

THE BLOOD PACT WARLOCK

A warlock who has sworn to serve their patron in blood, binding their very life essence to the strength of their bond. While the blood oath barbarian commits their blood to their word of honor and the blood circle druid seeks to preserve and utilize blood in nature, the blood pact warlock sacrifices blood to gain added power from their patron in a moment of need.

Your blood pact preserves you from danger, inflicts greater damage on your foes, and grants you greater control over your body and the bodies of others. The subclass revolves around the spending of hit dice in combat (or out of combat) to aid you, taking away some of your natural healing to grant you added utility and prowess in battle.

We also include a template for using this as your warlock pact following this subclass.

EXPANDED SPELL LIST

The pact of blood lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you:

Spell Level	Cookie Type
1st	<i>False Life, Cursed Blood</i>
2nd	<i>Ray of Enfeeblement, Replenish</i>
3rd	<i>Bestow Curse, Remove Curse</i>
4th	<i>Phantasmal Killer, Sap Magic</i>
5th	<i>Cloudkill, Modify Memory</i>

BLOOD WARD

Starting at 1st level, you may spend a hit dice and your reaction when an attack deals damage to you: you gain temporary hit points equal to the amount on the hit dice. This is applied before the damage is resolved against you.

BLOOD THIRST

Starting at 6th level, you gain the ability to purge your enemies by sacrificing blood to your patron, striking terror into their hearts. You gain proficiency (or expertise, if you already have proficiency) with the Intimidate (Charisma) skill.

In addition, when you deal magical damage to a target, you may spend a hit dice: add the total to your spell damage. If the spell affects more than one target, the amount is applied to all targets affected by the spell.

BLOODLETTING

Starting at 10th level, you sacrifice some of your blood to purge evils from your body. If you are under the effect of a disease, poison, or curse, you may spend a hit dice as a bonus action: remove one active disease, poison, or curse on you.

In addition, you gain resistance to poison damage.

COVETED BLOOD

Starting at 14th level, your patron grows greedy for your blood, magically warding you from damage and adding to the potency of your blood. You gain resistance to non-magical piercing, slashing, and bludgeoning damage, and may add your Constitution modifier to the results of your hit dice when spending a hit dice with the *Blood Ward*, *Blood Thirst*, and *Bloodletting* abilities above.

WARLOCK FEATURE: PACT OF BLOOD

With the subclass complete, here is the text for the warlock pact feature, if you prefer to use it as a pact instead. If a character selects the Blood Pact as his/her subclass, they may not select the Pact of Blood as their pact feature:

Pact of Blood: You may spend your reaction and a hit die whenever you are hit by an attack: you gain temporary hit points equal to the value on the hit die. This is resolved before the damage is resolved from the attack.

In addition, you may spend a hit die as a bonus action to remove a poison, disease, or curse affecting you. If you do this, you also gain resistance to poison damage for 1 hour.

You also gain access to the following Eldritch Invocation:

Blood Curse (*Prerequisite: Pact of Blood feature*): When you deal magical damage to a target, you may spend a hit die to increase the damage of the attack by the value on the hit die + your Constitution modifier (minimum of 1).