

BLOODWEAVER: TOME OF DISCIPLINES



The primal magic of bloodweavers is employed by way of honed techniques known as disciplines, each a sophisticated method of controlling the ebb and flow of life that over time give way to ever more complex supernatural powers.

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Discipline	Mastery Level	Path	Prerequisite
Blood Hex	<i>Minor</i>	<i>Blood cursing</i>	—
Blood Reach	<i>Minor</i>	<i>Sanguine body</i>	—
Blood Tools	<i>Minor</i>	<i>Blood shaping</i>	—
Mystical Stanching	<i>Minor</i>	<i>Knitting</i>	—
Sense Threads	<i>Minor</i>	<i>Consumption</i>	—
Spit Acid	<i>Minor</i>	<i>Vitriolic conversion</i>	—
Steal Limb	<i>Minor</i>	<i>Blood puppetry</i>	—
Stop Flow	<i>Minor</i>	<i>Blood cursing</i>	—
Taste of Blood	<i>Minor</i>	<i>Consumption</i>	—
Vital Amplification	<i>Minor</i>	<i>Sanguine alacrity</i>	—

Discipline	Mastery Level	Path	Prerequisite
Aqueous Corruption	<i>Lesser</i>	<i>Blood cursing</i>	Stop Flow
Blood Form	<i>Lesser</i>	<i>Sanguine body</i>	Blood Reach
Blood Tendril	<i>Lesser</i>	<i>Blood shaping</i>	Blood Tools
Consume Mind	<i>Lesser</i>	<i>Consumption</i>	Taste of Blood
Consume Visage	<i>Lesser</i>	<i>Consumption</i>	Taste of Blood
Flow Like Blood	<i>Lesser</i>	<i>Sanguine alacrity</i>	Vital Amplification
Freeze the Lifeblood	<i>Lesser</i>	<i>Blood puppetry</i>	Steal Limb
Knit Wounds	<i>Lesser</i>	<i>Knitting</i>	Mystical Stanching
Poison Future	<i>Lesser</i>	<i>Blood cursing</i>	Blood Hex
Purge Blood	<i>Lesser</i>	<i>Knitting</i>	Mystical Stanching
Sanguine Swiftess	<i>Lesser</i>	<i>Sanguine alacrity</i>	Vital Amplification
Taint Blood	<i>Lesser</i>	<i>Blood cursing</i>	Stop Flow
Twist Fate	<i>Lesser</i>	<i>Blood cursing</i>	Blood Hex
Vitriolic Retort	<i>Lesser</i>	<i>Vitriolic conversion</i>	Acid Spit

Discipline	Mastery Level	Path	Prerequisite
Acid Breath	<i>Intermediate</i>	<i>Vitriolic conversion</i>	Spit Acid
Blood Mist	<i>Intermediate</i>	<i>Sanguine body</i>	Blood Form
Blood Wings	<i>Intermediate</i>	<i>Blood shaping</i>	Blood Tendril
Counterweaving	<i>Intermediate</i>	<i>Consumption</i>	Sense Thread
Crimson Speed	<i>Intermediate</i>	<i>Sanguine alacrity</i>	Vital Amplification
Curse of Transformation	<i>Intermediate</i>	<i>Blood cursing</i>	Blood Hex
Improved Taste of Blood	<i>Intermediate</i>	<i>Consumption</i>	Taste of Blood
Snatch the Strings	<i>Intermediate</i>	<i>Blood puppetry</i>	Steal Limb
Unweaving	<i>Intermediate</i>	<i>Consumption</i>	Sense Thread
Vital Infusion	<i>Intermediate</i>	<i>Knitting</i>	Mystical Stanching
Wither Limb	<i>Intermediate</i>	<i>Blood cursing</i>	Stop Flow

Discipline	Mastery Level	Path	Prerequisite
Bloodbath	<i>Greater</i>	<i>Sanguine alacrity</i>	Crimson Speed
Blood Puppet	<i>Greater</i>	<i>Blood puppetry</i>	Snatch Strings
Coronary Eruption	<i>Greater</i>	<i>Blood cursing</i>	Stop Flow
Exsanguination Needles	<i>Greater</i>	<i>Sanguine body</i>	Blood Form
Hemokinesis	<i>Greater</i>	<i>Blood puppetry</i>	Steal Limb
Hesketh's Breath	<i>Greater</i>	<i>Vitriolic conversion</i>	Acid Breath
Life Funnel	<i>Greater</i>	<i>Consumption</i>	Improved Taste of Blood
Purge the Veins	<i>Greater</i>	<i>Knitting</i>	Purge Blood
Rekindle Spark	<i>Greater</i>	<i>Knitting</i>	Mystical Stanching, Vital Infusion
Ruination	<i>Greater</i>	<i>Blood cursing</i>	Twist Fate
Rupture Vessels	<i>Greater</i>	<i>Blood puppetry</i>	Hemokinesis
Vital Assembly	<i>Greater</i>	<i>Blood shaping</i>	Blood Wings

