The Bloodhold Heart

Forged from nearly indestructible demonglass, this artifact pulses with the malignant energy of Mabar, the plane of endless night. Bound by a curse older than memory, it possesses a sentience both unnatural and grotesque — driven by an insatiable thirst for life-essence that no bearer can resist for long.

Its true name, *Heart of the Qabalrin*, whispers of its origin: the legacy of Eberron's most feared necromancers. Their mastery over death lingers within the relic, corrupting all who dare wield it. It's hunger is eternal, gnawing at the soul of its house and demanding sacrifice with a voiceless insistence that seduces and corrodes. Every surrender to its whims threatens to deepen the bearer's descent into darkness until they are utterly consumed, leaving only the Bloodhold behind.

Features

- +2 to your Constitution score.
- You gain proficiency in Abyssal language.
- You can wander within Mabar without being consumed.
- Spells cast from the Bloodhold gain a bonus to concentration checks equal to your **Bond** level with the artifact.
- You gain access to the ***Life Siphon*** feature.

Corruption

You begin each day with a Corruption die, the size of which increases with your **Bond** to the Bloodhold. The highest possible die is a d10. Further increases to the die size add an additional d4 instead, and their value counts as 2 when computing your **Taint DC**.

Whenever you are called to roll your Corruption die and the result is a 1, reduce your die size. If you reduce it's size to less than a d4, you cannot use any of the artifacts features other than ***Life Siphon*** and any *Flaws*.

Corruption Die and Taint DC

Bond	Corruption Die	Base DC
1	d4	12
2	d6	14
3	d8	16
4	d10	18

Taint DC

When a creature must make a **Taint** saving throw, the DC is determined by adding 8 to the maximum value of your current Corruption die. If your die size has increased beyond a d10, each added d4 is valued at 2 toward the DC.

Life Siphon

As an action, you force a living creature you touch to make a **Constitution** saving throw against your **Taint**. On a failure, they take necrotic damage equal to twice your Corruption die roll or 1d4 (whichever is higher), or half as much if they succeed.

If the creature is reduced to 0 hitpoints, it dies, and you gain temporary hitpoints equal to the damage dealt and increase your Corruption die size.

Reducing Corruption

Occasionally it may prove desirable to reduce your Corruption die through other means. The following methods can be used to do so:

Corruption Reduction Methods

Action	Corruption Reduction
Roll a 1 on your Corruption die	-1 size
Lesser Restoration	-1 size
Remove Curse	-2 size
Greater Restoration	-3 size
Hallowed Ground	-1/hour, ***Life Siphon*** damage.

Improving Bond

Only the Bloodhold itself knows what it sees as worthy actions to gain its favor. Daring escapades, acts of deception, evil, murder...anything might sway the favor of whatever lies within...



Bond Level 1

The artifact enhances your Dragonmark spells as well as providing limited physical enhancement. You gain the following features and abilities:

- Your darkvision range is now 90ft.
- You gain the *Mage Hand*, *Paranormal*, *Control Shadow (Control Flame)*, and *Produce Shadow (Produce Flame)* cantrips. Any damage they might inflict is necrotic.

Boon - Enhanced Dragonmark

While you have a Corruption die, the spells of your *Dragonmark of Death* can be enhanced in the following ways:

- **False Life.** The amount of temporary hitpoints gained now uses your Corruption die instead of its d4.
- **Speak with Dead.** You can consume the spirit rather than commune with it by increasing your Corruption die. You gain temporary hitpoints equal to twice the roll of your Corruption die, but the spirit is completely annihilated.
- **Animate Dead.** You can raise a number of beasts equal to half your proficiency bonus of a CR of 2 or less. The reanimated creatures gain temporary hitpoints equal to a roll of your Corruption die.

Flaw : Bloodhold Curse

You have a **Taint** that flows through you from the artifact. When you reduce a living creature to 0 hitpoints or are within 15ft of a dying, incapacitated or bloodied living creature, you must make a **Wisdom** saving throw against your **Taint**.

On a failure, you must use your next available action to move as close as possible to the creature and attempt and use ***Life Siphon*** on it.

Vital Sacrifice

When you do not feed the Bloodhold for 24 hours *you* become the source of its nourishment. Before completeing a long rest and resetting your Corruption die, you take damage equal to four times it's roll and reduce your your maximum hitpoints by the same amount. Hitpoints reduced in this way can only be restored by feeding the artifact and taking a long rest.

If you are reduced to 0 hitpoints by this effect, you are annihilated and cannot resurrect by any means.

Bond Level 2

Drawing on the fell power of the artifact, you can now transform yourself into a terrifying shadow form, create weapons from raw darkness or shape shadows as you see fit.

- You can choose to inflict necrotic damage when you hit with unarmed or *Umbral Weapon* attacks.

Boon - Shadow Form

As an action, you increase your Corruption die and enter *Shadow Form*. It remains active for one minute, until you are knocked unconcious, have no Corruption die remaining, or you use a bonus action to deactivate it. While in *Shadow Form* you gain the following features:

- Can see in magical darkness.
- When you gain temporary hitpoints, you add them to your existing total.
- You have advantage on **Intimidation** checks. When you speak, your voice sounds distorted and creepy.

