



Blood Mage

Power grows with each drop bled

CORE BLOOD MAGE TRAITS

Trait	Description
Primary Ability	Constitution
Hit Point Die	D8 per Blood Mage level
Saving Throw Proficiencies	Constitution and Charisma
Skill Proficiencies	Choose 2: Arcana, Deception, History, Intimidation, Investigation, Persuasion, Survival
Weapon Proficiencies	Simple Weapons
Armour Training	Light armor
Starting Equipment	Choose A or B: (A) 2 Daggers, Leather Armour, 30 GP; or (B) 100 GP

BLOOD MAGE LEARNED TO CONJURE INNATE MAGIC OF LIVING FLESH in order to crush enemies and heal allies. Their magic appears brutal and primitive at first, but shows surprising sophistication when used by a skilled wielder. Geared toward battle, each spell is a balancing act between death and outstanding power sourced by sacrificing pieces of the very vessel caster inhabits.

BECOMING A BLOOD MAGE ...

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Blood Mage Traits table.
- Gain the Blood Mage's level 1 features, which are listed in the Blood Mage's Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Blood Mage Traits table: Hit Point Die and training with Light armor
- Gain the Blood Mage's level 1 features, which are listed in the Blood Mage's Features table. See the multiclassing rules in chapter 2 of Player's Handbook to determine your available spell slots.

BLOOD MAGE CLASS FEATURES

LEVEL 1: CARNAL INVOCATIONS

Hidden properties of living flesh allow Blood Mage to invoke its gruesome powers. You gain one invocation of your choice. Invocations are described in the "Carnal Invocation Options" section later in this class's description.

Replacing and Gaining Invocations. Whenever you gain a Blood Mage level, you can replace one of your invocations with another one.

When you gain certain Blood Mage levels, you gain more invocations of your choice, as shown in the Invocations column of the Blood Mage Features table.

You can't pick the same invocation more than once unless its description says otherwise.

LEVEL 1: MAGIC OF FLESH

You gain spell-casting. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Blood Mage spells, which appear in the Blood Mage spell list later in the class's description.

Cantrips. You know two cantrips of your choice. Whenever you gain a Blood Mage level, you can replace one of your cantrips from this feature with another cantrip of your choice.

When you reach Blood Mage level 4, you learn another cantrip of your choice, as shown in the Cantrips column of the Blood Mage features table.

Spell Slots. The Blood Mage features table shows how many spell slots you have to cast your Blood Mage spells of levels 1-2. The table also shows the level of those slots, all of which are the same level.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Blood Mage spells.

The number of spells on your list increases as you gain Blood Mage levels, as shown in the Prepared Spells column of the Blood Mage Features table. Whenever that number increases, choose additional Blood Mage spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach level 6, for example, you learn a new Blood Mage spell, which can be of levels 1-3.

If another Blood Mage feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Blood Mage spells for you.

Changing Your Prepared Spells. Whenever you gain a Blood Mage level, you can replace one spell on your list with another Blood Mage spell of an eligible level.

Spellcasting Ability. Constitution is the spell-casting ability for your Blood Mage spells.

Spellcasting Focus. You can use your body as a Spellcasting Focus for your Blood Mage spells if you are not at full health.

LEVEL 2: HEMORRHAGE

Once per turn, when you receive damage, you can attempt to recover a Carnal Invocation. To determine if recovery was successful, roll 1d10 and compare the result with the damage received. If the amount rolled is equal to or less than that, the invocation is recovered.

BLOOD MAGE FEATURES

Level	Proficiency bonus	Class Features	Carnal Invocations	Cantrips	Prepared Spells	Spell Slots	Slot Level
1	+2	Carnal Invocations, Magic of Flesh	1	2	2	1	1
2	+2	Hemorrhage	3	2	3	2	1
3	+2	Blood channelling, Spells of a mortal vessel	3	2	4	2	2
4	+2	–	3	3	5	2	2

LEVEL 3: SPELLS OF A MORTAL VESSEL

Some spells are naturally compatible with your source of magical powers, that ensures you always have certain spells ready; Upon reaching 3rd Blood Mage level, you thereafter always have this listed spells prepared.