Discipline	Mastery Level	Path	Prerequisite
Blood Storm	<i>Master</i>	<i>Sanguine body</i>	Blood Mist
Grand Curse	<i>Master</i>	<i>Blood cursing</i>	Coronary Eruption
Reaper	<i>Master</i>	<i>Sanguine alacrity</i>	Bloodbath
Reweaving	<i>Master</i>	<i>Knitting</i>	Knit Wounds
Sanguine Beast	<i>Master</i>	<i>Blood shaping</i>	Vital Assembly
Vitriolic Shards	<i>Master</i>	<i>Vitriolic conversion</i>	Spit Acid

Discipline	Mastery Level	Path	Prerequisite
Amalgamate	<i>Ascendant</i>	<i>Knitting</i>	Reweaving
Blood Double	<i>Ascendant</i>	<i>Blood shaping</i>	Sanguine Beast
Blood God's Swiftmess	<i>Ascendant</i>	<i>Sanguine alacrity</i>	Reaper
Blood Plague	<i>Ascendant</i>	<i>Blood cursing</i>	Grand Curse
Consume Soul	<i>Ascendant</i>	<i>Consumption</i>	Life Funnel
Grand Ruination	<i>Ascendant</i>	<i>Blood cursing</i>	Grand Curse
Puppet Master	<i>Ascendant</i>	<i>Blood puppetry</i>	Blood Puppet
Reweave Form	<i>Ascendant</i>	<i>Sanguine body</i>	Blood Storm
Vitriolic Rain	<i>Ascendant</i>	<i>Vitriolic conversion</i>	Hesketh's Breath

MINOR DISCIPLINES

Blood Hex

Minor blood cursing

Activation Time: 1 action

You poison a target's lifeforce with a minor hex. Choose a living creature that you can see within 60 feet. The target makes a Charisma saving throw. On a failed save, it takes 1d4 psychic damage and has disadvantage on the next attack roll or ability check that it makes before the end of its next turn.

Blood Reach

Minor sanguine body

Activation Time: 1 bonus action

Bloody talons extend from your fingers, hardening into an edge like steel before dissolving into crimson dust. Take 1d4 damage as blood flows out of your fingernails. Until the end of your next turn, your unarmed strikes deal 1d6 slashing damage and the reach of your unarmed strikes increases to 10 feet.

You may spend 1 reservoir point when activating this discipline to extend its duration to 1 minute.

Blood Tools

Minor blood shaping

Activation Time: 1 minute

You inflict harm upon yourself and form small objects from the sanguine flow. Take 1d4 damage to gather some of your blood. You create any tool or hand-sized object out of your blood, including a knife or dagger. These items last for 1 hour or until you choose to reabsorb them. If they leave your possession, they dissolve after 1 minute.

When you reach 5th level, any tools that you create with this ability grant you a +1 to any ability checks made with them. This bonus increases by 1 at 11th level (+2) and 17th level (+3).

Mystical Stanching

Minor knitting

Activation Time: 1 bonus action

You automatically stabilize a living creature that you can see within 60 feet and roll a d20. On a result of 20, the creature regains 1 hit point. A creature that has been targeted by this discipline is immune to its



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effects for 1 minute afterward, and it has no effect on stabilized creatures, constructs, and undead.

Sense Threads

Minor consumption

Activation Time: 1 action

You gain the benefits of a *detect magic* spell. It does not require your concentration.

Spit Acid

Minor vitriolic conversion

Activation Time: 1 action

You transmute some of your blood into an acidic substance and spit it from your mouth with uncanny velocity. Make a ranged blood attack against an object or creature within 30 feet. On a hit, it takes 1d10 acid damage.

The discipline's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Steal Limb

Minor blood puppetry

Activation Time: 1 action

You momentarily take control of a target and force it to attack itself. Choose a living creature that you can see within 30 feet. The target makes a Constitution saving throw. On a failed save, it uses its reaction to make an opportunity attack against itself. When you reach 5th level, the target deals 1d6 extra damage to itself with this attack.

The extra damage increases by 1d6 at 11th level (2d6) and again at 17th level (3d6).

Stop Flow

Minor blood cursing

Activation Time: 1 action

You briefly interrupt the flow of blood or life energy within a living creature. Choose a living creature that you can see within 30 feet. The target makes a Constitution saving throw. On a failed save, it takes 1d10 necrotic damage.

The discipline's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Taste of Blood

Minor consumption

Activation Time: 1 action

You spend 1 reservoir point and touch a sample of blood, hair, or other tissue. You immediately know the owning creature's species, age, gender, general health, and a rough understanding of their appearance. For the next 10 minutes, you have advantage on Wisdom (Survival) checks made to track the creature.

Vital Amplification

Minor sanguine alacrity

Activation Time: None

As part of your move, you may spend 1 reservoir point to increase your movement speed by 10 feet. When you do so, you have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks until the beginning of your next turn.

