help his family get out of poverty.

In the following years, Rowley steadily but surely built his reputation as one of the most talented artists of the Realm. Every noble wanted to have one of his art pieces displayed on their residence. At the same time, Rowley approached several individuals that could help him remove any possible competitors from the shadows. Eventually, Rowley managed to create the gallery he always dreamed of.

Due to his business, he was drawn towards a mysterious and charming individual that visited his gallery, Galinndan. In his search for powerful members that could join the Crimson Order, he stepped in the doorstep of Rowley's magnificent art gallery. A place that was overflowing with magical energy quite similar to the one that he was familiar with.

Despite their appearance, most of Rowley's art pieces were animated paintings under his control. The two men, found each other's interests to fall in line after multiple hours of discussion.



In the promise of eternal life and powerful boons, Rowley decided to pledge his service to Galinndan and the Blood Lord. He had all the skills required to bring wealthy nobles to the Order and provide it with the precious insight needed to be ahead of any possible threat.

Rowley proved himself worthy of becoming the left hand of Galinndan and created the House of Influence inside the Order. He is the one responsible for choosing if a recruit is trustworthy enough to enter the House of Influence. Despite his charming personality, he takes matters of the Order extremely seriously as he wants to make sure that everything is going according to his plans, while also being beneficial for the Order.

Ideals. Rowley believes that he has to protect the Order's secrets by any means. He also believes that life is cruel. What's the point in saving people if they're going to die anyway? Lastly, he finds a dark pleasure in each of his twisted creations.

Motives. He desires to leave a legacy of his talent in painting, wanting everyone to remember him as the greatest artist that ever lived.

Flaws. He believes the world revolves around him. Every unknown secret is a deadly weakness. Insatiable desire to solve mysteries that caught his attention. He is always complaining about anything, that doesn't go his way.

Treasure. He wears a *ring of spell turning*, a +3 *studded leather* disguised to look like fine clothing and a *robe of stars*.

ROWLEY GUNTER

Medium humanoid (human), lawful evil

Armor Class 20 (+ 3 studded leather)

Hit Points 180 (22d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	18 (+4)	19 (+4)	18 (+4)	22 (+6)

Saving Throws Dex +12, Int +9, Wis+8, Cha +12

Skills Acrobatics +10, Insight +10, Perception+10, Performance +16, Persuasion +16

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 19

Languages Common, Undercommon, Elven, Sylvan, Abyssal

Challenge 18 (20,000 XP)

Ring of Spell Turning. While Rowley is wearing the ring, he has advantage on saving throws that target only him (not in an area of effect). In addition, if he rolls a 20 for the save and the spell is 7th level or lower, the spell has no effect on him and instead targets the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability modifier of the caster.

Robe of Stars. Six stars are located on the robe's upper front portion. While rowley is wearing this robe, he can use an action to pull off one of the stars and use it to cast *magic missile* as a 5th-level spell. Daily at dusk, 1d6 removed stars reappear on the robe.

He can also use an action to enter the Astral Plane along with everything he is wearing and carrying. He remains there until he uses an action to return to the place he were on. He reappears in the last space he occupied, or if the space is occupied, the nearest unoccupied space.

Taunt (5/Day). Rowley can use a bonus action on its turn to target one creature within 30 feet of him. If the target can hear Rowley, the target must succeed on a DC 21 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Rowley's next turn.

Animated Paintings (3/Day). Rowley can cast *Animate Objects* as an action to animate a painting it has created using its painter's tools and blood as a paint supply.

Blood Marks (6/ Recharges after a Long Rest). As a bonus action, Rowley can place a mark of blood paint, on a target within 5 feet him. When he or an ally of his, hits a target with a blood mark on them, he can trigger the magic of the mark, inflicting 8d6 necrotic damage on the target per blood mark triggered in this way.

Sanguine Brush. When Rowley targets a creature that is affected by his Blood Marks feature, that creature has disadvantage on the saving throw it makes against a spell he casts. Imposing disadvantage to the target in this way, also consumes one blood mark placed on it.

Life Absorption (2/Short Rest). If the Galinndan reduces a creature to 0 hit points, he gains 10 temporary hit points.

Spellcasting. Rowley is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 21, +12 to hit with spell attacks). Rowley has the following spells prepared:

Cantrips (at will): *firebolt, friends, mage hand, vicious mockery*

1st level (4 slots): *blood puppet*, hex, silent image, sleep*

2nd level (3 slots): *heat metal, hold person, invisibility*

3rd level (3 slots): *bestow curse, dispel magic, hunger of hadar*

4th level (3 slots): *compulsion, confusion, polymorph*

5th level (3 slots): *dominate person, modify memory, scrying*

6th level (2 slots): *eyebite, flesh to stone*

7th level (1 slot): *bloodstream domination**

8th level (1 slot): *power word stun*

9th level (1 slot): *infernal blood contract**

*These spells are detailed on the Blood Spells chapter of the book.

ACTIONS

Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 +5) piercing damage.

LEGENDARY ACTIONS

Rowley can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Rowley regains spent legendary actions at the start of his turn.

Cast Cantrip. Rowley casts one of his cantrips.

Cast Spell (2 actions). Rowley casts one the spells he has prepared but not higher than 5th level.

Blood Mark. Rowley places a Blood Mark to a creature within 5 feet of him.

Magic Missile. Rowley removes one of the stars from his robe and casts *magic missile* as a 5th-level spell.

LAIR ACTIONS

When fighting Rowley inside his lair, Rowley can use lair actions. On initiative count 20 (losing initiative ties) Rowley takes a lair action to cause one of the following effects; Rowley can't use the same lair action two rounds in a row:

- Rowley casts *animate objects* as a 8th-level spell, targeting paintings that he has created with blood. If he casts the spell using this feature, the spell requires no concentration.

- Rowley regains all uses of Blood Marks feature.

- Rowley casts *mass suggestion* without expending a spell slot.

SEER SANCTORUM

Galinndan Lathalas, [ga-linn-dan lath-al-as] referred to by different titles such as the Blood Monarch, the Red Duke or most commonly known as the Seer Sanctorum, is the head of the Crimson Order. He is a male high elf warlock of the Blood Lord and the founder of the Crimson Order. Galinndan lost his family at an early age due to the invasion of a tyrannic human dynasty in his hometown. Desperate for power to avenge his family, the Blood Lord offered Galinndan powers he could not resist. He left his society, in search of people with similar abilities as his. It took years, but he managed to gather powerful individuals that could assist his cause.

Galinndan learns the Blood Lord's will constant through visions. He envisions eternal life, once Haemnathuun gets resurrected.

Background. Galinndan grew up in a remote high-elven society. Most of the elves in his town excelled in elven magic and combat training. Galinndan lacked such values. In defiance of his lacking qualities, Galinndan had a very charming and dynamic personality, trying to stand up for others even though he was not treated back the same way. His mother Althaea was the one that was supportive and encouraging with him, while his father Thamior reminded him that proper training could provide him with results he was seeking. Despite his numerous attempts to improve he ended up failing horribly. Everyone considered him a disgrace to their society.

He started to feel desperate about his incompetence. Despite his innumerable attempts, he couldn't learn anything above common spells. That's when he started envisioning a barren place of other-dimensional nothingness, were in the middle of the nothingness stood a mountain of a scarlet stone in the shape of a four-armed giant. Confused about the visions he had, Galinndan started searching for resources about the place he dreamed of. From the sources available in his town, he found out that the place he envisioned was the Astral Plane. As for the four-armed crimson giant, there was no information found.

Several years later, life was about to get even worse for Galinndan. A tyrannical human empire declared war against the elves and shortly after sent forces to conquer the elven town. Galinndan's parents, as proven warriors along with most of the population of the town, got ready to repel the intruders. Despite their superior skills, the elves were outnumbered.

Galinndan stood frozen as the human army was storming through the city's gates and his people getting slaughtered. The moment he saw his parents getting surrounded, that's when Haemnathuun reached Galinndan, offering him abilities he was unable to attain all those previous years, as long as he would dedicate himself to revive him. Desperate and starving for power, Galinndan made a pact with the Blood Lord. He turned pale and grim, as eldritch energy overflowed his frail body. Beams of necrotic energy blasted from his hands striking those that attacked his loved ones. For the first time, Galinndan felt powerful. But even with his newfound abilities, he was unable to change fate. His family got slaughtered in front of his eyes. He realized that even if he continued to fight, his end would be certain, so he decided to flee to save his life.

Completely alone, all he was left with were the omens of his newfound patron. Haemnathuun urged him, through visions, to find more people to join his cause, so he could grant them similar gifts as he did with Galinndan. At this point, the idea of the Crimson Order was born. A cult dedicated to the Blood Lord, seeking to unveil the secrets of blood magic while gathering the necessary members and resources that would assist with Haemnathuun's revival.

Ideals. Galinndan seeks to prove himself worthy of Haemnathuun's favor, wanting to revive him in return to the powers that were given to him. He tries to help those that were shunned by society, offering them a new beginning as followers of the Blood Lord.

Motives. He wants to create a strong clergy for the Blood Lord, to perform the ritual needed to revive him. Besides, he wants to take revenge from the kingdom that destroyed massacred the people of his town.

Flaws. When his patron gives him omens, he blindly believes them. Also, he has become obsessed with the resurrection of the blood lord to the detriment of everything else in his life.

Treasure. Galinndan is wearing a black robe of the archmagi, a +3 rod of the Blood Lord (functions as a rod of the pact keeper but with added powers) and a ring of evasion.



GALINNDAN, THE RED DUKE

GALINNDAN LATHALAS

Medium humanoid (high elf), neutral evil

Armor Class 19 (natural armor)

Hit Points 253 (22d10 + 132)

Speed 30 ft., fly 30 ft.(hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	22 (+6)	19 (+4)	18 (+4)	24 (+7)

Saving Throws Dex +11, Con+12, Wis +11, Cha +13

Skills Deception +13, Insight +11, Intimidation +13, Persuasion +13

Damage Resistances poison

Damage Immunities necrotic

Condition Immunities blinded, charmed, deafened, frightened, petrified, stunned

Senses truesight 120ft., passive Perception 19

Languages all, telepathy 60 ft.

Challenge 24 (62,000 XP)

Legendary Resistance (3/Day): If Galinndan fails a saving throw he can choose to succeed instead.

Fey Ancestry. Galinndan has advantage on saving throw against being charmed, and magic can't put Galinndan to sleep.

Fey Teleportation. Galinndan can cast *misty step* without expanding a spell slot.

Life Absorption (2/Short Rest). If the Galinndan reduces a creature to 0 hit points, he gains 10 temporary hit points.

Crimson Mantle. Galinndan is surrounded by a thin crimson aura while he isn't incapacitated. He has immunity to the frightened condition and immunity to necrotic damage.

Magic Resistance. Galinndan has advantage on saving throws against spells and other magical effects.

Evasion. If Galinndan is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Galinndan instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Blood Lord Skin. While the Galinndan isn't wearing any armor, its AC equals 13 + its Constitution modifier.

Crimson Blood Resilience. Galinndan does not age and cannot be aged magically. He doesn't need to sleep either. Instead of sleeping he enters a trance like state for 4 hours in which it is aware of its surroundings.

Innate Spellcasting. Galinndan's innate spellcasting ability is Charisma. He can innately cast the following spells (spell save DC 23), requiring no material components.

At will: *disguise self*, *levitate*(self only), *silent image*, *speak with dead*, *firebolt*

1/day each: *foresight*, *glibness*, *boiling blood**, *mass suggestion*

Spellcasting. Galinndan is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *guidance*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st-5th level (4 5th-level slots): *armor of Agathys*, *arms of Hadar*, *bestow curse*, *blight*, *crown of madness*, *clairvoyance*, *counterspell*, *dominate person*, *greater invisibility*, *inflict wounds*, *polymorph*, *scrying*.

ACTIONS

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 10 (1d6 +7) piercing damage. If Galinndan reduces a creature to 0 hit points with this attack, he regains 20 hit points.

Blood Infestation (1/Day). When Galinndan hits a creature with a bite attack, he can assume a blood form and infest the target's body. While in that form, he has resistance to all damage except cold damage and cannot be targeted directly with spells or attacks. If the target dies early before he leaves its body, he reverts back to his original form.

At the end of his next turn, he leaves the hosts body overflowing the neural system with unbearable pain. If the target is not an undead or construct, it suffers 10d10 necrotic damage. If the target is reduced to 0 hit points, Galinndan regains 40 hit points.

Rod of the Crimson One. The rod has 7 charges. While holding the rod, Galinndan can use an action to expend 1 charge to target a creature that he can see within 60 feet of him. The target must succeed on a DC 23 Constitution saving throw or be cursed. While cursed in this way the target can't regain hit points and has vulnerability to necrotic damage. A *greater restoration*, *remove curse* or similar spell ends the curse on the target.

LEGENDARY ACTIONS

Galinndan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Galinndan regains spent legendary actions at the start of his turn.

Cast Cantrip. Galinndan casts one of his cantrips.

Cast Spell (2 actions). Galinndan casts one the spells he has prepared but not higher than 5th level.

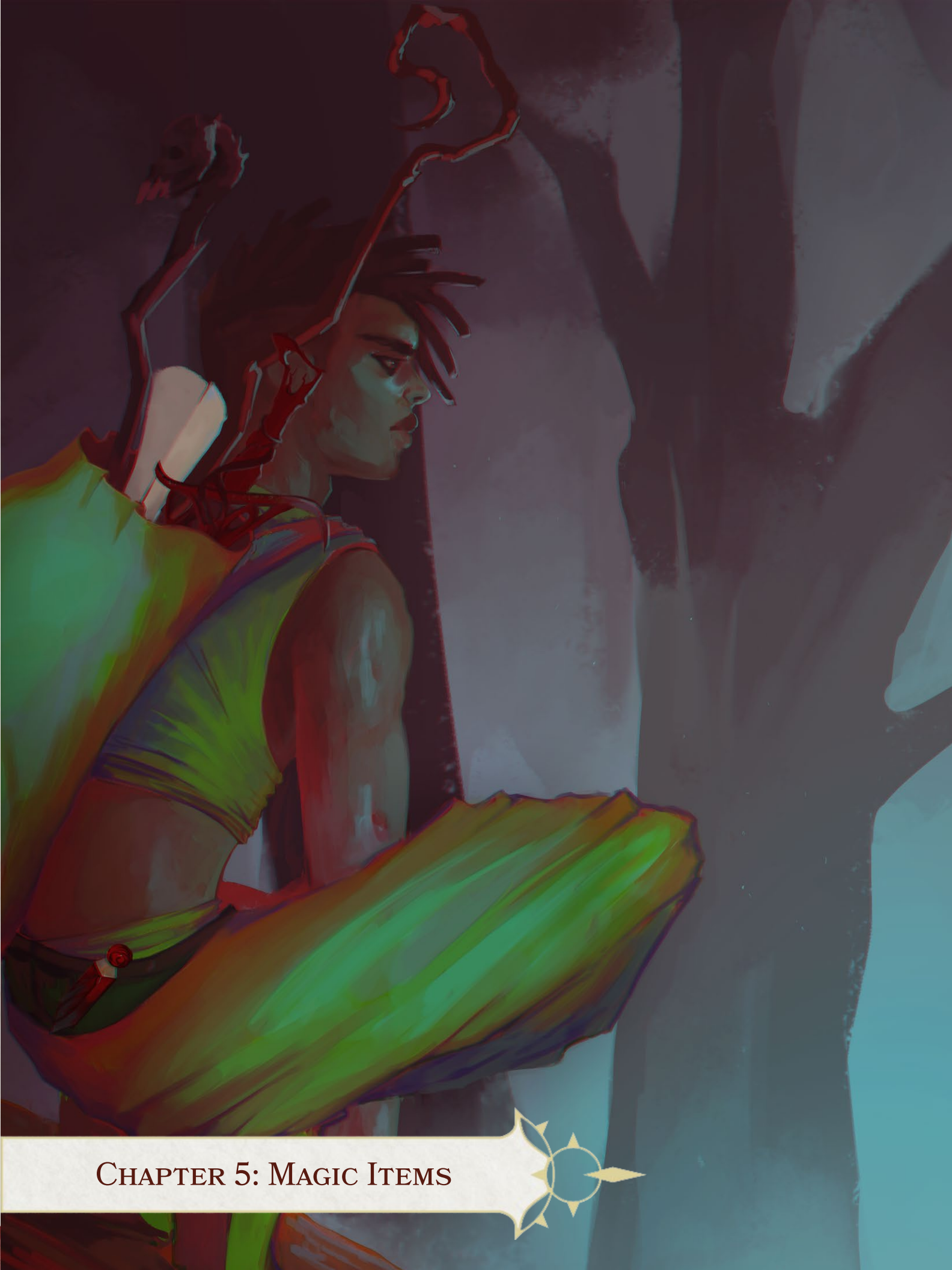
Blood Infestation. Galinndan uses his Blood Infestation if it is available.

