

BLOOD MAGE



THE BLOOD MAGE

is a new Class, made for the Mysteria Setting, that channels raw magical power through their own vitality. Unlike traditional spellcasters, the Blood Mage does not use spell slots but instead fuels their abilities with their own hit points.

This high-risk, high-reward playstyle makes them an unpredictable force on the battlefield, capable of both devastating offense and life-saving support.

SPELLCASTING MODIFIER & SAVE DC

The Blood Mage uses Constitution as their spellcasting ability modifier, representing their mastery over their own life force.

Spell Save DC = HP spent on the spell + Constitution Modifier

This unique mechanic means that the more life a Blood Mage sacrifices, the harder it is to resist their magic. This makes every ability a calculated risk, balancing power and survival. They do not use spell slots or traditional spells. Instead, they invoke unique blood magic abilities, each consuming their own hit points to manifest power.

BLOOD MAGE FEATURES

SUBCLASS PROGRESSION

- **1st Level:** Sanguine Arcana
- **6th Level:** Crimson Empowerment
- **10th Level:** Hemocraft Mastery
- **14th Level:** Blood Phoenix
- **18th Level:** Avatar of Blood

SANGUINE ARCANA

1st-level Blood Magic

Casting Time: Passive

Range: Self

Components: None

Duration: Permanent

Your magic is fueled by your own life force. Instead of using spell slots, you spend hit points to activate Blood Mage abilities. The cost varies by the ability used. Additionally, you gain proficiency in **Medicine**, and your spellcasting focus can be a **blood-infused item** of your choice (such as a vial of your own blood).

SPELL PROGRESSION

- 3rd Level: 1st & 2nd-Level Blood Magic Spells
- 5th Level: 3rd-Level Blood Magic Spells
- 7th Level: 4th-Level Blood Magic Spells
- 9th Level: 5th-Level Blood Magic Spells
- 11th Level: 6th-Level Blood Magic Spells
- 13th Level: 7th-Level Blood Magic Spells

- 15th Level: 8th-Level Blood Magic Spells
- 17th Level: 9th-Level Blood Magic Spells

CRIMSON EMPOWERMENT

You can empower your blood magic by sacrificing additional hit points equal to half your level (rounded down) to apply one of the following effects:

- **Blood Surge:** The ability deals an additional damage die that can be added on your next attack. The damage dealt counts as **Necrotic Damage**.
- **Sanguine Shield:** You gain **temporary HP** equal to half the damage dealt by the ability.
- **Hemocurse:** The target of the ability has **disadvantage** on the next saving throw it makes before the end of your next turn.

HEMOCRAFT MASTERY

Your expertise in blood magic allows you to manipulate life energy with greater efficiency.

- Whenever you take damage from casting a Blood Mage ability, you can reduce the HP cost by an amount equal to your **Constitution modifier** (minimum 1).
- Whenever you drain HP from an enemy, you can **store half of the drained HP as temporary HP for 1 minute** instead of immediately applying it to yourself.
- You can sacrifice **10 HP** to cast *Detect Life* at will, sensing all living creatures within **60 feet** for **1 minute**.

BLOOD PHOENIX

Your mastery over blood magic allows you to sustain yourself through battle. Once per long rest, if you are **reduced to 0 HP**, you may instead drop to **1 HP** and immediately **regain HP** equal to your **Sorcerer level**. Additionally, when you **kill a creature** with a Blood Mage ability, you **regain HP** equal to the ability's **HP cost** + your **Constitution modifier**.

AVATAR OF BLOOD

For 1 minute, you enter a state of heightened blood magic. While in this form:

- Your **Blood Mage abilities cost half their usual HP**.
- You **gain resistance to necrotic damage**.
- When you deal damage with a Blood Mage ability, you **regain HP** equal to half your **Constitution modifier**.

Once you use this ability, you must **complete a long rest** before using it again.

