

BLOOD RITUALS 1.1

By Jeremiah Crofton

THIS IS PLAYTEST MATERIAL

The DnD material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your DnD campaign but not refined by full game design and editing. They aren't officially part of the game and aren't created by the Wizards of the Coast team.

Blood rituals are a type of foul magic that comes at a cost. Though this type of magic leaves lasting negative effects on the caster, it also gives the caster access to potent magic.

Any full caster of level 3 or higher can gain use of blood rituals, so long as they have the ritual memorized or written down. A single ritual has 2 separate costs. The first is a gemstone meeting specific requirements. The next is the cost to your well-being. After finishing a ritual the gemstone is consumed and punishment is dealt to the caster. Have the caster roll on the dark consequences table to see what effect now ails them.

RITUALS

QUESTIONING THE VOID

RITUAL TIME: 1 hour

COMPONENTS: A Gemstone worth 1000gp and an ounce of your blood.

PUNISHMENT: Roll once on the Dark Consequence Table

You cast a wide net into the void, calling out to the shadows until some entity replies. You ask a single question concerning a specific goal, event, or activity to occur within 10 days. The DM offers a truthful reply. The reply might be a short phrase, a cryptic poem, or an unsettling omen.

The ritual doesn't take into account any possible circumstances that might change the outcome.

WATCHERS EYE

RITUAL TIME: 10 minutes

COMPONENTS: A Gemstone worth 600gp and 16 ounces of your blood.

PUNISHMENT: Roll once on the Dark Consequence Table

When starting this ritual, choose a target on the same plane of existence as you. Your vision then goes black as you force your mind into a creature within 10 feet of that target. If there are no other creatures around the target at that time, the ritual fails and consumes the gemstone. You can see and hear through the possessed creature as if you were there. This effect lasts for 10 minutes and the creature is made aware of the effect after the ritual ends.

During this time you also learn of the location of the target.

CHAINED GATE

RITUAL TIME: 1 minute

COMPONENTS: A Gemstone worth 1200gp and 8 ounces of your blood.

PUNISHMENT: Roll once on the Dark Consequence Table

The air swirls around a creature of your choice within 1 mile of you. An unwilling creature must succeed on a Wisdom saving throw (equal to your spell save dc) to resist this effect. On a failed save you teleport the target to an unoccupied space within 5 feet of you. That space must be on the ground or a floor.

CRIMSON TOUCH

RITUAL TIME: 1 minute

COMPONENTS: A Gemstone worth 800gp and (x) ounces of your blood.

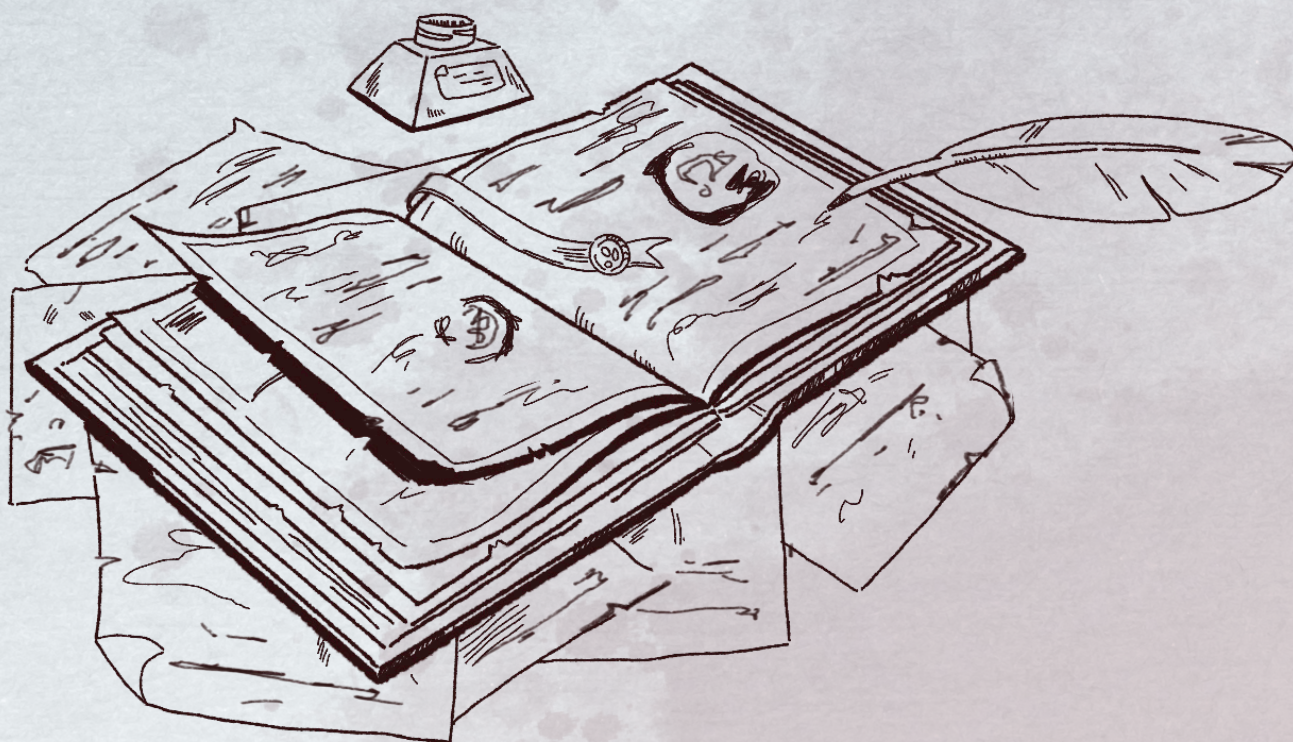
PUNISHMENT: Roll once on the Dark Consequence Table

You imbue a weapon you touch with dark necrotic power, by soaking the entirety of the weapon in warm blood. For the next hour, 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.

OPTIONAL RULES

BLOOD PAYMENT

The cost of your blood doesn't go unnoticed by your body. You take 1d4 slashing damage for every 4 ounces of blood used in the ritual.



DARK CONSEQUENCE TABLE

D8	CONSEQUENCE	D8	CONSEQUENCE
1	BLACK HEART You immediately drop to zero hit points with two failed death saves.	5	UNKNOWING DEMISE A random person you know dies.
2	A FADED MEMORY Choose a spell you currently have on your spell list at random. You no longer have the memory of the spell or how to cast it. This effect can only be removed with the wish spell.	6	UNLIKELY KEY Your ritual has broken the bonds of an unknown entity. They've now been released on the plain you reside in.
3	GREY SIGHT Your vision becomes foggy and color becomes dull. You can no longer see further than 60 feet away. Only greater restoration cast at 6th level will remove grey sight.	7	MARKED FOR DEATH You've been marked for death by the same dark magic you use. Choose a creature type at random from this list: Aberration, Celestial, Fey, Fiend, or Undead. This creature type now sees you as an enemy and will attack you directly when encountered.
4	WITHERED A random appendage becomes blackened and frail. You lose nearly all function in that appendage and can only undertake simple tasks that require you to use it. Greater restoration will remove this curse.	8	COLLECTIVE BODY When the ritual ends all creatures within 15 feet of you have their Maximum hit points reduced by 5 permanently. Additionally, 1 hit point is added to your maximum hit point capacity for every creature affected by this. If one of these effects is removed somehow, so is the other.

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