



ORDER OF THE TONGUE

BUTCHERS

Blood hunters of this order specialize in hunting fiends and other silver tongued creatures. Teacher's of the order often paid dopleganger assassins to slowly assassinate their apprentices, when the apprentice learned this they started to become more isolated and suspicious of their friends. One time one apprentice even killed another one because he thought that he was doppler, but he was not. After one day the one that killed lost his head. But next time one butcher slaid three doppelgangers in one day. Second part of the training was honing their fighting skills and learning about the hells so they will be prepared against the fiendish fury.

3.- HONED SUSPICION

You gain expertise, double proficiency bonus, in insight. If you were already proficient in it, you gain another skill proficiency of your choice. Additionally when you attack creature that is impersonating someone else and you attack the creature, the attack will deal critical hit damage (you still need to hit the creature).

3.- RITE OF THE HELLSPAWN

Thy rite was created mainly for slaying fiends, thus you learned arcane secrets that will guide you better in this task.

Your crimson rite gains additional bonuses:

- When you hit fiend with your crimson rite the damage from the rite cannot be reduced by resistances, at 18th level it cannot be reduced from immunities.
- When you wield weapon with the rite you cannot be charmed.
- When you deal damage to a creature that is charmed; the creature that charmed it must roll charisma saving throw against your hemocraft save DC, if it fails the charmed creature will lose the condition.

7.- COUNTERCHARM

You learn how to use strategies of the devil's to your advantage. You learn how to cast disguise self your DC for this spell is your hemocraft modifier + your charisma modifier. When you are effected by disguise self you can use you action to try to charm one creature, the creature must roll charisma saving throw against your hemocraft DC if the creature fails it becomes charmed by you for duration of 6 seconds number of times equal to your hemocraft modifier. You can cast disguise self with this feature equal to your hemocraft modifier per long rest. You can try to charm one creature per long rest.



11.- BRAND OF SILVER TONGUED

Creature affected by your Brand of Castigation cannot charm anyone and every creature that is charmed by it will lose this condition. You can attack thrice, instead of twice, when you take the Attack action on your turn if your target is creature affected by your Brand of Castigation, but every attack must have the same target. Additionally your Brand of Castigation deals fire damage instead of psychic damage, this damage cannot be reduced by any way.

15.- ESSENCE OF THE ABYSS

You can use you bonus action to make yourself as ferocious as a demon, for one minut you will gain benefits listed below.

- When you hit your target with weapon affected by your rime it must roll constitution saving throws vs your hemocraft DC, if it fails it gains vulnerability to damage dealt by your rite damage. This vulnerability will last until until the end of this feature.
- When you grapple enemy it will take damage as from your rite on start of each of your turns, until it is grappled.

15.- BLOOD CURSE OF PACT BREAKER

Starting at 15th level, you learn how to break pacts between mortals and devils. You gain the Blood Curse of the pact breaker for your Blood Maledict feature. This doesn't count against your number of blood curses known.

18.- BLOOD CURSE OF THE FLESH TEMPEST

Starting at 18th level, you learn how to create storm around you by using blood magic. You gain the Blood Curse of the flesh tempest for your Blood Maledict feature. This doesn't count against your number of blood curses known.

BLOOD CURSES

BLOOD CURSE OF THE PACT BREAKER.

You draw arcane symbols on the ground and meditate to do a ritual with purpose of summoning a fiend. The fiend you summon must have made pact with a person that is in range of 60 feet of you for the casting time of the ritual. The casting time is number of minutes equal to the chalange rating of the fiend. When the fiend is summoned it cannot leave the plane of existance you summoned it to for 1 minute. You can fight the fiend if you kill it the pact will end and you will regain one use of the blood maledict feature. You can also try to persuade the fiend if you succesfully break the pact by

you without combat you will also regain one use of your blood maledict feature.

Ampilfy: Your first attack against the summoned fiend will be automaticaly critical hit.

BLOOD CURSE OF THE FLESH TEMPEST.

As a bonus action you create storm of fire around yourself that lasts 30 seconds. At the start of each of your turns 10et of area surrounding you will become hard terain and every creature (you too) in the area will take two hemocraft die of damage. Damage dealt to you is reduced by your hemocraft modifier. The damage type can necrotic and it cannot be reduced by anyone except your hemocraft modifier.

Ampilfy: The damage increases to three hemocraft die and the range increases to 30 feet and it will last 1 minute.

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