Blood Mage

BLOOD MAGE

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COMPATIBLE FOR

5th Edition Fantasy

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BLOOD MAGE

The song entices you. You've heard it since before you can remember, calling you, soothing you. At first, you could only hear it emanating from your own body. You sensed the life within you, coursing through you. Now, you can sense the sweet song coming from other creatures; you hear it from any who have blood pumping through their veins, keeping them alive. When it calls to you, you feel whole and warm inside. The song gets louder and sweeter when you spill blood, either your own, or another's. The splash of crimson sends you into a frenzy, filling you with boundless joy and pure ecstasy.

Role: A blood mage is typically a loner, finding themselves uncomfortable around other people. The song of the blood is too enticing, and when it is coming from multiple beings, the blood mage is hard pressed to concentrate on anything except freeing the liquid from it's prison. The constant need to cut and scar themselves also keeps blood mages from many adventuring companies, as some people find this behavior abhorrent. The role a blood mage would typically fill in an adventuring group would be the same as any other arcane spell caster, though, their penchant for violence often sees them in the front line rather than behind better-armored companions.

QUICK BUILD

You can make a blood mage quickly by following these suggestions. First, Constitution should be your highest ability score, followed by Charisma. Second, choose the hermit or charlatan background. Third, choose the *blade ward* and *chill touch* cantrips, along with the 1st level spells *charm person* and *inflict wounds*.

CLASS FEATURES

As a blood mage, you gain the following class features.

Hit Points

Hit Dice: 1d6 per blood mage level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per blood mage level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, light piercing and slashing martial weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two skills from Arcana, Deception, History, Intimidation, Investigation, Medicine, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any light piercing or slashing martial weapon
- (a) a scholar's pack or (b) an explorer's pack
- (a) a component pouch or (b) an arcane focus
- Leather armor and two daggers

Blood Mage

Level	Proficiency Bonus	Feature	Blood Points	Scars	Cantrips Known	Spells Known
1	+ 2	Spellcasting, Blood Component, Sanguine Reserve, Sense Life	1 + Con Modifier	–	2	2
2	+ 2	Burning Blood (one use)	1 + Con Modifier	–	2	3
3	+ 2	Scarification, Coagulate	1 + Con Modifier	1	2	4
4	+ 2	Ability Score Improvement	1 + Con Modifier	1	3	5
5	+ 3	–	2 + Con Modifier	1	3	6
6	+ 3	Weeping Wounds (one use), Burning Blood (two uses)	2 + Con Modifier	2	3	7
7	+ 3	Cleanse Pathogens, Blood Torrent (one use)	2 + Con Modifier	2	3	8
8	+ 3	Ability Score Improvement	2 + Con Modifier	2	3	9
9	+ 4	–	3 + Con Modifier	3	3	10
10	+ 4	Absorb Essence (one use), Weeping Wounds (two uses), Burning Blood (three uses)	3 + Con Modifier	3	4	10
11	+ 4	Blood Torrent (two uses), Stanch, Gore	3 + Con Modifier	3	4	11
12	+ 4	Ability Score Improvement	3 + Con Modifier	4	4	11
13	+ 5	–	4 + Con Modifier	4	4	12
14	+ 5	Ability Score Improvement, Absorb Essence (two uses), Weeping Wounds (three uses), Burning Blood (four uses)	4 + Con Modifier	4	4	12
15	+ 5	Blood Puppet, Transfer Scar	4 + Con Modifier	5	4	13
16	+ 5	Ability Score Improvement, Blood Torrent (three uses)	4 + Con Modifier	5	4	13
17	+ 6	–	5 + Con Modifier	5	4	14
18	+ 6	Restore Plasma	5 + Con Modifier	6	4	14
19	+ 6	Ability Score Improvement	5 + Con Modifier	6	4	15
20	+ 6	Mass Blood Puppet	5 + Con Modifier	7	4	15

Table: Blood Mage

Spellcasting

Cantrips

You know two cantrips of your choice from the blood mage spell list. You learn additional blood mage cantrips of your choice at higher levels, as shown in the **Cantrips Known** column of the **Blood Mage** table.

Spell Slots

The **Blood Mage Spell Slot** table shows how many spell slots you have to cast your spells of 1st level or higher. To cast one of these blood mage spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st level spell *inflict wounds* and you have a 1st level and a 2nd level spell slot available, you can cast *inflict wounds* using either slot.

