



ALTERNATE BLOOD HUNTER



HOMEBREW

Become the Master of Monstrous Blood Magic You Were Meant to Be!

BLOOD HUNTER

When the young man's blindfold was removed he found himself in a dimly lit room surrounded by hooded figures. He stood in front of a small dais that held a vial of gleaming crimson liquid. Months of training had led him to this moment. If he survived drinking the vial, the *Hunter's Bane*, he would never be the same. Becoming more than human, he would finally have the power to avenge his family that lay dead all these years.

As the horde of demonic spawn lurched toward her, the aging half-elf ran her thin blade along her palm, coating it in her blood. In an instant, the blood ignited, wreathing her sword in a ghastly blue flame. She fell upon the horde as a blur of azure fire and cold steel. She would show no mercy to the hellspawn today.

In the light of the pale moon, an almost feral halfling got down on all fours to sniff the tracks before him. The scent of goblin was unmistakable, vile rags and rotten meats. With a bestial howl, the halfling grew in size and wiry gray fur burst forth from his arms and legs. As fast as the wind, the halfling werewolf began another hunt in the light of the full moon.

All of the strange and monstrous warriors described above are Blood Hunters, guardians who infect and inoculate their very blood with accursed power so they may hunt monsters.

SELF-SACRIFICING HUNTERS

Blood Hunters have no formal hierarchy and their Orders are as varied as the curses they choose to bear, but they do hold one thing in common, the *Hunter's Bane*. Those who survive this ancient and deadly ritual are able to wield the signature sanguine magic that marks them as a Blood Hunter.

The makeup of this sinister ritual varies by Order and era, with each incorporating monstrous curses and magic which grant a Blood Hunter the unique abilities of their Order. This ritual permanently changes the subject, inoculating its blood with monstrous power at the expense of what makes them a normal mortal. Wherever monsters lurk, there also are Blood Hunters who have given up their chance at a mundane life so they may stalk and slay the vile creatures of darkness.

EDITOR'S NOTE

The Alternate Blood Hunter presented here is based on the Blood Hunter class originally designed by Matthew Mercer. This is not intended to be seen as a criticism of the original class, but rather as an homage to the Blood Hunter concept.

This reimagining of the Blood Hunter class is intended to bring the original more in line with the design philosophy of 5e, and make it less punishing for players who may not be as used to the risk/reward mechanics present in the original.

The official Blood Hunter can be found on the [DMsGuild](#), and I encourage any fans of this project to also support the original version by picking up a copy from the link above.

~laserllama

ANCIENT & SINISTER RITES

Wherever creatures of darkness prowl, so do warriors who stand against them. Many Orders of Blood Hunters can trace their lineage back to ancient days. The blood magic they use is older than the divine magic of Clerics and is a legacy of dark times when mortals were left to fend for themselves. Though their blood magic is grim in nature and unsettling in practice, many Blood Hunters place a great deal of pride in the elder traditions, rituals, and rites of their Occult Order.

CREATING YOUR BLOOD HUNTER

When creating a Blood Hunter, the most important thing to consider is why they would choose this accursed way of life. Were they the victim of a horrible monster attack and swore vengeance, no matter the personal cost? Were they trained from birth under the tutelage of an elder hunter, and forged into a relentless monster slayer? Or, were they recruited by a secretive society for their exceptional talent at hunting?

MULTICLASSING AND THE BLOOD HUNTER

If your group uses the optional multiclassing rule, here's what you need to know if you choose to take your first level in the Blood Hunter class.

Ability Score Minimum. As a multiclass character, you must have a 13 in Strength (or Dexterity) and Constitution to take a level in this class, or to take a level in another class if you are a Blood Hunter.

Proficiencies. If Blood Hunter isn't your initial class, here are the proficiencies you gain when you take your first level as a Blood Hunter: light armor, medium armor, shields, simple weapons, martial weapons, and alchemist's supplies.



CLASS FEATURES

HIT POINTS

Hit Dice: 1d12 per Blood Hunter level

Hit Points at 1st Level: 12 + your Constitution modifier.

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per Blood Hunter level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Alchemist's supplies

Saving Throws: Constitution, Charisma

Skills: Choose two: Athletics, Acrobatics, Arcana, History, Insight, Investigation, Nature, Religion, and Survival

EQUIPMENT

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

- (a) a martial weapon or (b) two simple weapons
- (a) a light crossbow and 20 bolts or (b) four javelins
- (a) studded leather armor or (b) scale mail armor
- alchemist's supplies and an explorer's pack

Alternately if your group uses the starting wealth rule to purchase equipment, Blood Hunters start with 5d4 x 10 gp.

QUICK BUILD

You can make a Blood Hunter quickly by following these suggestions. First, make either your Strength or Dexterity your highest ability score, followed by your Constitution. Second, choose the Haunted One background.

HUNTER'S BANE

You have survived the Hunter's Bane, a dark alchemical ritual that suffuses your blood with sinister magic, granting you an enhanced knowledge and awareness of evil. At 1st level, you gain proficiency in either Nature, Religion, or Survival.

Whenever you make an Intelligence (Nature), Intelligence (Religion), or Wisdom (Survival) check related to fey, fiends, or undead you treat a roll of 7 or lower on the d20 as an 8.

BLOOD RITES

At 1st level, you learn to draw upon the sinister power within your bloodstream to invoke the dark magic of Blood Rites:

BLOOD RITES KNOWN

At 1st level, you learn two such Blood Rite, from the list at the end of the class. At certain levels you learn more Blood Rites, as indicated in the Rites Known column of the table above.

Once you invoke a Blood Rite you must finish a short or long rest before you can invoke that Blood Rite again. When you have no uses of a Blood Rite remaining, you can make a Vital Sacrifice (detailed below) to use that Rite again.

