



Warrior of the Crimson Heart

DUNGEONS & DRAGONS

- The Blood Monk Subclass -

WARRIOR OF THE Crimson Heart

Monk Subclass - The Bloodweaver

"The heart is the first drum. Its rhythm is life, and in its silence lies death."

Warriors of the Crimson Heart have learned to listen to that sacred rhythm — not just within themselves, but in every living being. Through years of punishing discipline, they master the Vital Flow, the current of life that moves through the body. To them, blood is more than fluid; it is ki made manifest, a perfect union of spirit and flesh.

These monks can will their blood to harden into blades and flow outward as whips. By accelerating their heartbeat, they can restore their vitality or unleash bursts of terrifying power. In battle, they are both graceful and grotesque — red trails of energy marking every strike.

At higher mastery, they learn to touch the flow of others, stilling a foe's pulse or purging an ally's poisoned blood with a single strike. Theirs is a path of self-mastery through pain, balance through motion, and enlightenment through the living rhythm of blood.

LEVEL 3: CRIMSON BLOOD

You learn to channel the crimson energy flowing through your veins, turning your life force into a weapon.

You gain resistance to Slashing damage.

Whenever you have less than your maximum hit points, your blood begins to stir with power. While you are not at full health, your melee attack range increases by 5 feet as your blood lashes outward to strike your foes.

You also learn to perform Bloody Techniques, unique maneuvers fueled by your vitality.

LEVEL 3: BLOODWEAVING TECHNIQUES

Blood Weapon: As a bonus Action, you can shape your blood into a solid crimson weapon. You can create either two Scimitars or one Glaive and you can use the mastery properties of these two weapons.

When you create the weapons, you take 1d4 slashing damage. You are proficient with these weapons, and you use your Dexterity modifier for their attack and damage rolls.

You can change the damage type of all your Blood Weapons to Acid. It lasts until you finish a short or long rest, or until you dismiss it (no action required).

When you score a critical hit with these weapons, you regain 1d10 hit points.

Blood Shuriken: When you take the Attack action on your turn, you can form droplets of blood into sharpened shurikens and hurl them. Make a ranged weapon attack with a range of 50 feet. On a hit, the target takes 1d4 + your Dexterity modifier slashing damage. You take 2 points of damage for each Blood Shuriken you throw. You can change the damage type of all your Blood Weapons to Acid.

Blood Whip: As part of the Attack action, you can momentarily transform your active Blood Weapon into a long, flowing crimson whip and lash it across the battlefield.

Each creature of your choice within 10 feet of you must make a Dexterity saving throw ($DC = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$). On a failed save, a creature takes damage equal to your Martial Arts die and is knocked prone as the whip sweeps their legs from beneath them. On a successful save, the creature takes half as much damage and isn't knocked prone.

After using this technique, your Blood Weapon immediately reforms into its original shape.

Harakiri Recovery: As a bonus action, You can sacrifice 1d6 hit points to reclaim 1d4 Focus Points.

Crimson Surge: As a Bonus Action, you can spend 2 Focus Points to accelerate your heartbeat, forcing your body to flood itself with fresh vitality. You regain hit points equal to 2 rolls of your Martial Arts Die.

LEVEL 6: BLOOD BENDER

Your mastery over the crimson flow allows you to restore and purify the blood of others as easily as your own.

When you use Crimson Surge, you can now target a creature you touch instead of only yourself. The surge of accelerated lifeblood not only heals but cleanses—removing one poison effect from the target.

BLOOD SENSE

Once per long rest (no action required), you can focus your senses to enter a state of heightened perception, attuning to the rhythm of nearby hearts. For 1 minute, you can sense the heartbeat of every living creature within 300 feet of you (this sense doesn't detect constructs or undead). You learn the number of creatures present, their approximate size, and whether each is humanoid or not.

SUPERIOR BLOOD WEAPONS

Your mastery over your crimson weaponry deepens. Your Blood Weapon and Crimson Shuriken now count as +1 magical weapons.

LEVEL 11: BLOOD FLOW MANIPULATION

You can manipulate the blood flow within other creatures, either to sicken or invigorate them.

As an action, you can spend 2 Focus Points and touch a creature within your reach, choosing one of the following effects:

Sicken. The target must make a Constitution saving throw ($DC = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$). On a failed save, the creature takes poison damage equal to two rolls of your Martial Arts die + your Wisdom modifier and becomes poisoned for 1 minute.

Invigorate. The target gains temporary hit points equal to two rolls of your Martial Arts die + your Wisdom modifier and has advantage on attack rolls and ability checks for 1 minute, or until the temporary hit points are lost.

You can't target yourself with this technique.

MASTER BLOOD WEAPONS

Your mastery over your crimson weaponry deepens. Your Blood Weapon and Crimson Shuriken now count as +2 magical weapons.

Additionally, your attack rolls with Blood Weapons can score a Critical Hit on a roll of 19 or 20 on the d20.



LEVEL 17: ASCENDED BLOODWEAVER

The first lesson of the Crimson Heart is not restraint, but control. Those who ascend beyond fear of their own blood learn to shape it — to turn pain into power, and wounds into weapons.

FEEDING BLADE

Your Blood Weapon hungers for the wounds it creates. When you hit a creature with your Blood Weapon, that weapon's damage against that same creature increases by 1d4 on subsequent hits until the end of your next turn (this bonus stacks each time you hit that creature, maximum +4d4). The bonus resets for a creature if you don't hit it again before the end of your next turn.

CRIMSON EXECUTE

As an Action, you carve a roaring wave of cutting blood in a 10-foot-wide, 60-foot-long line that originates from you and extends in a direction you choose. Each creature in the line must make a Dexterity saving throw ($DC = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$). A creature takes slashing damage equal to a number of Martial Arts dice equal to the Focus Points spent on a failed save, or half as much damage on a successful one. The damage ignores Slashing damage resistance.

You must spend at least 2 and no more than 5 Focus Points when you use this feature.

Now just go beg
your DM to let you
play this subclass!
Enjoy.



@MASTERESTMON