BLOOD MAGE ABILITIES

LIFE VISION

Cantrip

Casting Time: 1 Bonus Action

Range: 30ft Radius

Components: /

Your vision shifts down, allowing you to see the life energy of your allies and immediately detect wounds. You are also able to see their life energy flowing through their body. Because of your knowledge about bodies and life, you can discern their current HP, if you succeed a Medicine Check against a DC of 10, or DC15 if you are not very familiar with the species of the person. If you don't know the species at all or have never met them in your life, you'll have to beat DC20.

WITHERING BURST

3rd-level Blood Magic

Casting Time: 1 action

Range: 60 feet (Line)

Components: S

Duration: Instantaneous

Cost: Variable HP

You unleash a focused blast of decaying energy in a **straight line** toward a single target within 60 feet. The target must make a **Constitution saving throw** against your **Spell DC**.

- On a **failure**, the target takes **necrotic damage** equal to the **HP you sacrificed** for this spell.
- On a **success**, the target takes **half damage**.

SANGUINE SHIELD

4th-level Blood Magic

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 minute

Cost: Variable HP (determined at casting)

You create an **invisible protective barrier** around a target within range, fueled by your own life force. The shield absorbs incoming damage based on the **HP spent** when casting this ability. Once created, it **cannot be reinforced or recharged**.

The Blood Mage must choose **one** of two modes upon casting:

- **Absorption Mode:** The shield absorbs incoming damage **fully** until the stored HP is depleted.
- **Distribution Mode:** The shield **evenly distributes** the absorbed HP across the next **1d4+1** attacks that successfully hit the target, reducing damage per attack accordingly.

- If the shield still holds HP when the duration ends, the **remaining HP is lost**.
- The Blood Mage **cannot reallocate HP** to the shield after initial activation.
- The shield **does not** protect against conditions, only raw damage.

BLOODLETTING TOUCH

5th-level Blood Magic

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Cost: None (HP drained from target)

By making physical contact with a creature that does not resist, you siphon its life force directly into yourself or a Life Battery. The target loses HP equal to **an amount of your choice**, and you regain the same amount. If the HP is instead stored in a Life Battery, it fills accordingly.

- This ability **cannot** be used on creatures that are actively resisting.
- If this ability reduces a target to **0 HP**, they immediately die.
- This ability can be used repeatedly without restriction, as long as the target remains non-resistant.

LIFE TRANSFERENCE

6th-Level Blood Magic

Casting Time: 1 action

Range: Variable

Components: S

Duration: Instantaneous

Cost: 10% of the HP transferred, regardless of source, plus additional cost based on distance:

- +0% extra if the target is within **touch range**.
- +5% extra cost if the target is within **10 feet**.
- +20% extra cost if the target is within **30 feet**.
- +50% extra cost if the target is within **60 feet**.
- Beyond **60 feet**, this spell **cannot be used**.

You channel your own vitality or energy stored in a **Life Battery** to restore a fixed amount of HP to a target within range. The target regains HP equal to the amount you sacrifice. This spell can restore HP beyond the target's maximum HP, granting them temporary HP instead.

- **Overhealing Effect:** If this spell restores HP beyond the target's maximum, the excess becomes **temporary HP**. If the temporary HP exceeds **half** of their max HP, the target **instantly dies**. All HP gained through this ability, including temporary HP, last for a **maximum of 24 hours**.

TIME TO DIE

9th-Level Blood Magic

Casting Time: 1 action

Range: Touch

Components: Vocal

Duration: Instantaneous

You walk up to your enemy, place your hand on them, and utter a single phrase—*"Time for you to die."*

- If the target has **less than 400 HP**, they **immediately die**. Their **soul is erased from existence**, making resurrection **impossible**.
- Your **HP are completely restored**, and for the next **minute**, you are under the effects of **Greater Restoration, Remove Curse, and Regenerate**. Your body feels **reborn**.
- If the target has **400 HP or more**, you **die instantly and irreversibly**. Your **body, soul, and all belongings vanish permanently**. There is **no way** to bring you back—**not even wish can undo this**.

You can only cast this spell twice in your entire life. Once both uses are spent, you **lose the ability to ever cast it again**.