Blood Rites can only be used against creatures with blood. However, when you make a Vital Sacrifice to empower a Rite, you can target any creature, regardless if it has blood or not.

RITE DIE

Some Blood Rites and other Blood Hunter features use your Rite Die, which starts as a d4. At certain Blood Hunter levels, this die grows, as indicated in the Rite Die column above.

THE BLOOD HUNTER

Level	PB	Features	Rite Die	Rites Known
1st	+2	Hunter's Bane, Blood Rites	d4	2
2nd	+2	Crimson Offering, Fighting Style	d4	2
3rd	+2	Occult Order	d4	2
4th	+2	Ability Score Improvement	d4	2
5th	+3	Extra Attack	d6	3
6th	+3	Crimson Brand	d6	3
7th	+3	Order Feature	d6	3
8th	+3	Ability Score Improvement	d6	3
9th	+4	Grim Psychometry	d6	4
10th	+4	Dark Augmentation	d6	4
11th	+4	Improved Crimson Offering, Vital Control	d8	4
12th	+4	Ability Score Improvement	d8	4
13th	+5	Order Feature	d8	5
14th	+5	Crimson Anchor	d8	5
15th	+5	Hardened Soul	d8	5
16th	+5	Ability Score Improvement	d8	5
17th	+6	—	d10	6
18th	+6	Order Feature	d10	6
19th	+6	Ability Score Improvement	d10	6
20th	+6	Sanguine Mastery	d10	6

VITAL SACRIFICE

Some Blood Rites and Blood Hunter features allow you to sacrifice your own life to fuel additional effects. When you make a Vital Sacrifice, you reduce both your maximum and current hit points by one roll of your Rite Die. This reduction to your hit points cannot be lessened in any way.

If you have temporary hit points, you can reduce these in place of reducing your current hit points. You always reduce your maximum hit points when making a Vital Sacrifice.

At the end of your next long rest, any reduction to your maximum hit points from this feature returns to normal.

SAVING THROWS

If a Blood Rite requires a creature to make a saving throw, your Rite saving throw DC is calculated as follows:

$$\text{Rite save DC} = 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$$

WARNING: DEPICTIONS OF SELF HARM

This class contains mild descriptions of self-harm. If you, or a player in your game, are uncomfortable with depictions of self-harm, then you should think twice before playing a Blood Hunter character.



CRIMSON OFFERING

Starting at 2nd level, you can infuse weapons with dark blood magic. As a bonus action, you can make a Vital Sacrifice to empower one melee weapon you are holding for 1 hour.

When you do so, choose either acid, cold, fire, lightning, or poison damage. When you hit a creature with an attack with the empowered weapon, the creature takes bonus damage of the type you selected equal to one roll of your Rite Die.

FIGHTING STYLE

Your skill in battle surpasses that of most warriors. At 2nd level, you gain a Fighting Style of your choice from the list below. You can't learn a Fighting Style more than once, even if another feature allows you to learn another Fighting Style.

When you gain a level in this class, you can replace your Fighting Style with another option from the list below.

ARCHERY

You gain a +2 bonus to attack rolls with ranged weapons.

DUAL WIELDING

When you take the Attack action while two-weapon fighting, you can make a single additional attack with your off-hand weapon as part of your action instead of your bonus action, adding your ability modifier to the damage of this attack.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with it.

FEATHERWEIGHT FIGHTING

While you are wielding only light weapons and nothing else, your speed increases by 10 feet and you gain a +1 bonus to damage rolls with your light weapons, so long as you are not wearing medium or heavy armor, or wielding a shield.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on the damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the damage, though you must use the new roll, even if the new roll is a 1 or a 2.

The weapon must have the heavy, versatile, or two-handed property to gain this benefit.

MELEE MARKSMAN

Having a hostile creature within 5 feet of you doesn't impose disadvantage on your ranged weapon attacks, so long as you are attacking a creature within 5 feet.

When you make a ranged weapon attack against a creature within 5 feet, you can use your bonus action to make a melee attack against it with your ranged weapon. On hit, you deal bludgeoning damage equal to 1d4 + your Strength modifier.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. Moreover, whenever you hit with a ranged weapon attack using a thrown weapon, you gain a +2 bonus to the damage roll of that attack.

VERSATILE FIGHTING

While wielding a single versatile weapon and no shield, you can choose to wield your weapon one or two-handed until the beginning of your next turn. When wielding it one-handed, you gain a +1 bonus to your Armor Class and your attack rolls with that weapon. When you wield it two-handed you gain a +2 bonus to your damage rolls with that weapon.

OCCULT ORDER

At 3rd level, you choose the Occult Order that best represents your Blood Hunters training and style of blood magic: Order of Alchemists, Order of the Pale Moon, Order of Salt & Iron, Order of Undying Thirst, or Order of Witch Knights.

The Occult Order you choose grants you features at 3rd level and again when you reach 7th, 13th, and 18th levels.

ABILITY SCORE IMPROVEMENT

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



EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, each time that you take the Attack action on your turn.

CRIMSON BRAND

You can sear your foes with blood magic. Starting at 6th level, when you damage a creature with Crimson Offering, you can Brand it with blood magic as part of your attack. While this Crimson Brand lasts, you gain the following benefits:

- You always know the exact direction of the creature, so long as you are both on the same plane of existence.
- When the creature damages you or a friendly creature that you can see within 5 feet of you, it takes damage of your Crimson Offering type equal to your Rite Die.

The Crimson Brand lasts until the creature is slain, or until you mark another creature with this feature. The effect of your Crimson brand can be dispelled by *remove curse*.

Once you use this feature you must complete a short or long rest before you can use it again. If you have no uses left you can make a Vital Sacrifice to use this feature again.