Spell Known of 1st Level and Higher

You know two 1st level spells of your choice from the blood mage spell list.

The **Spells Known** column of the **Blood Mage** table shows when you learn more blood mage spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Level	1	2	3	4	5	6	7	8	9
1	2	–	–	–	–	–	–	–	–
2	3	–	–	–	–	–	–	–	–
3	4	2	–	–	–	–	–	–	–
4	4	3	–	–	–	–	–	–	–
5	4	3	2	–	–	–	–	–	–
6	4	3	3	–	–	–	–	–	–
7	4	3	3	1	–	–	–	–	–
8	4	3	3	2	–	–	–	–	–
9	4	3	3	3	1	–	–	–	–
10	4	3	3	3	2	–	–	–	–
11	4	3	3	3	3	1	–	–	–
12	4	3	3	3	3	1	–	–	–
13	4	3	3	3	3	1	–	–	–
14	4	3	3	3	3	1	1	–	–
15	4	3	3	3	3	1	1	1	–
16	4	3	3	3	3	1	1	1	–
17	4	3	3	3	3	1	1	1	1
18	4	3	3	3	3	1	1	1	1
19	4	3	3	3	3	2	1	1	1
20	4	3	3	3	3	2	2	1	1

Table: Blood Mage Spell Slots

Blood Component

Beginning at 1st level, you are able to substitute the material component of a spell you cast, if any, with your own blood. The amount of blood needed, as well as the subsequent hit point damage, depends on the level of spell, and described in the **Blood Component** table. A pinprick or shallow slash is all you need, and the action becomes part of the spellcasting process, not requiring any type of concentration check, despite the wound inflicted.

Substituting the components of a higher level spell requires a larger amount of blood. You are able to drop yourself to 0 hit points by use of this ability, and you can choose to use the blood of another creature to substitute material components for spells. You must inflict hit point damage to the creature in an amount described in the **Blood Component** table that corresponds to the level of the spell being cast. This ability only applies to beings who have blood.

Blood Mage Spell List

Cantrips - Blade Ward, Chill Touch, Friends, Mage Hand, Minor Illusion, Prestidigitation, Resistance, Spare the Dying, True Strike

1st - Charm Person, Command, Comprehend Languages, Expeditious Retreat, Hellish Rebuke, Hex, Inflict Wounds, Protection from Evil and Good, Unseen Servant, Witch Bolt

2nd - *Blood Biography, Calm Emotions, Cloud of Daggers, Darkness, Enthrall, Hold Person, Mirror Image, Ray of Enfeeblement, Shatter, Spider Climb, *Suffocate, Suggestion

3rd - Animate Dead, Counterspell, Dispel Magic, Fear, Feign Death, Gaseous Form, Haste, Major Image, Revivify, Slow, Vampiric Touch, Water Breathing

4th - Banishment, Blight, *Bloody Rend, Freedom of Movement, Polymorph, Wall of Fire

5th - Contact Outer Planes, Creation, Geas, Hold Monster, Insect Plague, Wall of Force

6th - Circle of Death, Contingency, Disintegrate, Harm, Wall of Ice, Word of Recall

7th - Finger of Death, Plane Shift, Regenerate, Simulacrum

8th - Clone, Feeblemind, Maze, Power Word Stun, Trap the Soul

9th - Astral Projection, Gate, Meteor Swarm, Power Word Kill, Shapechange

*Indicates a new spell

Spell Level	HP Damage
1	1
2	3
3	5
4	7
5	11
6	15
7	19
8	23
9	27

Table: Blood Component

BLOOD MAGE

SENSE LIFE

At 1st level, you are able to sense the flowing blood in living creatures, with obstacles such as doorways doing little to hide their presence. You gain +2 to any Wisdom (Perception) check to notice a living being who is trying to conceal themselves from you, be it through mundane means, illusions, or other spells such as *invisibility*. The bonus increases to +4 upon reaching level 10. This ability only applies to beings who have blood.

SANGUINE RESERVE

At 1st level, you learn to tap into the power of your own blood, as represented by blood points. Blood points allow you to create a variety of magical effects.

