

BLOOD SPEAR

Weapon (quarterstaff), legendary (requires attunement by a sorcerer)

This staff can be wielded as a magic spear, with which you are proficient, that grants a +1 bonus to attack and damage rolls made with it. Additionally, when you hit with a melee attack using this magic spear and reduce the target to 0 hit points, you gain 2d6 temporary hit points.

ADDITIONAL TRAITS

The spear only as powerful as the blood it absorbs. To unlock the spear's true power the spear must continue to absorb more and more blood, unlocking powerful abilities.

BLOOD OF THE ENEMY, FORCIBLY TAKEN

Prerequisite: *Absorb 25 Hit Points.* While holding the spear you can use it as your spellcasting focus and you have a +1 bonus to spell attack rolls made with this magic weapon.

Blood Magic. Additionally, instead of gaining temporary hit points you can transform the hit points you absorb into sorcery points as a reaction on your turn. The Creating Sorcery Points table shows the cost of creating sorcery points.

CREATING SORCERY POINTS

Sorcery Points	Hit Point Cost
1	5
2	9
3	12
4	15
5	18

SPIRIT OF THE ENEMY

Prerequisite: *Absorb 75 Hit Points.* The number of hit points you gain increases to 3d6. Additionally, you can expend 25 absorbed hit points to cast the *raise dead* spell without the need for material components. Doing so downgrades the spear one tier, requiring you to absorb an additional 25 hit points before the spear regains this trait.

GIFT OF THE ENEMY

Prerequisite: *Absorb 100 Hit Points.* Instead of gaining temporary hit points or using the Blood Magic trait, you may use the hit points you absorb to steal one skill, resistance or ability from the target. The effects of this trait last until you take a long rest or until you use this trait again.



