

BARBARIAN: PATH OF BLOOD MAGIC

YOU PRACTICE OLD MAGICS, FUELED BY BLOOD AND STRONG EMOTIONS.



A 5E SUBCLASS BY TREKIROS



Path of Blood Magic

A bellowing roar and the crack of eldritch thunder echo as you charge into battle. You wield axes just as well as you do hexes, using your own life force to fuel ancient forbidden magics. Others would die from practicing the occult arts as recklessly as you do, but they are weak. Only the strong can stand on the ruthless Path of Blood Magic.

Hemo-Rage 3rd-level Blood Magic feature

You have grown the rare ability to bend the Weave using the sheer intensity of your pain and emotions.

Spells Known. You choose and learn a number of spells and cantrips from the warlock spell list when you gain levels in this class, as described in the Blood Magic table below. Whenever you gain a level in this class, you can replace one of the warlock spells you know with another spell of your choice from the warlock spell list.

Casting Spells. To cast one of these spells, you must be raging, and expand a number of barbarian hit dice equal to the spell's level. You can spend additional hit die to cast the spell at a higher level. The Blood Magic table describes the maximum number of hit die you can expand for a single spell.

You can cast your Blood Magic spells and maintain concentration on them while you are raging. If you have cast one of these spells since the start of your last turn, your rage doesn't end. When your rage ends, the spells end if they were still ongoing.

Improved Hit Die Recovery. When you finish a long rest, you regain all of your barbarian hit die, instead of half.

Spellcasting ability. Constitution is your spellcasting ability for your blood magic spells, since you use pain and strong emotions to cast them.

Spell save DC = 8 + PB + CON mod

Spell attack modifier = PB + CON mod

Occult Rites 3rd-level Blood Magic feature

You know some forbidden dark rituals. You can cast *gentle repose* and *speak with dead* once each, and regain the ability to do so when you finish a long rest.

Predatory Instincts 6th-level Blood Magic feature

You know to use the pain of your fallen enemies to fuel your own power. While raging, whenever you reduce a creature to zero hit points with an attack or deal a critical strike, you regain one barbarian hit die. The creature you hit must be hostile to you and have a challenge rating greater than zero.

Additionally, you have advantage on any skill check made to tame, intimidate, track, understand, or otherwise interact with a creature which doesn't have all of its hit points.

Perpetual Agony 10th-level Blood Magic feature

You can now cast your blood magic spells when you aren't raging, and they do not end when your rage ends.

Font of Sacrifice 14th-level Blood Magic feature

Your fortitude becomes almost supernatural. Whenever you make a saving throw, you can decide to spend a barbarian hit die after you roll the d20, but before the outcome is determined. If you do, you roll 1d12 and add the result to your saving throw.

BLOOD MAGIC TABLE

Barbarian Level	Cantrips known	Spells known	Maximum spell level
3	2	3	1
4	2	4	1
5	2	4	1
6	2	4	1
7	2	5	2
8	2	6	2
9	2	6	2
10	3	7	2
11	3	8	2
12	3	8	2
13	3	9	3
14	3	10	3
15	3	10	3
16	3	11	3
17	3	11	3
18	3	11	3
19	3	12	4
20	3	13	4

Blood Magic Quirks d4

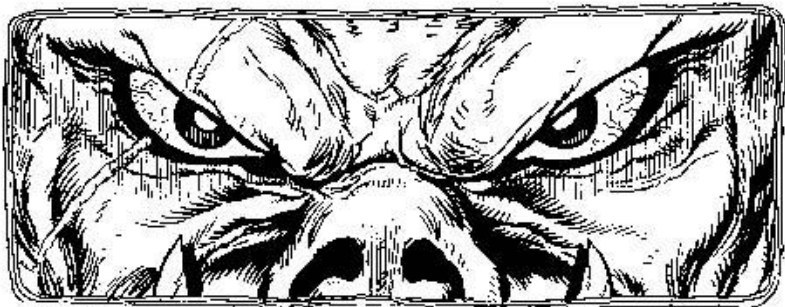
I see omens, good or bad, in all things.	1
I always carry the skulls of my ancestors with me.	2
I take a memento from each battle I fight.	3
My eyes change colors based on my current mood.	4

Blood Magic Goals d4

My blood is special, and my own people want to extract it, even if I have to die.	1
I died once, and want to avoid the afterlife that was decided for me at all costs.	2
A demon has taken residence in me. I must control it.	3
My ancestral duty is to protect a dangerous artifact.	4

Optional Rule: extended spell list

If your DM agrees, the following spells are added to the Warlock spell list for you: *absorb elements*, *bane*, *augury*, *warding bond*, *animate dead*, *life transference*, *death ward*, *guardian of nature*.





FREQUENTLY ASKED QUESTIONS

When I spend hit die for a blood magic spell, do I roll it and heal myself?

No, or it would say so, like it does for the Dwarven Fortitude feat, for example.

How many hit die do I have to spend when casting a cantrip?

They don't cost hit die to cast since their spell level is zero.

Does my rage end if I use vampiric touch's action?

No, because spell attacks are still attacks.

How many hit die do I recover on a long rest if I multiclass?

All of your barbarian hit die, plus half of your other class(es)' hit die, rounded down.

If I kill a creature with a critical strike, do I regain one or two hit die?

You regain two - one because you reduced a creature to zero hit points, and another one because you hit a creature with a critical strike.

Who determines if a creature is hostile for the purposes of Predatory Instincts?

Your DM does.

Can I use Font of Sacrifice when rolling for Relentless Rage or a Death Save?

Yes to both, those are saving throws and this is what the capstone was designed to do. It's a very strong capstone!

Can I spend more than one hit die on Font of Sacrifice?

No.

Credits

This subclass was made by Trekiros ([Twitter](#), [Mailing List](#))

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