Blood Points

You have 1 blood point + additional points equal to your Constitution modifier at 1st level. You can never have more blood points than shown on the table for your level, and once they are spent, they can only be regained through a long rest.

You can use your blood points to gain additional spell slots. You learn ways to use your blood points as you reach higher levels.

Creating Spell Slots

You can transform unspent blood points into one spell slot as a bonus action on your turn. The **Creating Spell Slots** table shows the cost of creating a spell slot of a given level, but you can create spell slots no higher in level than 5th.

BURNING BLOOD

At level 2, you are to use your action to ignite the oxygen found in blood, causing fire damage to any one creature within your line of sight and within 20 feet of your position. The target is allowed a Constitution saving throw against 8 + your proficiency + your Constitution modifier in order to resist this effect. The target creature takes 2d6 fire damage on a failed saving throw.

This damage increases to 2d8 at level 6, 2d10 at level 10, and 2d12 at level 14. The damage may be augmented by spending 2 blood points, doubling the damage. You can use this ability once before a short or long rest. You gain an additional use at level 6, 10, and 14. This ability only effects creatures that have blood.

SPELL SLOT	BLOOD POINTS
1	2
2	3
3	4
4	5
5	6

Table: Creating Spell Slots

Sanguine Abilities

Careful Spell - When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 blood point and choose a number of creatures equal to your Charisma modifier (minimum 1 creature). A chosen creature automatically succeeds on its saving throw against the spell.

Persistent Spell - Whenever a creature succeeds in a saving throw against one of your spells, you may spend 1 blood point to force it to roll another. If the second save fails, it suffers the full effects of the spell, just as if it had failed its original save. You must be at least level 10 to use this ability.

Sickening Spell - You can modify a spell to sicken a creature damaged by it. When a creature takes damage from a spell you cast, you can spend 1 blood point to force a Constitution save vs 8 + your proficiency + your Charisma modifier. If the save fails, the creature cannot act on their following turn due to debilitating muscle spasms and projectile vomiting. You must be at least level 10 to use this ability.

Iron Blood - You can spend 1 blood point and gain advantage on any save against poison.

Blood Draught - You learn how to empower a potion or elixir with your blood. You can double the duration of any potion or elixir by spending 1 blood point and adding a few drops of your blood to the liquid. The extended potion lasts until either it is drunk or 24 hours have passed, whichever comes first. The potion is usable by others. You must be at least level 5 to use this ability. At level 12, you may spend 2 blood points and make the potion's duration permanent until the drinking of another potion. Only potions that have a duration can be augmented this way.

Blood Minion - You are able to conjure a minion from blood. For the cost of 2 blood points, you can conjure a blood minion in the form of any animal with a CR of 1/8 or below. At level 6, and for the cost of 3 blood points, you can conjure a blood minion in the form of any animal with a CR of 1/4 or 2 minions with a CR of 1/8 or below. At level 12, and for the cost of 4 blood points, you can conjure a blood minion in the form of any animal with a CR of 1/2 or 2 minions with a CR of 1/4 or 4 minions with a CR of 1/8 or below.

| Level	Blood Point Cost	CR
1	2	1/8 or below
6	3	¼ or below
12	4	½ or below

Table: Blood Minion

A source of blood is required to conjure a blood minion, typically from a fresh body of a size equal to or larger than the animal you wish to conjure. The conjured blood minions' statistics are identical to their animal counterparts, however, they are comprised of blood and viscera, granting them resistance to slashing weapons. Conjured blood minions remain for 2 rounds + 1 round per Constitution modifier you have. Conjuring a blood minion uses your action on your turn.

You are able to perceive through any of your blood minion's senses as long as you are on the same plane of existence. Additionally, while perceiving through your blood minion's senses, you can also speak through your blood minion in your own voice, but your speech comes out sounding wet, and raspy.