Regain Spell Slot. Galinndan uses the property of the Rod of the Crimson one and regains an expended spell slot.

LAIR ACTIONS

When fighting Galinndan inside his lair, Galinndan can use lair actions. On initiative count 20 (losing initiative ties) Galinndan takes a lair action to cause one of the following effects; Galinndan can't use the same lair action two rounds in a row:

- Galinndan summons a **Blood Fiend**. Roll initiative for the blood fiend, which has its own turn. The Blood Fiend is friendly towards Galinndan and his companions.
- Galinndan can cast a cantrip he has prepared at each enemy he can see within 90 feet of him.
- Galinndan casts *power word: stun* to an enemy he can see within range.



CHAPTER 5: MAGIC ITEMS



MAGIC ITEMS

Magic items are gleaned from the hoards of conquered monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

MAGIC ITEMS A-Z

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity and its magical properties.

ARMOR OF THE BLACKGUARD

Armor (plate), rare (requires attunement)

This black polished plate armor is made from ores found in the Nine Hells and was stolen from the treasury of Mammon.

As soon as the user attunes to the armor, blood tendrils pierce your body, attaching with your nervous system and becoming one with your nervous system.

While wearing this armor, you gain the following benefits:

- The armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- The armor grants resistance to fire damage.
- The armor grants advantage on Charisma (Intimidation) checks.

Curse. This armor is cursed by Mammon himself. Whenever you try to don off the armor you have to make a DC 16 Constitution saving throw, taking 100 (10d10 +45) necrotic damage on a failed save, or half as much on a successful one. Only a wish spell can remove the armor's curse.

BLOOD LORD'S SCIMITAR

Weapon (scimitar), legendary (requires attunement)

The blade of this scimitar was made from one of the claws of Haemnathuun, the Blood Lord, enabling it to cut even the hardest substances.

You have a +3 bonus to attack and damage rolls made with this magical weapon. The blade is also made from adamantine.

The scimitar's base damage is 2d6 instead of 1d6.

Blessing of the Blood Lord. Undeads have difficulty harming you. If an undead target you directly with an attack or a harmful spell, that creature must make a DC 16 Wisdom saving throw. On a failed save, the creature must choose a new target or forfeit targeting someone instead of you, potentially wasting the attack or spell. On a successful save, the creature is immune to this effect for 24 hours. An undead is also immune to this effect for 24 hours if you target it with an attack or a harmful spell.

ARMOR OF THE BLACKGUARD



BLOOD LORD'S SCIMITAR



Dance of Death. Once per day, you can cast *Danse Macabre* from the blade without requiring to concentrate on the spell. Expanded use of this property refreshes daily at dawn.

Touched by Death. When you attune to the weapon you gain resistance to necrotic damage while holding the weapon. If you already have resistance to necrotic damage, you gain immunity to necrotic damage.

BLOOD ROSE WHIP

Weapon (whip), rare (requires attunement by a bard)

A long dark whip that is covered in red thorns and has a deep crimson rose at the bottom of the handle.

You have a +2 bonus to attack and damage rolls made with this magic weapon.

The whip deals 2d4 piercing damage on a hit. Once per turn, when you hit a creature using this whip, the target has to make a DC 14 Dexterity saving throw, or be grappled. While grappled the creature suffers 2d4 piercing damage at the start of each of its turns, unless it uses an action to get free from the grapple.

BLOOD SYMBIOTE

Weapon (any melee weapon that lacks the heavy and reach property), legendary (requires attunement)

An ever-changing weapon created by the combination of a mimic with the remnants of a gibbering moulder.

You have a +2 bonus to attack and damage rolls made with this magical weapon.

As a bonus action, you can speak the weapons command word to cause the weapon to reshape itself to any other weapon you have proficiency with. The weapon must be a melee weapon that lacks the reach and heavy properties.

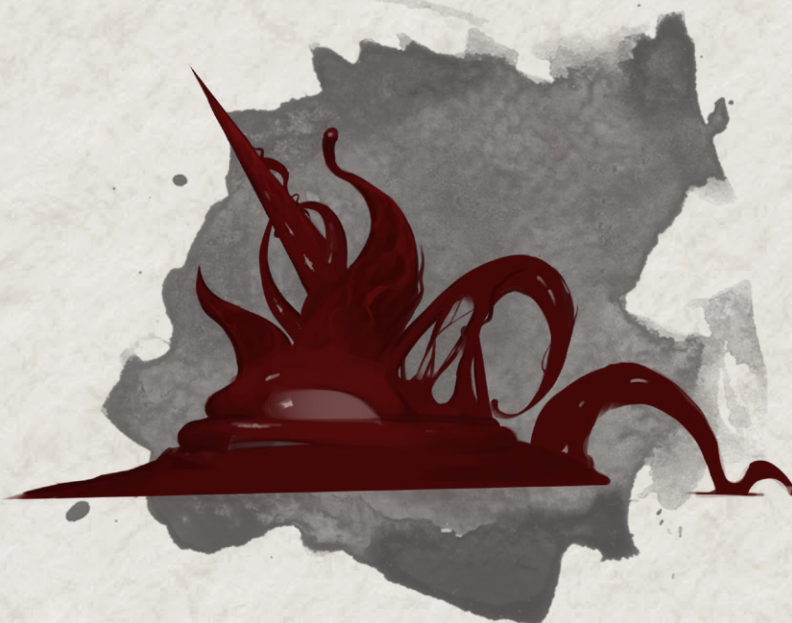
Consuming Bites. Once per long rest, as an action, you can channel the spirit of the gibbering moulder and set it into fury. Make an attack roll against a creature you can see within 30 feet of you. Teeth emerge from the weapon, while it stretches like a tendril and attacks the creature. On a hit, the target takes 7d6 piercing damage (the damage is considered magical). If the target is Medium or smaller, it must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the weapon and you regain hit points equal to your level.

Limb Replacement. If you are missing a limb, you can graft the weapon your body in the place of the missing limb by forcefully inserting it into your body. If you do so the weapon changes and reforms itself to match the shape of the missing limb (although it keeps its alien characteristics). If you do so, you can your proficiency bonus to any Strength (Athletics) checks when using the respective limb, or double your proficiency bonus if you are already proficient with it. When you use this property, you can still alter your limb's form, turning it into the appropriate weapon of your choice.



BLOOD ROSE WHIP

BLOOD SYMBIOTE



Curse. This weapon is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the weapon, keeping it within reach at all times. Additionally, if you have replaced one of your limbs using the property of the weapon, you are unable to remove the weapon. Even if you lose the limb, the weapon regenerates to the form it has replaced after 1d4 rounds. Only a 9th level dispel evil and good, or a wish spell can remove the curse.

CLEAVER OF GRUESOME WOUNDS

Weapon (battleaxe), uncommon (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon.

When you Attack a creature with this weapon and roll a 20 on the attack roll, you open a bleeding wound on the target. The creature takes an additional 2d4 necrotic damage at the start of each of its turns. The wound closes when the creature receives magical healing or if it succeeds on a DC 15 Constitution saving throw at the end of its turn.

CRIMSON TOME

Wondrous item, legendary

This tome contains information and incantations necessary to make a particular types of golems. The DM chooses the type or determines it randomly. To decipher and use the manual, you must be a spellcaster with at least two 5th-level Spell Slots. A creature that can't use the crimson tome and attempt to read it takes 6d8 necrotic damage.

d12	Golem Type	Time	Cost
1-3	Blood Golem	30 days	50,000 gp
4-6	Brain Golem	60 days	65,000 gp
7-10	Hellfire Golem	90 days	120,000 gp
11-12	Demonflesh Golem	100 days	130,000 gp

To create a golem variation, you must spend the time shown in table, working without interruption with the manual at a hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies.

Once you finish creating the golem, the book is consumed in hellish flames. The golem becomes animated when the ashes of the manual are sprinkled on it. It is under your control, and it understands and obeys your spoken commands.

DAGGER OF SACRIFICE

Weapon (dagger), legendary (requires attunement by a spellcaster)

You have a +2 bonus to attack and damage rolls made with this magical weapon.

Equal Sacrifice. This weapon can be used as a spellcasting focus. As an action, you can cast a spell that

you have prepared without expending a spell slot. After casting the spell, the dagger saps a portion of your life force. You immediately suffer 1d8 necrotic damage multiplied by the level of the spell you cast. For example, if you are a 13 level spell caster and you cast finger of death using the dagger's property, you immediately suffer 7d8 necrotic damage.

Once you use this property you have to complete a short rest in order to use it again.

This item's ability cannot be used by the undead, or anyone immune to necrotic damage.

GLOVE OF INFERNAL FLAMES

Wondrous item, very rare (requires attunement by a spellcaster)

You have a +3 bonus to spell attack rolls while wearing this glove.

Fiery Affinity. Whenever you cast a cantrip, you can add your Charisma modifier to the damage.

Infernal Soul. While wearing this glove, you have resistance to fire damage. You can also understand Draconic and Infernal.

The glove has 8 charges. The user can expend a number of charges to cast Aganazzar's Scorcher. Each charge expended increases the level of the spell by one.

You can also expend 4 charges to cast conjure minor elementals (fire only).

Curse. The glove is cursed and becoming attuned to it extends the curse to you. Belakzaar, a pit fiend is trapped inside the glove. It can speak telepathically to you telepathically and transmit emotions. Once you become attuned to the glove, only an 8th-level remove curse or higher would set Belakzaar free and allow you to remove the glove. Belakzaar is aggressive, towards you and your allies, but won't kill you unless you return it to the Nine Hells where it belongs.

HEMATIC SACRIFICE SHIELD

Armor (shield), very rare (requires attunement)

The front of this shield is sculpted to depict a demonic face thirsting for blood.

You have a +1 bonus to AC while you wield this shield. This bonus is addition to the shield's normal bonus to AC.

When a creature you can see within 5 feet of you takes damage, you can use your reaction to take that damage, instead of the creature taking it. When you do so, damage type changes to necrotic.

Hematic Sacrifice. Once per long rest, while holding the shield, you can cast circle of death (save DC 17), requiring no material components. Before using this ability you can choose to offer a portion of your vitality to the shield in order to enhance the potency of the spell. You immediately suffer 5d6 necrotic damage and the targets of your Hematic Sacrifice make their saving throw with disadvantage.

HEADSPLITTER



KATANA OF THE BLOOD MOON



HEADSPLITTER

Weapon (maul), legendary (requires attunement)

This unique adamantine maul was specifically made for the Oracle of Blood to use. It can be used only by a Medium or larger creature has a Strength of 19 or higher. The maul's damage is equal to 3d6 + the wielder's Strength modifier. It also has a reach of 10 feet.

You have a +3 bonus to attack and damage rolls made with this magical weapon. In addition, the weapon ignores resistance to bludgeoning damage. The shield spell provides defense against the maul, which passes through the spell's barrier of magical force.

Crushing Ground Strike. The maul has 3 charges. As an action, you can expend 1 or more of the weapon's charges to crush the ground in front of you. When you do, sharp pieces of rock erupt from the ground in a 30-foot cone in front of you. Each creature in the cone must succeed on a DC 18 Dexterity saving throw or take bludgeoning damage equal to 3d8 per charge spent. If the saving throw fails by 5 or more, the creature is also knocked prone. If you expend all 3 of the weapon's remaining charges in this way, the attack deals an extra 3d8 bludgeoning damage and creatures take half damage on a successful save instead of none at all.

Devastating Blow. When you attack a creature with this weapon and roll a 20 on the attack roll, the creature suffers an additional 5d6 points of bludgeoning damage from the hit.

KATANA OF THE BLOOD MOON

Weapon (longsword), legendary (requires attunement)

This weapon belonged to Horio a human samurai known for his outstanding skill with the sword. Horio managed to intercept a werewolf incursion to his village while leaving his last breath a few feet outside the main gate.

You have a +2 bonus to attack and damage rolls made with this magic weapon. This longsword also has the finesse property, due to the mithral used to create it.

Blood Moon Strike. Once per long rest, you can speak the weapon's command word, no action required, and the next attack you make with the weapon deals an extra damage die. You can use this property only at night.

Fiery Night. The weapon has 3 charges that recharge daily at dawn. You can expend up to 3 charges to cast Searing Smite. Each charge spent increases the spell's level by one, to a maximum of three.

Crimson Dance. When you hit a creature with an attack using this sword, you can channel your own life force into the blade allowing you to momentarily surpass your limits. You immediately suffer 2d12 necrotic damage and you can make two additional weapon attacks as a bonus action. If you are reduced to 0 hit points using this property of the sword, you die and your soul enters the sword, unless it already houses a soul. You can remain in the sword or depart for the afterlife. As long as your soul is in the sword, you can telepathically communicate with any creature attuned to it. A user can't prevent this telepathic communication.

PHILOSOPHER'S STONE

Wondrous item, artifact (requires attunement by a sorcerer, warlock or wizard)

The philosopher's stone is a translucent red object, generally in the form of either a crystal or a fluid with a very high surface tension. It contains the souls of many people, it absorbed through the use of blood magic.

You can attune to the philosopher's stone instantaneously requiring no action. While attuned to the philosopher's stone, you no longer age (neither through magical means), and you become immune to poison and disease.

The philosopher's stone has 40 charges, for the following properties. The philosopher's stone regains $3d6 + 4$ expended charges when it absorbs the life force of a humanoid, that is incapacitated but not dead. If you expend the last charge, roll a d20. On a 1, the philosopher's stone loses its magical properties. On a 20, the philosopher's stone regain $1d6 + 2$ charges.

Spells. You may expand 1 or more charges to cast the following spells, requiring no material components, using your spell save DC and Spellcasting ability: *animate objects* (6 charges), *bones of earth* (7 charges), *clone* (20 charges), *creation* (7 charges), *fabricate* (5 charges), *heal* (10 charges), *simulacrum* (15 charges), *transmute rock* (6 charges), *true resurrection* (25 charges), *wall of force* (6 charges).

Nonequivelant Exchange. When you cast a spell that requires material components, you may ignore that requirement, unless the material has a stated gold value.

Improved Regeneration. While attuned to the philosopher's stone, you regain $2d6$ Hit Points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the philosopher's stone causes the missing part to regrow and return to full functionality after $1d6 + 1$ days if you have at least 1 hit point the whole time.

Improved Simulacrum. When you cast simulacrum using the philosopher's stone, you may choose to make the simulacrum a creature whose challenge rating is equal to your level or lower. The creature is composed of blood, it has the ability to learn, and it can regain hit points and spell slots normally. The simulacrum has the same personality as their creator, but there's a thirty percent chance that the simulacrum develops its own personality.

The simulacrum has the improved regeneration property and it's immune to poison and disease. If it dies it turns into a small pool of blood.

Stone's Empowerment. As an action you can force a humanoid within 30 feet of you to make a DC 16 Constitution saving throw, or die and it's life force is absorbed by the stone, and the stone gains 10 charges. If the target is a caster that is capable of casting spells of 5th level and higher the stone regains 20 charges. Once this property is used, it cannot be used again for 7 days.



PHILOSOPHER'S STONE



ROD OF THE CRIMSON ONE



SANGUINE CLAWS

ROD OF THE CRIMSON ONE

Rod, artifact (requires attunement by a warlock)

This black and crimson rod is made from the crystallized body of Haemnathuun. A fragment of the Blood Lord's essence is trapped inside.

While holding this rod, you gain a +3 bonus to spell attack rolls and to saving throw DCs of your warlock spells.

In addition, you can regain 1 warlock spell slot as an action while holding the rod. You can use this property twice before you finish a long rest.

