

THE BLOOD REAVER



5E COMPATIBLE

TEAR THE BLOOD FROM YOUR ENEMIES
WITH A NEW CLASS



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LEGAL MATTER

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BLOOD REAVER CLASS

CREATING A BLOOD REAVER

THE BLOOD REAVER

Level	Proficiency Bonus	Features	Available Blood Echo Points
1st	+2	Blood Tear	–
2nd	+2	Dessicate, Blood CALLs	2
3rd	+2	Subclass	3
4th	+2	Ability Score Improvement	4
5th	+3	Extra Attack	5
6th	+3	Subclass	6
7th	+3	Reaver's Resistance	7
8th	+3	Compelling Calls	8
9th	+4	Ability Score Improvement	9
10th	+4	Improved Dessicate	10
11th	+4	Subclass	11
12th	+4	Ability Score Improvement	12
13th	+5	Reaver's Immunity	13
14th	+5	Dominating Calls	14
15th	+5	Extra Attack	15
16th	+5	Ability Score Improvement	16
17th	+6	Subclass	17
18th	+6	Master Dessicate	18
19th	+6	Ability Score Improvement	19
20th	+6	Blood Eagle, Fortified Veins	20

INSPIRATION BEHIND THE CLASS

This class is half inspired by bloodbending in A:tLA, and half inspired by classic Blood Mage trope. In taking the inspiration from Avatar the class is based primarily around being a frontline attacker that can control enemies. It mixes ideas from the Monk, Battlemaster and Arcane Trickster.

UNHOLY MAGIC

Standing tall in the midst of the chaos, the Blood Reaver dodges past a sword blow, then stares their opponent in the eye. *"Kneel!"* they command, causing the enemy to drop to their knee. *"Good. Now die."* They thrust their hand forwards and the opponents veins are forced out of their back, forming wing like appendages that spew blood everywhere before they drop dead to the floor. The Reaver just smiles.

Blood Reavers have discovered a way to manipulate the blood in the veins of living creatures. If you want your opponents blood to coagulate in their veins, seize up their muscles or terrify them into dropping to their knees in obedience, then this is the class for you.

They are often found in the front line of battles, or working as mercenaries or pirates.

Reavers aren't evil as such, but their powers manifest under times of great stress and danger. Some Reavers use their powers to ensure that innocent people never have to suffer the pain that they did.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10 per Blood Reaver level

Hit Dice at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Level: 1d10 + your Constitution modifier per blood reaver level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: None

Saving Throws: Charisma, Dexterity

Skills: Choose three from Deception, Intimidation, Perception, Sleight of Hand, Survival

EQUIPMENT

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

- (a) A spear and a shortbow or (b) a dagger and a light crossbow
- (a) Simple clothes or (b) fine clothes
- (a) a Burglars's pack or (b) an explorer's pack

UNARMORED DEFENSE

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

REND:

Beginning at 1st level you can manipulate your opponents vital fluids to cause them pain. You can use this action to make a force attack up to 10ft from an opponent. Your damage dice for this is *1d8 + Charisma modifier*. You can use the extra attack feature to make additional Rend attacks.

This counts as a magical force damage attack for the purpose of overcoming resistances.

BLOOD ECHO POINTS

From 2nd level you can use your own sanguine force to empower your abilities. These points can be expended for certain abilities. You gain 2 points to begin, and 1 additional point per level as demonstrated in the class table.

All points are recovered at a long rest.

BLOOD CALLS

Starting at 2nd level you begin to be able to manipulate the blood of your enemies to make them obey your will. You gain the ability to use Blood Calls. These calls cost Blood Echo points to use. Your call DC = *8 + your Charisma modifier + your Proficiency modifier*.

At 2nd level you can choose from the Tier 1 calls. At 8th level you can gain access to Tier 2 calls with *Compelling Calls*, and at 14th level you can use Tier 3 curses with *Dominating Calls*.

Tier 1 Blood Calls

- *Thickened Blood*: for 1 Blood Echo you can spend a bonus action to force an opponent within 10ft to make a Constitution saving throw against your call DC. If they fail then the next melee attack that they make will have disadvantage.
- *Reaver's Bane*: for 1 Blood Echo you can spend an action to cast the *Bane Spell* at 1st level.
- *Rejuvenated Veins*: for 1 Blood Echo you can spend an action to recover hit points equal to 1d6 + your Charisma modifier.
- *Beg*: For 1 Blood Echo point you can cause a creature within 10ft to make a Charisma saving throw against your Curse DC as a bonus action. If it fails it falls prone until the start of its next turn.