Coagulate

Starting at level 3, you gain a greater control over your own blood flow, causing wounds to bleed less and heal faster. When you are injured, you can force your blood to withdraw from the wound, preventing some damage. As a result of this ability, you always take 1 less point of damage than normally indicated (minimum of 1 point of damage). At level 12, you regain a number of hit points equal to your Constitution modifier upon taking a short rest.
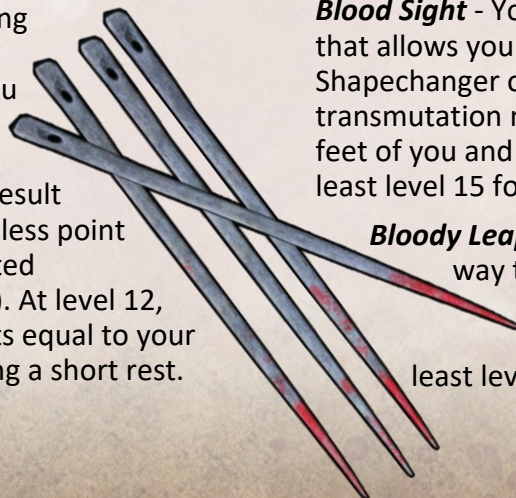
Scarification

Beginning at level 3, you are able to ritually scar your body and imbue yourself with magical powers. The powers and abilities stored this way are permanent and cannot be changed at a later date. As you gain experience, you are able to carve more power into your body, as shown in the **Scars** column of the **Blood Mage** table. Scars, even visible ones, do not lower your Charisma score in any way. You do not receive hit point damage by scarring yourself in this way. You can only have one instance of each Scar, unless otherwise stated.

Scars

Adrenaline Surge - You can scar your body in a way that allows you to momentarily absorb and process the oxygen found in your blood more efficiently to produce increased strength and dexterity. Your Strength and Dexterity ability scores both increase by 4 for 2 rounds. You can also induce this surge in others through touch. At the end of the surge, you suffer a -2 penalty to both your Strength and Dexterity for 2 rounds. You can use this ability once before a short or long rest. You must be at least level 6 for this Scar.

Bestial Senses - You scar your face in a bestial pattern, mimicking the markings of forest animals and birds. You gain advantage on any Wisdom (Perception) skill checks, as well as a +2 to any Wisdom (Survival) skill checks to track creatures.

Blood Language - You can scar your tongue and ears in a way that allows you to speak and understand 2 additional languages of your choice, except "secret" languages.

Blood Mask - You can scar your face and head in a way that allows you to assume the form of another being. In effect, you are able to cast *alter self* at will.

Blood Sight - You can scar your eyes and face in a way that allows you to see the true form of any Shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight. You must be at least level 15 for this Scar.

Bloody Leap - You can scar your feet and legs in a way that allows you to jump long distances. In effect, you can cast the spell *jump* at will. You must be at least level 9 for this Scar.

Blood Mage

Buoyant Blood - You can scar your body in a way that makes you lighter than air anytime you fall a distance that would do you harm. In effect, you are protected by a permanent *feather fall* spell.

Detect Alignment - You can scar your face and eyes in a way that allows you to perceive someone's alignment. This does not allow you to see someone's alignment who is deliberately hiding it via magical means, but you know it is being hidden.

Energy Resistance - You can scar your body, from your toes to the top of your head, in an intricate arcane pattern that makes you resistant to one energy type. You must be at least level 6 for this Scar. You may choose this Scar more than once. Each new Scar represents a different energy type.

Lifedrinker - You can scar your gums, mouth, and throat in a way that allows you to absorb hit points from drinking fresh blood. You can do this by biting a creature or by drinking blood from some sort of vessel. Either way, the blood must be fresh and obtained from someone who is either still alive or has fallen to 0 hit points and stabilized. You can heal yourself for 2d4 hit points of damage per mouth full of fresh blood. You can heal yourself to full if there is enough blood for you to drink. You can never gain extra hit points by healing yourself this way. You must be at least level 15 for this Scar.

Summon Blood Ooze - You can scar your abdomen, neck, and mouth in a way that allows you to vomit up a blood ooze under your control. The blood ooze will remain for 3 rounds + 1 round per Constitution modifier before evaporating into nothingness. You can use this ability once before a long rest. You must be at least level 12 for this Scar.

Weapon Resistance - You scar your body, from your toes to the top of your head, in intricate geometric patterns that make you resistant to one damage type. You must be at least level 6 for this Scar. You may choose this Scar more than once. Each new Scar represents a different damage type.