CRIMSON INFUSION

1st-Level Blood Magic

Casting Time: 1 Action

Range: Touch

Components: S

Duration: 1 Minute

Cost: 5 HP

You infuse an ally with a portion of your life force, enhancing their physical capabilities.

- The target gains **+1 to AC and saving throws** for the duration.
- They also gain **advantage on their next attack roll**.
- If the target is below **half HP**, they gain **temporary HP equal to half your level**.

SANGUINE WARD

2nd-Level Blood Magic

Casting Time: Reaction (when an ally is hit)

Range: 30 feet

Components: S

Duration: Instantaneous

Cost: 10 HP

You conjure a **shield of coagulated blood**, intercepting an incoming attack.

- The ally gains **resistance to the triggering damage**.
- If the damage is reduced to **0**, the attacking creature takes **2d8 necrotic damage**.

BLOODBOUND LINK

3rd-Level Blood Magic

Casting Time: 1 Action

Range: 30 feet

Components: S

Duration: Concentration, up to 10 minutes

Cost: 15 HP

You link your life force to an ally's, sharing pain and vitality.

- Any **damage they take is split between both of you**.
- Whenever you cast a **Blood Mage healing spell**, they regain **double the HP**.
- If one of you dies, the other suffers **3d10 necrotic damage**.

RED SURGE

4th-Level Blood Magic

Casting Time: 1 Action

Range: 30 feet (20ft radius)

Components: S

Duration: Instantaneous

Cost: 20 HP

You create a **violent pulse of blood magic**, affecting allies and enemies alike.

- **All allies** in the area regain **4d10 HP**.
- **All enemies** must make a **Constitution saving throw** or take **4d10 necrotic damage**.
- If an enemy **fails the save by 5 or more**, you steal their **10 HP and distribute them to allies**.

BLOOD REVIVAL

5th-Level Blood Magic

Casting Time: 1 Action

Range: Touch

Components: S

Duration: Instantaneous

Cost: 25 HP

You bring a fallen ally back from the brink, pouring your **own life essence** into them.

- The target returns to life at **half HP**, but suffers **1 level of exhaustion**.
- You suffer **half of their max HP** as necrotic damage.
- If you die from casting this spell, the ally still revives.

SANGUINE OVERLOAD

6th-Level Blood Magic

Casting Time: Bonus Action

Range: 60 feet (10-foot radius)

Components: S

Duration: Concentration, up to 1 minute

Cost: 30 HP

You **overcharge the blood flow** of 3 willing creatures of your choice, filling them with unnatural vigor.

- **All allies gain +2 to nonmagical attack rolls, AC, and strength saving throws**.
- They gain **advantage on all Strength and Dexterity checks**.
- If they **kill an enemy**, they regain **10 HP instantly**.

When the spell ends, all affected creatures take **3d8 necrotic damage** as the magic violently fades.

VITAL SACRIFICE

7th-Level Blood Magic

Casting Time: 1 Action

Range: 60 feet

Components: S

Duration: Instantaneous

Cost: 30 HP

You willingly **offer up your own life force** to bring allies back from the brink.

- **Up to 3 creatures** of your choice regain **half of their max HP**.
- Any excess healing above their max HP **becomes temporary HP** for 1 minute.
- You suffer **half of the total HP restored** as damage.

If this spell reduces you to **0 HP**, you must make a **DC 20 Constitution saving throw** or die instantly.

CRIMSON ASCENSION

8th-Level Blood Magic

Casting Time: 1 Action

Range: Self (30-foot radius)

Components: S

Duration: 1 Minute

Cost: 50 HP

You enter a **state of pure blood magic overload**, radiating power to all around you.

- All allies within range **gain resistance to all damage**.
- They regain **2d10 HP at the start of each of their turns**.
- You take **2d6 necrotic damage at the start of each of your turns**.
- Enemies that enter the aura must make a **Wisdom saving throw** or be **frightened of you**.