Tier 2 Blood Calls

- *Slow*: for 2 Blood Echo points you can cast *Slow* at 3rd level as an action.

- *Vampiric Touch*: for 2 Blood Echo points you can cast *Vampiric Touch* at 3rd level as an action.
- *Stay*: For 2 Blood Echo points you can use a reaction to cause an opponents movement speed to drop to zero and become restrained if they are within 30ft of you and they fail a Charisma saving throw. It can attempt to break free at the start of its next turn by retaking the save.
- *Puppet Strike*: for 2 Blood Echo points, you can spend a bonus action to force an opponent within 10ft to make a Charisma saving throw against your call DC. If they fail then they must make a melee of your choice at an opponent of your choice within range. If they succeed then there is no effect.

Tier 3 Blood Calls

- *Frozen Blood*: For 3 Blood Echo points you can use an action attempt to freeze the blood in a creatures veins. They have to make a Constitution save against your call DC. On a failed save they take cold damage equal to *8d6 + your Charisma modifier + your proficiency bonus*. On a successful save they take half damage. A creature with frozen blood has disadvantage on all melee attacks and loses 10ft of movement speed for 1 round.
- *Bloody Visage*: For 3 Blood Echo points you can use an action to cause your own veins to burst out of your body, flailing around you like 8 extra arms. Blood also streams down your face and a fine red mist surrounds you in a 15 foot circle. Any creature that enters this area must make a Charisma save against your call DC or become frightened. Creatures that enter the area take 5d6 necrotic damage as soon as they enter, and then an additional 5d6 at the start of each turn they remain in the area.
- *Adrenaline Surge*: For 3 Blood Echo points you can become faster and harder to hit for a limited time. When used you gain +2 to AC and an additional 15ft of movement per turn for 1 minute. Moving like this takes its toll on your body though, and once the surge wears off you suffer 1 point of exhaustion.

DESSICATE

From 2nd level you gain the ability to dessicate your opponents blood when you use the *Rend* ability. You can choose to spend 1 Blood Echo as a bonus action to mark an opponent within 30ft for 1 min to dessicate, and they will receive additional necrotic damage for every *Rend* attack that hits against them during this time. At 2nd level this is 1d4 necrotic damage per attack on top of your *rend* damage. This damage increases to 2d4 per attack at 10th level with *Improved Dessicate* and 3d4 per attack at 18th level with *Master Dessicate*.

Dessicate damage applies to each separate Rend attack, but not to subsequent bonus actions.

EXTRA ATTACK

Starting at 5th level you can now make two melee attacks or Rend attacks when you take the attack action on your turn. This increases to 3 attacks per attack action at 15th level.

REAYER'S RESISTANCE

From 7th level Your work with blood has granted you resistance to necrotic damage. Your *Dessicate* now ignores a creatures resistance to Necrotic Damage when causing damage.

COMPELLING CALLS

From 8th level you can now use tier 2 Blood Calls.

REAYER'S IMMUNITY

When your reach 13th level you gain immunity to necrotic damage. Your *Dessicate* now does half damage to creatures that are immune to necrotic damage.

DOMINATING CALLS

When you reach 14th level you gain access to tier 3 Blood Calls.

BLOOD EAGLE

At 20th level you have become unmatched in your ability to manipulate the blood in other creatures. Once per day you can use an action cause a creatures veins to explode out of its back, resembling wings. The creature has to make a Charisma saving throw against your curse DC or take 6d10 + 40 force damage. On a successful save the creature takes half damage.

You can attempt to use it again a second time for the cost of 5 Blood Echo points and 3 levels of exhaustion. To attempt this roll a d20. If the result is 10 or higher it succeeds. If it is 9 or lower the ability fails, but you still gain 3 levels of exhaustion.

FORTIFIED VEINS

From 20th level if you have zero Blood Echo points at the start of combat, you instantly regain 4.

STORY PROMPTS

FOR PLAYERS

Blood Reavers are both deeply driven and deeply flawed characters. Here are some prompts to help you shape your character:

d6 Drive

- 1 Someone hurt those you love. You will find them, and you will make them suffer.
- 2 The other children used to laugh at you, but you stopped them. Now you'll make sure no one will ever laugh at you again.
- 3 You once hurt someone you cared about when you discovered your gift. Now you are determined to never hurt another innocent being with it again.
- 4 Someone once tried to control you, and now you never want to be controlled again.
- 5 Wizards thought they could experiment on you to discover a new school of magic. You'll make sure magic users know what it feels like to manipulate the helpless.
- 6 There are many evils in this world, and you're one of them, but you refuse to give in to the darkness.

d6 Flaw

- 1 You sometimes get lost in the thrill of the fight and have trouble stopping.
- 2 Your powers pull at you constantly, and you struggle to contain them.
- 3 You don't see the problem with the way that you bend others to your will.
- 4 You are so afraid of your powers that you are reluctant to enter situations that might trigger them.
- 5 In the heat of battle you don't really distinguish between friend or foe.
- 6 Power is intoxicating and you want more.