Ability Score Improvement

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Weeping Wounds

At level 6, you can cause any fresh wound to bleed excessively, causing further injury. You may use your action to cause any wound inflicted on the previous round, regardless of who inflicted it, to bleed for additional damage equal to your 1 + your Constitution modifier. A successful Constitution saving throw against 8 + your proficiency bonus + your Charisma modifier negates this effect. Wounds that you cause to weep do so for 1 round + 1 round per Charisma modifier. The damage is applied every round. You can do this once before a long rest. You gain an additional use at level 10 and 14. For the cost of 3 blood points, you can force the saving throw against this ability to be made at a disadvantage. This ability only affects creatures that have blood.

Cleanse Pathogens

At level 7, you are able to purge some diseases from your body. You gain a +4 to any saving throw to resist natural diseases. At level 10, this bonus applies to both natural and magical diseases. You become completely immune to any form of disease upon reaching level 15.

Blood Torrent

At 7th level, you can use your action to cause the blood of a targeted creature to gush out of every orifice. The targeted creature must be within 30 feet of you, but not necessarily within your line of sight. A Constitution save is allowed against 8 + your proficiency bonus + your Charisma modifier to negate this effect. The targeted creature takes 3d6 force damage on a failed save. The damage increases to 3d8 at level 11 and 3d10 at level 16. You can use this ability once before a long rest. You gain additional uses at level 11 and 16. This ability only affects creatures with blood.

Absorb Essence

Beginning at level 10, you are able to absorb the life energy of beings and heal yourself with it. Upon successfully wounding a creature with a slashing or piercing weapon, you can use your bonus action to absorb its life essence from its newly spilled blood. The creature must be within 5 feet of your position and in your line of sight. You can absorb one half of the damage caused + your Constitution modifier, rounded down (minimum of 1 hit point) and add it to your hit point total.

You are able to gain temporary hit points this way if you absorb enough hit points to heal yourself beyond your maximum total. Any hit points above your maximum total gained this way last for 1 round + 1 round per Constitution modifier. Any damage you receive is taken from those temporary hit points, first, and any further damage is deducted from your hit point total. You can do this once before a short or long rest. You gain another use at level 14. You can double the amount of hit points absorbed by spending 3 blood points. This ability only affects creatures with blood.

Staunch

At level 11, you are able to automatically stabilize when brought to 0 hit points. This ability cannot activate more than once per encounter, and you cannot gain the benefit of this ability more than twice a day. You can also automatically stabilize a creature who has been brought to 0 hit points by touch. You can use this ability on others twice before a long rest.

Gore

Upon reaching 11th level, you can use your bonus action to cause any creature who has been brought to 0 hit points and has not yet been stabilized to explode in a gory mess upon failing a Constitution saving throw against 8 + your proficiency bonus + your Charisma modifier. The creature's viscera is flung over a 5 foot radius (for a medium creature). The gore covers a larger area if it comes from a larger creature, adding another 5 feet per size category above medium. Any creature designated as the blood mage's ally (including the blood mage) that is hit by a piece of gore gains +2 to their next attack roll. You may spend 1 blood point to increase the attack bonus to +3. You can do this once per encounter.

Blood Puppet

Beginning at level 15, you can attempt to control the blood in another creature's body, making them perform any action you wish. Your target is allowed a Constitution saving throw against 8 + your proficiency bonus + your Charisma modifier to negate the effect. If the save fails, their body becomes completely under your control for 1d6 + your Charisma modifier rounds. This is not a charm effect, and the subject's thoughts are not affected in any way. This ability allows you to control the creature as a puppeteer controls a marionette. The creature must stay within your line of sight and within 30 feet of your position. You are able to do this once before a long rest.

Transfer Scar

At level 15, you are able to transfer the effect and ability of one of your scars to another by touch. The recipient benefits from the scar's magic for 24 hours, at which time the scar fades and the ability is lost. The scar returns to your body when the duration is over and you do not gain the benefit of the scar while it is transferred to another.

Restore Plasma

At level 18, when you roll for initiative and have no blood points, you automatically earn 1 blood point. You cannot benefit from this ability more times in a day than you have Constitution modifier.

Mass Blood Puppet

When you reach level 20, you are able to control multiple creatures with your Blood Puppet ability. You are able to control as many creatures equal to your Constitution and Charisma modifier, combined. Each creature gets a chance to make a Constitution saving throw against 10 + your proficiency bonus + your Charisma modifier to negate the effect. Creatures who fail the saving throw are under your control for 1d6 + your Charisma modifier rounds. You can increase the amount of creatures you can manipulate by spending blood points at the cost of 1 blood point for 1 creature effected. Each additional creature beyond your normal maximum allowed are granted a +1 to the saving throw to resist the effect.