GRIM PSYCHOMETRY

Your familiarity with dark magic allows you to decipher the influence of similar effects. Starting at 9th level, you can use alchemist's supplies to cast *identify* as a ritual spell. Also, when you cast *identify* you also learn if the object is cursed.

You also learn to cast *legend lore* as a ritual, targeting one creature or object you touch, or your current location. The target can have a sinister, violent, or cursed history in place of being a target of legendary importance. When you cast it this way, you use alchemist's supplies and make a Vital Sacrifice to replace the normal material components of the spell.

DARK AUGMENTATION

You can draw on the magic of your blood to enhance your physical abilities. Starting at 10th level, whenever you make an ability check or saving throw that uses Strength, Dexterity, or Constitution, you add a roll of your Rite Die to the result.

IMPROVED CRIMSON OFFERING

You are a master of combining blood magic with martial skill. Starting at 11th level, when you use Crimson Offering, you can choose for the bonus damage to be necrotic, psychic, or thunder, along with the other damage type options.

Also, you can use Crimson Offering without making a Vital Sacrifice. Once you do so, you must finish a short or long rest before you can use it again without making a Vital Sacrifice.

VITAL CONTROL

Also at 11th level, you gain a greater measure of control over your blood magic. Whenever you make a Vital Sacrifice, you can roll your Rite Die twice and choose which result to use.

In addition, when you invoke a Blood Rite you know, you can choose to empower it without making a Vital Sacrifice. Once you do so, you must finish a long rest before you can empower any Blood Rite you know in this way again.



CRIMSON ANCHOR

Your blood is warded by powerful abjuration magic. Starting at 14th level, when you mark a creature with Crimson Brand, the damage it takes when it attacks you or a friendly creature within 5 feet of you increases to two rolls of your Rite Die.

Finally, if a creature marked by Crimson Brand attempts to teleport or leave the current plane with a spell or feature, it must succeed on a Wisdom saving throw against your Rite save DC or take damage of your Crimson Offering type equal to four rolls of your Rite Die and have its spell or feature fail.

HARDENED SOUL

Your experiences have hardened you against all but the most esoteric attacks. Beginning at 15th level, whenever you are forced to make an Intelligence, Wisdom, or Charisma saving throw you gain a bonus to your roll equal to your Rite Die.

SANGUINE MASTERY

You have gained unparalleled mastery over the dark power of blood magic, improving its potency while minimizing the sacrifices you must make. At 20th level, whenever you roll a Rite Die for one of your Blood Hunter abilities, you can roll the Rite Die twice and choose which result to use.

Also, whenever you make a Vital Sacrifice, you subtract your Constitution modifier (minimum of 1) from your Vital Sacrifice roll before you reduce your maximum and current hit points. This cannot reduce your Vital Sacrifice below 1.





OCCULT ORDER

Choose the Order that best represents your Blood Hunter: Order of Alchemists, Order of the Pale Moon, Order of Salt & Iron, Order of Undying Thirst, or Order of Witch Knights.

ORDER OF ALCHEMISTS

Blood Hunters that join this Order make use of alchemy and dark transmutation magic to mutate their physical form. The sinister power in their blood triggers massive physiological changes thanks to experimental Mutagens. These mutants are often striving to evolve into an ultimate physical form.

ABERRANT ALCHEMY

3rd-level Order of Alchemists feature

You have a deep knowledge of the sinister side of alchemy. Whenever you make an ability check that uses alchemist's supplies you can treat a d20 roll of 7 or lower as an 8.

This dark alchemical knowledge allows you to inoculate yourself with Mutagens, which lay dormant in your blood until your draw upon their power to radically Mutate.

Passive Mutagens. You have inoculated your blood with three experimental Mutagens of your choice from the list of Mutagens at the end of this Occult Order's description. You do not gain the benefits of these Mutagens until you Mutate.

During a long rest, you can use alchemist's supplies and spend 1 hour to replacing of the Passive Mutagens in your bloodstream with another Mutagen of your choice.

You gain two additional Passive Mutagens of your choice when you reach 7th level, and again at 13th and 18th levels.

Mutate. As a bonus action, you can Mutate to gain the benefits of a number of your Passive Mutagens equal to your Constitution modifier (minimum of 1) for 10 minutes.

Once you Mutate you must complete a short or long rest before you can Mutate again. If you have no uses remaining, you can make a Vital Sacrifice to Mutate again.

ENDURING MUTATION

7th-level Order of Alchemists feature

The potency of your sinister alchemical experiments has grown. At the end of each long rest, you choose one of your Passive Mutagens. You gain the benefits of that Mutagen, as if you were Mutated, until the end of your next long rest.

However, when you Mutate, this Enduring Mutagen counts as one of the Mutagens that you gain the benefits of.

NOXIOUS STRIKE

13th-level Order of Alchemists feature

You can weaponize the strange toxins in your blood to afflict your enemies. Once per turn when you hit a creature with a melee attack, you can use a bonus action on that turn to force it to make a Constitution saving throw against your Rite save DC. On a failure, it is blinded and stunned for 1 minute.

The creature can repeat its saving throw at the end of each of its turns and each time it takes damage, ending the effects on a success. Any creature that succeeds on its saving throw against this ability is immune to this effect for 24 hours.

RAPID MUTATION

18th-level Order of Alchemists feature

You have gained mastery over your body's mutability. While you are Mutated, you can use a bonus action to switch one of your active Mutagens for one of your Passive Mutagens.

ALCHEMISTS & EXPERIMENTATION

The Mutagens included on the following page are the most common examples of Mutagens created by Blood Hunters of this Order. Talk to your DM about crafting custom Mutagens based on abilities from monsters that you have slain or studied!





MUTAGENS

Below are the Mutagens available to the Order of Alchemists. If a Mutagen has a Blood Hunter level prerequisite, you can learn it at the same time you meet that level prerequisite.