When the effect ends, you **suffer 3 levels of exhaustion**.

LIFEBLOOD PACT

2nd-Level Blood Magic

Casting Time: 10 Minutes

Range: Touch

Components: S, M (blood of both participants)

Duration: Permanent until fulfilled

Cost: 15 HP from each participant

You bind yourself and another willing creature into a **magical blood pact**, forging an **irrevocable contract**.

- The pact must have **clear terms and conditions**, which **both participants must agree to**.
- If either party **breaks the pact**, they take **6d8 psychic damage**, suffer **one level of exhaustion**, and **cannot regain HP for 24 hours**.
- The pact **glows faintly** when the two participants are within 60 feet of each other.
- The bond can **only be broken if both participants agree** or through a **Greater Restoration + 50 HP sacrifice**.

BLOODBOUND CONTRACT

4th-Level Blood Magic

Casting Time: 1 Hour

Range: Touch

Components: S, M (a specially prepared scroll and blood of all parties)

Duration: Permanent until fulfilled

Cost: 20 HP from each participant

You create a **magical contract written in blood**, sealing a pact between two or more participants.

- Each participant must **willingly and knowingly sign the contract with their own blood**.
- If a participant **breaks the contract**, they take **20d8 necrotic damage** and suffer **two levels of exhaustion**.
- The contract can only be broken through **Wish** or **divine intervention**.

BLOOD INK

1st-Level Blood Magic

Casting Time: 1 Action

Range: Self

Components: S, M (a small vial of your blood)

Duration: Permanent

Cost: 3 HP

You transform a small vial of your own blood into **magical ink**.

- The ink can be used to **write spell scrolls, enchanted contracts, or arcane books**.
- Any spell scroll written with this ink can **only be used by the Blood Mage who created it**.
- If used in tattoos, the ink can **store small magical effects**, such as glowing under certain conditions. Your DM discerns if specific triggers are okay.

BLOOD SENSE

3rd-Level Blood Magic

Casting Time: 1 Action

Range: Self (30-foot radius)

Components: S

Duration: Concentration, up to 5 minutes

Cost: 16 HP

You heighten your awareness of the **life energy** around you, sensing the pulse of living beings.

- You can **detect all creatures within 30 feet**, even if they are invisible or hidden, as long as they have blood.
- You sense the **heartbeat** of creatures, allowing you to determine if they are **nervous, injured, or lying** (*Insight Check DC 15*).
- Undead and bloodless beings appear as **empty voids** in your perception, but you **cannot tell their exact location**, only their presence.
- While this effect is active, you suffer **disadvantage on Perception checks relying on normal sight**, as your vision is temporarily altered.

CREATE LIFE BATTERY

2nd-Level Blood Magic

Casting Time: 10 Minutes

Range: Touch

Components: S, M (a crystal worth 50 GP, infused with blood)

Duration: Permanent (until drained)

Cost: 12 HP

You infuse a **crystal with raw life force**, transforming it into a **Life Battery** capable of storing **50 HP**.

- The battery can be **used like a normal Life Battery**, absorbing HP from any Blood Mage spell.
- If left **unused for more than 7 days**, the energy inside **dissipates**, turning the crystal to dust.
- A Life Battery **cannot be recharged** once emptied.

You can create a **maximum number of Life Batteries equal to your Constitution modifier**.

BLOODBOUND EMPOWERMENT

3rd-Level Blood Magic

Casting Time: 1 Action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

Cost: 15 HP

You create a **blood link** between yourself and an ally, strengthening their attacks.

- The bonded ally's **weapon attacks deal an additional 2d6 necrotic damage**.
- If they land a **critical hit**, they regain **5 HP**.
- If they take damage, you can **choose to take half of it** instead (no action required).
- If you take damage, they **automatically take double**.

HEMOCRAFT INFUSION

5th-Level Blood Magic

Casting Time: 1 Action

Range: 10 feet

Components: S

Duration: Instantaneous

Cost: 20 HP

You charge an ally's spell with **raw blood magic**, increasing its power.