LESSER DISCIPLINES

Aqueous Corruption

Lesser blood cursing

Prerequisite: Stop Flow

Activation Time: 1 action

You spend 1 reservoir point and force a living creature within 30 feet to make a Constitution saving throw. On a failed save, the target takes 3d6 psychic damage. If the saving throw fails by 5 or more, the target is blinded. At the start of each of its turns, the target takes 1d6 psychic damage. On a successful save, the target takes half damage. At the end of each of its turns, the target makes a new Constitution saving throw. On a success, the discipline ends.

For every 2 additional reservoir points you spend to activate this discipline, you can target 1 additional creature.

Blood Form

Lesser sanguine body

Prerequisites: Blood Reach

Activation Time: 1 action

You can spend 2 reservoir points to disincorporate your body and your belongings into a roiling pool of blood. You and your positions transform into a pool of blood. While in this form you cannot attack, but you have resistance to all physical damage, advantage on Dexterity (Stealth) checks, and a climb speed equal to your normal walking speed. The transformation lasts up to 1 hour. You can resume your corporeal form earlier by spending an action, at which point the effect ends.

Blood Tendril

Lesser blood shaping

Prerequisites: Blood Tools

Activation Time: 1 bonus action

You can spend 1 reservoir point to create a 30 foot adhesive tendril of blood that extends from your hand or wrist. You can then quickly extend or retract it with a bonus action or as your move.

You can pull an object towards yourself or pull your body towards where you've anchored the tendril to, swiftly carrying yourself to the anchor point. Only structures sturdy enough to support your weight can be anchor points. If there is no platform appropriate for you to land on next to the anchor, you must succeed on a Strength (Athletics) check (DC appropriate to climbing the surface the tendril is anchored to) or immediately fall.

Consume Mind

Lesser consumption

Prerequisites: Taste of Blood

Activation Time: 1 action

You spend 1 reservoir point and imbibe a piece of a creature, taking some of its knowledge. As part of activating this discipline, you consume a creature's blood, flesh, or hair. For the next minute, you can perceive the target's surface thoughts (as the spell *detect thoughts*). You do not need to concentrate or see the creature to sense what it is thinking, but you

cannot probe deeper into its mind. If the target has been slain, you can detect the last minute of surface thoughts it had before dying.

Consume Visage

Lesser consumption

Prerequisites: Taste of Blood

Activation Time: 1 action

You spend 1 reservoir point and imbibe a piece of a humanoid one size category larger or smaller than you, taking a part of its identity. As part of activating this discipline, you consume the target's blood, flesh, or hair. For the next hour, you can assume the target's shape (as *polymorph*) with perfect accuracy, gaining advantage on ability checks made to impersonate that creature.

For every 1 additional reservoir point you spend to activate this discipline, its duration increases by 1 hour.

Flow Like Blood

Lesser sanguine alacrity

Prerequisite: Vital Amplification

Activation Time: Reaction

You spend 1 reservoir point to grant yourself impossible speed and reflexes, making you harder to harm in combat. When you are hit by an attack, you activate this discipline to force the attacker to reroll the attack roll and take the lowest result. Until the start of your next turn, attacks against you are made with disadvantage.

Freeze the Lifeblood

Lesser blood puppetry

Prerequisites: Steal Limb

Activation Time: 1 action

You spend 2 reservoir points to reach out and seize upon a the veins of a foe. Choose a living creature that you can see within 30 feet. The creature makes a Constitution saving throw. On a failed save, it is paralyzed. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

For every 2 additional reservoir points you spend to activate this discipline, you can target 1 additional creature.

Knit Wounds

Lesser knitting

Prerequisite: Mystical Stanching

Activation Time: 1 action

You spend 1 reservoir point and touch a living creature. That creature regains a number of hit points equal to 1d10 + your Constitution modifier.

For every 1 additional reservoir point you spend to activate this discipline, the creature regains an extra 1d10 hit points.

Poison Future

Lesser blood cursing

Prerequisites: Blood Hex

Activation Time: 1 action

You spend 1 reservoir point to poison a creature's fate, making it more likely to suffer serious misfortune. Choose a living creature that you can see within 30 feet. The creature makes a Wisdom saving throw. On a failed save, the creature take 3d6 psychic damage at the start of its turn, and has disadvantage on saving throws and ability checks until the end of your next turn.

Purge Blood

Lesser knitting

Prerequisite: Mystical Stanching

Activation Time: 1 action

You spend 2 reservoir points and touch a living creature, ending one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

For every 2 additional reservoir points you spend to activate this discipline, you end another condition.

Sanguine Swiftess

Lesser sanguine alacrity

Prerequisite: Vital Amplification

Activation Time: Bonus action

You spend 1 reservoir point to run as fast as the wind, increasing your speed by 30 feet and doubling all jump distances for 1 hour.

Taint Blood

Lesser blood cursing

Prerequisite: Stop Flow

Activation Time: 1 action

You spend 1 reservoir point to taint the target's blood with a virulent poison. Choose a living creature that you can see within 30 feet. The target makes a Constitution saving throw. On a failed save, the target takes 3d8 poison damage and is poisoned for 1 minute or until the poison damage is healed.

