

BLOODWEAVER: ADVANCED

Perching on the cave ledge above the bandit's camp, the drow smiled. It had been a long hunt but as always she's found her prey. She extends her hands and blood flows forth, hardening into the shape of two long, slightly curved daggers. Reaching within to her reservoir of inner power she allows it to pour through her, muscles surging in response with impossible strength and speed before she leaps into the middle of them. They outnumber her six to one—only the last bandit has the chance to scream.

The elven scout runs. His horse died yesterday and he's been running since but he dare not stop—the war host was close, their hunting horns echoed around and behind. If he falters the whole kingdom would have no warning of their treachery. The elf suddenly staggers into a small clearing where a halfling woman in a simple brown robe stands gathering herbs. He trips and falls at the halfling's feet, struggling to rise. She moves toward him and wipes a drop of blood from his forehead, placing it to her lips. Her eyes suddenly fill with concern and anger, and when the halfling touches him again, he feels a warmth and comfort flow through him. "Don't worry," she whispers, "you've done enough. I won't let them harm you."



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PRIMAL POWER

Bloodweavers have many conflicting stories about their origins but all agree that the power is nearly as old as mortals themselves. One common myth tells of a primitive hunter encountering a dying primordial after it had been bested by one of its own kind in the early days of the world—moved by her plight, he tried vainly to aid her and came in contact with the creature’s blood. The immortal blood served as a conduit that allowed some of the being’s power to flow into the hunter when she died, a power that all of his descendants have borne since. Another myth speaks of the daughter of a chieftain in the depths of antiquity. Fearing that her people would be exterminated by a rival tribe, she sought the means to protect them, seeking help from a powerful fey sorceress of blood, birth, and death that women of her tribe worshiped for aid with births and illness. A bargain was struck and while the woman was never seen by her tribe again, five other girls awoke with strange powers that they used to protect their people when they were attacked.

Bloodweaving is strongly tied to particular family lines. Some families see nearly every member awaken to their power in their teens. Others might have one bloodweaver every other generation. Regardless of the frequency of their birth, they almost always play an important role among their people. Interestingly, although the discipline’s mythological origins would suggest otherwise, bloodweavers have been found at various times throughout history in many different mortal races. While most common in tribal humans and orcs, other peoples have also manifested the power though even then it nearly always manifests among particular lineages.

CREATING A BLOODWEAVER

The first thing to decide when making a bloodweaver is the sanguine paths upon which they walk and the blood traditions they pursue. Most bloodweavers don’t simply wake up one day to discover their power, learning of their potential instead by way of a tutor—was yours a malevolent ancestor spirit or a mentor met by way of fate? What of the possibility that you discovered your abilities amidst a traumatic (and likely violently bloody) moment, one that haunts you to

this day? Were you treated like a pariah by your community or embraced for your talents? What of your family and loved ones?

You may have stumbled across or even sought out a bloodweaver intent on learning the practice, traveling far from civilization to find a fabled crimson witch or bloodbinder teacher, maybe driven to seek out a scarlet reaper after facing one in battle. Regardless of their origins, what do your powers mean to you? Do you consider them grisly or less appealing than the spellwork of magicians? Are you at odds with priestly orders that believe your abilities make you no better than a vampire? Perhaps most importantly, what do you hope to achieve by walking the paths of blood and where do you hope will your journey end?

The core rules for playing a bloodweaver are located in *ENsider: Bloodweaver – Basic* and *ENsider: Bloodweaver – Disciplines Tome*.

CRIMSON WITCH

Crimson witches use their mastery of blood and life to cripple, curse, and kill. They are what most conjure to mind when thinking of bloodweavers and are widely feared, often by their own people.

Potent Disciplines

At 1st level, whenever you use a discipline that deals damage to a creature other than you, add your Constitution modifier to the damage dealt. When the discipline targets multiple creatures, choose one target to take this extra damage.

In addition, you learn the Stop Flow minor discipline.

Pernicious Disciplines

Starting at 5th level, you may spend 1 additional reservoir point when activating a discipline. When you do so, one creature targeted by the discipline has disadvantage on saving throws made to resist it.

Devious Disciplines

At 9th level, when you force a target to make a

Constitution saving throw, you can choose to force it to make a Wisdom saving throw instead.

Improved Pernicious Disciplines

At 14th level, when you use Pernicious Disciplines against a creature, it has disadvantage on subsequent saving throws made to resist the effects of that use of the discipline.

In addition, the range of all of your harmful disciplines increases by 30 feet.

Death Curse

At 18th level, you can work your bloodweaving from great distances. You are able to use disciplines to affect a living creature at any range so long as it is on the same plane and you have a sample of its blood, hair, or flesh that was taken within the last day.

SCARLET REAPER

Scarlet reapers are terrifying combatants that learn to shape their blood into weapons and enhance their physical abilities.

Scarlet Reaper Training

At 1st level, you gain proficiency with martial weapons and medium armor, as well as 2 skills chosen from the following list: Acrobatics, Athletics, Stealth, and Survival.

In addition, you learn the Vital Amplification minor discipline.

Blood Arsenal

Also at 1st level, you learn to shape your blood and harden it into melee or ranged weaponry. You can use a bonus action and spend 1 reservoir point to create any melee or ranged weapon with which you are proficient. If a ranged weapon, ammunition is created with each attack. The weapon dissolves back into blood when you reabsorb it, drop it, or after 1 minute.

Blood Arsenal weapons can also capture small quantities of a target's blood if you so choose, which can be used with various disciplines.



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When you reach 6th level in this class, your Blood Arsenal weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, when you hit with a weapon attack using Blood Arsenal weapons, you may spend 2 reservoir points to deal an extra 1d8 damage (up to a maximum number of reservoir points as listed on Table: Bloodweaver). This extra damage is either acid, poison, or fire damage (chosen by you). You cannot deal extra damage of more than one type.

Extra Attack

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

Blood Mark

At 9th level, whenever you successfully hit a target with a Blood Arsenal weapon, you may spend 1 reservoir point to place a blood mark. Any successful attacks using a Blood Arsenal weapon against a creature with your blood mark deal an extra 1d8 damage. This extra damage is either acid, poison, or fire damage and chosen by you each time you hit the creature.

In addition, you can spend 1 reservoir point to either gain advantage on all attacks made against a creature with your blood mark until the beginning of your next turn, or gain advantage on Wisdom (Survival) checks made to track the creature for 1 hour.

Once a creature has a blood mark, it lasts until the target has been slain or until 24 hours have passed. You may have a number of simultaneous blood marks equal to half your proficiency bonus.

Improved Blood Arsenal

At 14th level, you're able to expend more of your bloodweaving potency to enhance the power of your sanguine weaponry. When you create weapons using Blood Arsenal, you can spend additional reservoir points to grant your weapon a bonus to attack and damage.

- 1 Point:** +1 to attack and damage.
- 3 Points:** +2 to attack and damage.
- 6 Points:** +3 to attack and damage.

Bloodlust

At 18th level, you can siphon the life essence of your bloodied foes. Once per round, you regain 1 reservoir point when you slay a living creature with an attack using a Blood Arsenal weapon.