You only gain the benefits of your Passive Mutagens when you Mutate. Until then, they lie dormant in your bloodstream.

ABERRANT SIGHT

You sprout eldritch eye stalks or manifest additional eyes. You gain darkvision out to a 60-foot radius. If you already have darkvision its range increases by 60 feet. Within this radius, you can also see through magical darkness.

AQUATIC ADAPTATION

You sprout unnatural gills or your skin becomes permeable and amphibious. You gain a swimming speed equal to your walking speed, and you can breathe both air and water.

DEVIANT GLIDE

You grow bat-like skin flaps that you use to glide. When you fall at least 5 feet and are not incapacitated, you can subtract up to 100 feet from your fall when you calculate fall damage, and you can move horizontally 2 feet for every 1 foot you fall.

ELEMENTAL RESISTANCE

Your experiments grant you an increased resistance to the elements. You gain resistance to either acid, cold, fire, poison, or lightning damage (your choice when you Mutate).

ENHANCED MOVEMENT

Your legs grow unnaturally thick or powerful. Your walking speed increases by a total number of feet equal to 5 times your Constitution modifier (minimum of 5 feet).

OZZING FORM

Your body becomes slimy and pliable. As a bonus action, you can transform into (or revert from) an ooze-like state which allows you to squeeze through gaps as narrow as 1-inch, though you cannot attack.

UNNATURAL PHYSICALITY

Your muscles engorge with toxic chemicals. You gain a bonus to any Strength (Athletics) and Dexterity (Acrobatics) checks you make equal to one roll of your Rite Die.

ACIDIC BILE

Prerequisite: 7th level Blood Hunter

You can spew a corrosive acid forth from your mouth. You learn the *acid splash* cantrip, using Constitution as your spellcasting modifier. When you cast this cantrip you gain a bonus to the damage roll equal to your Constitution modifier (minimum of +1).

CORROSIVE SECRETIONS

Prerequisite: 7th level Blood Hunter

Your wounds expel a corrosive acid. When you are hit by an attack and your attacker is within 30 feet, you can use your reaction to deal acid damage to the attacker equal to one roll of your Rite Die + your Constitution modifier.

INOCULATED VIGOR

Prerequisite: 7th level Blood Hunter

You gain immunity to acid and poison damage, and you have advantage on saving throws to resist the poisoned condition.

TOXIC VITALITY

Prerequisite: 7th level Blood Hunter

Your body mends itself as you fight. At the start of each of your turns while you are Mutated, you gain temporary hit points equal to your Constitution modifier (minimum of 1).

VISCOUS GRIP

Prerequisite: 7th level Blood Hunter

Your hands and feet secrete a sticky substance. You gain a climbing speed equal to your walking speed, and you can climb difficult surfaces without making an ability check.

GRAPPLING APPENDAGES

Prerequisite: 13th level Blood Hunter

You grow two appendages alongside your arms that resemble tentacles. They are natural weapons, which deal bludgeoning damage equal to your Rite Die on hit. If you hit a creature with a melee attack, you can attempt to grapple it with these appendages as a bonus action. These appendages are not dexterous enough to use weapons or specialized tools.

SYNTHETIC CARAPACE

Prerequisite: 13th level Blood Hunter

Your skin hardens resembling that of an terrible insectoid or reptilian creature. You gain a bonus to your Armor Class equal to half your Constitution modifier (rounded down).

PERVERTED FLIGHT

Prerequisite: 13th level Blood Hunter

You sprout a pair of unnatural leathery or insectoid wings. You gain a flying speed equal to your walking speed.



ORDER OF THE PALE MOON

Lycanthropy is an ancient curse that changes those afflicted into mindless beasts with an unquenchable hunger for flesh. In order to combat these monsters, some Blood Hunters will purposefully contract this curse. These warriors willingly give their lives so that they may draw on this bestial power to rid the world of lycanthropes and other shapeshifting monsters.

BEAST FORM

3rd-level Order of the Pale Moon feature

You can control your lycanthropy, allowing you to shift your form. Choose a beast of CR 1 or lower, without a flying or swimming speed, to be the Beast Form of the animal that your lycanthropy is based upon. Common Beast Forms include boars, brown bears, dire wolves, tigers, and rats.

As an action, you can make a Vital Sacrifice to transform into your Beast Form. When you transform into your Beast Form, you follow all the rules of Wild Shape from the Druid class, as found in Chapter 3 of the *Player's Handbook*.

If you make a Vital Sacrifice in Beast Form, you reduce the maximum hit points of both the Beast Form and normal form, but only the current hit points of your Beast Form.

Your Beast Form transformation lasts for up to 1 hour. You revert to your normal form early if you are reduced to 0 hit points or you use a bonus action on your turn to do so.

Once you transform into your Beast Form you must finish a short or long rest before you can transform again.

HYBRID FORM

3rd-level Order of the Pale Moon feature

As a bonus action you can transform into a Hybrid Form, a fusion between beast and humanoid. When you transform into your Hybrid Form, you gain the following benefits:

- Your walking speed increases by 10 feet.
- You gain temporary hit points equal to your level.
- Your hands and teeth become claws and fangs that count as simple weapons. They use your Strength modifier for attack and damage rolls, and on hit, they deal slashing damage equal to two rolls of your Rite Die.

Your Hybrid Form transformation lasts for 1 minute. You revert to your normal form early if you are reduced to 0 hit points or you use a bonus action on your turn to do so.

Once you transform into your Hybrid Form you must finish a short or long rest before you can transform again. If you have no uses left, you can make a Vital Sacrifice to transform into your Hybrid Form again.