For every 2 additional reservoir points you spend to activate this discipline, you can target 1 additional creature.

Twist Fate

Lesser blood cursing

Prerequisites: Blood Hex

Activation Time: 1 action

You spend 2 reservoir points to instill a curse that brings terrible misfortune. Choose a creature you can see within 30 feet. The target makes a Wisdom saving throw or is affected as per the *bestow curse* spell for a number of rounds equal to your proficiency bonus.

For every 1 additional reservoir point you spend to activate this discipline, its duration increases by 2 rounds.

Vitriolic Retort

Lesser vitriolic conversion

Prerequisites: Acid Spit

Activation Time: Reaction

You spend 1 reservoir point to force acidic blood to erupt from a wound that you've just taken in order to harm the assailant. When you are damaged by an attack or spell, you activate this discipline and the creature or object that damaged you makes a Dexterity saving throw. On a failed save, the target takes 2d10 acid damage.

For every 1 additional reservoir point you spend to activate this discipline, it deals 1d10 extra damage.

INTERMEDIATE DISCIPLINES

Acid Breath

Intermediate vitriolic conversion

Prerequisites: Spit Acid

Activation Time: 1 action

You spend 3 reservoir points and transmute some of your blood into a caustic acid that you exhale at your

foes. Each creature and object in a 30-foot cone must make a Dexterity saving throw. A creature takes 8d6 damage on a failed save, and half as much damage on a successful one.

For every 2 additional reservoir points you spend to activate this discipline, the range of your cone increases by 10 feet.

Blood Mist

Intermediate sanguine body

Prerequisites: Blood Form

Activation Time: 1 action

You spend 3 reservoir points disincorporating your very life force and transforming into mist. While in mist form, you can't speak or manipulate objects. You are weightless, have a flying speed of 40 feet, can hover, and can enter a hostile creature's space and stop there. The only actions you can take in this form are the Dash action or to revert to your normal form. In addition, if air can pass through a space, you can do so without squeezing, and you can't pass through water. You have advantage on Strength, Dexterity, and Constitution saving throws, and resistance to damage from nonmagical weapons. You can remain in mist form for up to 1 hour or until dropped to 0 hit points.

When you activate this discipline or at the end of its duration, you can spend 1 additional reservoir point to extend its duration by 1 hour.

Blood Wings

Intermediate blood shaping

Prerequisites: Blood Tendril

Activation Time: 1 action

You spend 3 reservoir points and blood explodes out of your back, flaring out into crimson wings able to carry you aloft. You gain a flying speed equal to your base walking speed for 1 hour.

When you activate this discipline or at the end of its duration, you can spend 1 additional reservoir point to extend its duration by 1 hour. Alternatively, for every additional reservoir point spent activating this discipline your flying speed increases by 20 feet.

Counterweaving

Intermediate consumption

Prerequisite: Sense Thread

Activation Time: Reaction

Using the mystical power of your blood, you attempt to counter a spell you see and hear being cast within 60 feet of you. When you activate this discipline, you choose how many reservoir points to spend. If the number of reservoir points you spent equal or exceed the spell's level, the spell fails and has no effect. Otherwise, make a Constitution check against a DC equal to 10 + the spell's level. If the spell's level is more than double the number of reservoir points you spent, you have disadvantage on the check. On a success, the creature's spell fails and has no effect.

Crimson Speed

Intermediate sanguine alacrity

Prerequisite: Vital Amplification

Activation Time: Bonus action

You spend 3 reservoir points and burn some of your reserve to become a blur of motion. For a number of rounds equal to your proficiency bonus your speed is doubled, you gain a +2 bonus to AC, have advantage on Dexterity saving throws, and gain an additional action on each of your turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When you activate this discipline or at the end of its duration, you can spend 1 additional reservoir point to extend its duration by 2 rounds.

Curse of Transformation

Intermediate blood cursing

Prerequisites: Blood Hex

Activation Time: 1 action

You spend 4 reservoir points and work a powerful hex that transforms a creature into another of your choosing. Choose a creature that you can see within 60 feet. The target makes a Wisdom saving throw. On a failed save, it is affected as per the *polymorph* spell. At the end of each minute, the target makes a new saving throw to resist this discipline. On the first successful save the creature's Intelligence and Wisdom scores return along with its memories. After this first successful save, the creature only makes new saving throws to resist the discipline once every 10 minutes,

changing back to its normal form after a second successful save.

Improved Taste of Blood

Intermediate consumption

Prerequisites: Taste of Blood

Activation Time: 1 action

When you activate Taste of Blood, you may instead spend 3 reservoir points to create a supernatural bond with the target creature. So long as it is on the same plane, you automatically know the creature's direction and approximate distance. You also know its approximate mental and physical state. This improved discipline extends the duration to a number of hours equal to your bloodweaver level.

