

# BLOODLETTER

DWIERGUS #3



A spellcasting martial class of blood magic

by Remley Farr

THIS ZINE  
CONTAINS ELEMENTS OF

Blood Magic ◊ Character Class  
Sacrifice ◊ Death ◊ Self Harm

*Dwiergus is, at his core, a manufacturer of horrors and monsters. To him, however, these creations aren't vile: they are a necessity determined by the unknown prime entities that designed him.*

*The Sword Coast may hate his creations, but who dares to question his purpose? Wheels spin, winds blow, mothers nurse—and the Fleshforges forge their flesh.*

*Yet in the cosmos, there are those who would draw arms against the Old Foreman and his factories. There are blood-bound agents whisking along the planes, passing their unbound knowledge unto emerging warriors.*

*After eons of seclusion, the Omnicarnate wakes its denizens. The age of slumber is over, and newly blooded warriors need their mentors more than ever. With the paragon wards open for training, the mortal world can rest easy—at least one bastion remains to fight the Old Forman's atrocities. The bloodletters—warriors steeped in blood magic—wield libraries of ancestral combat knowledge.*

*Millenia of hatred rekindles once again as Dwiergus' oldest foes have woken with him—they, who never forgot their smoldering feud...*

*And he, who never forgot the Forgotten Realms.*



# THE BLOODLETTER

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Blood Level
1 <sup>st</sup>	+2	Blood Magic, Replenish	4	2	1
2 <sup>nd</sup>	+2	Organic Weapon (d4)	4	3	1
3 <sup>rd</sup>	+2	Paragon Ward, Pain Hate (1/rest)	4	4	2
4 <sup>th</sup>	+2	Ability Score Improvement	5	5	2
5 <sup>th</sup>	+3	Extra Attack, Organic Weapon (d6)	5	6	3
6 <sup>th</sup>	+3	Additional Ward	5	7	3
7 <sup>th</sup>	+3	Pain Hate (2/rest)	5	8	4
8 <sup>th</sup>	+3	Ability Score Improvement	5	9	4
9 <sup>th</sup>	+4	Organic Weapon (d8)	5	10	5
10 <sup>th</sup>	+4	Additional Ward	6	11	5
11 <sup>th</sup>	+4	Pain Hate (3/rest)	6	12	6
12 <sup>th</sup>	+4	Ability Score Improvement	6	13	6
13 <sup>th</sup>	+5	Organic Weapon (d10)	6	14	7
14 <sup>th</sup>	+5	Additional Ward	6	15	7
15 <sup>th</sup>	+5	Pain Hate (4/rest)	6	16	8
16 <sup>th</sup>	+5	Ability Score Improvement	6	16	8
17 <sup>th</sup>	+6	Organic Weapon (d12)	6	16	9
18 <sup>th</sup>	+6	—	6	16	9
19 <sup>th</sup>	+6	Ability Score Improvement	6	16	9
20 <sup>th</sup>	+6	Blood Ward	6	16	9

*A withered woman stoops over a snoring baby boy on a freezing summer night. Her fingers are sore from the ceaseless frost—but the boy will live. She wraps scar-wracked arms over his smooth skin, and her eyelids droop.*

*The winds howl outside. Her life force is waning, and in the flickering ember-light of the sooty fireplace, she pulls the child to her chest. Her spear and armor stay within reach.*

*As day breaks the next morning, the old bloodletter wakes. The infant babe stretches in her kind embrace, gripping her warm, scarred finger. That little hand will hold a sword one day, and she will teach him how to navigate the halls of the Omnicarnate—whether in this life or the next.*

*They set off into the hot morning, leaving only the snow witch's corpse floating in the plaza fountain.*

—Paragon Parvana Twomey  
*Parables of Kin and Kind Vol. II*

# THE OMNICARNATE

Bloodletter powers come from sacrificing their own life force to the Omnicarnate—the outworld reliquary from whence all bloodletters obtain their power. Upon death, bloodletters deemed worthy will join their ancestors in a paragon ward, allowing their exploits to be lent out to subsequent bloodletters. When bloodletters tap into their powers, their sacrificed life force feeds the Omnicarnate, adding to its potency like a library adds books to shelves.

Since bloodletters fuel their powers by sacrificing their own health, playing a bloodletter is much like balancing a budget. Will you splurge for the moment, annihilating a swathe of foes and taking a massive momentary debt? Will you play it safe in spurts until you have time to recover? What paragon ward will you pursue for knowledge?

# CLASS FEATURES

As a bloodletter, you gain the following class features:

## Hit Points

**Hit Dice:** 1d12 per bloodletter level

**Hit Points at 1<sup>st</sup> Level:** 12 + your Constitution modifier

**Hit Points at Higher Levels:** 1d12 (or 7) + your Constitution modifier per bloodletter level after 1<sup>st</sup>.

## Proficiencies

**Armor:** Light armor, medium armor

**Weapons:** Simple weapons, martial weapons

**Tools:** Healer's kit

**Saving Throws:** Constitution, Wisdom

**Skills:** Choose two from Arcana, Athletics, Deception, Investigation, Medicine, Persuasion, Religion, and Survival

## Equipment

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

- (a) chainmail or (b) leather, hand crossbow, and 20 bolts
- (a) a longsword or (b) any two simple weapons
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack.

