

OTHERWORLDLY PATRON

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE BLOOD

Vampires, by common folk, are known as the absolute masters of the night. They are powerful, violent, and terrifying beyond measure. Despite that, one of the defining traits of the master vampire is his unflinching ability to draw others to him, to bind them to his service, and to subjugate them with his awe.

Warlocks who take the Blood Pact seek to gain a measure of a master vampire's incredible strength, intimidating presence, and immortal stamina. They desire to become true masters of the night, and, eventually, vampires in their own right.

THE BLOOD EXPANDED SPELLS

Spell Level	Spells
1st	<i>fog cloud, inflict wounds</i>
2nd	<i>alter self, spider climb</i>
3rd	<i>conjure animals, haste</i>
4th	<i>dominate beast, greater invisibility</i>
5th	<i>dominate person, geas</i>

BLOODTHIRST

At 1st level, you grow a sharp pair of retractable fangs, and gain a powerful thirst for blood. After reducing an enemy to 0 HP, you can use your bonus action to regain a number of HP equal to your Charisma modifier + your warlock level.

ALLURING PRESENCE

At 6th level, your eyes turn a bright shade of red, and you learn to melt your opponent's willpower with but a stare. As an action, choose a creature within 30 feet that you can see to make a Wisdom saving throw. On a failed save, the creature is charmed or frightened by you (your choice). This effect ends once the creature can no longer see you, is further than 60 feet from you, or takes damage.

A creature that successfully saves against this effect cannot be affected by it again for 24 hours.

IMMORTAL FORTITUDE

At 10th level, your skin (and possibly your hair) toughens and takes on an unearthly hue (porcelain white, jet black, emerald green, etc.), and your aging seems to stop altogether. When you finish a short rest, select two damage types from the following: bludgeoning, piercing, or slashing damage. You gain resistance to these two damage types until you take a short or long rest. This resistance does not affect damage from magical or silver weapons.

Additionally, you no longer age, do not suffer the effects of old age, cannot be magically aged, and cannot die from old age.

CHILD OF THE NIGHT

At 14th level, you gain the ability to change your form like that of your master. As an action, you can Wild Shape (as the druid class feature) into the form of a wolf, a bat, or a rat. Alternatively, you can take the form of a swarm of bats, a swarm of rats, or a dire wolf. If you take one of these forms, you must take a short or long rest before you can use one of those forms again.



NEW PACT BOON

Your otherworldly patron bestows a gift upon you for your loyal service.

PACT OF THE SKIN

You give themselves over completely to your patron, taking on greater aspects of your benefactor in exchange for more power. Your skin changes to reflect this, changing form and becoming more resistant to damage. When you take bludgeoning, piercing, or slashing damage from a nonmagical source, you can subtract 3 from the damage taken.

NEW INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

MONSTROUS CLAWS

Prerequisite: 5th level, Pact of the Skin feature

You can grow a pair of wickedly sharp claws. The damage die of your unarmed strikes increases to 1d6, you can choose to deal either bludgeoning, piercing, or slashing damage with your unarmed strikes. Your unarmed strikes are considered magical for the purposes of overcoming damage resistance or immunity.

Additionally, when you use the Attack action to make an unarmed strike, you can attack twice instead of once.

MONSTROUS CARAPACE

Prerequisite: 11th level, Pact of the Skin feature

Your already tough form becomes almost impenetrable. When you take bludgeoning, piercing, or slashing damage from a nonmagical weapon that isn't silvered, you can subtract 3 + your Charisma modifier from the damage taken.

MONSTROUS WINGS

Prerequisite: 15th level, Pact of the Skin feature

You grow a pair of wings, gaining a flight speed equal to your normal movement speed.