Snatch the Strings

Intermediate blood puppetry

Prerequisite: Steal Limb

Activation Time: 1 action

You spend 3 reservoir points to take momentary control of another living creature. Choose a living creature that you can see within 30 feet. The target makes a Constitution saving throw. On a failed save, you may immediately force the creature to move and take an action, as if it were taking a turn under your control. You can force a creature to use any action, feature, or trait of your choice, although you cannot force the target to cast a spell.

For every 3 additional reservoir points you spend to activate this discipline, you can target 1 additional creature.

Unweaving

Intermediate consumption

Prerequisite: Sense Thread

Activation Time: 1 action

You spend 3 reservoir points to use the primal power of your reservoir and unweave a preexisting spell or magical effect. Choose one creature, object, or magical effect within 120 feet. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make a Constitution check against a DC equal to 10 + the spell's level. On a successful check, the spell ends.

When you spend more than 3 reservoir points to activate this discipline, you automatically end the

effects of spells on the target that are of a spell level equal to or less than the number of reservoir points spent.

Vital Infusion

Intermediate knitting

Prerequisite: Mystical Stanching

Activation Time: 1 action

You spend 4 reservoir points to siphon off a touch of power that reignites the beating heart of a recently slain creature. You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This discipline can't restore any missing body parts. When used to return to life a creature that has died of old age, 1 minute after the discipline takes effect the creature's Constitution score is reduced to 0 and it dies in such a way that it can never be returned to life under any circumstances.

Wither Limb

Intermediate blood cursing

Prerequisite: Stop Flow

Activation Time: 1 action

You spend 4 reservoir points to drag the vitality from a specific part of a foe's body. Choose a living creature that you can see within 30 feet. The target makes a Constitution saving throw. On a failed save, one limb or appendage of your choice rapidly withers and rots. The target loses all use of the limb or appendage, takes 4d6 necrotic damage, and is incapacitated for a number of rounds equal to your proficiency bonus. If an arm is selected, the creature cannot use it or hold things in it. If a leg is selected, the creature's movement speed is halved. The target can repeat the saving throw at the end of each of its turns, ending the incapacitated condition on a success. Only powerful magic can restore the lost limb.

For every 3 additional reservoir points you spend to activate this discipline, you can target 1 additional creature, or one additional limb or appendage.

GREATER DISCIPLINES

Bloodbath

Greater sanguine alacrity

Prerequisite: Crimson Speed

Activation Time: Reaction

You spend 5 reservoir points to become a blur of motion, striking all foes within range. When you take the Attack action and activate this discipline, make 1 melee or ranged weapon attack against up to five targets within 30 feet of you. Each creature can be struck no more than once with the extra attacks granted by this discipline, though you may allocate your regular attacks as per normal. After these attacks are completed, place yourself next to the last target, finishing your Attack action and movement as per normal.

Blood Puppet

Greater blood puppetry

Prerequisite: Snatch Strings

Activation Time: 1 action

You spend 6 reservoir points to utilize one of most terrifying powers known to bloodweavers, taking absolute control over another creature. Choose a living creature of Large or smaller size that you can see within 60 feet. The target makes a Constitution saving throw. On a failed save, for the next 10 minutes the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Constitution saving throw. If the saving throw succeeds, the discipline ends.

For every 2 additional reservoir points you spend to activate this discipline, the size category of the creature you can control increases by one, or the discipline's duration increases by 20 minutes.

Coronary Eruption

Greater blood cursing

Prerequisite: Stop Flow

Activation Time: 1 action

You spend 5 reservoir points to cause a creature's heart to explode, killing it and potentially its allies as well. Choose a living creature that you can see within

60 feet. The target makes a Constitution saving throw. On a failed save, the creature takes 10d6+40 points of necrotic damage. If this reduces the target to 0 hit points, it is instantly slain and explodes, dealing half damage to everything within 20 feet. Creatures within the area make a Dexterity saving throw, taking 5d6 necrotic damage on a successful save.

For every 4 additional reservoir points you spend to activate this discipline, you can target 1 additional creature.

Exsanguination Needles

Greater sanguine body

Prerequisite: Blood Form

Activation Time: 1 action

You spend 5 reservoir points to form dozens of thin, sharp needles that whip out from your body, piercing into the flesh of a foe and tearing the blood out of your victim's body. Make a melee blood attack against a living creature within your reach. You have advantage on the attack roll if the target is the same creature type as you. On a hit, the target takes 5d12 magical piercing damage and makes a Constitution saving throw. On a critical hit, you regain a number of hit points equal to half the damage dealt. On a failed save, the target is sickened for 1 minute. Even on a successful save, the target is sickened for 1d4 rounds.

For every 1 additional reservoir point you spend to activate this discipline, it deals 1d12 extra damage.

