

BLOOD OF THE NORTH  
**THE MAGMABLOOD**  
A NEW FIGHTER ARCHETYPE



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# BLOOD OF THE NORTH



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# The Magmablood

To some fighters, honor is a code. But to others, the promise of glorious oblivion of Ragnarok brings hopes and dreams of a new age filled with destruction and fire. Born with fire in their blood, these fighters find their way to Surtr, the Great Fire Demon, and from the flak of his smithy, create their own weapons to carry the power of the Bringer of the Apocalypse.

## From the Forges of Muspel

At third level, you have made the journey into the smithy of Surtr himself, and begun to forge your Shard of Yldshyl, made from the flak of the Sword of A Thousand Embers. This may take the form of a weapon you are proficient with, and has the following conditions:

- It deals its weapon damage + 1d6 fire damage. This increases to 2d6 at 7th level, 3d6 at 10th, 4d6 at 15th, and 5d6 at 18th.
- It becomes a +1 magic weapon.
- The blade appears to drip hot magma.

## Veins of Fire

At seventh level, the true fire within you begins to fuel your hatred and your combat. When an opponent deals slashing damage equal to over your proficiency bonus x 10 HP to you, liquid fire pours from your injuries and deals a number of d10s fire damage equal to your proficiency.

## Volcanic Breath

At tenth level, you are able to belch forth a great gout of lava from your mouth to stave off attackers. The lava launches in a 15-foot cone, and deals a number of d10 equal to your proficiency modifier plus your Constitution modifier. You may only use this ability once per long rest.

## Magmatic Shell

At fifteenth level, you are able to make a hardened shell of lava around your body to swiftly regenerate health. As an action you may summon the shell, it has an AC of 12 and 100 HP, and remains for a minute or until destroyed. While within your shell you are able to regenerate a number of hit dice equal to your proficiency each round. You cannot use this ability again until you have taken a long rest.

## Spawn of Surtr

At eighteenth level, Surtr has marked you as one of his heralds to Ragnarok. Once per long rest as an action, you may transform into a fire giant for one minute. You retain your stats, and your Shard of Yldshyl grows to your size. When you revert at the end of your transformation, you must roll a Constitution saving throw. If you fail, you take a level of exhaustion, while if you succeed you are stunned for one round.

