

WIZARD

SANGUINE SCHOLAR V0.8

As delvers of lore and seekers of power, Wizards are often drawn to blood magic. Mysterious in nature and transgressive in power, it offers a temptation for those that seek greater power no matter the cost. For some, it is the allure of its secrets that draw them, understanding its nature where the power of sacrificed vitality comes from. Others have no such academic curiosity and simply seek the greatest power, no matter what it must be plundered from.

Dark and often malaligned, Blood Magic Wizards are often mistrusted and viewed with even more suspicion than that which is already reserved for most magic users. This is not always unfounded as more than one unscrupulous practitioner of this path has turned to a hapless village for its fatal fuel, but not all that follow the path of Blood Magic view themselves as evil or act out the part. Power, they argue, is not evil, it just depends on how you use it. Usually it comes near the start of their monologue.

BLOOD MAGIC & CONTENT WARNING

This subclass relies on KibblesTasty's Blood Magic spells, and allowing them is a prerequisite for allowing this. Blood Magic itself can be a taboo magic (either for in-game good and evil or out of game reasons due to its associations with self harm) and you should always check ahead of time how and if Blood Magic is present in your DM's setting.

SANGUINE INK

When you select this subclass at 2nd level and whenever you subsequently gain a level in this class, you can add one spell of a level you can cast with the "blood magic" tag to your spellbook.

Additionally, your blood is considered magical ink when scribing blood magic spells into your spellbook or scrolls. It replaces $5 \times$ your Wizard level in gold pieces worth of magical ink, and you lose an equal number of hit points to the gold saved when using it to scribe a spell into your spellbook or make a crafting check using it. After doing so, if you use your blood as magical ink again within one week, your vitality is depleted and you gain a level of Exhaustion for each additional time you've done this within the last week.

KIBBLES' CRAFTING CONVERSION

If using the KibblesTasty Crafting System, this means that your blood can replace Common Magical Ink at 3rd level (spending 15 hit points per crafting check) and Uncommon Magical Ink at 8th level (spending 40 hit points per crafting check) when making scrolls of blood magic.

BLOOD RECOVERY

Beginning at 2nd level, when you expend hit points for the material component of a blood magic spell, record the value of hit points expending into a special pool called your Blood Well. Your Blood Well can have a maximum value equal to your Wizard level + your Intelligence modifier.

When you complete a short rest and use your Arcane Recovery feature, you can regain hit points equal to the value of your Blood Well, and your Blood Well value is reset to zero.

EMBODIED MAGIC

At 6th level, when you cast a Wizard spell of 1st level or higher while your Blood Well value is 1 or greater, you can gain an additional effect based on the school of the spell.

- **Blood Barrier** (*Abjuration/Divination*) You gain temporary hit points equal to your Blood Well value. If the spell grants temporary hit points, these are added to spell's effect.
- **Blood Burn** (*Evocation/Necromancy*) You cause one target of the spell that took damage or failed its spell save against it to take additional necrotic damage equal to half your Blood Well value.
- **Blood Control** (*Enchantment/Illusion*) You force one creature that failed a saving throw against the spell to move a number of feet equal to your Blood Well value (rounded to the nearest 5 foot increment, minimum 5 feet).
- **Blood Ooze** (*Conjuration/Transmutation*) You can create a blood ooze in empty space within 5 feet using the attributes of ooze created by *summon ooze*^K with hit points equal to your Blood Well value. It lasts for up to 1 minute or until reduced to zero hit points.

If a spell has the "blood magic" tag, you can select any option, regardless of spell school. Once you use this feature, you cannot use it again until you complete a short or long rest.

POTENT BLOOD

Starting at 10th level, the hit point material cost of all blood magic spells you cast is reduced by half. You can choose to expend the full value (as some spells scale with the hit points spent).

MIND OVER BODY

At 14th level, you gain the ability to magical control your own blood, allowing you to either of the following:

- If you would be reduced to 0 hit points by taking damage, you are instead reduced to 1 hit point. After doing so, you can expend points from your Blood Well, reducing its value and gaining hit points equal to the amount it was reduced.
- When you make a Strength, Dexterity, or Constitution ability check or saving throw, you can make an additional roll using your Intelligence modifier (including any skill proficiency if applicable). You can use the result of the check made with Intelligence instead of the original roll, but you take necrotic damage equal to the difference between the two rolls.

You can use this feature a number of times equal to your Intelligence modifier, after which you cannot use it again until you complete a long rest.