Beneficial Properties. While the rod is on your person you gain the following benefits:

- Your gain proficiency with Constitution saving throws.
- You can't be blinded, charmed, deafened, frightened, petrified or stunned

Invoke Curse. The Rod of the Crimson One has 7 charges and regain 1d4 +3 expended charges daily at dawn. While holding the rod, you can use an action to expend 1 charge to target a creature that you can see within 60 feet of you. The target must succeed on a Constitution saving throw (using your spell save DC) or be cursed. While cursed in this way the target can't regain hit points and has vulnerability to necrotic damage. A *greater restoration*, *remove curse* or similar spell ends the curse on the target.

The Crimson One. The bodiless essence of Haemnathuun empowers the rod. Each time a creature expands any of the rod's charges there is a 50 percent chance that the essence of the Blood Lord tries to possess the rod's wielder. The wielder must succeed on a DC 20 Charisma saving throw or becoming an NPC under the DM's control. A cultist of Haemnathuun is immune to this property of the rod.

Destroying the Rod. A creature in possession of the rod can use an action to break it over one knee or a solid surface. The rod is destroyed and releases its dreadful magical energy in an explosion that expands to fill a 30-foot-radius sphere centred on it. Each creature in the area must make a DC 18 Dexterity saving throw, taking 132 (24d10) necrotic damage on a failed save or half as much damage on a successful one. This damage cannot be reduced by any other abilities.

SANGUINE CLAWS

Weapon (sickle), very rare

A pair of tekko-kagi, four iron blades like bear claws attached to a metal ring. The blades are made from adamantine. Deadly weapons in the hands of a monk.

You have a +2 bonus to attack and damage rolls made with this pair of magical weapons. The weapons are considered monk weapons.

Tearing Strike. Whenever you hit a creature with both of your attacks granted by your Flurry of Blows feature, while using these weapons, the target suffers vulnerability to your next attack against it.



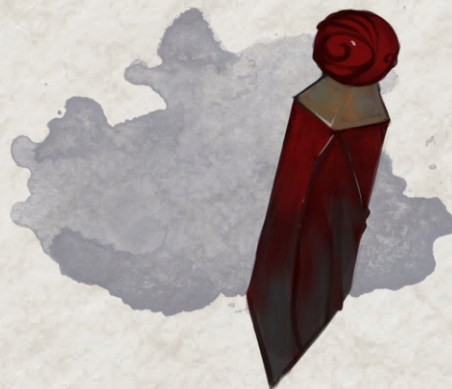
VIAL OF THE SORCEROUS LINEAGE

Potion, very rare

This vial contains the blood of a powerful sorcerer who belonged to an ancient magical generation. The lineage is extinct, but his blood contains a portion of his powers. When you drink this vial, roll 1d6 on the table below to determine the effect that it has on you.

D6	Result
1	Your Constitution score increases by 2.
2	You learn the <i>sacred flame</i> cantrip and you can cast it innately. Your spellcasting ability when casting the spell is Charisma.
3	Your Charisma score increases by 2.
4	You learn the <i>spiritual weapon</i> spell and you can cast it innately once per day at its lowest level. Your spellcasting ability is Charisma.
5	You gain resistance to radiant damage. If you are already resistant to radiant damage, you gain immunity.
6	You sprout a pair of spectral wings from your back, gaining flying speed equal to your current speed.

VIAL OF THE SORCEROUS LINEAGE





CHAPTER 6: BESTIARY





WITHIN THIS BESTIARY, YOU WILL FIND GAME statistics and lore for monsters suitable for any D&D campaign, including old favourites from past editions of the game as well as original creations.

Among those are the Carnage Demon, the Pananggal and the Sanguine Drinker.

Many of the monsters, old and new alike, are ideal for with earlier chapters if this book. For instance the blood themed monsters, demons and undead that are presented here, can add up to the flavour of a campaign concerning the established or newfound blood magic.

This chapter is a continuation of the *Monster Manual* and adopts a similar presentation. If you are unfamiliar with the monster stat block format, read the introduction of the *Monster Manual* before proceeding further. It explains stat block terminology and gives rules for various monster traits-information that isn't repeated here.

As with the monsters in the *Monster Manual*, we've tried to capture the essence of each creature and focus on those traits that make it unique or that encourage DMs to use it. You can do what you will with those monsters and change their lore to suit your game. Nothing said here is meant to curtail your creativity. The creatures in this bestiary are organized alphabetically. *The Appendix* provides generic NPCs whose statistics can be customized to fit your campaign.

ABYSSAL SCAVENGERS

Abyssal scavengers are thought as vermins in the Abyss- a reputation that inspires these horrors to seek easy hunting grounds in the mortal world. Creating strength in numbers, a pack of abyssal scavengers can quickly lay waste to even the largest humanoid settlements.

Savage Beasts. Like all demons, abyssal scavengers live to destroy. In contrast to most of their kind, they consume the creatures they kill to spawn hatchlings. In the Abyss, their numbers are kept in check by the voracious appetites of more powerful demons. An infestation of scavengers in the Primal Plane can quickly multiply to overwhelm even large humanoid settlements.

These creatures are also known for a deadly side effect of their insatiable appetites. Each scavenger carries a mote of the raw essence of the Abyss within it. If significant numbers of scavengers gather close to one another, their abyssal essence can consume them, leaving a temporal gate to the Abyss in its wake. Such gates do not last for long, but they can touch any layer of the Abyss.

ABYSSAL SCAVENGER

Small demon, chaotic evil

Armor Class 15
Hit Points 34 (6d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	3 (-4)	13 (+1)	10 (+0)

Skills Acrobatics +6, Stealth +6
Damage Resistances acid, cold, fire
Condition Immunities frightened, poisoned
Senses darkvision 60ft., passive Perception 12
Languages -
Challenge 2 (450 XP)

Keen Hearing and Smell. The abyssal scavenger has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Death Shriek. When an abyssal scavenger is reduced to 0 hit points, it unleashes an echoing shriek, which can be heard 100 feet away. Every abyssal scavenger that can hear the shriek, makes a frenzied claw attack, as a reaction.

Pack Tactics. The abyssal scavenger has advantage on an attack roll against a creature if at least one of the abyssal scavenger's allies is within 5 ft of the creature and the ally isn't incapacitated.

ACTIONS

Frenzied Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage and any other abyssal scavenger within 5 feet of the target, can move up to 10 feet as a reaction without provoking attacks of opportunity.



ANGEL OF DECAY

Angels of decay are a manifestation of planetary cancer, the dead slain by pollution and corruption coughed up from the ground to walk again and spread the rot that killed them. Angels of decay despise all living things and leave a trail of death and disease in their wake. Their universal nihilism makes them enemies of nearly everything, although lesser undead may venerate them as saints and daemons may assist their crusades. An angel of decay stands 11 feet tall and weighs 250 pounds.

Creations of Orcus. The angels of decay were created as a mockery of, and possibly from, the legion of true angels sent against the demon lord Orcus at a time when he traveled the layers of the Abyss. Many of the creatures who escaped his service kept alive their lust for misery.

This hulking creature stands twice as tall as a human, its skeletal frame shrouded in thousands of strips of rent flesh. A pair of tattered wings stretches from its shoulders, shadowing its leering features. Rivulets of liquid corruption stream from its body, filling the air around it with a sickening miasma and leaving a trail of filth behind it.

ANGEL OF DECAY

Large undead, chaotic evil

Armor Class 17

Hit Points 247 (26d10 + 104)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	18 (+4)	19 (+4)	16 (+3)

Damage Immunities necrotic, poison

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralysed, poisoned, unconscious

Senses darkvision 60ft., passive Perception 14

Languages -

Challenge 15 (13,000 XP)

Magic Resistance. The angel of decay has advantage on saving throws against spells and other magical effects.

Rotting Aura. A living creature that starts its turn within 10 feet of an angel of decay must make a DC 17 Constitution saving throw. On a failed save, the creature takes 13 (3d8) necrotic damage, and the angel of decay regains hit points equal to the damage taken.

Turn Resistance. The angel of decay has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The angel of decay makes two rotting claw attacks.

Rotting Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 9 (2d8) necrotic damage. If the target of the attack is a creature other than an undead or construct, it must succeed on a DC 17 Constitution saving throw or take 9 (2d8) necrotic damage at the start of each of its turns due to a rotting wound. Each time the angel of decay hits the wounded target with an attack, the necrotic damage dealt by the wound increases by 9 (2d8). The wound closes if the target receives magical healing or is targeted by a *lesser restoration* or similar spell.



ABYSSAL ROTFIENDS

Abyssal rotfiends are demons of despair and madness, dark souls wrapped in stitched-together demon and devil skins. They are demonic undead contained by demon and devil flesh. The spirit within a rotfiend is often a demon soul, although it can come from any evil creature.

Orcus chains abyssal rotfiends in the halls of Everlost, using them as guardians against intruders that can teleport.

The abyssal rotfiend favors demonic allies that are maneuverable enough to get between it and dangerous adversaries.

Abyssal Rotfiend Tactics. The abyssal rotfiend unleashes its floating despair, moving the zone around the battlefield to affect as many enemies as possible. It uses its abyssal field and conjure abscess on creatures inside its floating despair zone, hindering their escape. The rotfiend prefers to attack uninjured targets over those that are injured.



ABYSSAL ROTFIEND

Large undead, chaotic evil

Armor Class 23 (natural armor)

Hit Points 281 (23d10 + 75)

Speed 30 ft., fly (hover) 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	25 (+7)	18 (+4)	19 (+4)	27 (+8)

Damage Resistances cold, fire, necrotic, bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralysed, poisoned

Senses truesight 120ft., passive Perception 17

Languages Common, Abyssal

Challenge 17 (18,000 XP)

Abyssal Field. Demonic aura emanates within 30 feet of the abyssal rotfiend. Teleportation and planar travel fail to work in the aura, whether the aura is the destination or the departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the *rope trick* spell, temporarily closes while in the aura.

Turn Resistance. The abyssal rotfiend has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The abyssal rotfiend makes one skullsplitter attack, one conjure abscess attack and it uses its floating despair feature.

Skullsplitter. The abyssal rotfiend targets a creature it can see within 10 feet of it. The target has to make a DC 20 Dexterity saving throw or take 23 (3d8 +10) psychic damage on a failed save, or half as much on a successful one.

Conjure Abscess. The abyssal rotfiend targets a creature it can see within 60 feet of it. The creature has to make a DC 20 Constitution saving throw, or its body starts to swell with noxious abscesses. The target suffers 19 (2d8+10) psychic damage on a failed save or half as much on a successful one. If the creature fails its saving throw it also suffers 9 (2d8) necrotic damage, if it moves more than 5ft. in its turn. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Floating Despair. The abyssal rotfiend creates a 20ft. radius of black miasma, that it lasts for 1 minute, in a location within 30 feet it can see. The zone is considered magical darkness, the area is covered in magical darkness and it's also considered difficult terrain. Any creature that starts its turn in the area takes 15 (3d10) psychic damage.



ASTRAL STALKERS

Astral stalkers are abominations created by the gods as weapons for use in the Dawn War. Devious and bloodthirsty killers, astral stalkers have served since the Dawn War primarily as bounty hunters and assassins, though often they hunt simply for the sake of the challenge in cornering dangerous prey.

Originally, astral stalkers were created by the gods to fight the primordials and their servants. Since the Dawn War, the astral stalkers have fallen away from their old allegiances, becoming independent from their creators. Astral stalkers often gather in small tribes, led by the most skilled hunter within the group.

Supernatural Build. Astral stalkers are greenish-black humanoids, and are roughly the size of a human, though they appear notably more bestial. With toothed mouths, long, razor-sharp claws, and glowing eyes, astral stalkers look appropriately predatory for a race with such a function as theirs. Each of the astral stalkers' claws, of which there are five on each hand, in an arrangement similar to a human's fingers, is easily the length of a human's forearm, and are deadly when in use, capable of immobilizing a creature struck with them.

Astral stalkers possess the ability to turn invisible. While hidden, astral stalkers often use venomous darts of bone, hidden within their throat to poison their prey or even knock them unconscious. Astral stalkers also have an uncanny ability to pinpoint the location of their prey, even if they are unable to see them.

Tactical Hunters. Astral stalkers regard all other creatures as potential prey. Although they seek to test themselves against stronger and stronger prey, astral stalkers are neither stupid nor foolhardy, and rarely engage in combat without first preparing the hunting ground and sizing up their foes. They favor ambushes designed to weaken the prey before bringing it down.

ASTRAL STALKER

Medium monstrosity, lawful evil

Armor Class 19 (natural armor)

Hit Points 155 (15d10 + 75)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	11 (+0)	16 (+3)	17 (+3)

Skills Acrobatics +9, Stealth +9, Perception +7, Survival 7

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Senses darkvision 120ft., passive Perception 17

Languages Common, Primordial

Challenge 10 (5,900 XP)

Astral Hunter. The astral stalker has advantage on Wisdom (Perception) and Wisdom (Survival) checks. When the stalker uses the Search action it can magically sense the location of the creature for 1 hour or until it uses this feature to track another creature. While tracking the creature, the astral stalker knows its exact location.

Elusive Prey. Wisdom (Survival) checks made to track down the astral stalker are made with disadvantage.

Invisibility (3/Day). The astral stalker can turn invisible for up to 1 hour, along with everything it is wearing or carrying. The invisibility ends early, if the astral stalker attack or casts a spell.

Nimble Escape. The astral stalker can take the Disengage or Hide actions as a bonus action on each of its turns.

Sneak Attack (1/Turn). The astral stalker deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the astral stalker that isn't incapacitated and the bloodcurser have disadvantage on the attack roll.

ACTIONS

Multiattack. The astral stalker makes three claw attacks or it can replace one of its attacks with its throat dart.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 5) slashing damage.

Throat Dart. *Ranged Weapon Attack:* +9 to hit, range 30/90ft., one target. *Hit:* 8 (1d6+5) piercing damage and the target must succeed on DC 15 Constitution saving throw or be paralysed for 1 minute. A paralysed creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Unearthly Grace. The astral stalker adds 4 to its AC against one melee attack that would hit it. To do so, the astral stalker must see the attacker.

BLOOD DEMONS

Blood demons spawn in the snaking Blood River within the endless depths of the Blood Rift, in the Abyss. The polluted waters of the river imbue them with vague sentience that focuses entirely on destruction.

Blood demons are an enigma to demonologists. At times, these creatures move in great swarms across the Abyss, but these swarms disappear soon after they emerge. No one knows for certain why they form or what happens to them. Nameia believes that the blood demons are the scattered essence of an obyrith lord that Tharizdun destroyed in the Abyss's earliest days.

BLOOD DEMON

Medium fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 158 (17d10 + 68)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	16 (+3)	18 (+4)	5 (-3)	13 (+1)	11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire; bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities paralysed, petrified, poisoned, prone

Senses darkvision 60ft., passive Perception 12

Languages -

Challenge 7 (2,900 XP)

Blood Feast. The blood demon has advantage on an attack rolls against a creature, if its below its hit points maximum.

Blood Frenzy. The blood demon's attacks deal an additional 3 (1d6) points of necrotic damage for every creature that is below its hit points maximum.

Liquid Form. The blood demon can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The blood demon makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 12 (2d8 + 4) bludgeoning damage.

Blood Call (Recharge 5-6). The blood demons attempts to absorb the blood of living creatures around him. Each creature within 30 feet of the blood demon have to make a DC 15 Constitution saving throw or take 15 (3d10) necrotic damage on a failed save or half as much on a successful one. On a failed save the creature is also pulled 10 feet towards the blood demon.

She theorizes, that if enough of them gather together, the slain obyrith might reemerge from the swarm.

Terrifying Predators. Blood demons hunt natives and outsiders with equal favor. Few demons bother trying to compel these mindless creatures into service. Fiends fighting nearby of the Blood River often attempt to drive wounded foes towards it, hoping to inspire a blood demon assault.

The scent of blood brings these fiends to a frothing boil. Hunger and rage drive a blood demon, and it attacks wounded enemies in preference to other targets, moving twice rather than attacking to run down a badly injured foe.

GREATER BLOOD DEMON

Large fiend, chaotic evil

Armor Class 19 (natural armor)

Hit Points 247 (22d10 + 132)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	18 (+4)	22 (+6)	9 (-1)	17 (+3)	13 (+1)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire; bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities paralysed, petrified, poisoned, prone

Senses darkvision 120ft., passive Perception 15

Languages -

Challenge 12 (8,400 XP)

Blood Feast. The blood demon has advantage on an attack rolls against a creature, if its below its hit points maximum.

