

BLOOD ACOLYTE CLERIC

A cleric who worships a deity through the sacrifice of blood, this cleric is less tied to a pantheon “domain” (much like the Order Domain and Twilight Domain), and more of an acolyte devoted to performing blood sacrifices to a specific deity or pantheon of deities.

Whether these are prisoners of war, tributary persons or animals, or just a person the cleric had a grudge against and wants to make a libation to their god(dess), blood will flow as an act of devotion and piety for this cleric.

This subclass is designed to be used by monsters and non-player characters, but if you are amenable you can also allow players to use this subclass in your games. Just realize that it will dramatically change the way you play the character: this is not a “good guy” archetype, and it will make enemies for the party wherever you go.

DOMAIN SPELLS

Clerics gain the following domain spells at the appropriate level. These are considered to be always prepared, and do not count against the number of spells known for the character.

COOKIE TASTINESS

Cleric Level	Spells
1st	<i>Cursed Blood, Inflict Wounds</i>
3rd	<i>Aid, Replenish</i>
5th	<i>Invigorating Blast, Vampiric Touch</i>
7th	<i>Death Ward, Locate Creature</i>
9th	<i>Mass Cure Wounds, Wither</i>

Blood acolytes (which includes yourself and anyone that you initiate as a blood acolyte, as noted in the *Channel Divinity* option below) tend to cast their spells in thematically appropriate ways, sprinkling blood on their allies (*Mass Healing Word*), making slash-like movements with their hands (*Inflict Wounds*), etc. So work this into how you describe the casting of your spells.

BRINGER OF BLOOD

Starting at 1st level, you gain the *Chill Touch* cantrip for free (which counts as a cleric cantrip for you). You also gain proficiency with the Charisma (Intimidation) skill.

CONSECRATED DAGGER

Also at 1st level, you may ceremonially consecrate daggers by spending a bonus action to consecrate it, increasing the damage **blood acolytes** do with daggers to 1d6 piercing damage instead of 1d4 piercing damage. The consecration remains until broken by a *Remove Curse* spell or other effect.

CHANNEL DIVINITY: BLOOD RITE

Starting at 2nd level, you may use your Channel Divinity to devote blood to your deity. You may use your action to perform one of the following blood rites:

Blood for the Blood God: Perform an attack with a consecrated dagger: the attack adds 1d8 necrotic damage as your deity empowers your strike. You may also perform an offhand attack as a bonus action if you are wielding two consecrated daggers, which also benefits from this effect. This necrotic damage bypasses resistance and immunity on the target as it is being dealt by your deity through you as a conduit. The damage increases to 2d8 at 6th level and 3d8 at 18th level.

Initiate Acolyte: Select a willing target: that target becomes a blood acolyte, serving your deity through ritualistic sacrifice. The target gains all effects ascribed to “blood acolytes” in this subclass (which are **bolded** to make them easy to find) until a *Remove Curse* spell or *Wish* spell is cast to remove this rite.

Blood Sprinkling: Perform a melee attack with a consecrated dagger: if the target drops to 0HP from this attack, you may select up to six (6) targets within 30ft of you: those targets immediately regain 1d4 + your Spellcasting modifier hit points.

RITUAL SCARRING

Starting at 6th level, you scar yourself to invoke the aid of your deity in battle. At the start of your turn you may spend a hit die to gain advantage on 1d8 attacks (to a minimum of 4) performed within the next hour.

Blood acolytes may also opt to suffer 1d4 piercing damage to gain advantage on his/her next attack.

In addition, **blood acolytes** increase the damage of their daggers from d6s to d8s.

STREAMS OF BLOOD

Starting at 8th level, you infuse your attacks with the divine energy of your deity. Once on each of your turns when you hit a creature with an Attack using a consecrated dagger, you can cause the Attack to deal an extra 1d8 necrotic damage (your choice) to the target. This necrotic damage bypasses resistance and immunity on the target as it is being dealt by your deity through you as a conduit. When you reach 14th level, the extra damage increases to 2d8.

BLOODLUST OF DEVOTION

Starting at 17th level, your devotion to your blood deity overwhelms you, deadening your feeling of pain and fueling your courage in battle. You cannot be *Frightened* or *Charmed* while you are conscious, and whenever you suffer damage damage you add 1d10 temporary hit points before resolving the damage.

Blood acolytes also cannot be *Frightened* or *Charmed* while they are conscious. In addition, **blood acolytes** increase the damage of their daggers from d8s to d10s.