New Spells

Blood Biography

2nd level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (blood)

Duration: Instant

You can learn the answers to specific questions (listed below) about a creature as long as you have access to a drop of their blood. The blood must be fresh, and the being must be alive, though they do not need to be conscious.

The questions you may pose to the blood are:

• Who are you? (The name by which the creature is most commonly known)

• What are you? (Gender, race, profession/role)

• How was your blood shed? (Brief outline of events that led to the blood loss, as the creature understands it)

• When was your blood shed? (Approximate time when the blood left the body)

The answers to the questions appear in your mind. If the creature would be considered hostile to you, it is entitled to a Wisdom saving throw to resist the probe.

Bloody Rend

4th level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round + 1 round per Spell Casting Ability Modifier

You can grant any creature with a natural slashing or piercing attack the ability to make their victims suffer bleed damage on a successful hit. The bleed damage is equal to double the attacker's Strength modifier, rounded down (minimum 1). The damage is applied on the following round after a successful melee strike and persists for 1d4 additional rounds. This bleed damage can be stopped by a successful Medicine skill check (DC 14) or by any amount of magical healing.

Suffocate

2nd level necromancy

Casting Time: 1 action

Range: 25 feet, line of sight

Components: V, S

Duration: 1 round + 1 round per Spellcasting Ability Modifier

By means of this spell, the caster can attempt to pull the oxygen from the target's blood, essentially slowing suffocating them in the process. The target takes 2d4 necrotic damage per round on a failed Constitution saving throw. Creatures have disadvantage on all rolls while under the effects of this spell.

At Higher Levels - When this spell is cast using a 5th level spell slot or above, the damage increases to 4d4 per round and you can increase the number of creatures affected by 1 for every spell slot used above 5th.

NEW MONSTER

Summoned Blood Ooze

Small ooze, unaligned

Armor Class 8

Hit Points 22 (3d8 +9)

Speed 10 ft., Climb 10 ft.

STR 15 (+2) **DEX** 6 (-2) **CON** 16 (+3) **INT** 2 (-4) **WIS** 6 (-2) **CHA** 1 (-5)

Damage Immunities slashing, necrotic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
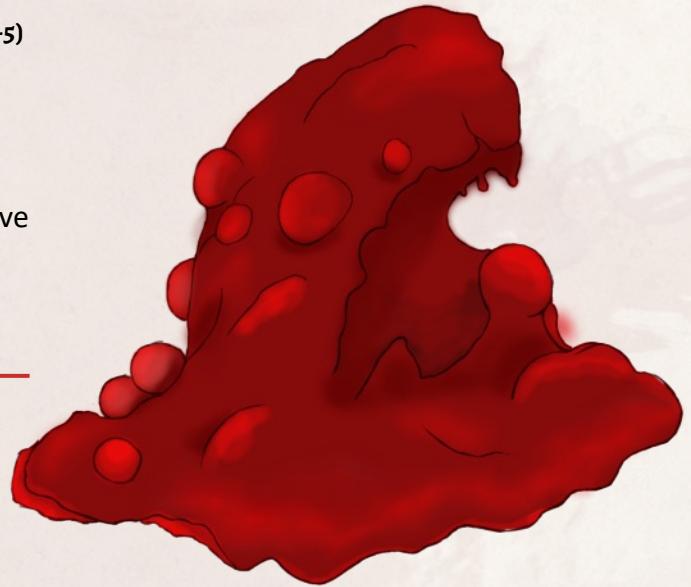
Senses blindsight 60 ft. (Blind beyond this radius), passive Perception 8

Languages –

Challenge 1 (200 xp)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., One target. Hit: 5 (1d6+2) bludgeoning damage plus 2 (1d4) necrotic damage.

Enter Orifice. The blood ooze can enter an orifice of a creature that has blood and who is *prone*. A Constitution saving throw is allowed against a DC 14 to attempt to expel the ooze. The ooze deals 6 points of necrotic damage for 3 rounds, or until expelled by a successful saving throw, or the duration of it's summoning ends. A Constitution saving throw is allowed every round the ooze in inside the creature.