Blood Frenzy. The blood demon's attacks deal an additional 4 (1d8) points of necrotic damage for every creature that is below its hit points maximum.

Liquid Form. The blood demon can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The blood demon makes three slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 19 (3d8 + 7) bludgeoning damage.

Hematic Call (Recharge 5-6). The blood demons attempts to absorb the blood of living creatures around him. Each creature within 30 feet of the blood demon have to make a DC 17 Constitution saving throw or take 25 (5d10) necrotic damage on a failed save or half as much on a successful one. On a failed save the creature is also pulled 10 feet towards the blood demon.



BLOOD ELEMENTALS

A blood elemental is a dreadful creature from a remote outer plane. It is extremely alien in both appearance and outlook, and it has a bizarre intelligence all its own. In their home plane, blood elementals have a civilization of sorts, though its nature is incomprehensible to visitors. When summoned to the Material Plane, they are eager to absorb life around them.

A blood elemental resembles a water elemental except that its fluid body is composed entirely of red, viscous blood. It oozes and undulates as it moves, leaving streaks of red on any surface it traverses.

BLOOD ELEMENTAL

Large aberration, lawful evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	7 (-2)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities necrotic, psychic

Condition Immunities paralysed, petrified, poisoned, prone

Senses darkvision 60ft., passive Perception 11

Languages Primordial

Challenge 5 (1,800 XP)

Coagulate. If the blood elemental takes cold damage, it partially freezes; its speed is reduced by 10 ft. until the end of its next turn.

Liquid Form. The blood elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The blood elemental makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 12 (2d8 + 4) bludgeoning damage.

Bloodbath (Recharge 5-6). Each creature in the blood elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 12 (3d8) necrotic damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 9 (2d8) psychic damage, due to the mental strain of drowning in blood. A creature within 5 feet of the blood elemental can pull a creature or object out of it by taking an action to make a DC 15 Strength and succeeding.

GREATER BLOOD ELEMENTAL

Huge aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 175 (17d10 + 85)

Speed 40 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	13 (+1)	12 (+1)	14 (+2)

Damage Resistances acid; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities necrotic, psychic

Condition Immunities paralysed, petrified, poisoned, prone

Senses darkvision 60ft., passive Perception 13

Languages Primordial

Challenge 9 (5,000 XP)

Coagulate. If the blood elemental takes cold damage, it partially freezes; its speed is reduced by 10 ft. until the end of its next turn.

Liquid Form. The blood elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The blood elemental makes three slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.

Hit: 18 (3d8 + 6) bludgeoning damage.

Bloodbath (Recharge 5-6). Each creature in the blood elemental's space must make a DC 18 Strength saving throw. On a failure, a target takes 20 (5d8) necrotic damage. If it is Large or smaller, it is also grappled (escape DC 17). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Huge creature or up to six Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (3d8) psychic damage, due to the mental strain of drowning in blood. A creature within 5 feet of the blood elemental can pull a creature or object out of it by taking an action to make a DC 18 Strength and succeeding.

Engorging Strikes (Recharges 6). The blood elemental uses Multiattack. Each attack that hits deals an extra 5 (1d10) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The target dies if this effect reduces its hit point maximum to 0.

BLOOD FIENDS

Blood fiends are abominations who feed on the blood of living creatures. Initially created in the Elemental Chaos they are just as prevalent in other planes, wherever there are creatures to provide food for them.

Blood fiends are often mistaken for demons. Though they are not, in fact, demons, they are fiends, as their name implies.

Dreadful Abominations. Blood fiends are huge creatures with a purple-black or reddish scaly hide, a lupine muzzle with great fangs, red eyes, and four clawed hands. Each of these hands has five razor-sharp claws extending from them, as did the feet.

Vampiric Nature. Blood fiends prey on other fiends, as vampires prey on humans. They also have the same ability to transform other creatures into their kind. A blood fiend lacks the subtlety of an ordinary vampire. It does not hesitate to wade into melee with its four claws and vicious bite.

To assist them in their hunts, blood fiends can use a terror gaze that immobilizes their unfortunate victim. Blood fiends themselves are immune to fear. Most wounds inflicted on them would heal in a matter of moments.



BLOOD FIEND

Large fiend, neutral evil

Armor Class 18 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., hover 50ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	21 (+5)	11 (+0)	14 (+2)	17 (+3)

Saving Throws Str +10, Con +10, Cha +7

Skills Perception +7, Stealth +7

Damage Resistances necrotic, bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities charmed, exhausted, frightened

Senses blindsight 120ft., passive Perception 17

Languages Abyssal, Primordial

Challenge 14 (11,500 XP)

Innate Spellcasting. The blood fiend's spellcasting ability is Charisma (spell save DC 17). The blood fiend can innately cast the following spells, requiring no material components:

At will: *detect good and evil*, *detect magic*, *gaseous form*

3/day each: *dispel magic*, *fear*, *misty step*

1/day each: *dimension door*, *hallucinatory terrain*

Shapechange (2/Day). As an action the blood fiend can take the form of a bat, a dire wolf, a howler or a nightmare until it drops to 0 hit points, or use a bonus action to revert back to its original form.

Regeneration. The blood fiend regains 15 hit points at the start of its turn. If the blood fiend takes radiant damage, this trait doesn't function at the start of the blood fiend's next turn.

ACTIONS

Multiattack. The blood fiend makes five attacks: one with its bite and four with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 14 (2d8 + 6) piercing damage plus 12 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the blood fiend regains Hit Points equal to that amount. The reduction lasts until the target finishes a Long Rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way rises in 1d4 days as a blood fiend, unless his corpse is burned.

Claw. Melee Weapon Attack: +11 to hit, reach 10 feet., one target hit: 16 (3d6 + 6) slashing damage.

Terror Gaze. The blood fiend turns its gaze toward a creature it can see within 120 feet of it. The target must make a DC 17 Charisma saving throw. Unless the target is incapacitated, it can avert its eyes to avoid the gaze and automatically succeed on the save. If the target does so, it can't see the blood fiend until the start of its next turn. If the target looks at it in the meantime, it must immediately make the save. If the target fails the save, it's stunned until the start of the blood fiend's next turn, or until the blood fiend is no longer within line of sight.

BLOODFIRE OOZES

Bloodfire oozes are created by the mixing of a huge amount of innocent blood with the ichor of the demon. Bloodfire oozes cross the plains of the Demon Wastes, with most of them having been created by rakshasa experiments. Explorers have also reported the presence of bloodfire oozes beneath various ruins of Xen'drik, and bloodfire oozes have been sighted beneath Sharn, the City of Towers.

History. Bloodfire oozes are created through ritualistic magic. This ritual involves the blood of one hundred innocent humanoid lives, combined with the ichor of a single demon of great strength. The ritual takes 24 hours to complete, and a completed bloodfire ooze will follow the instructions of its creator.

The ritual for their creation may or may not have originated by the rakshasas. The rakshasas continue to create them and allow them to roam the Demon Wastes. Besides, the oozes have been found in Sharn and ruins on Xen'drik.

Abilities. A bloodfire ooze is mindless but obeys simple orders from its creators. The body of the ooze is comprised of blood, and the ooze absorbs the blood of its prey. As the bloodfire ooze drinks blood, it grows in size and power. Bloodfire oozes burn to the touch and can produce flames. Also, proximity to the bloodfire ooze makes fire-based spells more powerful; however, the ooze itself is immune to fire attacks.



BLOODFIRE OOZE

Huge ooze, neutral evil

Armor Class 12

Hit Points 150 (12d12 + 72)

Speed 30 ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	4 (-3)	12 (+1)	5 (-3)

Saving Throws Str +8, Con +10

Damage Resistances lightning, slashing

Damage Immunities fire, necrotic

Condition Immunities blinded, charmed, deafened, exhausted, frightened, prone

Senses Blindsight 60ft. (blind beyond this radius),

Tremorsense 90 feet., passive Perception 13

Languages --

Challenge 7 (2,900 XP)

Amorphous. The blood fire ooze can move through a space as narrow as 1 inch wide without squeezing.

Boiling Blood. Whenever the ooze takes slashing or piercing damage from a creature within 5 feet of it, that creature takes 7 (2d6) fire damage.

Spider Climb. The blood fire ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Magic Resistance. The ooze has advantage on saving throws against spells and other magical effects.

False Appearance. While the ooze remains motionless, it is indistinguishable from a pool of blood.

ACTIONS

Multiattack. The bloodfire ooze makes two blood pseudopod attacks.

Blood Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 10 (3d6) fire damage.

Bloodfire Burst. Fire erupts from the ooze melting everything around it. Each creature within 10 feet of the ooze must make a DC 16 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much on a successful one.

This might have been a human, once. Now it's a bloated horror, distended veins sprawling across its livid skin. Scraps of rotting cloth are all that cover its swollen body. Its empty eyes fix on you, and it lurches forward swinging massive fist.

BLOODHULKS

Corpses animated through the blood of the innocent through horrible rituals. This bloated undead is filled with gore and unholy liquids. Bloodhulks are bloated bags of undead goodness that can withstand a tremendous amount of punishment. The Bloodhulks are created by vile priests and necromancers. They are the ultimate mindless zombie.

The Bloodhulks come in three varieties: Bloodhulk Fighter, Bloodhulk Giant, and Bloodhulk Crusher. They are used by evil spellcasters as bodyguards and servants. They are much stronger than your typical zombie. They have inflated hit points but are fragile to piercing and slashing weapons due to their bloated bodies being filled with fluids.

BLOODHULK FIGHTER

Medium undead, neutral evil

Armor Class 11

Hit Points 110 (10d12 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	18 (+4)	3 (-4)	10 (+0)	5 (-3)

Damage Immunities poison

Damage Vulnerabilities piercing, slashing

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 11

Languages understands the language of its creator, but can't speak

Challenge 4 (1,100 XP)

Reckless. At the start of its turn, the bloodhulk can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Aggressive. As a bonus action, the bloodhulk fighter can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The bloodhulk fighter makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.



BLOODHULK GIANT

Large undead, neutral evil

Armor Class 13

Hit Points 171 (15d12 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	20 (+5)	3 (-4)	10 (+0)	5 (-3)

Damage Immunities poison

Damage Vulnerabilities piercing, slashing

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 11

Languages understands the language of its creator, but can't speak

Challenge 6 (2,300 XP)

Reckless. At the start of its turn, the bloodhulk can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Aggressive. As a bonus action, the bloodhulk giant can move up to its speed toward a hostile creature that it can see.

Undead Fortitude. If damage reduces the bloodhulk fighter to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the bloodhulk giant drops to 1 hit point instead.

ACTIONS

Multiattack. The bloodhulk fighter makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

BLOODHULK CRUSHER

Huge undead, neutral evil

Armor Class 14

Hit Points 286 (20d12 + 160)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	27 (+8)	3 (-4)	10 (+0)	5 (-3)

Damage Immunities poison

Damage Vulnerabilities piercing, slashing

Condition Immunities poisoned

Senses darkvision 60ft., Passive Perception 10

Languages understands the language of its creator, but can't speak

Challenge 9 (5,000 XP)

Reckless. At the start of its turn, the bloodhulk can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Aggressive. As a bonus action, the bloodhulk giant can move up to its speed toward a hostile creature that it can see.

Undead Fortitude. If damage reduces the bloodhulk crusher to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the bloodhulk fighter drops to 1 hit point instead.

Siege Monster. The bloodhulk crusher deals double damage to objects and structures.

ACTIONS

Multiattack. The bloodhulk fighter makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 7) bludgeoning damage.

Crushing Slam (Recharge 5-6). Each creature within 10 feet of the bloodhulk crusher must make a DC 17 Dexterity saving throw, taking 33 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

CARNAGE DEMONS

Carnage demons are the brutes among the lesser fiends of the Abyss. They are the destructive manifestation of chaos, spurred on by a burning desire to batter other creatures in the bloodiest and most painful ways possible. Although they are similar in power to dretches, they don't share the aimlessness of those dull fiends. Instead, carnage demons are filled with the singular purpose of pure destruction. Some consider carnage demons to be a forced evolution of the pathetic dretches, the product of a demon lord's attempt to create a more useful lesser demon. This theory gains some credence from the fact that, unlike most demons, carnage demons are not tanar'ri. Their vulnerability to silvered weapons suggests they might have been created using materials from or related to devils.

Strategies and Tactics. Despite having massive claws, which they use to climb, carnage demons prefer to pummel their opponents. A lone carnage demon is still a brutal adversary, but such a loner flees if reduced to half of its full normal hit points or fewer. All carnage demons prefer to fight alongside individuals of their kind, venting their hatred on all other creatures.

In a group, carnage demons remain close to each other as they attack. Each one lets its fury rather than any sense of tactics dictate where its next attack is aimed, usually pounding whoever damaged it the most during the previous round.

Carnage demons are a danger to all creatures that aren't carnage demons. A carnage demon that has succumbed to its destructive appetite attacks nearby allies for no better reason than being unable to move to an enemy and attack it during the current round.

CARNAGE DEMON

Medium fiend (demon), chaotic evil

Armor Class 13 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	5 (-3)	6 (-2)	6 (-2)

Damage Resistances acid, cold, fire

Condition Immunities frightened, poisoned

Senses darkvision 60ft., passive Perception 12

Languages understands Abyssal, but can't speak

Challenge 2 (450 XP)

Carnage. A carnage demon deals an extra 2 points of bludgeoning damage with each slam attack, if there is another carnage demon within 30 feet of it, that isn't incapacitated.

Destructive Appetite. When a carnage demon reduces a creature to 0 hit points, it must immediately make one melee attack against a random creature that is adjacent to it, and that isn't incapacitated.

ACTIONS

Multiattack. The carnage demon makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Rushing forward, uttering an unintelligible battle cry, is a broad-shouldered creature with overlong arms that end in massively oversized, clawed hands. Similar creatures follow it, seemingly drawing strength from their proximity to one another.



GOLEMS

Golems are made from materials such as blood, clay, flesh and bones, adamantine, iron or stone. They possess astonishing power and durability. A golem has no ambitions, needs no sustenance, feels no pain, and knows no remorse. An unstoppable juggernaut, it exists to follow its creator's orders, and it protects or attacks as that creator demands.

To create a golem, one of the golems included below, one requires the *Crimson Tome* (see Magic Item's section). The comprehensive illustrations and instructions inside the crimson tome detail the process for creating a golem of the following types.

BLOOD GOLEM OF HEXTOR

The blood golems of Hextor are foul constructs made of the coagulated blood of sacrificial victims. Girded in magic armor and bearing masterwork weapons, they bring death to the enemies of the faith.

Without its armor, a blood golem looks like a vaguely humanoid shape made out of thickened red and black blood. It constantly leaks blood wherever it goes and is often surrounded by swarms of flies and other flying vermin that dine on its leavings. Although the church of Hextor once was satisfied with this raw form, recently the creators of these golems have added a final step in which they seal the golem in a custom-made full plate suit with heavy flails fused to each of its arms. This suit of armor includes two spherical reservoirs on the shoulders that store more blood to fuel the creature. Metal pipes and valves convey the creature's blood within the armor, but the seals are imperfect and it still leaks fluid.

Because it is a construct, a blood golem can remain motionless in one place for days, although it requires fresh blood regularly. This requirement makes it a poor guardian for remote places that do not have many visitors.

BLOOD GOLEM OF HEXTOR

Large construct, neutral evil

Armor Class 20 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	5 (-3)	11 (+0)	8 (-1)

Damage Resistances necrotic, bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60ft., passive Perception 11

Languages understands the language of its creator but can't speak

Challenge 14 (11,500 XP)

Blood Dependency. The blood golem needs constant supply of blood in order to function. If the golem doesn't absorb blood from other creatures, it loses 5 hit points daily at dawn, regardless if it is engaged in physical tasks or stands motionless the entire day.

Consume Blood. When the blood golem kills a creature it regains 10 hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells or other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two flail attacks.

Flail. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 7) bludgeoning damage.

Fountain of Blood (Recharge 4-6). The golem releases blood with extreme pressure in a 30-foot cone. Each creature in that area must make a DC 18 Constitution saving throw or be pushed back 20 feet in a straight line.