- The next **spell they cast within 1 minute deals double damage** if it hits.
- If it's a healing spell, the target **regains double the HP** instead.
- If the spell has a **saving throw**, creatures have **disadvantage on the roll**.

BLOODFLAME RITUAL

8th-Level Blood Magic

Casting Time: 1 Minute

Range: 60 feet (30-foot radius)

Components: S, M (a drop of blood from each participant)

Duration: 10 Minutes

Cost: 40 HP from each participant

You perform an ancient **blood magic rite**, temporarily merging the power of all participants.

- Each participant **gains access to one ability of another participant** for the next **10 minutes**.
- If any participant **casts a spell**, they can **choose to use another participant's spellcasting modifier** instead.
- Any **damage taken by one participant is split evenly among all ritual members**.

VITAL CONNECTION

4th-Level Blood Magic

Casting Time: 1 Action

Range: Touch (two willing creatures)

Components: S

Duration: 24 Hours

Cost: 20 HP from the Blood Mage

You act as a conduit, binding the life forces of **two willing creatures** into a **shared vitality pool**.

- The **current HP of both participants is combined into a single pool**, which both share equally.
- **Any damage taken is deducted from this shared pool** instead of individual HP.
- If the **pool is reduced to 0 HP**, both participants **fall unconscious** instantly.

ABILITY SWAP / CLONE

Once per **Short Rest**, the bonded participants can **swap one ability** (subject to DM approval).

- Instead of swapping, a participant can **clone an ability from the other** by paying **an HP cost determined by the DM**.
- Cloning **does not remove the ability from the original owner**, but it may have limitations.

DURATION & TERMINATION

- This bond **lasts for 24 hours** but can be **extended indefinitely** if recast before expiration.
- If **extended 5 times**, the bond becomes **permanent** and no longer requires maintenance.
- If **one participant falls unconscious**, the other **takes 2d10 necrotic damage** from the strain.

ADDITIONAL RULES & LIMITATIONS

- The bond **cannot be dispelled**, but can be removed by **Wish** or **divine intervention**.
- The Blood Mage **is not affected by the bond**, nor does he share in its risks, except if he's one of the participants.

BLOOD MAGE SPELLS

CANTRIP

- Life Vision

1ST-LEVEL

- Blood Ink
- Crimson Infusion

2ND-LEVEL

- Create Life Battery
- Lifeblood Pact
- Sanguine Ward

3RD-LEVEL

- Blood Sense
- Bloodbound Empowerment
- Bloodbound Link
- Withering Burst

4TH-LEVEL

- Bloodbound Contract
- Red Surge
- Sanguine Shield
- Vital Connection

5th-LEVEL

- Blood Revival
- Bloodletting Touch
- Hemocraft Infusion

6TH-LEVEL

- Life Transference
- Sanguine Overload

7TH-LEVEL

- Vital Sacrifice

8TH-LEVEL

- Bloodflame Ritual
- Crimson Ascension

9TH-LEVEL

- Time to Die

A Blood Mage can transform their own body into a **Life Battery**, storing excess life energy to fuel their magic or aid others. They can also utilize **physical Life Batteries**, which are small, cylindrical devices used to store and transfer life energy.

Physical Life Batteries

- **Description:** Life Batteries are **small, green cylindrical tubes**, approximately **6 cm long and 3 cm wide**. They have a **glass window** to indicate their charge level.
- **Capacity:** Each Life Battery can store up to **50 HP**.
- **Cost:** A single Life Battery costs **200 GP**.
- **Overcharging:** If a Life Battery is overcharged beyond **50 HP**, it **becomes unstable** and risks **exploding**, dealing **necrotic damage equal to all the HP stored in it** to the user.
- **Decay:** Life Batteries do not naturally decay but must be used within a **reasonable timeframe**, as their energy degrades after **one week of inactivity**.

MADE WITH



THE HOMEBREWERY
HOMEBREWERY.NATURALCRIT.COM

©2025 Tom Stieh

LIFE BATTERY