Hemokinesis

Greater blood puppetry

Prerequisite: Steal Limb

Activation Time: 1 action

You spend 4 reservoir points and seize the blood of one of your enemies, carrying them aloft with the power of your will. Choose a living creature of up to Large size that you can see within 60 feet. The target makes a Constitution saving throw. On a failed save, you telekinetically grip the target. While in your telekinetic grip the target is restrained, and you can move the target up to 30 feet in any direction, including upward but not beyond the range of this spell. A creature lifted upward is suspended in mid-air. Each time the target takes damage, it makes a new Constitution saving throw. If the saving throw succeeds, the discipline ends.

For every 2 additional reservoir points you spend to activate this discipline, the size category of the creature you can telekinetically grip increases by one, or you can target one additional creature.

Hesketh's Breath

Greater vitriolic conversion

Prerequisites: Acid Breath

Activation Time: 1 action

You spend 6 reservoir points to breathe forth an acidic blood mist capable of melting anything in its path. You create a 20-foot-radius sphere of corrosive crimson fog centered on a point you choose within 100 feet. The fog spreads around corners. It lasts for 1 minute or until a strong wind disperses the fog, ending the discipline. Its area is heavily obscured.

When a creature or object enters the fog for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d10 acid damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

Life Funnel

Greater consumption

Prerequisites: Improved Taste of Blood

Activation Time: 1 action

You spend 5 reservoir points to lock onto the life force of a foe, drawing out a part of their essence to heal your wounds. Make a ranged blood attack against a living creature within 60 feet. On a hit, the target takes 2d6 necrotic damage and 2d6 psychic damage, and you regain hit points equal to the amount of damage dealt. For a number of rounds equal to your proficiency bonus, on your turn you can make the attack again as an action.

Purge the Veins

Greater knitting

Prerequisite: Purge Blood

Activation Time: 1 action

You spend 5 reservoir points and touch a living

creature, imbuing it with primal life energy that utterly purges it of any deleterious effects. The target's level of exhaustion is reduced by 1 or you end any one of the following:

- One effect that charmed or petrified the target.
- One curse, including the target's attunement to a cursed magic item.
- Any reduction to one of the target's ability scores.
- One effect reducing the target's hit point maximum.
- The blinded, deafened, paralyzed, and poisoned conditions.

For every 2 additional reservoir points you spend to activate this discipline, you choose a second effect to end.

Rekindle Spark

Greater knitting

Prerequisite: Mystical Stanching, Vital Infusion

Activation Time: 1 action

You spend 6 reservoir points and use your mastery of primal energies to restore life to the dead. You touch a creature that has been dead for no more than 10 days. The creature returns to life with 1 hit point, as well as any poisons or diseases that affected it when it was slain. This discipline can't return an undead creature to life.

All the creature's mortal wounds are healed and it regenerates missing body parts. For 1 week after it is returned to life, the target has disadvantage on all attack rolls, saving throws, and ability checks.

Ruination

Greater blood cursing

Prerequisites: Twist Fate

Activation Time: 1 action

You spend 6 reservoir points to weave a dire hex upon a foe, sealing its fate. Choose a living creature that you can see within 60 feet. The target makes a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls, ability checks, and saving throws, and all creatures have advantage on any attack rolls or ability checks made to harm the target. Additionally, whenever the target rolls a 1 on any roll, whatever they are attempting fails catastrophically.

The exact specifics are up to the GM, but the outcome should be ruinous as magic conspires to produce the

worst possible result. Whenever the target finishes a long rest, it makes a new saving throw (with disadvantage) to end the effect.

Vital Assembly

Greater blood shaping

Prerequisites: Blood Wings

Activation Time: 1 action

You spend 5 reservoir points to create and shape blood into anything that you so desire. You create any inanimate object of up to Medium size with no moving parts. The blood created by the discipline hardens instantly, giving your creation an AC equal to your blood save + your proficiency bonus and hit points equal to twice your bloodweaver level. While you could not create a wagon, as a wagon has an axle, you could create a sled, a wall, or a boat. You could also fix an axle and wheels on a wagon that was broken. The object remains in existence for up to 1 hour then it dissolves into crimson mist.

For every additional reservoir point you spend to activate this discipline, the size category of the object you create increases by one. At the end of the discipline's duration you can spend additional reservoir point to extend its duration, increasing it by 1 hour per additional reservoir point.

MASTER DISCIPLINES

Blood Storm

Master sanguine body

Prerequisite: Blood Mist

Activation Time: 1 action

You spend 7 reservoir points to transform yourself into a deadly sanguine tempest. This discipline functions as Blood Mist (page @@) but your size becomes Huge, your flying speed is 70 ft., you have resistance to damage of all types, and when a creature enters your area for the first time on a turn or starts its turn there, that creature must make a Wisdom saving throw. The creature takes 5d10 necrotic damage on a failed save, or half as much damage on a successful one. If a living creature rolls a natural 1 on its saving throw, it becomes wounded and loses 7 (2d6) hit points at the start of each of its turns. Any creature can stanch the wound as an action with a successful



Wisdom (Medicine) check against your blood save DC. The wound also closes if the target receives magical healing. You can remain as a blood storm for up to 1 minute or until dropped to 0 hit points.

