

WARLOCK PACT OF BLOOD

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.

PACT SPELLS

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	Spells
1st	<i>False Life, Ray of Sickness</i>
2nd	<i>Darkvision, Enhance Ability</i>
3rd	<i>Bestow Curse, Feign Death</i>
4th	<i>Arcane Eye, Phantasmal Killer</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, and when you hit an opponent with a spell attack, you may spend a hit dice: add the total to your spell damage.

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 for one hour.

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 (so you sacrifice more to him or her - it's a good deal for your patron as well). 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.