FOR DM's

Why would these dangerous warriors appear in your world? Here are some prompts you might wish to use.

d10 Lore idea

- 1-2 A secret cabal of wizards are trying to create a new school of magic, abducting children to experiment on.
- 3-4 Deep in the wilds a lone child is abandoned, and taps into some primal magic in order to survive.
- 5-6 When a water elemental fell in love with a necromancer they produced a unique child.
- 7-8 A sect of reavers live in an isolated area. When some adventurers rob one of the tombs of their ancestors they come seeking revenge.
- 9-10 The deity of protection knows that something bad is coming to the world, and creates the reavers to face them.

BLOOD DRUNK REAVER SUBCLASS

INSPIRATION BEHIND THE SUBCLASS

The Blood Drunk subclass is inspired heavily by the Hunter character from the Bloodborne video game. This subclass is for those that want to use it on the front line, focusing on damage rather than support.

BLOOD LUST PERSONIFIED

Whilst nobody knows how Reavers come by their powers, some at least are more able to control their hunger for blood. Not so the Blood Drunk, who finds new strength from giving in to their worst impulses.

The blood of their enemies is just fuel for them, allowing them to use it to sustain their own life force in the heat of battle, supplement their saving throws and hit harder when needed.

These dangerous fighters might not hit with their hands, but they stand in the front lines, using their speed and might to ensure that none may pass or harm their allies. They ignore blades that bite at them, letting the blood run over their clothes to terrify their opponents and empower themselves.

FEATURES

FURIOUS VIGOR

When you choose this subclass at 3rd level you are harder to kill. If you are reduced to 0 hit points, but not killed outright, then once per day you instead fall to 1 hit point. This recharges at a long rest.

BLOOD DRUNK

Starting at 6th level you gain the ability to lose yourself to the bloodlust in combat 3 times per long rest. For 1 minute when you activate this you gain +2 to attack rolls and to damage (added with modifier at end of the attack round), and you gain advantage on all Rend attack rolls.

You also cease to worry about those attacking you, causing all attacks to have advantage against you whilst this ability is active.

VIOLENT MEDIC

From 6th level you've shed enough blood to understand how to keep it inside your allies. You gain expertise in the Medicine skill.

IRON BLOOD WILL

When you reach 11th level your experience with affecting the life blood of others strengthens your force of will. You can now spend 2 Blood Echo to add a d6 to Constitution or Charisma saving throws before the dice is rolled.

RELENTLESS GORE

Your attacks are now more violent in nature. From 11th level you score a critical hit on a roll of 19 or 20 on an attack roll.

CEASE BEATING

When you reach 17th level you gain access to this unique 3rd tier Blood Call, allowing you to command a creature's heart to cease beating. You can use an action to expend 5 Blood Echo points to force a creature within 10ft to make a Charisma saving throw against your curse DC. If it fails and it has less than 100 hit points then its heart stops and it immediately drops to zero hit points. If it succeeds then nothing happens.

RELIABLE DESSICATE

From 17th level when you use your *Dessicate* ability it now applies to all *Blood Tear* attacks within 1 minute, not just a single target.

BLOOD MAGE SUBCLASS

INSPIRATION BEHIND THE SUBCLASS

Blood Mages are a common trope in fantasy, and this is my take on them. I liked the idea of a fighter who uses spells to control and dominate the battle field around them, protecting their allies and cursing their foes. They aren't an out and out spellcaster, but their spells supplement their ability to influence the blood of others, making them a formidable control class.

DEADLY SCHEMERS

They don't rush to the front, hanging a little back, but these mages are specialised in making sure that their enemies abilities are impaired so that their allies might prosper. When the going gets tough they can still cause pain and aren't afraid to get their hands dirty, in fact they relish the opportunity.

As they grow in power they can use their own essence to cast spells and reinforce their own vigor, though this reliance on blood to fuel their magic makes them unwelcome in the company of other casters.

Something about the way they use blood interferes with their ability to manipulate magic, and try as they might no Blood Mage has been able to cast any of the more powerful spells.

This often leads them to study in isolation and hide their powers as they are wary of being discovered and chased out of wherever they happen to be living.