When you activate this discipline or at the end of its duration, you can spend 3 additional reservoir points to extend its duration by 1 minute.

Grand Curse

Master blood cursing

Prerequisite: Coronary Eruption

Activation Time: 1 action

You spend 6 reservoir points and force your will upon suppression, attempting to snuff out the very life from every being in a massive radius. A wave of

fell energy washes out from a point of your choice within 90 feet. Each living creature in a 40-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a target takes 12d8 necrotic damage and its hit point maximum is reduced by the same amount. A target that successfully saves takes half damage and does not reduce its hit point maximum.

For every additional reservoir point you spend to activate this discipline, you can exclude one living creature within the area.

Reaper

Master sanguine alacrity

Prerequisite: Bloodbath

Activation Time: Reaction

You spend 7 reservoir points to move with uncanny swiftness, making your attacks faster than the eye can see. When you take the Attack action and activate this discipline, you may make up to 3 additional melee or ranged attacks as part of that Attack action and on all Attack actions taken within the next minute. Regardless of how many attack rolls you make in a turn while this discipline is active, your first attack roll has advantage. The effects of this discipline end early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then.

When you activate this discipline, you can spend 2 additional reservoir points to make your first attack each round normally or to prevent its effects from ending early.

Reweaving

Master knitting

Prerequisite: Knit Wounds

Activation Time: 1 action

You spend 7 reservoir points to stimulate natural healing abilities using your mastery of primal life. You touch a living creature and for 1 hour it regains 2d4+5 hit points at the start of each of its turns. The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 1 minute.

Rupture Vessels

Master blood puppetry

Prerequisite: Hemokinesis

Activation Time: 1 action

You spend 6 reservoir points to force your will upon a foe's brain, causing a violent and painful hemorrhaging. Choose a living creature that you can see within 60 feet. The target takes 4d10 necrotic damage and makes a Constitution saving throw. On a failed save, the target is unable to cast spells and has disadvantage on Intelligence, Wisdom, and Charisma ability checks and saving throws for 1 round. After a creature fails its saving throw, each round on your turn you may spend your bonus action to maintain concentration of this discipline. If you do, the creature takes 2d10 necrotic damage, cannot cast spells, and suffers disadvantage on Intelligence, Wisdom, and Charisma ability checks for 1 additional round. At the end of each of its turns the target receives a new saving throw to end the discipline's effects.

For every 2 additional reservoir points you spend to activate this discipline, you can target 1 additional creature.

Sanguine Beast

Master blood shaping

Prerequisite: Vital Assembly

Activation Time: 1 hour

You craft a bestial companion out of your blood and infuse it with your life force. Select a beast that you have encountered and spend 2 reservoir points per 1 point of challenge rating. You create a copy of that creature. The creature is self-aware, has an Intelligence of 6, and serves you loyally. You share a telepathic bond and can communicate with it so long as it is within 100 feet of you. In combat, the creature can act on its own or you can direct it to act by spending a bonus action. The creature remains until it is destroyed, you choose to reabsorb it, you use this discipline again, or when you next finish a long rest.

When you activate this discipline, you can spend additional reservoir points to make more than one creature so long as the creature you create do not have a combined challenge rating higher than 5.

Vitriolic Shards

Master vitriolic conversion

Prerequisite: Spit Acid

Activation Time: 1 action

You spend 6 reservoir points to rip crimson fluid out of your veins, transforming the blood droplets into corrosive shards you fling at your enemies. Make a ranged blood attack against 12 creatures or objects you can see within 10 feet. On a hit, a target takes 1d8 acid damage. The shards all strike simultaneously, and you can direct them to hit one creature or several.

For every 1 additional reservoir point you spend to activate this discipline, you create one more corrosive shard.

ASCENDANT DISCIPLINES

Amalgamate

Ascendant knitting

Prerequisite: Reweaving

Activation Time: 1 action

You spend 9 reservoir points to merge the forms of two similar living creatures, permanently making them one into one being. Choose two creatures of the same type that are within 60 feet and no further than 20 feet from one another. Each makes a Constitution saving throw and if both fail, they merge together into one amalgam form. This amalgam form possesses the traits, class features, proficiencies, feats, languages, memories, and special qualities of both original creatures, using the highest attributes, total hit points, movement speeds, and proficiency bonus between them. All effects and spells currently targeting the original creatures end when the amalgam is formed.

Alternatively, you can use this discipline to target an amalgam and split it into its original creatures. You have no control over the actions of an amalgam form though you can naturally sense the location of any amalgam you have created. The amalgam's challenge rating increases by +2 if the original creatures had the same challenge rating, or by +1 if one of the original creatures had a challenge rating of 3 or more than the other original creature.