FERAL SENSES

3rd-level Order of the Pale Moon feature

Your lycanthropy heightens your primal senses. When you make a Wisdom (Perception) or Wisdom (Survival) check that is based on your sense of hearing, sight, or smell, you gain a bonus to your roll equal to one roll of your Rite Die.

LYCAN WARRIOR

7th-level Order of the Pale Moon feature

You are able to draw out more power from your curse. While you are in Beast or Hybrid Form you gain the benefits below:

- The weapon attacks of your Beast and Hybrid Forms count as magical for the sake of overcoming resistance and immunities to nonmagical attacks and damage.
- You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical and non-silvered attacks.
- If you are holding a Crimson Offering weapon, you can transfer the effect to the weapons of your Form. The effect returns to your weapon at the end of your transformation.

FERAL PROWESS

13th-level Order of the Pale Moon feature

Your curse fuels your bloodlust and allows you to shrug off minor wounds. At the start of each of your turns while you are in Beast or Hybrid Form, you regain hit points equal to your Constitution modifier (minimum of 1), so long as you have at least 1 hit point and less than half your hit points.

Also, you have advantage on attack rolls against creatures marked by Crimson Brand while in Beast or Hybrid Form.

TRANSFORMATION MASTERY

18th-level Order of the Pale Moon feature

You have achieved total mastery over the lycanthropic curse that flows in your blood. You can transform into your Beast Form or your Hybrid Form at will, without needing to make a Vital Sacrifice to do so. Moreover, your Beast Form and Hybrid transformations last indefinitely.

Finally, you can take the Dash action as a bonus action on your turn, so long as you end this movement closer to a hostile creature you can see.



ORDER OF SALT & IRON

Since the dawn of time, the ancient Order of Salt & Iron has trained exorcists that defend the living from the undead. Willing to sacrifice all that they are, these Blood Hunters stain their souls with spectral power. They then use the power of darkness to drive back the darkness itself, and work tirelessly to prevent the tide of undeath from overwhelming the living.

SPECTRAL NATURE

3rd-level Order of Salt & Iron feature

You have tainted your soul with ghastly power. You require half the amount of sleep, food, and drink for the average member of your race.

Also, you can use a bonus action to enter a temporary Spectral State, which lasts until the end of your current turn. While in this state, you are resistant to all bludgeoning, piercing, and slashing damage from non-magical attacks, and you can move through solid objects and creatures as if they were difficult terrain. If you end your turn inside a creature or object, you are instantly shunted to the nearest unoccupied space and take 1d10 force damage for every 5 feet you were forced to travel.

Once you use this feature you must complete a short or long rest before you can use it again. When you have no uses of this feature remaining, you can make a Vital Sacrifice as a bonus action to use it again.

As your reach certain levels in this class, the duration of this Spectral State increases:

at 7th-level it lasts for 1 minute,

at 13th-level for 1 hour, and at

18th level you remain in this

Spectral State until you use a bonus action to end it.

WARRIOR OF THE DAWN

3rd-level Order of Salt & Iron feature

Your blood magic is especially potent when used against the undead. When you use Crimson Offering you can empower the weapon with the signature radiant magic of your Order, granting it the following additional benefits for the duration:

- The bonus damage of Crimson Offering is radiant.
- You gain resistance to necrotic damage.
- The weapon sheds bright light in a 20-foot radius, and dim light an additional 20 feet beyond that.

CURSE SPECIALIST

7th-level Order of Salt & Iron feature

Your knowledge and experience with undead enhances the power of your blood magic. You can target any creature with your Blood Rites, even if they do not have blood in their veins.

In addition, at the end of each long rest you can choose one Blood Rite you know. You can invoke that Rite one additional time before you must make a Vital Sacrifice to use it again.

EXORCISTS, CLERICS, & GODS

Traditions within the Order of Salt & Iron claim that the founding of their Order predates the Gods themselves. They claim to have stood against the undead long before the first Clerics and Paladins.



WARRIOR EXORCIST

13th-level Order of Salt & Iron feature

You use the power of blood magic to drive out the influence of extraplanar creatures. As a bonus action on your turn, you can choose one willing creature within 30 feet that can hear you that is currently charmed, frightened, or being magically controlled, and instantly end one of the above effects on it.

If the creature that inflicted this condition on the target is also within 30 feet of you, it must succeed on a Wisdom saving throw against your Rite Save DC or it takes radiant damage equal to three rolls of your Rite Die.

Once you use this feature you must finish a short or long rest before you can use it again. When you have no uses left, you can make a Vital Sacrifice to use this feature again.

SACRIFICIAL OFFERING

18th-level Order of Salt & Iron feature

You can sacrifice your own vitality to resist the grasp of death. When you would fall to 0 hit points but are not killed outright, you can choose to reduce your maximum hit points by one roll of your Rite Die, and fall to 1 hit point instead.

SPECTRAL MASTERY

18th-level Order of Salt & Iron feature

You walk between the land of the living and the dead. For every 10 years that pass, you age 1 year, and you no longer need to sleep, eat, or drink. You gain the benefits of a long rest when you spend 6 hours performing only light activity.

Moreover, when you are in your Spectral State, you gain a flying speed equal to your walking speed and can hover.



ORDER OF UNDYING THIRST

Legends speak of an ancient vampire who came to regret the many atrocities he committed when driven by thirst. He gathered to himself a group of vampire hunters, and after they vowed to scour the curse of vampirism from the world, passed his curse to them and instructed them in the power of ancient blood magic. Known as the Order of Undying Thirst, these Blood Hunters work tirelessly to carry out their founding vow to destroy all vampires.

BLOOD MAGIC SPECIALIST

3rd-level Order of Undying Thirst feature

Your curse grants you increased control over your blood magic. You learn one additional Blood Rite, but it doesn't count against your total number of Blood Rites Known.