# BLOOD MAGIC

Tit-for-tat, the extent of your powers lies in your health. Whatever ancient rite you underwent to obtain this power now hangs a debt over you—but in return, you will dominate all who oppose you.

# Cantrips

At 1<sup>st</sup> level, you know 4 cantrips of your choice from the bloodletter spell list. You learn additional bloodletter cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bloodletter table.

## Blood Level

Unlike most spellcasters that spend spell slots to cast spells, you spend Hit Dice. To cast one of your bloodletter spells, you must spend at least 1 Hit Die per level of the spell being cast. However, the number of Hit Dice you spend per spell cannot exceed your blood level. The Bloodletter table's blood level column shows the maximum number of Hit Dice you can spend per spell by class level. Only Hit Dice gained from the bloodletter class can be spent to cast bloodletter spells. Casting a cantrip requires no hit dice to be spent.

For example, if you know the 1<sup>st</sup>-level spell *sleep* and have a blood dice level of 2, you can spend 1 Hit Die to cast *sleep* as a 1<sup>st</sup>-level spell or spend 2 Hit Dice to cast *sleep* as a 2<sup>nd</sup>-level spell.

## Spells Known of 1<sup>st</sup>-Level or Higher

You know two 1<sup>st</sup>-level spells of your choice from the bloodletter spell list.

The Spells Known column of the Bloodletter table shows when you learn more bloodletter spells of your choice of 1<sup>st</sup> level and higher. A spell you choose must be of a level no higher than what's shown on the table's blood level column for your level. For instance, when you reach the 3<sup>rd</sup> level in this class, you learn a new spell, which can be of 1<sup>st</sup> or 2<sup>nd</sup> level since your blood level is now 2.

Additionally, when you gain a level in this class, you can choose one of the bloodletter spells you know and replace it with another spell from the bloodletter spell list, which also must be of a level equal to or less than your current blood level.

## Spellcasting Ability

Constitution is your spellcasting ability for your bloodletter spells, since the potency of your magic is dependent on a vigorous health. You use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a bloodletter spell you cast when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus  
+ your Constitution modifier

**Spell attack modifier** = your proficiency bonus + your Constitution modifier

## Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your bloodletter spells.

## REPLENISH

Whenever you finish a long rest, you regain all spent Hit Dice instead of only half.



## ORGANIC WEAPON

At 2<sup>nd</sup> level, you gain the ability to infuse your weapons with your own life force, harming yourself to harm your opponent.

Once per Attack action, you can choose to roll an Organic Weapon die (1d4) after the attack roll is made. If you do, subtract the Organic Weapon die result from your hit point total, then add the same Organic Weapon Die result to the weapon's attack damage roll if the attack hits a creature. All weapon damage during an attack where an Organic Weapon die is used is considered magic damage. If spending hit points this way reduces you to 0 hit points, you fall unconscious and the ability has no effect.

Your Organic Weapon die maximum changes when you reach certain levels in this class, giving you the option to sacrifice more hit points to deal more damage. You can sacrifice up to a d6 at 5<sup>th</sup> level, up to a d8 at 9<sup>th</sup> level, up to a d10 at 13<sup>th</sup> level, and up to a d12 at 17<sup>th</sup> level.

## PARAGON WARD

At third level, you choose which Paragon Ward to attune with once you take a long rest: Might, Flex, Study, Instinct, or Social, which are all detailed at the end of this chapter.

You can attune to up to two wards at 6<sup>th</sup> level, up to three wards at 10<sup>th</sup> level, and up to four wards at 14<sup>th</sup> level.

## PAIN HATE

Your familiarity with pain allows you to share it with your foes. Once per long rest and at the end of any combat turn, you can make a Constitution saving throw as a reaction with a DC equivalent to the number of hit points you lost during that turn. If you succeed, one creature you can see within 60 ft. loses hit points equal to the DC of the saving throw.

You can use this ability twice per long rest at 7<sup>th</sup> level, three times per long rest at 11<sup>th</sup> level, and four times per long rest at 15<sup>th</sup> level.

## ABILITY SCORE IMPROVEMENT

When you reach 4<sup>th</sup> level, and again at 8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup>, and 19<sup>th</sup> 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 any ability score above 20 using this feature.

## EXTRA ATTACK

Beginning at 5<sup>th</sup> level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## BLOOD WARD

At 20<sup>th</sup> level, you have advantage on Constitution saves, and whenever you would roll an Organic Die, you can instead choose a number between 1 and 20 to apply to both your hit point loss and extra weapon damage (the number must be the same for both).