Whirlwind Attack (Recharge 5-6). Each creature within 10 feet of the blood golem must make a DC 19 Dexterity saving throw taking 44 (8d10) bludgeoning damage on a failed save, or half as much on a successful one.

BRAIN GOLEM

Creation of the mind flayers, a brain golem exists purely to fulfill their desires.

A brain golem appears as a burly humanoid, about 8 feet tall and 5 feet wide, with an oversized brain serving as its entire head. The whole body is made up of brain tissue that is covered with a thin film of slimy skin. Brain golems do not speak or understand any language, despite their intelligence, but they respond to telepathic commands from any mind flayer.

BRAIN GOLEM

Large construct, lawful evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	18 (+4)	6 (-2)	11 (+0)	8 (-1)

Damage Resistances psychic, bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60ft., passive Perception 11

Languages understands the language of its creator but can't speak

Challenge 9 (5,000 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells or other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks and .

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 5) bludgeoning damage.

Mind Blast (Recharge 5-6). Each creature within 60 feet of the golem must make a DC 16 Wisdom saving throw taking or be stunned for 1 minute. The stunned creatures can repeat their saving throws at the end of each of their turns, ending the effect on them on a success.

DEMONFLESH GOLEM

The ultimate example of fiendish grafting, the demonflesh golem is a collection of demonic body parts assembled into a truly vile whole. A demonflesh golem bears a superficial resemblance to a flesh golem. Its overall form is humanoid, with the addition of a pair of membranous wings and a long, thin tail. Its left arm is muscular and sinewy, with a large, clawed hand, while its right arm is more slender and ends in a heavy, bony hand. Its right leg is long and agile, while its left is thicker and heavier. Despite having a pronounced limp, the creature moves quickly and can climb and jump with remarkable ease. One eye is bright red and has a black iris, while the other is yellow with no visible iris, but it has a pupil shaped like a cat's. Unlike most golems, a demonflesh golem is reasonably intelligent, and it speaks and understands Abyssal.

HELLFIRE GOLEM

A hellfire golem is a construct from the infernal planes that are crafted by devils for sheer destructive and pyromaniac delight. It appears as a towering humanoid creature that seems to be formed of brilliant lava covered with a crumbling black crust. Flames leap out from the cracks in its crusty skin and wreath its body in the infernal fire. Unlike most golems, a hellfire golem is reasonably intelligent, and it speaks and understands Infernal.



DEMONFLESH GOLEM

Huge construct, chaotic evil

Armor Class 20 (natural armor)

Hit Points 230 (24d10 + 100)

Speed 30 ft., fly 50ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	20 (+5)	8 (-1)	12 (+1)	15 (+2)

Damage Resistances acid, cold, fire, bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60ft., passive Perception 13

Languages Abyssal

Challenge 16 (15,000 XP)

Innate Spellcasting. The golem's innate spellcasting ability is Charisma (spell save DC 16, +9 to hit with spell attacks). The golem can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *see invisibility*

3/day each: *blight*, *locate creature*

1/day each: *destructive wave*, *dispel evil and good*

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Limited Magic Immunity. The golem can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes one claw attack, one massive arm attack and one whip tail attack, or it can replace one attack with to use its fear gaze.

Claw. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Massive Arm. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. *Hit:* 31 (4d12 + 7) bludgeoning damage. If the target is a creature it must succeed on a DC 17 Constitution saving throw or become stunned until the end of the golem's next turn.

Whip Tail. Melee Weapon Attack: +13 to hit, reach 25 ft., one target. *Hit:* 13 (2d6+7) slashing damage. The target must succeed on a DC 20 Strength saving throw or be pulled up to 20 feet towards the golem.

Fear Gaze. Each creature within 60 feet of the demonflesh golem must make a DC 19 Wisdom saving throw or be paralysed for 1d4 rounds. If the creature succeeds on the saving throw, it becomes immune to the golem's fear gaze for 24 hours.

HELLFIRE GOLEM

Huge construct, chaotic evil

Armor Class 18 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	12 (+1)	13 (+1)	15 (+2)

Damage Resistances acid, cold, bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60ft., passive Perception 15

Languages Abyssal

Challenge 16 (15,000 XP)

Innate Spellcasting. The golem's innate spellcasting ability is Charisma (spell save DC 16, +9 to hit with spell attacks). The golem can innately cast the following spells, requiring no material components:

At will: *detect magic*, *fireball*

3/day each: *flame strike*, *wall of fire*

Hellfire Skin. At the start of each of the golem's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the golem or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Limited Magic Immunity. The golem can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes fiery slam attacks.

Fiery Slam. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage plus 10 (3d6) fire damage.

Hellfire Orb (Recharges 5-6). Each creature within 60 feet of the hellfire golem must make a DC 19 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much on a successful one.

KLURICHIR

A klurichir is a type of tanar'ri and one of the most powerful and respected demons of the Abyss. They are known to be so truly horrifying that even the mighty balors would give them a wide berth.

Incredibly powerful and well aware of it, klurichirs are highly self-assured in their abilities. Their complete sense of security leads them to order around most other demons, attacking anyone that does not follow their commands. Even balors could find themselves facing the tyrannical retribution of a klurichir for minor infractions. They have no concern for the lives of those underneath them, fearlessly throwing waves of their soldiers into battle regardless of the actual possibility of victory.

Klurichir served and acted as right hands to the most powerful demon lords, and were thought to serve as their greatest generals. Only when a demon lord took a personal interest in a mission where they called in to ensure its completion. Outcast demon lords could even find themselves joining forces with a klurichir's war band. Most demon lords were incapable of significantly furthering their goals through direct conquest as it left them open to attack, but klurichirs were in no such straits. They marched their demonic hordes through the various layers of the Abyss, spreading turmoil and bloodshed, all the while accruing more followers through the carnage.

KLURICHIR

Huge fiend (demon), chaotic evil

Armor Class 20 (natural armor)
Hit Points 280 (24d12 + 126)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	22 (+6)	20 (+1)	16 (+3)	23 (+6)

Saving Throws Str +14, Con +12, Wis +9, Cha +12
Damage Resistances acid, cold, lightning; bludgeoning, piercing and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120ft., passive Perception 16
Languages Abyssal, Telepathy 120 ft.
Challenge 20 (25,000 XP)

Innate Spellcasting. The klurichir's innate spellcasting ability is Charisma (spell save DC 19, +10 to hit with spell attacks). The klurichir can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *fireball*
3/day each: *counterspell*, *enervation*, *wall of fire*

Magic Resistance. The klurichir has advantage on saving throws against spells and other magical effects.

Magic Weapons. The klurichir's weapon attacks are magical.



Variant: Summon Demon (1/Day): The klurichir chooses what to summon and attempts a magical summoning. A klurichir has a 50 percent chance of summoning 1d8 vrocks, 1d6 hezrous, 1d4 glabrezus, 1d3 nalfeshnees, 1d2 mariliths, or one goristro. A summoned demon appears in an unoccupied space within 60 feet the klurichir, acts as an ally of the klurichir, and can't summon other demons. It remains for 1 minute, until it or the klurichir dies, or until the klurichir dismisses it as an action.

Reactive. The klurichir can take one reaction on every turn in combat.

ACTIONS

Multiattack. The klurichir can use its frightful aura. It then makes five attacks: four with its claws and one with its vorpal pincers against a creature it has grappled.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. **Hit:** 28 (4d10 + 8) slashing damage. The target must succeed on a DC 20 Strength saving throw or be grappled (escape DC 20).

Vorpal Pincers. Weapon Attack: +14 to hit, reach 5 ft., one target. **Hit:** 33 (5d10 + 8) slashing damage. If the klurichir scores a critical hit, it cuts off one the target's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head or has legendary actions. Such a creature instead takes an extra 5d10 slashing damage from the hit.

Frightful Aura (Recharges 5-6). Each creature of the klurichir's choice that is within 90 feet of the klurichir and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the klurichir's frightful aura for the next 24 hours.

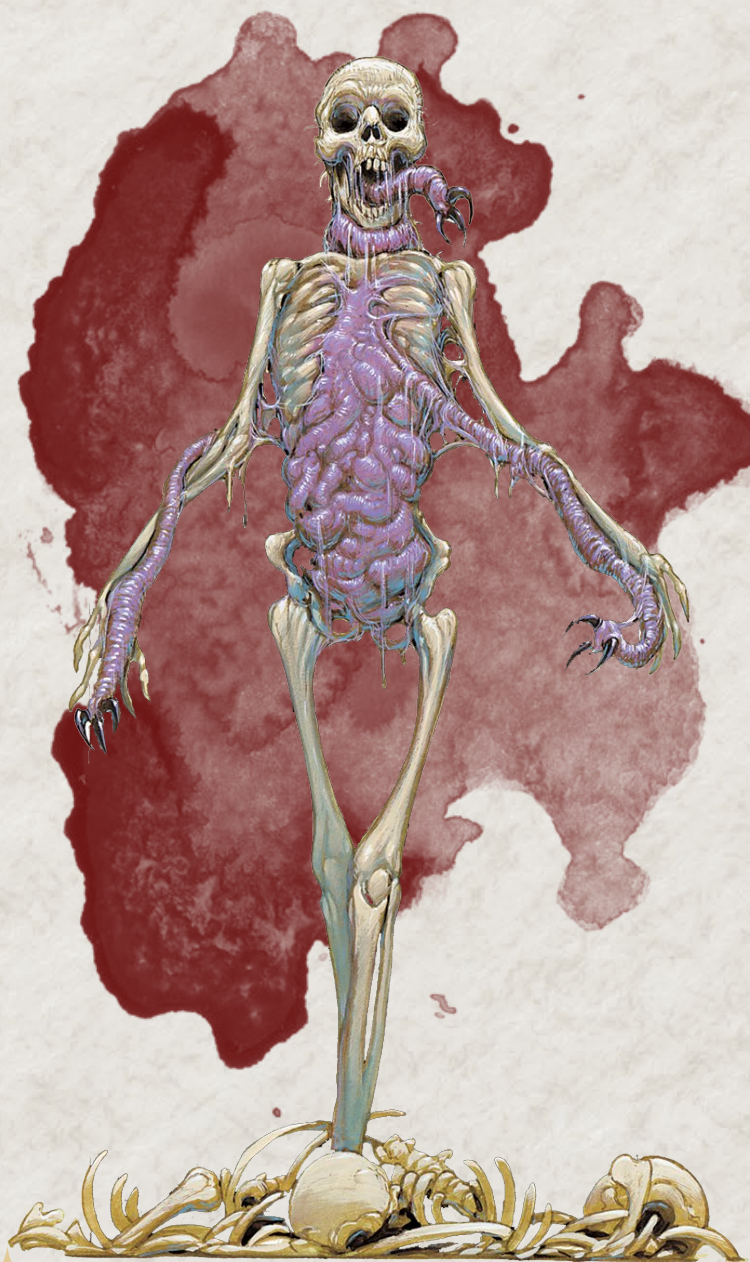
Teleport. The klurichir magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

MOHRG

Mohrgs were undead that were the risen forms of mass-murderers that died before they could atone for their crimes. Mohrgs existed to bring more death and destruction to the world, delighting in the screams of the dying.

Mohrgs were sometimes mistaken for skeletons or zombies. They appeared to be skeletal humanoids with fleshy internal organs wrapped around their form. These organs were animated and capable of lashing out and entangling any they touched. Furthermore, they secreted a paralytic slime that allowed the mohrg to slowly kill its victims while they watched helplessly.

Those slain by a mohrg arose soon afterward as a zombie. A rise in the undead population was often a sign of a mohrg in the area.



MOHRG

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	14 (+2)	11 (+0)	10 (+0)	10 (+0)

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60ft., passive Perception 11

Languages one language it spoke in life

Challenge 6 (2,300 XP)

Create Spawn. A humanoid slain by the mohrg rises 24 hours later as a zombie under the mohrg's control, unless the humanoid is restored to life or its body is destroyed. The mohrg can have no more than twelve zombies under its control at one time.

ACTIONS

Multiattack. The mohrg makes three attacks: two with its slam and one with its tongue.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and 9 (2d8) necrotic damage.

Tongue. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage and the target must succeed on a DC 14 Constitution saving throw or be paralysed for 1 minute. The target can repeat the saving throw at the end of each of its turns. On a successful save, the effect ends.

PENANGGALAN

A penanggal (plural penanggalan) is an undead monster that appears by day to be a young and beautiful woman. At night, however, her head detaches from her body, trailing its entrails, to become a vampiric monster flying through the night.

Penanggalan prefer to feed on the blood of pregnant women or young children, but will feed on any victims they can capture. Those whose blood they drink are infected with a wasting disease, even if the penanggal is not able to feed again.

When the penanggal returns to her body, she must soak her entrails in vinegar to shrink them before returning them to her body. This means the lair of a penanggal is notable due to the smell of vinegar.

PENANGGAL

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 104 (16d6 + 48)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +6, Wis +4, Cha +7

Skills Deception +10, Insight +6, Stealth +7

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhausted, poisoned, prone

Senses darkvision 60ft., passive Perception 12

Languages Understands the Languages it knew in life

Challenge 8 (3,900 XP)

Shapechanger. The penanggal can use its action to polymorph into an ooze or back into its true form. Any equipment it is wearing or carrying is melded into the new form. It reverts into its true form if it dies.

While in ooze form, the penanggal can't speak, fly, charm or attack and it loses its horrific transformation trait. It gains the ability to move through a space as narrow as 1 inch wide without squeezing, its speed becomes 10 ft., and it gains blindsight of 60ft. Otherwise, the penanggal game statistics are unchanged.

Horrific Transformation. The penanggal transforms from her human form to her monstrous form, by separating her head and entrails from her body. All creatures within 60 feet that can see the transformation must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. If the saving throw fails by 5 or more, the creature is *paralysed* for 1 minute. On a successful save the creature becomes immune to penanggal's *horrific transformation* trait. A creature can repeat the saving throw at the end of its turn, ending the condition on a successful save.

Walk as the living. The penanggal's head reattaches to its body, appearing as it did in life and its alignment is perceived as neutral. Also, it's unaffected by spells or abilities that target or detect undead, while remaining in its human form.

Innate Spellcasting. The penanggal's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no components:

3/day each: *charm person*, *dissonant whispers*, *mage hand* (the hand is invisible), *minor illusion*

1/day each: *bestow curse* (5th level), *clairvoyance*, *etherealness*

Sunlight Hypersensitivity. While in direct sunlight, the penanggal is paralysed.

Body Dependence. After dawn, if the penanggal cannot reattach its head to its body, it takes 20 radiant damage for every hour that passes.



ACTIONS

Multiattack. The penanggal makes two melee attacks, one with its bite and one with its entrails.

Withering Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) piercing damage plus 10 (3d6) necrotic damage. The penanggal regains hit points equal to the necrotic damage dealt. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. If the cursed target's hit points maximum is reduced to 0, the target dies. A humanoid slain by this Attack rises 24 hours later as a Ghoul under the penanggal's control, unless the humanoid is restored to life or its body is destroyed.

Entrails. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 3) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for a minute. While poisoned in this way the target is paralysed, and it takes 7 (2d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target ends the effect on it early.

Charm: The penanggal targets one humanoid it can see within 30 ft. of it. If the target can see the penanggal, the target must succeed on a DC 15 Wisdom saving throw against this magic or be Charmed by the penanggal. The Charmed target regards the penanggal as a trusted friend to be heeded and protected. Although the target isn't under the penanggal's control, it takes the penanggal's requests or Actions in the most favourable way it can.

Each time the penanggal or the penanggal's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the penanggal is destroyed.

SANGUINEOUS DRINKER

Skeletal undead whose blood-soaked organs glisten and swing within their rib-cage and whose arms and legs end in jagged, bloody claws. This undead intent on draining the blood of any creature they encounter, quickly closing into melee so that they can plunge their hollow claws into the bodies of the living. Sanguineous drinkers are not natural creatures Necromancers create them from corpses boiled in blood.

The abodes of sanguineous drinkers contain blood and corpses, making them attractive to vermin. Those who hunt this undead often encounter swarms of insects before battling the sanguineous drinker itself. A sanguineous drinker attacks any living creatures entering its domain, stopping only when it or the invaders are dead.

Sanguineous drinkers often fight alongside other intelligent undead that value their ferocity and lust for blood. Necromancers and cunning undead spellcasters create sanguineous drinkers to serve as guards, sometimes placing them among weaker undead to trouble possible intruders.