Also, when you roll a Rite Die for the purposes of a Blood Rite, you use a d6 instead of a d4. At certain levels, the Rite Die you roll for Blood Rites increases again: at 5th level (d8), 11th level (d10), and 17th level (d12).

Finally, when you use Crimson Offering, you can choose for the additional damage to be necrotic.

VAMPIRIC NATURE

3rd-level Order of Undying Thirst feature

The ancient disease of your Order has irreparably changed your physiology. Your teeth elongate into fangs which count as natural weapons for you. These fangs use your Strength modifier for attack and damage rolls, and on hit, they deal piercing damage equal to one roll of your Rite Die.

ESSENCE DRAIN

7th-level Order of Undying Thirst feature

You can drain the very life-essence from your foes. When you hit a creature with a fang attack, you can restore a number of your maximum hit points equal to the piercing damage dealt.

Once you use this feature to restore maximum hit points must finish a short or long rest before you can use it again.

SINISTER RESILIENCE

7th-level Order of Undying Thirst feature

Your vampiric power waxes in the darkness and wanes in the light of the sun. When you deal necrotic damage to a creature with a Blood Rite or another Blood Hunter feature, you gain temporary hit points equal to the necrotic damage dealt.

While you have temporary hit points from this feature, you are resistant to necrotic, poison, and bludgeoning, piercing, and slashing damage from nonmagical and non-silvered attacks, and you are immune to the poisoned condition.

However, if you take radiant damage, all of your temporary hit points from this feature are immediately dispelled, and the radiant damage is then applied to your normal hit points.

MISTY ESCAPE

13th-level Order of Undying Thirst feature

Your sinister power allows you to evade your foes. When a creature you can see hits you with an attack, you can use your reaction to turn into a cloud of swirling mist. The triggering attack automatically misses, and you instantly reappear in an unoccupied space you can see within 30 feet.

Once you use this reaction you must finish a short or long rest before you can use it again. When you have no uses left, you can make a Vital Sacrifice to use this reaction again.



CRIMSON LORD

18th-level Order of Undying Thirst feature

You have mastered your ancient curse, and your abilities rival those of true vampire lords. You gain the following benefits:

- You gain a flying speed equal to your walking speed.
- When you damage a creature with a fang attack, it has disadvantage on its saving throws to resist the effects of your Blood Rites until the end of your next turn.
- For every 10 years that pass, your body only ages 1 year.

OPTIONAL RULE: TRUE VAMPIRISM

True vampiric power comes at significant cost. If you'd like to play as a *true vampire*, you gain **ALL** abilities below when you join this Occult Order:

Deathless Nature. You don't need to breathe.

Spider Climb. You gain a climbing speed equal to your walking speed. Upon reaching 7th level, you can move across vertical surfaces, including upside down on ceilings, while leaving your hands free.

Superior Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, you can only see shades of gray.

Sunlight Sensitivity. You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to see is in direct sunlight.





ORDER OF WITCH KNIGHTS

Blood Hunters who join the dark Order of Witch Knights are driven by an overwhelming desire to destroy the great evils of the world. Those especially dedicated, those willing to give up anything, are often approached by Eldritch Powers, beings of otherworldly might. These benefactors offer power in return for a fraction of the warrior's soul or unquestioning fealty.

PACT MAGIC

3rd-level Order of Witch Knights feature

The bargain you have struck with your Patron has granted you the ability to cast spells, much like a Warlock does:

Cantrips. You learn two cantrips of your choice from the Witch Knight spell list. Upon reaching 13th level in this class you learn one additional Witch Knight cantrip of your choice.

Spell Slots. The Witch Knight Spellcasting table shows how many spell slots you have, and the level of those spell slots. All of your spell slots from this feature are the same level. To cast one of your Witch Knight spells of 1st-level or higher, you must expend a spell slot. You regain all of your expended spell slots when you finish a short or long rest.

Spells Known of 1st-Level and Higher. You learn two 1st-level spells of your choice from the Witch Knight spell list. The Spells Known column of the Witch Knight Spellcasting table shows when you learn more Witch Knight spells of 1st-level or higher. Spells you choose must be of a level no higher than the level in the table's Slot Level column for your level.

Whenever you gain a Blood Hunter level, you can choose one Witch Knight spell you know and replace it with another Witch Knight spell of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Witch Knight spells. You use your Intelligence when a spell refers to your spellcasting ability, when setting the saving throw DC, and when making a spell attack roll.

Spell save DC = 8 + your proficiency bonus
+ your Intelligence modifier

Spell attack modifier = your proficiency bonus
+ your Intelligence modifier

WITCH KNIGHT SPELLCASTING

Level	Spells Known	Spell Slots	Slot Level
3rd	2	1	1st
4th	2	2	1st
5th	3	2	1st
6th	3	2	1st
7th	4	2	2nd
8th	4	2	2nd
9th	5	2	2nd
10th	5	2	2nd
11th	5	2	2nd
12th	5	2	2nd
13th	6	2	3rd
14th	6	2	3rd
15th	6	2	3rd
16th	6	2	3rd
17th	7	2	3rd
18th	7	2	3rd
19th	7	2	4th
20th	7	2	4th

CRIMSON SMITE

3rd-level Order of Witch Knights feature

Magic seeps into the blood you sacrifice to empower your weapons. You can use any weapon empowered by Crimson Offering as a spellcasting focus for Witch Knight spells.

In addition, when you hit a target with a weapon attack empowered by Crimson Offering, you can expend one of your Pact Magic spell slots to deal bonus damage of your Crimson Offering damage type to the target. The bonus damage is two rolls of your Rite Die for a 1st-level spell slot, plus one more roll of your Rite Die for each spell level higher than 1st.