Reactions

Split. When a full size blood ooze is subjected to slashing or necrotic damage, it splits into two new blood oozes so long as it has at least 10 hit points. Each new ooze has hit points equal to half the original ooze, rounded down. New oozes are one size smaller than the original ooze.

MANASTORM

5th Edition Fantasy

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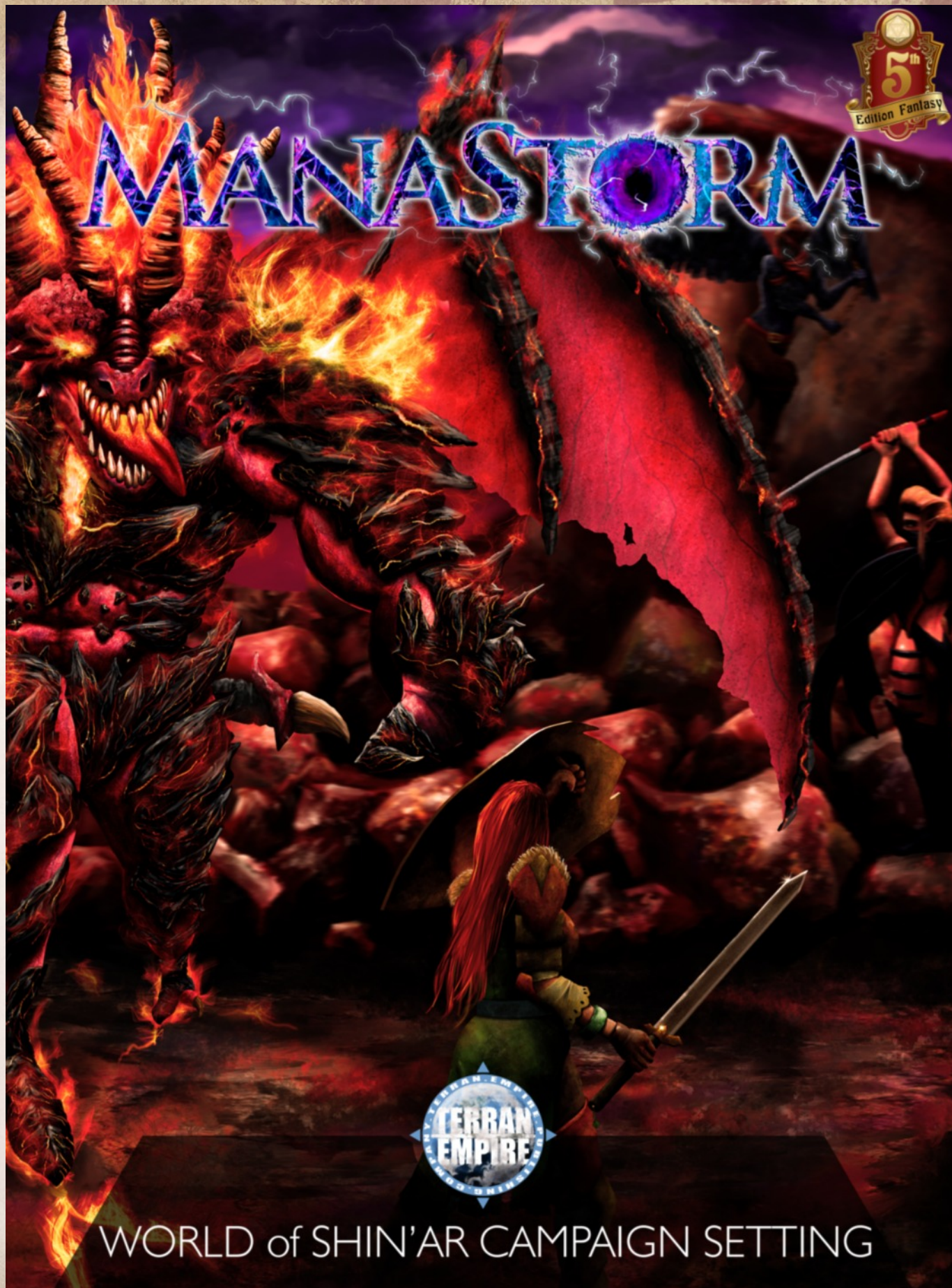
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