SANGUINEOUS DRINKER

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	19 (+4)	7 (-2)	10 (+0)	14 (+1)

Damage Immunities poison

Condition Immunities charmed, frightened, paralysed, poisoned

Senses darkvision 30ft., passive Perception 11

Languages one language it spoke in life

Challenge 5 (1,800 XP)

Blood Spray. As a bonus action, a sanguineous drinker can spray blood from its exposed organs into each square adjacent to it. These squares become slippery for 10 minutes. Each time a creature that is not sanguineous drinker enters one of those squares for the first time on its turn, it must succeed on a DC 15 Dexterity saving throw or fall prone.

ACTIONS

Multiattack. The sanguineous drinker makes two claw attacks.

Blood Drain Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 9 (2d8) necrotic damage and the target has to make a DC 14 Constitution saving throw or have his hit points maximum decreased by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a Long Rest. The target dies if this effect reduces its hit point maximum to 0.



SESZRATH

Cast out from the vilest pits of darkness in the Abyss, the seszrath is a horrible monstrosity, composed of fused corpses and demonic essence. The ravaging madness of these demons manifests as a never-ending desire to feed.

Undead Nature. Though they do not require food for sustenance, seszraths are driven by the perverse pleasure of hunting, slaying, and consuming sentient prey. It is thought that the first seszrath was created during the birth of the Abyss. However, little is known of these creatures. In particular, how they continue to spawn and from what matter they are created is the source of conjecture. Some believe that new seszrath are continually spawned by an undiscovered demon lord—perhaps an unknown primordial who manipulates the power of undeath as an affront to Orcus. Others believe that seszraths are born of a gate between the Abyss and the Shadowfell, thought to exist at the deepest levels of both planes.

Few creatures fight alongside seszraths since they are likely to attack allies as enemies in the heat of battle. Seszraths are typically found only in the company of other seszraths or in services of more powerful demons, such as balors and glabrezus. Many demon lords maintain forces of these creatures in the Abyss. Some also send seszraths to the Material Plane to destroy the cults of their enemies.

Seszraths in Combat. Seszraths are brutal frontline fighters, oblivious to danger as they take the battle to the enemy. Their tactical sense extends no further than smashing into the nearest and largest group of foes. A seszrath ignores its allies, as those creatures circle to pounce on foes laid low by its vicious throw.

SESZRATH

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 266 (20d12 + 140)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	24 (+7)	10 (+0)	10 (+0)	8 (-1)

Saving Throws Strength +13, Constitution +11

Vulnerabilities radiant

Damage Resistances cold, fire, lightning; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120ft., passive Perception 13

Languages Abyssal

Challenge 16 (15,000 XP)

Magic Resistance. The seszrath has advantage on saving throws against spells and other magical effects.

Magic Weapons. The seszrath's attacks are magical.

Siege Monster. The seszrath deals double damage to objects and structures.

ACTIONS

Multiattack. The seszrath makes two vicious grab attacks, uses reel, and makes one attack with its consuming bite. The seszrath can replace each vicious grab attack with a tentacle smash or a vicious throw attack.

Tentacle Smash. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 8) bludgeoning damage.

Consuming Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 8) piercing damage. The target is grappled (escape DC 21) Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws. If the target starts its turn grappled by seszrath's bite, it suffers 11 (2d10) necrotic damage. The target dies if the necrotic damage reduces its hit points to 0.

Vicious Grab. *Melee Weapon Attack:* +13 to hit, reach 25 ft., one creature. The target is grappled (escape DC 21) Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the seszrath can't use the same vicious grab on another target.

Vicious Throw. The seszrath throws a creature grappled by it, with immense force, up to 30ft. away from it. The creature has to make a DC 21 Dexterity saving throw, taking 25 (5d10) bludgeoning damage on a failed save or half as much on a successful one.

Reel. The seszrath pulls each creature grappled by it up to 20 ft. straight toward it.

Earthsplitting Smash (Recharge 5-6). Each creature within 15 feet of the seszrath must make a DC 21 Dexterity saving throw, taking 42 (8d10) bludgeoning damage on a failed save, or half as much damage on a successful one.



WENDIGO

Nearly all the cultures of the world feature prohibitions against cannibalism—a crime against the laws of nature and the gods. A mortal that commits cannibalism creates a spiritual gateway to the Abyss, through which the dreaded demon known as the wendigo can travel. Once it reaches the world, a wendigo warps the cannibal's soul and body, turning into a flesh-eating monster that reflects the madness of the Abyss.

Not all mortals commit cannibalism to draw the attention of a wendigo to themselves. Those that do, though, are bound within the wendigo's form until the demon is slain. For a mortal that consumed forbidden flesh out of desperation or dark need, existence as a wendigo is a never-ending nightmare. Trapped in that demonic form, the creature's consciousness endures only enough to maintain awareness of its hunger and the number of sentient creatures it has slain. For mortals that indulge in cannibalism by choice, the curse of the wendigo can become a blessing. A wendigo created from a willing host maintains more of its former knowledge and can use that knowledge to seek bloody retribution against old enemies.

Wendigos are solitary creatures whose madness drives them to inhabit desolate lands. These demons sometimes hunt in the company of dire animals, worgs, and owlbears, as well as other creatures that share their ravenous appetites. A wendigo that leads such a hunting pack trains its servants over time, using them to great effect as it harries its quarry.



WENDIGO MANHUNTER

A manhunter wendigo stalks creatures for days before attacking. Once its feast begins, the wendigo moves invisibly from target to target making sure it surprise and devastate its targets.

WENDIGO MANHUNTER

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 79 (12d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	11 (+0)	14 (+2)	9 (-1)

Skills Athletics +6, Stealth +5

Damage Immunities poison

Damage Resistances acid, cold, fire

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60ft., passive Perception 13

Languages Common, Abyssal

Challenge 5 (1,800 XP)

Aura of Fear. Every creature within 10 feet of the wendigo, makes Wisdom saving throws with disadvantage.

Beyond Sight. Whenever the wendigo ends its turn 5 feet near a creature, it turns invisible until the end of wendigo's next turn. The invisibility ends early, if the wendigo attacks or uses an ability.

ACTIONS

Multiattack. The wendigo makes a claw and a bite attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 4) piercing damage and the wendigo regains hit points equal to half the damage dealt.

WENDIGO SOULHUNTER

As a wendigo consumes mortal flesh, it grows in power. When a wendigo becomes a soul catcher, it takes mad pleasure not only in the slaying but in temporarily bestowing its curse on the creatures that fear it. Forcing those enemies to gorge themselves on their allies' flesh and blood, while the soul catcher becomes stronger.

WENDIGO SOULCATCHER

Medium fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 140 (17d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	18 (+4)	14 (+2)	17 (+3)	13 (+1)

Skills Athletics +9, Stealth +8

Damage Immunities poison

Damage Resistances acid, cold, fire

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60ft., passive Perception 16

Languages Common, Abyssal

Challenge 10 (5,900 XP)

Aura of Fear. Every creature within 10 feet of the wendigo, makes Wisdom saving throws with disadvantage.

Beyond Sight. Whenever the wendigo ends its turn 5 feet near a creature, it turns invisible until the end of wendigo's next turn. The invisibility ends early, if the wendigo attacks or uses an ability.

ACTIONS

Multiattack. The wendigo uses its inflame the hungry soul ability. It then makes a claw and a cannibal's bite attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 5) slashing damage.

Cannibal's Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 5) piercing damage and the wendigo regains hit points equal to half the damage dealt.

Inflame the Hungry Soul (Recharge 5-6). The wendigo taps into the deepest fears of a humanoid it can see within 10 feet. The target must make a DC 16 Wisdom saving throw. On a failed save, the target becomes frightened for 1 minute. The target takes 15 (3d10) psychic damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns ending the effect on itself on a success and becoming immune to wendigo's inflame the hungry soul feature for the next 24 hours.

WENDIGO PRIMAL SPIRIT

The oldest wendigos possess a hunger that drives them to consume their flesh in a grisly feast of self-destruction. Wandering the world as a demonic shade, a wendigo primal spirit is doomed to slay the creatures it once called kin, but to never slake its hunger on its flesh.

WENDIGO PRIMAL SPIRIT

Medium fiend (demon), chaotic evil

Armor Class 21 (natural armor)

Hit Points 244 (24d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	23 (+6)	22 (+6)	18 (+4)	20 (+5)	17 (+3)

Skills Athletics +13, Stealth +12

Damage Immunities poison

Damage Resistances acid, cold, fire, force

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60ft., passive Perception 19

Languages Common, Abyssal

Challenge 16 (15,000 XP)

Aura of Fear. Every creature within 10 feet of the wendigo, makes Wisdom saving throws with disadvantage.

Beyond Sight. Whenever the wendigo ends its turn 5 feet near a creature, it turns invisible until the end of wendigo's next turn. The invisibility ends early, if the wendigo attacks or uses an ability.

ACTIONS

Multiattack. The wendigo makes two claw attacks and a cannibal's bite attack.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 7) slashing damage.

Cannibal's Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 7) piercing damage and the wendigo regains hit points equal to half damage dealt.

Theft of Flesh. *Ranged Spell Attack:* +12 to hit, range 30 feet., one target. *Hit:* 20 (4d10) necrotic damage and the wendigo regains hit points equal to half the damage dealt.

Hunger Born from Fear (Recharges 5-6). Every creature within 30 feet of the wendigo primal spirit must succeed on a DC 19 Wisdom saving throw or become charmed by the wendigo for 1 minute. Every charmed creature, must use their action before moving on each of its turns to make a melee attack against a creature other than it self that the wendigo mentally chooses. At the end of each of its turns the target can repeat its saving throw, ending the effect on itself on a success.

Shambling towards you is a distorted humanoid form, its body flayed and burned. Its eyeless face is contorted in rage, and it clutches a wicked looking spear in one of its hands.

WRACK SPAWN

Among the many crimes committed by the demonkind is the abduction of good-aligned petitioners from their final resting places. Such raids are uncommon but occur whenever demons incur into the well-aligned planes or abduct souls before they can be properly judged and sorted to the correct afterlife. These souls are tormented and tortured endlessly by demons, and the souls that are the least fortunate are transformed into wrackspawn. These creatures are simultaneously horrifying and pitiful, as they represent a soul having been completely warped into a monster through demonic ritual. Most wrackspawn are then abandoned to their own devices, as they are not nearly so much fun to abuse after having been corrupted, but some are gathered into the armies of demon lords or other sovereign powers of the Abyss.

Wrackspawn have no place in any natural ecology and exist only to injure and kill other creatures. Although they require no food, they feed on flesh whenever possible, relishing the terror their actions create. When not rampaging and killing, wrackspawn spend most of their time mutilating themselves further—the closest thing they have to leaders among their kind are the largest, strongest and most bizarrely deformed. Their spears and armor are scavenged from whatever detritus they can find. Some wrackspawn even craft their spears from their bones ripped from a useless limb or assembled from malformed ribs.

WRACK SPAWN

Medium fiend, chaotic evil

Armor Class 11 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	17 (+3)	7 (-2)	10 (+0)	9 (-1)

Condition Immunities charmed, frightened

Senses Darkvision 30ft., passive Perception 10

Languages Understands Common, Undercommon

Challenge 1/2 (100 XP)

Share Pain. When a wrack spawn takes damage that does not reduce it to 0 hit points, every creature within 10 feet of it that lacks this trait takes 2 psychic damage.

ACTIONS

Multiattack. The wrack spawn makes one spear attack and one claw attack.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.



APPENDIX: NONPLAYER CHARACTERS



APPENDIX: NONPLAYER CHARACTERS

This appendix contains statistics for various humanoid nonplayer characters (NPCs)—whether friend or foe—expanding on appendix B of the *Monster Manual* and *Volo's Guide to Monsters*. These stat blocks can represent human and nonhuman NPCs and you can add racial traits to further customize them.

BLOODCURSER

Medium humanoid (any race), any non-good alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	14 (+2)	11 (+0)	12 (+1)

Saving Throws Dex +7, Int +3

Skills Acrobatics +9, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages any one language (usually Common) plus thieves' cant

Challenge 5 (1,800 XP)

Innate Spellcasting. The bloodcurser's innate spellcasting ability is Intelligence. It can innately cast the following spells (spell save DC 14), requiring no material components.

2/day each: *bane*, *hex*, *sleep*

Cunning Action. On each of its turns, the bloodcurser can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the bloodcurser is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the bloodcurser instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The bloodcurser deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the bloodcurser that isn't incapacitated and the bloodcurser has disadvantage on the attack roll.

ACTIONS

Multiattack. The bloodcurser makes two attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

REACTIONS

Uncanny Dodge. The bloodcurser halves the damage that it takes from an attack that hits it. The bloodcurser must be able to see the attacker.

BLOODCURSERS

Bloodcurser rogues, are masters of infusing their precise strikes with the use of blood curses that hinder their targets.

BLOODCURSER INSTIGATOR

Medium humanoid (any race), any non-good alignment

Armor Class 18 (studded leather, while holding 2 weapons)

Hit Points 123 (19d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	14 (+2)	19 (+4)	13 (+1)	14 (+2)

Saving Throws Dex +11, Int +8

Skills Acrobatics +11, Athletics +6, Perception +8, Sleight of Hand +11, Stealth +13

Senses passive Perception 14

Languages any two languages plus thieves' cant

Challenge 10 (5,900 XP)

Innate Spellcasting. The bloodcurser's innate spellcasting ability is Intelligence. It can innately cast the following spells (spell save DC 16), requiring no material components.

2/day each: *bane*, *hex*, *sleep*

Cunning Action. On each of its turns, the bloodcurser can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the bloodcurser is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the bloodcurser instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The bloodcurser deals an extra 24 (7d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the bloodcurser that isn't incapacitated and the bloodcurser has disadvantage on the attack roll.

Improved Mortal Wounds. If you hit a creature with your Sneak Attack feature, the target has to make a Constitution saving throw. On a failed save, it suffers 15 necrotic damage at the start of each of its turns and it can't regain hit points. The target can repeat the saving throw at the end of each of its turns. A successful save ends the effect on itself.

The bloodcurser can suffer 10 damage and its target makes its Constitution save with disadvantage.

ACTIONS

Multiattack. The bloodcurser makes three attacks with its rapier.

Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

REACTIONS

Uncanny Dodge. The bloodcurser halves the damage that it takes from an attack that hits it. The bloodcurser must be able to see the attacker.



DROW ELF BLOODCURSER

BLOODRAGER BARBARIANS

Bloodragers, feed on the pain and anguish suffered in combat to inflame their rage. They are perfect hunting down injured creatures, using their blood to bolster their defenses and make their attacks even more potent.

BLOODRAGER

Medium humanoid (any race), any alignment

Armor Class 16 (natural armor)

Hit Points 114 (12d12 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +7, Con +6

Skills Athletics +9, Survival +5, Perception +6

Damage Resistances cold, bludgeoning, piercing and slashing (while raging)

Senses passive Perception 13

Languages any one Language (usually Common)

Challenge 5 (1,800 XP)

Reckless. At the start of its turn, the bloodrager can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Rage. The bloodrager can rage as bonus action gaining the following benefits:

- The bloodrager has advantage on Strength checks and Strength saving throws
- When the bloodrager makes a melee weapon attack using Strength, he deals 3 additional damage.
- The bloodrager has resistance to bludgeoning, piercing and slashing damage.

Bloodlust. The bloodrager deal 6 additional damage against creatures that are missing hit points, while raging.

Bloodseeker. The bloodrager can take the Dash action as a bonus action while raging, against enemies that are missing hit points.

ACTIONS

Multiattack. The bloodrager makes two attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 11 (1d12 + 4) slashing damage + 3 slashing damage while raging.

BLOODRAGER CHIEFTAIN

Medium humanoid (any race), any alignment

Armor Class 17 (natural armor)

Hit Points 331 (22d12 + 88)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Str +7, Con +6

Skills Athletics +12, Survival +8, Perception +8

Damage Resistances cold, bludgeoning, piercing and slashing (while raging)

Senses passive Perception 15

Languages any one Language (usually Common)

Challenge 10 (5,900 XP)

Reckless. At the start of its turn, the bloodrager can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Rage. The bloodrager can rage as bonus action gaining the following benefits:

- The bloodrager has advantage on Strength checks and Strength saving throws
- When the bloodrager makes a melee weapon attack using Strength, he deals 3 additional damage.
- The bloodrager has resistance to bludgeoning, piercing and slashing damage.