SANGUINE WARRIOR

7th-level Order of Witch Knights feature

You can seamlessly weave minor spells with weapon attacks. When you take the Attack action on your turn, you can cast a Witch Knight cantrip in place of one of your attacks.

Moreover, when you cast a Witch Knight spell while you are holding a weapon empowered by Crimson Offering, you can cause the spell to deal the damage type of your Crimson Offering in place of the normal damage of that spell.

BEWITCHED STRIKES

13th-level Order of Witch Knights feature

The Eldritch magic in your blood seeps into your weapons. When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a Blood Rite or spell you cast before the end of your next turn.

WITCH KNIGHTS & WARLOCKS

If you have levels in both Warlock and the Order of Witch Knights, you determine your available Pact Magic spell slots by adding together your Warlock levels and one-third of your Blood Hunter levels (rounded down). Then, use this total to determine your spell slots by consulting the Warlock table.

PROFANE SACRIFICE

18th-level Order of Witch Knights feature

You can offer the death of your foes to your Eldritch Power for enhanced abilities. When a creature dies within 30 feet of you, you can use a reaction to regain one expended Pact Magic spell slot, or gain temporary hit points equal to one roll of your Rite Die + your Intelligence modifier. Once you use this feature you must finish a short or long rest before you can use it again.

WITCH KNIGHT SPELL LIST

Here's the list of spells you consult when you learn a Witch Knight spell. It is organized by spell level, not character level. The spells below are from the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***.

CANTRIPS (0-LEVEL)

blade ward
booming blade**
chill touch
control flames*
friends
frostbite
green-flame blade**
infestation*
lightning lure**
mage hand
magic stone*
mind sliver**
minor illusion
poison spray
prestidigitation
resistance
shocking grasp
spare the dying
sword burst**
thunderclap*
toll the dead*
true strike

1ST-LEVEL

absorb elements*
armor of agathys
arms of hadar
burning hands
cause fear*
charm person
compelled duel
detect evil & good
expeditious retreat
false life
hellish rebuke
hex
illusory script
inflict wounds
protection fr. good & evil
searing smite
shield
thunderous smite
unseen servant
witch bolt

2ND-LEVEL

branding smite
cloud of daggers
crown of madness
darkness
earthbind*
enthrall
hold person
invisibility
mind spike*
mirror image
misty step
ray of enfeeblement
scorching ray
shadow blade*
shatter
spider climb
suggestion

3RD-LEVEL

blinding smite
counterspell
dispel magic
enemies abound*
fear
hunger of hadar
hypnotic pattern
intellect fortress**
magic circle
major image
remove curse
spirit shroud**
vampiric touch

4TH-LEVEL

banishment
blight
charm monster*
dimension door
elemental bane
hallucinatory terrain
phantasmal killer
staggering smite
shadow of moi*
sickening radiance*



BLOOD RITES

Below are the Blood Rites available to a Blood Hunter. If a Rite has a prerequisite Blood Hunter level you can learn it at the same time you meet its prerequisite.

Whenever you learn a new Blood Rite you can choose one Blood Rite you know and replace it with another Blood Rite of your choice for which you meet the prerequisites.

RITE OF AGONY

As a bonus action, you can invoke this Rite to force a creature that you can see within 30 feet to make a Constitution saving throw. On a failed save, until the end of your next turn it has disadvantage on Strength and Dexterity ability checks and saving throws and takes necrotic damage equal to one roll of your Rite Die each time it makes a weapon attack.

When you invoke this Rite you can make a Vital Sacrifice to empower it. If you do so, the effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

RITE OF ANXIETY

As a bonus action, you can invoke this Rite and curse one creature you can see within 30 feet, making it susceptible to outside influence. For the next minute, creatures of your choice that attempt to influence it with a Charisma check gain a bonus to their rolls equal to one roll of your Rite Die.

When you invoke this Rite you can make a Vital Sacrifice to empower it. If you do so, the creature has disadvantage on the next Intelligence, Wisdom, or Charisma saving throw it is forced to make before the end of your next turn.

RITE OF BINDING

As a bonus action, you can invoke this Rite and force a Large or smaller creature that you can see within 30 feet to make a Strength saving throw. On a failed save, its speed is reduced to 0 and it can't use reactions until the end of your next turn.

When you invoke this Rite you can make a Vital Sacrifice to empower it. If you do so, you can target a creature of any size, and the effects of this Rite last for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effects of this Rite on a success.

RITE OF CONFUSION

As a bonus action, you can invoke this Rite and curse one creature you can see within 30 feet that is concentrating. It must subtract a roll of your Rite Die from every Constitution saving throw it makes before the start of your next turn.

When you invoke this Rite you can make a Vital Sacrifice to empower it. If you do so, the target must subtract one roll of your Rite Die from every Constitution saving throw that it makes to maintain its concentration on its current spell.

RITE OF BLINDNESS

When a creature you can see within 30 feet makes an attack roll, you can use your reaction to invoke this Rite. The target must subtract one roll of your Rite Die from its attack roll. You can invoke this Rite after the creature rolls, but before you know if its attack hits or misses its target.

When you invoke this Rite you can make a Vital Sacrifice to empower it. If you do, it must subtract one roll of your Rite Die from all attack rolls before the start of your next turn.

RITE OF REVELATION

As a bonus action, you can invoke this Rite and choose one creature you can see within 30 feet. You immediately learn of one damage resistance, immunity, or vulnerability that creature has. If it has none of the traits above, the DM must instead reveal one of the creature's abilities of their choice.

When you invoke this Rite you can make a Vital Sacrifice to empower it. If you do, you can choose one immunity the creature has and turn it into resistance, or one resistance the creature has and dispel it. This effect lasts for 1 minute.

RITE OF SIPHONING

As an action, you can invoke this Rite and force one creature you touch to make a Charisma saving throw. On a failure, it takes necrotic damage equal to two rolls of your Rite Die, and you gain temporary hit points equal to the necrotic damage taken by the creature.