Blood Double

Ascendant blood shaping

Prerequisite: Sanguine Beast

Activation Time: 1 minute

You spend 9 reservoir points and use your comprehensive control over your potent blood to weave a copy of yourself or another living creature. You shape a near perfect duplicate of a living or recently deceased creature of your size or smaller for which you have a sample of blood, flesh, or hair. The creature cannot be of a challenge rating higher than 8 or have more than 10 class levels. For more powerful creatures, use the statistics of the most [appropriate NPC](#) instead (such as an [assassin](#), [gladiator](#), or [mage](#)). The creature is under your telepathic control. It is self-aware and capable of acting autonomously, and it attempts to carry out your instructions and wishes to the best of its ability. You may use you an action to telepathically communicate with the duplicate so long as it is on the same plane of existence. In combat, it acts autonomously on its own initiative. You can also use a bonus action to direct its actions.

The duplicate lasts for up to 24 hours, after which you may spend 9 reservoir points to sustain it. Some legends speak of creators granting blood doubles the ability to exist indefinitely while others speak of blood doubles existing on after their creatures have been killed or somehow escaping their control—the truth of such tales remains unknown.

Blood God's Swiftmess

Ascendant sanguine alacrity

Prerequisite: Reaper

Activation Time: 1 action

You spend 9 reservoir points to vastly enhance your senses and reaction times. Until the next time you finish a long rest, you can't be surprised and have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you.

Blood Plague

Ascendant blood cursing

Prerequisite: Grand Curse

Activation Time: 1 action

You spend 9 reservoir points to conjure forth a curse out of legend, a dreaded sanguine disease that can kill whole communities when given time. Choose up to five creatures within 60 feet, no two of which can be further than 20 feet from one another. Each target must make a Constitution saving throw or it is

afflicted by blood plague. While diseased, a creature is feverish, incoherent, and begins to sweat blood from its pores, suffering from the effects of the *con-fusion* spell and taking 3d6 necrotic damage at the end of each long rest. Any creature that touches the blood sweat of a diseased creature must make a Constitution saving throw or it is afflicted with the blood plague. An afflicted creature can attempt a new Constitution saving throw at the end of each long rest. A creature slain by the blood plague is liquified, creating a pool of blood that remains infectious for up to 24 hours.

Consume Soul

Ascendant consumption

Prerequisites: Life Funnel

Activation Time: 1 action

You spend 8 reservoir points to utterly devour the life essence of a creature, consuming its very soul. Choose a living or recently deceased creature that you can see within 30 feet. The target makes a Wisdom saving throw, with disadvantage if it has been dead for a minute or longer. On a failed save, the target takes 8d12 necrotic damage and 8d12 psychic damage. If this damage reduces the creature to 0 hit points, it is slain utterly and its soul is consumed. Only the act of a god or a carefully worded *wish* spell can restore its soul. On a successful save, the target takes half as much damage and keeps its soul. You gain a number of temporary hit points equal to the damage dealt.

Grand Ruination

Ascendant blood cursing

Prerequisites: Grand Curse

Activation Time: 1 action

You spend 9 reservoir points to activate this legendary discipline, a potent supernatural phenomenon that has brought whole communities low. Choose a living creature that you can see within 30 feet. The target makes a Wisdom saving throw. On a failed save, a mark appears on the target's head and they suffer the effects of the Ruination discipline (page @@). Additionally, all of the creatures friendly to the target and within a 100-foot radius also suffer the effects of Ruination while the marked target is within 100 feet. Stories of this powerful magic describe communities eventually turning on individuals so afflicted hoping to rid themselves of the curse.

Puppet Master

Ascendant blood puppetry

Prerequisite: Blood Puppet

Activation Time: 1 action

You spend 9 reservoir points in a horrifying display of power to take control of the bodies of a large group. Choose up to 10 living creatures within 60 feet, no two of which can be further than 20 feet from one another. Each target must make a Constitution saving throw. On a failed save, a target is affected as Blood Puppet (page @@). You can use a bonus action to direct the actions of all controlled creatures.

When you activate this discipline or at the end of its duration, you can spend 1 additional reservoir point to extend its duration to 1 hour.

Reweave Form

Ascendant sanguine body

Prerequisites: Blood Storm

Activation Time: 1 action

You spend 9 reservoir points to reweave your form, gaining the benefits of the *shapechange* spell.

Vitriolic Rain

Ascendant vitriolic conversion

Prerequisite: Hesketh's Breath

Activation Time: 1 minute

You spend 8 reservoir points to spread the corrupting influence of vitriolic conversion into the atmosphere, creating a storm that rains destructive crimson acid. Pick a point in the sky within line of sight. Wisps of crimson mist flow out of your mouth and hands, swirling up to create a malevolent stormcloud that spreads out from that point to a radius of 360 feet. When the stormcloud is complete it begins raining acidic blood, dealing 1d6 acid damage to each creature and object under it. At the start of the next round and every following round, the acid damage increases by 1d6 (up to a maximum of 4d6 in the fourth round).

When you activate this discipline or at the end of its duration, you can spend 1 additional reservoir point to extend its duration by 1 minute. By spending 1 additional reservoir point when you activate this discipline, you can double the stormcloud's radius to 720 feet.