## PARAGON WARDS

As you sleep, you feel the Omnicarnate call out. Rather than dream, your consciousness drifts to the ancestral hall of former bloodletters. These ancient heroes feast at tables, spar in the training grounds, and tell harrowing adventure stories at the stage. The contact is brief and welcoming—should you prove yourself powerful in your journey, you may walk these wards upon your death. Until then, you can only barter your health for temporary boons from champions that walk these halls.

Every time you have a successful long rest, you may choose one of the following wards of paragons to convene with for power. Your choice isn't permanent. The next time you take a long rest, you may abandon your ward and attune to a different one.

**Might Ward.** You never make Strength saving throws with disadvantage, and whenever you roll an Organic Weapon Die during a melee weapon attack, you may instead roll twice and choose any result.

**Flex Ward.** You never make Dexterity saving throws with disadvantage, and whenever you roll an Organic Weapon Die during a ranged weapon attack, you may instead roll twice and choose any result.

**Study Ward.** You never make Intelligence saving throws with disadvantage, and you know two additional spells equal to or less than your blood level. If you lose this ward and gain it again, you may choose two different spells.

**Instinct Ward.** You never make Wisdom saving throws with disadvantage, and you can roll Organic Die as a reaction, losing hit points as normal, but instead of adding damage to a weapon damage roll, you can reduce damage from a weapon damage roll made by an enemy you can see within 60 ft.

**Social Ward.** You never make Charisma saving throws with disadvantage, and when you cast a spell with a range of touch or self, a willing ally you can see within 60 ft. can use its reaction to deliver the spell as if it had cast the spell. If the spell requires an attack roll, you use your attack modifier for the spell.

# BLOODLETTER SPELLS

## Cantrips (0 level)

Blade Ward  
Dancing Lights  
Friends  
Light  
Mage Hand  
Mending  
Message  
Minor Illusion  
Prestidigitation  
True Strike

## 1<sup>st</sup> level

Charm Person  
Color Spray  
Comprehend Languages  
Detect Magic  
Disguise Self  
Expeditious Retreat  
Feather Fall  
Find Familiar  
Fog Cloud  
Grease  
Jump  
Mage Armor  
Shield  
Silent Image  
Sleep

## 2<sup>nd</sup> level

Alter Self  
Arcane Lock  
Blindness/Deafness  
Blur  
Crown of Madness  
Darkness  
Darkvision  
Detect Thoughts  
Enlarge/Reduce  
Gentle Repose  
Hold Person  
Invisibility  
Knock  
Levitate  
Locate Object  
Mirror Image  
Misty Step  
See Invisibility  
Spider Climb  
Suggestion  
Web

## 3<sup>rd</sup> level

Blink  
Clairvoyance  
Counterspell  
Daylight  
Dispel Magic  
Fear  
Fly  
Gaseous Form  
Hypnotic Pattern  
Major Image  
Protection from Energy  
Slow  
Stinking Cloud  
Tongues  
Water Breathing  
Water Walk

## 4<sup>th</sup> level

Banishment  
Blight  
Confusion  
Dimension Door  
Greater Invisibility  
Polymorph  
Stoneskin

## 5<sup>th</sup> Level

Animate Objects  
Creation  
Dominate Person  
Hold Monster  
Seeming  
Telekinesis  
Teleportation Circle  
Wall of Stone

## 6<sup>th</sup> Level

Arcane Gate  
Eyebite  
Globe of Invulnerability  
Mass Suggestion  
Move Earth  
True Seeing

## 7<sup>th</sup> Level

Etherealness  
Plane Shift  
Prismatic Spray  
Reverse Gravity  
Teleport

## 8<sup>th</sup> Level

Dominate Monster  
Glibness  
Power Word Stun

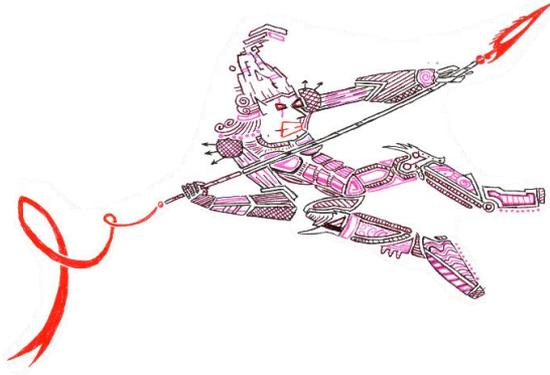
## 9<sup>th</sup> Level

Foresight  
Gate  
Time Stop



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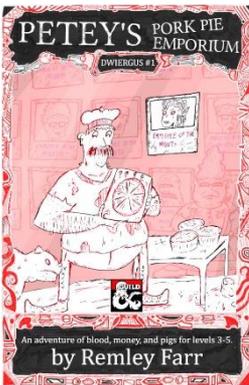


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