Brutal Critical. The bloodrager can roll three additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Relentless Rage. If the bloodrager drops to 0 hit points while raging and don't die outright, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hit points instead.

Each time the bloodrager uses this feature, the DC increases by 5. When it finishes a short or long rest the DC resets to 10.

Bloodlust. The bloodrager deal 11 additional damage against creatures that are missing hit points, while raging.

Bloodseeker. The bloodrager can take the Dash action as a bonus action while raging, against enemies that are missing hit points.

Hematic Mark (once per Short Rest). The bloodrager can mark a creature within 30 feet of it as a bonus action while raging. The next time it hits the creature with a melee weapon attack, the target suffers 3d12 extra weapon damage from the hit.

ACTIONS

Multiattack. The bloodrager makes two attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 12 (1d12 + 5) slashing damage + 4 slashing damage while raging.



BLOOD ARTS MONK

Blood arts monks are deadly assassins and bounty hunters. They use their talent in manipulating blood to manifest blood blades that tear through their enemies' bodies.

BLOOD ARTS ADEPT

Medium humanoid (any race), any non-good alignment

Armor Class 16 (unarmored defence)

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +6, Wis +6

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Magic Blood Blades Strikes. Blood arts adept's, blood blade strikes are magical.

Evasion. If the blood arts adept is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the blood arts adept instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The blood arts adept makes three blood blades attacks or three dart attacks.

Blood Blades. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 7 (1d8 + 3) slashing or necrotic damage (blood art adept's choice). If the target is a creature, the adept can choose one of the following additional effects, if it hit the creature with at least two attacks:

- The blood arts adept regains hit points equal to half of the damage its attacks dealt.
- The creature must succeed on a DC 14 Constitution saving throw or disadvantage on all attack rolls against targets other than it until the end of its next turn.
- The creature must succeed on a DC 14 Wisdom saving throw or have disadvantage on the next saving throw it makes before the end of its next turn.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 6. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

Slow Fall. Blood arts adept reduces the bludgeoning damage it takes from a fall by 100.

BLOOD ARTS MASTER

Medium humanoid (any race), any non-good alignment

Armor Class 19 (unarmored defence)

Hit Points 104 (20d8 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	13 (+1)	11 (+0)	19 (+4)	10 (+0)

Saving Throws Dex +10, Wis +8

Skills Acrobatics +12, Insight +9, Stealth +9

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 15

Languages all spoken languages

Challenge 10 (5,900 XP)

Magic Blood Blades Strikes. Blood arts master's, blood blade strikes are magical.

Evasion. If the blood arts master is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the blood arts master instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Master of Blood. The blood arts master can transform its physical body into the same form of blood that comprises its blood blades. As a bonus action, it assumes a blood form, which grants the following benefits:

- It has resistance to all damage.
 - Its blood blade attacks score a critical hit on a roll of 19 or 20.
 - It can move through other creatures and objects as if they were difficult terrain.
- It take 5 force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The blood arts master makes three blood blades attacks or three dart attacks.

Blood Blades. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 10 (1d10 + 5) slashing or necrotic damage (blood art master's choice). If the target is a creature, the adept can choose one of the following additional effects, if it hit the creature with at least two attacks:

- The blood arts master regains hit points equal to half of the damage its attacks dealt.
- The creature must succeed on a DC 17 Constitution saving throw or disadvantage on all attack rolls against targets other than it until the end of its next turn.
- The creature must succeed on a DC 17 Wisdom saving throw or have disadvantage on the next saving throw it makes before the end of its next turn.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the master deflects the missile. The damage it takes from the attack is reduced by 1d10 + 6. If the damage is reduced to 0, the master catches the missile if it's small enough to hold in one hand and the master has a hand free.

Slow Fall. Blood arts master reduces the bludgeoning damage it takes from a fall by 100.

BLOOD FANATICS

Blood Fanatics are fighters that love battles and the sight of blood. They are usually highly skilled sellswords, arena warriors or members of a cult. Whatever path they choose to pursue, they all have one thing in common, they prefer to fight till their last breath, never holding back to a worthy opponent.

BLOOD FANATIC

Medium humanoid (any race), any non-good alignment

Armor Class 18 (with shield)
Hit Points 88 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Str +7, Con +5
Skills Athletics +9, Intimidation +5, Perception +6
Condition Immunities frightened
Senses passive Perception 13
Languages any language (usually Common)
Challenge 5 (1,800 XP)

Fatal Wounds(3/Day). The blood fanatic can do an additional 1d8 slashing damage when hitting with a melee attack.

ACTIONS

Multiattack. The blood fanatic makes two attacks with its battleaxe.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage.

BLOOD FANATIC LIEUTENANT

Medium humanoid (any race), any non-good alignment

Armor Class 18 (plate armor)
Hit Points 187 (22d8 + 88)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	13 (+1)	15 (+2)	12 (+1)

Saving Throws Str +9, Con +7
Skills Athletics +11, Intimidation +7, Perception +7
Condition Immunities frightened
Senses passive Perception 16
Languages any language (usually Common)
Challenge 10 (5,900 XP)

Indomitable(2/Day). The blood fanatic rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the blood fanatic can regain 20 hit points.

Fatal Wounds (4/Day). The blood fanatic can do an additional 1d12 slashing damage when hitting with a melee attack.

Blood Frenzy. While the blood fanatic lieutenant has less than one third of its hit points maximum, his weapon attacks deal the maximum die damage whenever he hits.

ACTIONS

Multiattack. The blood fanatic makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 2) piercing damage.

Dreadful Presence (Recharges after a Short or Long Rest). The blood fanatic's presence inspires fear to every enemy near him. Each enemy within 30 feet of the blood fanatic must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blood fanatic, the target can repeat its saving throw, ending the effect on itself on a success.



BLOOD HUNTER

Blood hunter rangers follow an ancient tradition of blood magic, weakening their enemies with powerful curses. A blood hunter seeks out grim creatures that would threaten the broader world.

BLOOD HUNTER

Medium humanoid (any race), any non-good alignment

Armor Class 16 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	11 (+0)	15 (+2)	10 (+0)

Saving Throws Str +4, Dex +7, Con +4

Skills Acrobatics +7, Athletics +3, Perception +5

Senses passive Perception 15

Languages any one language

Challenge 5 (1,800 XP)

Spellcasting. The blood hunter is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The blood hunter has the following ranger spells prepared:

1st level (4 slots): *bane*, *detect magic*, *hunter's mark*, *zephyr strike*

2nd level (3 slots): *blindness/deafness*, *cordon of arrows*, *silence*

3rd level (2 slots): *bestow curse*, *flame arrows*

Locate Blood Tracks (recharge after a Short Rest). As an action the bloodhunter can sense the distance and the direction of the closest creature that is bleeding within 1 mile of it. This ability has no effect on sensing creatures that lack blood.

Hemoplague (recharge after a Short Rest). As a bonus action the blood hunter can curse a creature for 1 minute. Until the curse ends:

- It deals 3 additional damage with each weapon attack against the cursed target
- The first attack it makes against the target in each of its turns is made with advantage.

ACTIONS

Multiattack. The blood hunter makes two attacks with its scimitar or its longbow.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600ft., one target. *Hit:* 8 (1d8 +4) piercing damage.

BLOOD HUNTMASTER

Medium humanoid (any race), any non-good alignment

Armor Class 17 (studded leather)

Hit Points 153 (18d8 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	13 (+1)	18 (+4)	12 (+1)

Saving Throws Str +7, Dex +11, Con +7

Skills Acrobatics +13, Athletics +8, Perception +8

Senses Blindshight 30ft., passive Perception 17

Languages any one language

Challenge 10 (5,900 XP)

Spellcasting. The blood hunter is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The blood hunter has the following ranger spells prepared:

1st level (4 slots): *bane*, *detect magic*, *hunter's mark*, *zephyr strike*

2nd level (3 slots): *blindness/deafness*, *cordon of arrows*, *silence*

3rd level (2 slots): *bestow curse*, *flame arrows*

4th level (2 slots): *banishment*, *locate creature*

5th level (1 slot): *contagion*

Fleet of Foot. Blood Hunter can use the Dash action as a bonus action on its turns.

Vanish. Blood Hunter can use the Hide action as a bonus action on its turn. Also the blood hunter can't be tracked by nonmagical means, unless it chooses to leave a trail.

Locate Blood Tracks (recharge after a Short Rest). As an action the blood stalker can the distance and the direction of the closest creature that is bleeding within 1 mile of it. This ability has no effect on sensing creatures that lack blood.

Hunters Pursuit. Attacks of opportunity are made with disadvantage against the blood hunter.

Improved Hemoplague (recharge after a Short Rest). As a bonus action the blood hunter can curse a creature for 1 minute. Until the curse ends:

- It deals 6 additional damage with each weapon attack against the cursed target.
- The first attack it makes against the target in each of its turns is made with advantage.
- Ignore the target's resistances or immunities (if any).

ACTIONS

Multiattack. The blood hunter makes three attacks with its scimitar or its longbow.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 +7) piercing damage.

Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600ft., one target. *Hit:* 9 (1d8 +5) piercing damage.

BLOOD KNIGHT

A Blood Knight believes that violence is a great tool to achieve someone's goals. Although their presence is not welcomed by most of the civilizations, those in need of urgent help would not hesitate for the assistance of a blood-rusted armored knight.

BLOOD KNIGHT

Medium humanoid (any race), any non-good alignment

Armor Class 17 (splint)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha +5
Skills Athletics +7, Deception +5, Intimidation +5
Condition Immunities frightened
Senses passive Perception 13
Languages any language (usually Common)
Challenge 5 (1,800 XP)

Healing (1/Day). The blood knight, or one creature it touches regains up to 50 hit points.

Divine Sense. The blood knight has advantage on Wisdom (Perception) checks made to perceive evil-aligned creatures.

Spellcasting. The blood knight is a 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The blood knight has the following spells prepared:

1st level (4 slots): *bane, command, inflict wounds, searing smite*
2nd level (3 slots): *darkness, blindness/deafness, branding smite*
3rd level (3 slots): *bestow curse, vampiric touch*

ACTIONS

Multiattack. The blood knight makes two attacks with its greatsword.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 4) slashing damage.

BLOOD KNIGHT COMMANDER

Medium humanoid (any race), any non-good alignment

Armor Class 20 (plate, shield)
Hit Points 203 (22d10 + 88)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	17 (+3)

Saving Throws Wis +9, Cha +9
Skills Athletics +11, Deception +9, Intimidation +9
Condition Immunities frightened
Senses passive Perception 15
Languages any two languages
Challenge 13 (10,000 XP)

Healing (1/Day). The blood knight, or one creature it touches regains up to 100 hit points.

Divine Sense. The blood knight has advantage on Wisdom (Perception) checks made to perceive evil-aligned creatures.

Cleansing Touch (3/Day). The blood knight can use its action to end one spell on itself or a willing creature that it touches.

Blood Ward (Recharges after a Long Rest). When blood knight is reduced to 0 hit points but not killed outright, it drops to 1 hit point instead.

Crimson Herald (1/Day). As an action the blood knight, surrounds itself with an aura of blood that lasts for 1 minute and gives it the following benefits:

- Whenever a creature damages the blood knight, it takes 10 necrotic damage
- At the start of each of its turns, it regains 10 hit points.
- It can use a bonus action on its turn, to cause the blood in its aura to attack one creature. It makes a melee spell attack as a bonus action, against the target. If the attack hits, the target takes 15 (3d10) necrotic damage.

Spellcasting. The blood knight is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The blood knight has the following spells prepared:

1st level (4 slots): *bane, command, inflict wounds, searing smite*
2nd level (3 slots): *darkness, blindness/deafness, branding smite*
3rd level (3 slots): *bestow curse, vampiric touch*
4th level (2 slots): *blight, death ward*
5th level (2 slots): *antilife shell, contagion*

ACTIONS

Multiattack. The blood knight makes three attacks with its longsword.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage, or 12 (1d10 + 7) slashing damage if used with two hands, plus 12 (3d8) necrotic damage.

REACTIONS

Parry. The blood knight adds 4 to its AC against one melee attack that would hit it. To do so, the blood knight must see the attacker and be wielding a melee weapon.

BLOOD LORD'S CRIMSON HAND

Medium humanoid (any race), any alignment

Armor Class 17 (natural armor)

Hit Points 140 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	15 (+2)	14 (+2)	20 (+5)

Saving Throws Wis +7, Cha +11

Skills Arcana +4, History +4

Damage Resistances necrotic

Senses darkvision 60ft., passive Perception 11

Languages any two languages

Challenge 9 (5,000 XP)

Blood Lord Skin. While the blood hand isn't wearing any armor, its AC equals 13 + its Constitution modifier.

Crimson Blood Resilience. The blood hand do not age and cannot be aged magically. It doesn't need to sleep either. Instead of sleeping it enters a trance like state for 4 hours in which it is aware of its surroundings.

Innate Spellcasting. The blood hand's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components.

At will: *disguise self*, *levitate*(self only), *silent image*, *speak with dead*

1/day each: *feblemind*, *finger of death*, *plane shift*, *vampiric touch*

Spellcasting. The blood hand is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *guidance*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st-5th level (4 5th-level slots): *armor of Agathys*, *arms of Hadar*, *bestow curse*, *crown of madness*, *clairvoyance*, *greater invisibility*, *inflict wounds*, *polymorph*, *dominate person*.

ACTIONS

Bite. **Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 9 (1d6 +5) piercing damage. If the blood hand reduces a creature to 0 hit points with this attack, it regains 10 hit points.

Blood Infestation (recharges after a long rest). When the blood hand hits a creature with a bite attack, it can assume a blood form and infest the target's body. While in that form, it has resistance to all damage except cold damage and cannot be targeted directly with spells or attacks. If the target dies early before it leaves its body, it reverts back to its original form.

At the end of its next turn, it leaves the hosts body overflowing the neural system with unimaginable pain. If the target is not an undead or construct, it suffers 10d10 necrotic damage. If the target is reduced to 0 hit points, the chosen regains 35 hit points.

BLOOD LORD'S HAND

Blood Lord's Hand gain their powers through magical pacts forged with Haemnathuun the Blood Lord himself or powerful Vampire Lords. These warlocks usually have blood markings etched on their bodies, that allows them to store their patron spells.

BLOOD LORD'S HAND

Medium humanoid (any race), any alignment

Armor Class 16 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, History +4

Senses darkvision 60ft., passive Perception 11

Languages any two languages

Challenge 6 (2,300 XP)

Blood Lord Skin. While the blood hand isn't wearing any armor, its AC equals 13 + its Constitution modifier.

Innate Spellcasting. The blood hand's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components.

At will: *disguise self*, *levitate*(self only), *silent image*, *speak with dead*

1/day: *vampiric touch*

Spellcasting. The blood hand is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *guidance*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st-5th level (3 5th-level slots): *armor of Agathys*, *arms of Hadar*, *bestow curse*, *crown of madness*, *clairvoyance*, *greater invisibility*, *inflict wounds*, *polymorph*, *dominate person*.

ACTIONS

Bite. **Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 8 (1d6 +4) piercing damage. If the blood hand reduces a creature to 0 hit points with this attack, it regains 10 hit points.

BLOOD MAGES

The vile secrets of blood magic are as incredible as they are terrifying, allowing a wizard to access overwhelming power. Those who delve in these prohibited techniques are most commonly known as a blood mages.

BLOOD MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 49 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	16 (+3)	11 (+1)	12 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses passive Perception 10

Languages any four languages

Challenge 5 (1,800 XP)

Spellcasting. The blood mage is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The blood mage has the following spells prepared:

Cantrips (at will): *blood beam*, *light*, *mage hand*, *shocking grasp*, *ray of frost*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *sleep*

2nd level (3 slots): *invisibility*, *mirror image*

3rd level (3 slots): *blood hound*, *blood spear*, *fireball*

4th level (1 slot): *sanguine explosion*

Blood Casting (8 Hit Dice/Half restored after a Long Rest): When the blood mage casts a spell with a spell slot, it can expend two Hit Dice to augment its effects for this casting. It can choose one of the options detailed below:

- **Amplification.** If it rolls damage for the spell when it casts it, increase the damage against every target by 2d8 necrotic damage. If the spell can deal damage on more than one turn, it deals this extra necrotic damage only on the turn it casts the spell.
- **Elongation.** If the spell's range is at least 30 feet, it becomes 400 feet.
- **Hinderance.** If the spell requires the target to make a saving throw, increase the spell's save DC by 2, for the initial saving throw.