FEATURES

SPELLCASTING

Starting at 3rd level when you choose this subclass you gain the ability to cast spells. Wisdom is your primary stat for spellcasting, and your Spell save DC is *8+ your Wisdom modifier + your Proficiency modifier*. You gain a number of spells at different levels according to the table above. You can choose from the spell list under the table.

DARK ARTS

When you choose this subclass at level 3 you become a master of the Dark Arts. Your study of magic has granted you proficiency in Arcana checks. If the check is related to magic that deals with necromancy then you can double your proficiency bonus on Arcana checks.

EMPOWERED SPELLS

At 6th level you gain the ability to use Blood Echo points instead of spell slots. You can exchange 3 Blood Echo points for each spell level you are replacing. A 1st level spell = 3 Blood Echo points, a 5th level spell = 15 Blood Echo points.

SANGUINE ABSORPTION

From 11th level, when you take a short rest you can absorb the blood from your enemies to reinvigorate yourself. When used you regain 3d4 hit points + Constitution modifier, and recharge up to 4 levels worth of spell slots (4x 1st level, 1x 4th level etc).

INDOMITIBLE WILL

Starting at 17th level your mastery of the life force of others has strengthened your own body. You can permanently add 1d4 to your Charisma and Constitution saving throws.

BLOOD MAGE

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

SPELL LIST

You can choose from these spells when you gain access to the appropriate slots, and you may swap one spell of each level for another at a long rest.

Cantrips

- Light
- Mage Hand
- Message
- Prestidigitation
- Spare the Dying
- Thaumaturgy
- Toll the Dead
- Vicious Mockery

1st Level Spells:

- Cause Fear
- Command
- Charm Person
- Detect Magic
- False Life
- Heroism
- Identify
- Ray of Sickness
- Sleep

2nd Level Spells:

- Blindness/ Deafness
- Crown of Madness
- Gentle Repose
- Hold Person
- Ray of Enfeeblement
- Suggestion

3rd Level Spells:

- Bestow Curse
- Life Transference
- Enemies Abound

4th Level Spells:

- Blight
- Confusion
- Shadow of Moil

5th Level Spells:

- Danse Macabre
- Hold Monster
- Dominate Person

BLOOD ADDLED SLAYER SUBCLASS

INSPIRATION BEHIND THE SUBCLASS

This one is for my good buddy Brad. When he was checking over the class he suggested this would be cool, and it was too fun to not make.

WALKING A DANGEROUS LINE

Rushing forwards with scant regard for themselves, some Reavers use their own blood to empower their attacks.

Their companions hesitate to get close to them during combat, so frightening are they, licking their own wounds to keep going whilst laughing maniacally.

All slayers care about is the kill and the thrill of combat, with little regard for their own safety.

FEATURES

ADDLED STRIKE

Starting at 3rd level when you choose this subclass you gain the ability to use your own vitality to power your Rend attack. You can convert Blood Echo points into additional damage when you hit an enemy with a rend attack at a rate of 1 Blood Echo = 2 points of force damage as a bonus action.

SPLATTER

From 3rd level your victories make you stronger. When you kill an enemy with a rend or dessicate attack you can recover 1d4 worth of hit points.

SELF FLAGELLATE

From 6th level you gain access to a unique Tier 1 Blood Call, 'Self Flagellate'. You can spend a bonus action to convert 10hp to 2 Blood Echo points.

LAST GASP

When you are close to death you become more dangerous than ever. When you reach 6th level, if you have 10 hit points or less then all rend attacks that hit automatically count as critical hits for damage.

In the event that you drop below 0 hit points, and are healed so that your health returns to less than 10 hit points you do not enter Last Gasp. It is only activated when your health falls to 10 hit points or less.

POTENT PAIN

Sometimes the pain is worth it. Starting at 11th level you can use a bonus action to spend 10 hit points to add another 1d8 to a rend attack. This does not stack with the Last Gasp ability.

PARCHING THIRST

Your critical hits help you regain a decent amount of blood. From 11th level when you score a critical hit with an attack you regain hit points equal to 25% of the damage done (minimum of 1 hit point returned).

WILD ACCURACY

At 17th level you gain access to a unique Tier 3 Blood Call, "Wild Accuracy". As a bonus action you can spend 3 Blood Points to cause 1 attack that uses an attack roll to do maximum damage if it hits. This cannot be used with the Last Gasp ability.

QUENCHING THIRST

Your critical hits help you regain a lot of blood. At 17th level when you score a critical hit with an attack you regain hit points equal to 50% of the damage done (minimum of 1 hit point returned).