- False Life
- Hellish Rebuke
- Arcane Vigor
- Warding Bond

LEVEL 3: BLOOD CHANNELLING

You can cast a spell without expending a spell slot; however, per spell slot level, you must either receive a Fatigue Level or take 1d12 necrotic damage that can't be prevented or reduced. If this action damage reduces you to 0 hit points or you lose consciousness, the spell fails.

While you have Fatigue condition you experience the following effects.

Fatigue Levels. This condition is cumulative. Each time you receive it, you gain 1 Fatigue Level.

D20 Tests Affected. When you throw a D20, you get -1 modifier per fatigue level.

Health Reduced. Your maximum health is reduced by 5 times your Fatigue level.

Removing Fatigue. Finishing Long Rest removes all your Fatigue Levels. Finishing Short Rest removes half your Fatigue levels rounded up. Succeeding Death Saving Throw removes one Fatigue Level.

CARNAL INVOCATION OPTIONS

BLOOD IS THE ULTIMATE SACRIFICE

When casting a spell, you can choose to spend an invocation to forego its material component. Take 1d12 necrotic damage per 50 GP of material. This damage can't be reduced or prevented. If this damage reduces you to 0 hit points, the spell fails, but the spell slot is not expended.

WOUNDS MEAN NOTHING TO ME

As a bonus action, if not wearing any armor, Blood Mage can have their AC equal to 10 plus their dexterity modifier plus one per 5 missing hp.

The invocation ends early if Blood Mage dons armor.

Duration: 10 minutes.

MY FLESH IS YOUR FLESH

Upon receiving damage, you can choose to turn your pain inside out, healing creatures around you.

For every three points of damage received, you can restore 1d6 Hit Points to any number of creatures other than you in a 5-foot radius.

SUMMON WOUND SHAPED WEAPON

Upon receiving damage from a non-magical melee attack, Blood Mage can use Reaction to conjure a magical weapon that follows the shape of the wound.

It looks and behaves like a copy of the melee weapon used in the attack and deals necrotic damage equal to the physical damage received by the Blood Mage. It gains Finesse property, and Blood Mage has proficiency with it.

The weapon lasts 10 minutes or until it is out of Blood Mage's hands for more than 15 seconds. Blood Mage can dismiss the weapon at any time.

SHARED SUFFERING IS DOUBLE SUFFERING

As a bonus action, Blood Mage can touch a willing creature that is not full hp. They suffer 1d8 necrotic damage per 5 missing hp, and the Blood Mage heals that much hp.

PAIN TRIBUTE SYMBOL

As a Magical Action, Blood Mage can hurt themselves to reinforce a piece of equipment by drawing powers within his body. Blood Mage receives 1d8 damage and draws a symbol on a chosen surface, increasing durability.

If it is a shield or a piece of armor, the wearer receives +1 AC.

Only one symbol can be active at any given time. If the symbol is removed, for example if character falls into the water, effect ends.

MY INJURY IS MY STRENGTH

As a Magical Action, Blood Mage can sacrifice his flesh to receive temporary boost in strength. Choose number of d6 dice up to your Blood

Mage Level and roll them all at once, you lose half that much Hit Points and receive that much as a Temporary Hit Points. If you don't have that many Hit Points, you die.

BLOOD MAGE SPELL LIST

CANTRIIPS(LEVEL 0 BLOOD MAGE SPELLS)

Spell	School	Special
Thorn Whip		
Blade Ward		
Eldritch Blast		
Chill Touch		
Acid Splash		
Mind Sliver		
Mage Hand		
Poison Spray		
Prestidigitation		

LEVEL 1 BLOOD MAGE SPELLS

Spell	School	Special
Chromatic Orb		
False Life		
Hellish Rebuke		
Ice Knife		
Identify		
Inflict Wounds		
Shield		
Unseen Servant		
Compelled Duel		
Tasha's Hideous Laughter		

LEVEL 2 BLOOD MAGE SPELLS

Spell	School	Special
Arcane Vigor		
Barskin		
Knock		
Magic Weapon		
Warding Bond		
Alter Self		
Enhance Ability		
Mind Spike		
Spike Growth		

Blood Mage

Homebrew class

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