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 +2) piercing damage.

BLOOD MAGE EXEMPLAR

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 117 (18d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	20 (+5)	15 (+2)	17 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

Spellcasting. The blood mage is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The blood mage has the following spells prepared:

Cantrips (at will): *blood beam*, *light*, *mage hand*, *shocking grasp*, *ray of frost*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *sleep*

2nd level (3 slots): *invisibility*, *mirror image**

3rd level (3 slots): *blood hound*, *blood spear*, *counterspell*

4th level (3 slots): *banishment*, *fire shield*, *sanguine explosion*

5th level (3 slots): *acidosis*, *scrying*, *wall of force*

6th level (1 slot): *Piscaethce's blood tentacles*

7th level (1 slot): *bloodstream domination*

8th level (1 slot): *mind blank**

9th level (1 slot): *foresight**

*The blood mage prime casts these Spells on itself before combat.

Blood Casting (18 Hit Dice/Half restored after a Long Rest): When the blood mage casts a spell with a spell slot, it can expend two Hit Dice to augment its effects for this casting. It can choose one of the options detailed below:

- **Amplification.** If it rolls damage for the spell when it casts it, increase the damage against every target by 2d8 necrotic damage. If the spell can deal damage on more than one turn, it deals this extra necrotic damage only on the turn it casts the spell.
- **Elongation.** If the spell's range is at least 30 feet, it becomes 400 feet.
- **Hinderance.** If the spell requires the target to make a saving throw, increase the spell's save DC by 2, for the initial saving throw.

Sigil of Blood: The blood mage can cast *Bloodlust* as an action, once without expanding a spell slot.

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 +2) piercing damage.

REACTIONS

Blood Shield (18 Hit Dice/Half restored after a Long Rest): The blood mage can spend hit dice and reduce damage by 6 for every hit die spend (maximum of 6 hit die at a time).



YOUNG NAMEIA

BLOOD SORCERER

Blood Sorcerer's bloodline offers them extreme resilience compared to other spellcasters, as well as great innate control of blood that weaken their enemies and bolster their abilities.

BLOOD SORCERER

Medium humanoid (any race), any alignment

Armor Class 15 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Con +6, Cha +6
Skills Arcana +5, Persuasion +8, History +5
Senses passive Perception 13
Languages any two **Languages**
Challenge 5 (1,800 XP)

Innate Blood Magic. The blood sorcerer requires no spell focus to cast spells. It instead uses its life force to channel magic through.

Sanguine Transfusion (Once per Long Rest). As an action, the blood sorcerer can recover spell slots that have a combined of 4th level or lower. It immediately suffers 1d6 points of necrotic damage per spell slot level recovered.

Spellcasting. The blood sorcerer is a 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +6 to hit with spell attacks). The blood sorcerer has the following spells prepared:

Cantrips (at will): *blood beam**, *fire bolt*, *mage hand*, *prestidigitation*
1st level (4 slots): *blood puppet**, *mage armor*, *magic missile*, *shield*
2nd level (3 slots): *enhance ability*, *ray of enfeeblement*, *mirror image*,
see invisibility
3rd level (3 slots): *blood hound**, *counterspell*, *dispel magic*
4th level (1 slot): *sanguine explosion**

*These spells are detailed on the Blood Spells chapter of the book.

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 4 (1d4 +2) piercing damage.

BLOOD SORCERER OVERSEER

Medium humanoid (any race), any alignment

Armor Class 17 (natural armor)
Hit Points 148 (17d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	22 (+6)

Saving Throws Con +9, Cha +11
Skills Arcana +5, Persuasion +8, History +5
Senses passive Perception 15
Languages any three **Languages**
Challenge 11 (7,200 XP)

Innate Blood Magic. The blood sorcerer requires no spell focus to cast spells. It instead uses its life force to channel magic through.

Sanguine Transfusion (Once per Long Rest). As an action, the blood sorcerer can recover spell slots that have a combined of 5th level or lower. It immediately suffers 1d6 points of necrotic damage per spell slot level recovered.

Blood Sap (Once per Long Rest). As an action the blood sorcerer targets a creature within 60 feet that it can see. The target can make a Constitution saving throw against blood sorcerer's overseer spell save DC or take 10d6 necrotic damage on a failed save, or half as much on a successful one. After dealing the damage the blood sorcerer overseer regains hit points equal to half the total damage dealt. This feature can't affect Undead or Constructs.

Veil of Blood (Once per Long Rest). As a bonus action the blood sorcerer can magically transform into a form made purely of blood. In this form, it has resistance to all damage except cold damage. When a creature hits it with a melee attack while in this form, it can use its reaction to manifest spikes made of blood that pierce the attacker dealing 3d10 necrotic damage.

It remains in this form for 1 minute. It ends early if it is incapacitated, if it dies, or if it dismiss it, as a bonus action.

Spellcasting. The blood sorcerer overseer is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The blood sorcerer supreme has the following spells prepared:

Cantrips (at will): *blood beam**, *fire bolt*, *mage hand*, *prestidigitation*
1st level (4 slots): *blood puppet**, *mage armor*, *magic missile*, *shield*
2nd level (3 slots): *hold person*, *invisibility*, *misty step*, *see invisibility*
3rd level (3 slots): *blood hound**, *counterspell*, *dispel magic*
4th level (3 slots): *confusion*, *greater invisibility*, *sanguine explosion**
5th level (3 slots): *acidosis**, *geas*, *wall of force*
6th level (1 slot): *chain lightning*, *globe of invulnerability*
7th level (1 slot): *boiling blood**, *teleport*
8th level (1 slot): *maze*, *mind blank*
9th level (1 slot): *foresight*

*These spells are detailed on the Blood Spells chapter of the book.

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 5 (1d4 +3) piercing damage.



CIRCLE OF BLOOD RITUAL

CIRCLE OF BLOOD ARCHDRUID

Medium humanoid (any race), any alignment

Armor Class 16 (hide armor, shield)

Hit Points 132 (24d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	20 (+5)	15 (+2)

Saving Throws Int +6, Wis +9

Skills Medicine +6, Nature +6, Perception +11

Senses passive Perception 19

Languages Druidic plus any two languages

Challenge 12 (8,400 XP)

Blood Offering (5/Day). When the archdruid rolls for damage or healing for a spell, it can roll additional 20 (5d8) and add it to the result of the damage or the healing of the spell.

Spellcasting. The archdruid is a 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The archdruid has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, poison spray, produce flame*

1st level (4 slots): *cure wounds, detect blood*, faerie fire, speak with animals*

2nd level (3 slots): *animal messenger, blood infusion*, hold person*

3rd level (3 slots): *bestow curse, crimson rain*, clairvoyance*

4th level (3 slots): *dominate beast, locate creature, wall of fire*

5th level (3 slots): *commune with nature, mass cure wounds, tree stride*

6th level (1 slot): *heal, hero's feast, sunbeam*

7th level (1 slot): *fire storm*

8th level (1 slot): *animal shapes*

9th level (1 slot): *foresight*

*These spells are detailed on the *Blood Spells* chapter of the book.

ACTIONS

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. Hit 6 (1d6 + 3) slashing damage.

Forbidden Shapes (2/Day). The archdruid magically polymorphs into a monstrosity with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. The archdruid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The druid reverts to its true form if it dies or falls unconscious. The archdruid can revert to its true form using a bonus action on its turn.

Alternatively, the archdruid can expand 2 uses of this feature to magically polymorph into a monstrosity with a challenge rating of 10 or less and can remain in this form for up to 9 hours.

While in a new form, the archdruid retains its game statistics, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

CIRCLE OF BLOOD DRUIDS

In order to protect nature druids of the Circle of the Blood Court have learned to harness the powers of Blood Magic. Using the other creature's blood as well as their own, in order to ensure that the nature's balance is preserved.

CIRCLE OF BLOOD DRUID

Medium humanoid (any race), any alignment

Armor Class 16 (hide armor, shield)

Hit Points 55 (9d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	16 (+3)	11 (+1)

Saving Throws Int +3, Wis +6

Skills Medicine +4, Nature +4, Perception +6

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 5 (1,800 XP)

Blood Offering (3/Day). When the druid rolls for damage or healing for a spell, it can roll additional 12 (3d8) and add it to the result of the damage or the healing of the spell.

Spellcasting. The druid is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The druid has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, poison spray, produce flame*

1st level (4 slots): *cure wounds, detect blood*, faerie fire, speak with animals*

2nd level (3 slots): *animal messenger, blood infusion*, hold person*

3rd level (2 slots): *bestow curse, crimson rain*, clairvoyance*

4th level (1 slot): *locate creature, wall of fire*

*These spells are detailed on the *Blood Spells* chapter of the book.

ACTIONS

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. Hit 5 (1d6 + 2) slashing damage.

Forbidden Shapes (2/Day). The druid magically polymorphs into a monstrosity with a challenge rating of 2 or less, and can remain in this form for up to 3 hours. The druid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The druid reverts to its true form if it dies or falls unconscious. The druid can revert to its true form using a bonus action on its turn.

While in a new form, the druid retains its game statistics, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

CRIMSON PAINTER

Bards who are of this college, are generally considered to be a lower form of bard due to their rejection of the other colleges and methods that their fellow bards employ.

It is rumored that through practice and determination, these bards can bring their artwork to life to serve them as constructs in battle.

CRIMSON PAINTER

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	16 (+3)

Saving Throws Dex +5, Cha +5

Skills Acrobatics +5, Perception+5, Performance +6

Senses passive Perception 12

Languages any two languages

Challenge 4 (1,100 XP)

Blood Marks (3/Day). As a bonus action, the crimson painter can place a mark of blood paint, on a target within 5 feet him. When the crimson painter or an ally of it, hits a target with a blood mark on them, it can trigger the magic of the mark, inflicting 2d6 necrotic damage on the target per blood mark triggered in this way.

Spellcasting. The crimson painter is a 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +5 to hit with spell attacks). The crimson painter has the following spells prepared:

Cantrips (at will): *firebolt, friends, mage hand, vicious mockery*

1st level (4 slots): *blood puppet*, hex, silent image, sleep*

2nd level (3 slots): *heat metal, hold person, invisibility*

3rd level (2 slots): *bestow curse, dispel magic*

4th level (1 slot): *polymorph*

*These spells are detailed on the Blood Spells chapter of the book.

Taunt (3/Day). The crimson painter can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the crimson painter, the target must succeed on a DC 14 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the crimson painter's next turn.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 +3) slashing damage.

CRIMSON MASTER PAINTER

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 123 (19d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	12 (+0)	15 (+2)	20 (+5)

Saving Throws Dex +5, Cha +5

Skills Acrobatics +5, Perception+5, Performance +6

Senses passive Perception 15

Languages any four languages

Challenge 10 (5,900 XP)

Taunt (5/Day). The crimson painter can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the crimson painter, the target must succeed on a DC 17 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the crimson painter's next turn.

Blood Marks (5/Day). As a bonus action, the crimson painter can place a mark of blood paint, on a target within 5 feet him. When the crimson painter or an ally of it, hits a target with a blood mark on them, it can trigger the magic of the mark, inflicting 5d6 necrotic damage on the target per blood mark triggered in this way.

Animated Paintings(2/Day). The crimson painter can cast *Animate Objects* as an action to animate a painting it has created using its painter's tools and blood as a paint supply.

Sanguine Brush. When the crimson painter targets a creature that is affected by its Blood Marks feature, that creature has disadvantage on the saving throw it makes against a spell the crimson painter casts. Imposing disadvantage to the target in this way, also consumes one blood mark placed on it.

Spellcasting. The crimson painter is a 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The crimson painter has the following spells prepared:

Cantrips (at will): *firebolt, friends, mage hand, vicious mockery*

1st level (4 slots): *blood puppet*, hex, silent image, sleep*

2nd level (3 slots): *heat metal, hold person, invisibility*

3rd level (3 slots): *bestow curse, dispel magic, hunger of hadar*

4th level (3 slots): *compulsion, confusion, polymorph*

5th level (3 slots): *dominate person, modify memory, scrying*

6th level (2 slots): *eyebite, flesh to stone*

7th level (1 slot): *bloodstream domination**

8th level (1 slot): *power word stun*

9th level (1 slot): *infernal blood contract **

*These spells are detailed on the Blood Spells chapter of the book.

ACTIONS

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 +4) slashing damage.



SANGUINE ARCHPRIEST

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 135 (18d8 + 54)
Speed 30 ft.
Saving Throws Con +7, Wis +10

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	13 (+1)	20 (+5)	15 (+2)

Skills Intimidation +8, Religion +12
Damage Resistances necrotic
Condition Immunities poisoned, frightened
Senses passive Perception 16
Languages any four languages
Challenge 10 (5,900 XP)

Spellcasting. The sanguine archpriest is a 16th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +10 to hit with spell attacks). The sanguine archpriest has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*
1st level (4 slots): *aggravate wounds**, *guiding bolt, sleep, ray of sickness*
2nd level (3 slots): *alter self, blood infusion**, *prayer of healing, ray of enfeeblement*
3rd level (3 slots): *crimson rain**, *dispel magic, expunge blood**, *vampiric touch*
4th level (2 slot): *banishment, compulsion, guardian of faith, sanguine explosion**
5th level (2 slots): *aura of blood**, *dominate person, flame strike, mass cure wounds*
6th level (1 slot): *heal, piscaethces blood tentacles**
7th level (1 slot): *fire storm, resurrection*
8th level (1 slot): *holy aura*

*These spells are detailed on the Blood Spells chapter of the book.

Blood Syphon (2/Recharges after a Short Rest). When the sanguine archpriest hits a creature with a melee weapon attack, it can use this feature to deal weapon's damage and 15 necrotic damage. It regains hit points equal to half the amount of necrotic damage dealt.

Crimson God's Aura (Recharges after a Long Rest). The sanguine archpriest can use its action to activate an aura of necrotic energy with 30 feet radius centred on it that lasts for 1 minute or until it dismiss it using another action. Any enemy creatures that start their turn within the aura or enter it for the first time on their turn immediately suffer 2d8 necrotic damage. Also, any creature that ends its turn within the aura suffers vulnerability to necrotic damage while remaining inside the aura's range.

ACTIONS

Multiattack. The sanguine archpriest makes two maul attacks.

Maul. Melee Weapon Attack: +9 to hit, reach 5ft., one target. Hit 11 (2d6 + 4) bludgeoning damage plus 9 (2d8) necrotic damage.

REACTIONS

Vein Restraint. When the sanguine archpriest gets attacked by a creature within 30 feet of it, that it can see, it can use its reaction to impose disadvantage on the attack roll, causing terrible pain to the attacker's blood system before it hits or misses. An undead or construct is immune to this feature.

SANGUINE PRIESTS

Most clerics, those of this domain are constantly tested by their gods, as they choose their balance between compassion and ferocity.

SANGUINE PRIEST

Medium humanoid (any race), any alignment

Armor Class 17 (splint)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +5, Wis +6
Skills Intimidation +4, Religion +6
Senses passive Perception 13
Languages any two languages
Challenge 5 (1,800 XP)

Spellcasting. The sanguine priest is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The sanguine priest has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*
1st level (4 slots): *divine favour, guiding bolt, sleep, ray of sickness*
2nd level (3 slots): *alter self, magic weapon, prayer of healing, ray of enfeeblement*
3rd level (3 slots): *crimson rain**, *dispel magic, haste, vampiric touch*
4th level (2 slot): *aura of blood*, compulsion, guardian of faith, sanguine explosion**

*These spells are detailed on the Blood Spells chapter of the book.

ACTIONS

Multiattack. The sanguine priest makes two maul attacks.

Maul. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 10 (2d6 + 3) bludgeoning damage.

REACTIONS

Vein Restraint. When the sanguine priest gets attacked by a creature within 30 feet of it, that it can see, it can use its reaction to impose disadvantage on the attack roll, causing terrible pain to the attacker's blood system before it hits or misses. An undead or construct is immune to this feature.



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