When you invoke this Rite you can make a Vital Sacrifice to empower it.

If you do so, the creature takes the maximum possible necrotic damage.



RITE OF CORROSION

Prerequisite: 5th level Blood Hunter

As a bonus action on your turn, you can invoke this Rite and force one creature that you can see within 30 feet to make a Constitution saving throw. On a failed save, it is poisoned for 1 minute. The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

When you invoke this Rite you can make a Vital Sacrifice to empower it. If you do so, the creature remains poisoned until it succeeds on its saving throw, and each time it fails it takes necrotic damage equal to two rolls of your Rite Die.

RITE OF EXPOSURE

Prerequisite: 5th level Blood Hunter

As a bonus action on your turn, you can invoke this Rite and curse one creature you can see within 30 feet. Until the end of your next turn, any damage that creature takes ignores any damage resistances that creature may have.

When you invoke this Rite you can make a Vital Sacrifice to empower it. When you do so, any damage that creature takes until the end of your next turn also treats any damage immunities it may have as damage resistances.

RITE OF MARKING

Prerequisite: 5th level Blood Hunter

As a bonus action, you can invoke this Rite and mark a target you can see within 30 feet. Until the end of your next turn, you have advantage on all attack rolls against that target.

When you invoke this Rite you can make a Vital Sacrifice to empower it. When you do so, any weapon attacks you make against that target score a critical hit on a roll of 19 or 20 on the d20 until the end of your next turn.

RITE OF THE PUPPET

Prerequisite: 5th level Blood Hunter

When a creature you can see within 30 feet is reduced to 0 hit points, you can use your reaction to invoke this Rite and have the creature stand up and make a single weapon attack against a creature of your choice within its reach.

When you invoke this Rite you can make a Vital Sacrifice to empower it. When you do so, the creature can move up to its full walking speed before it makes its attack, and the creature gains a bonus to both its weapon attack roll and its damage roll equal to one roll of your Rite Die.

RITE OF FEAR

Prerequisite: 9th level Blood Hunter

As a bonus action, you can invoke this Rite and force one creature that can see or hear you within 30 feet to make a Wisdom saving throw. On a failed save, it is frightened of you for 1 minute. While frightened in this way, the creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If it ends its turn in a location where it doesn't have line of sight to you, it can repeat its saving throw, ending the effects of this Rite on a success.

When you invoke this Rite you can make a Vital Sacrifice to empower it. If you do so, a creature that fails its saving throw is stunned for the duration of this Rite, so long as it has line of sight to you. If it takes any damage, it can repeat its saving throw, ending the effect on a success.

RITE OF THE SENSELESS

Prerequisite: 9th level Blood Hunter

As a bonus action, you can invoke this Rite and force one creature you can see within 30 feet to make a Constitution saving throw. On a failed save, it is blinded, deafened, and cannot speak or make any sounds for 1 minute. At the end of each of its turns, the target can repeat this saving throw, ending the effect and regaining its senses on a success.

When you invoke this Rite you can make a Vital Sacrifice to empower it. If you do so, in addition to the normal effects, the creature cannot move while under the effects of this Rite.

RITE OF DECAY

Prerequisite: 13th level Blood Hunter

As an action, you can invoke this Rite and force a creature you can see within 30 feet to make a Constitution saving throw as you corrupt the blood in its veins. On a failed save, it takes necrotic damage equal to four rolls of your Rite Die, its speed is halved, and it cannot take reactions.

As an action on its turn, the creature can repeat its saving throw. On a success, the effects of this Rite end. On a failed save, the creature takes additional damage equal to two rolls of your Rite Die and it suffers one level of exhaustion.

When you invoke this Rite you can make a Vital Sacrifice to empower it. If you do so, this Rite ignores resistance to necrotic damage and treats immunity to necrotic damage as resistance. Finally, a creature killed by the necrotic damage from this Rite is turning into a pile of fine flesh-colored dust.

RITE OF NIGHTMARES

Prerequisite: 13th level Blood Hunter

As an action, you can invoke this Rite and force a creature you can see within 30 feet to make a Wisdom saving throw as you infect its mind with nightmarish phantasms. On a failed save, the creature takes psychic damage equal to two rolls of your Rite Die and is frightened of you for 1 minute. At the end of each of the creature's turns before this Rite ends, it must succeed on a Wisdom saving throw or take psychic damage equal to four rolls of your Rite Die. On a successful save, the nightmarish effects of this Rite end.

When you invoke this Rite you can make a Vital Sacrifice to empower it. If you do so, the creature is incapacitated and has a speed of 0 for the duration of the effects of this Rite.

RITE OF EXSANGUINATION

Prerequisite: 17th level Blood Hunter

As an action, you can invoke this most powerful and ancient Rite to force one creature you can see within 30 feet to make a Constitution saving throw as you attempt to drain its body of all blood. It takes necrotic damage equal to twelve rolls of your Rite Die on a failed save, and half as much on a success. A creature that you have dealt damage to since the start of your previous turn that is not at its maximum hit points has disadvantage on its Constitution saving throw.

When you invoke this Rite you can make a Vital Sacrifice to empower it. If you do so, this Rite ignores resistance to necrotic damage and treats immunity to necrotic damage as resistance. Finally, a creature killed by the necrotic damage from this Rite is turning into a pile of fine flesh-colored dust.

Once you invoke this Rite you must finish a short or long rest before you can invoke it again. You cannot make a Vital Sacrifice to circumvent this restriction.





ALTERNATE BLOOD HUNTER

Become the master of monstrous blood magic you were meant to be with this homage to the Blood Hunter Class! Includes five Occult Orders and sixteen new & updated Blood Rites!

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