Empower. When you activate *Shadow Form*, you can choose to increase Corruption twice to add temporary hitpoints equal to three times your Corruption die.

Boon - Umbral Weapon

As a bonus action, you increase your Corruption and form your limbs into weapons made of darkness. You choose the weapon type and use it as if proficient. Your unarmed die is always used for damage. If you create a weapon for each hand, they must be the same type.

Once per turn as part of your attack action, you can change the weapon form to another type. It remains active until you choose to end it, have no Corruption die, or are incapacitated.

Empower. You can increase your Corruption die twice when activating this feature to gain the Mastery benefit of the *Umbral Weapon*.

Flaw - Terrifying Appearance

When it is not active and the following conditions are met, your *Shadow Form* is revealed to anyone that can see you:

- Gaining the unconcious condition, including sleeping.
- Entering hallowed ground.
- Failing a saving throw with a 3 or less.
- Failing a **Taint** saving throw.

Creatures of a non-evil alignment become hostile toward you unless otherwise specified

Bond Level 3

You are now adept at controlling the terrible power of your *Shadow Form* within darkness, and you can shape it at-will to affect yourself or others, or even shape it to defend you. You gain the following benefits:

- *Mage Hand* has doubled range and strength. In addition, it can inflict ***Life Siphon*** on targets it touches.
- In dim lighting or darkness you gain a climbing speed equal to your movement, and increase your speed by 10ft.

Boon – Duskweaver

You can increase your Corruption die to create a 15ft radius of darkness around yourself that moves with you. The effect lasts for one minute, until you have no Corruption die, are hurt by radiant damage, incapacitated, or choose to end the effect.

Empower. You can increase your Corruption die twice to have *Duskweaver* create magical darkness. It remains active until you choose to end the effect, or when *Duskweaver* ends.

Boon – Power From Darkness

If you begin your turn within darkness or dim light, you gain temporary hitpoints equal to a roll of your Corruption die.

Empower. You can increase your Corruption die to have *Duskweaver* count as difficult terrain to anyone but you or your allies. It remains active until you choose to end the effect, or when *Duskweaver* ends.

Flaw – Radiant Weakness

When you are subjected to radiant damage, you take an additional amount equal to the size of your Corruption die or 4 (whichever is higher) and then reduce your Corruption die by half its size. If you have no Corruption die to reduce, you gain exhaustion instead.

Bond Level 4

You have learned to hone shadows to suit your needs, and can siphon raw quintessence to turn your Shadow Form into a horrifying monstrosity or forge effects from darkness to terrify, protect, confound...or crush.

- You can cast *Bigby's Hand* once per day. This spell is an extension of your form and made of complete darkness.

Boon – Umbral Hulk

When *Shadow Form* is active, you can increase your Corruption die twice and change your size to Large. When you do so, your melee range increases by 5ft and your unarmed and *Umbral Weapon* attacks inflict 1d4 additional necrotic damage on a hit.

Empowered. You can increase your Corruption die and use an action to cast *Fear* on a number of creatures equal to your **Bond** within the radius of your *Duskweaver* feature.

Boon – Devouring Touch

You can increase your Corruption die to manifest the raw power of Mabar within you. On your next attack roll that hits, you force the target to make a **Constitution** saving throw against your **Taint**. On a failure, they take necrotic damage equal to twice the roll of your Corruption die. On a success, the damage is halved.

You then reduce your Corruption die and repeat the effect on each consecutive turn until they fail the saving throw, or your Corruption die is reduced to a d4. You cannot increase your Corruption die while this effect is active. If you roll the maximum value on the damage roll, you can roll another die.

Flaw – Dominating Hunger

If you fail to feed the Bloodhold during a 24 hour period, you have disadvantage on all saving throws and ability checks until you do.



New or Needed Spells

Paranormal (Cantrip)

https://www.dndbeyond.com/spells/3087226-paranormal

Gravecraft (Cantrip)

[via Dragonmark of Death]
https://www.dndbeyond.com/spells/3087101-gravecraft

Fear (Umbral Hulk feature)

https://www.dndbeyond.com/spells/2618872-fear

New Feats

Dragonmark of Death

https://www.dndbeyond.com/feats/2166368-dragonmark-of-death

Ideas

'Hunger (Corruption)' die, which replaces your selected dice rolls on a 1-to-1 basis.

Crit = -1 Crit Fail = +1

- Using the Bloodhold increases Hunger by 1 step per Level of the power.
- *Not* feeding for 24 hours increases Hunger by an amount equal to your current Hunger.
- Feeding decreases it by 1 per "tier" of the victim.
- Greater Restoration reduces hunger by 1.

Using Hunger

When you activate the Bloodhold, you gain Hunger equal to the highest level of power you access.

Each additional activation increases Hunger.

Life Siphon can reduce hunger in lesser ways, but it will still accrute.