

PACT OF BLOOD



VENTURE
4TH

a new warlock pact for 4e

PACT OF BLOOD

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Pact of Blood is the latest in a series of new warlock pacts for 4E from Adamant Entertainment.

There exist primeval beings that subsist on the power inherent in blood. While many of these creatures are minor spirits that stalk the edges of life, waiting for the moment when violence or a chance accident spills the liquid they crave, others are more powerful. Specters of war, torture devils, and spirits of sacrifice, all fuel their eldritch power through blood.

PACT OF BLOOD

You have forged a pact with the entities that thrive and grow on the spilling of blood. They grant you powers based on the amount of blood you offer them. With a simple word you can call them to feed at an enemy's wounds, increase the strength of your own magic, and even control the blood coursing through another creature.

The Blood Pact is not an easy road. Its practice demands much pain, and the pact's rites and spells leave visible scars on your body. Others fear the blood-pact warlock, for just as his patrons demand his blood in exchange for power, they also thrive on the blood of any living creature, friend and foe alike.

Blood Sacrifice: You know the *blood sacrifice* at-will spell.

Seal of Blood and Pain: You have the *seal of blood and pain* pact boon. When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer,

your patrons reward your offering with a protective ward. A circle of blood appears on the ground around you, magically sealing the area against enemies. Until the end of your next turn, foes treat a zone of 2 squares around you as difficult terrain, and enemies who enter the area or start their turn there take damage equal to your Intelligence modifier.

CLASS FEATURES

Warlocks with the Pact of Blood gain *The Chosen Victim* class feature.

The Chosen Victim Warlock (Blood) Feature

The potential contained in a healthy foe drives your benefactors mad with blood lust. They empower your attacks against one enemy for as long as the selected victim lives.

Encounter* Arcane

Minor Action

Range Special

Special: The closest enemy to you that you can see

Target: One creature at maximum hit points.

Effect: You gain a +2 bonus to hit on all attacks with warlock powers against the target. This bonus lasts until the end of the encounter or until the target drops to 0 hit points or fewer. If the target drops to 0 hit points or fewer during the encounter, your *seal of blood and pain* pact boon is triggered.

Special: If you have placed your Warlock's Curse on a creature, the curse is immediately lifted when you use the *chosen victim* power. You can not curse an enemy while the *chosen victim* is in effect, unless otherwise indicated in a warlock power's description.

LEVEL 1 AT-WILL SPELL

Blood Sacrifice Warlock (Blood) Attack 1

From a distance your power carves deep wounds into the flesh of an enemy. With an offering of your own blood, the injury bleeds again.

At-Will *Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 1d6 + Constitution modifier damage. On your next turn if you inflict 1 point of damage on yourself as a minor action the target takes another 1d6 +

Constitution modifier damage.

Increase damage to 2d6 + Constitution modifier at 21st level, and the target takes 2d6 + Constitution modifier damage when you inflict 4 points of damage on yourself.

Special: If you wound yourself with a pact blade or a magic light-bladed weapon you can use as an implement, you can take an extra amount of damage equal to the weapon's enhancement bonus, and increase the damage to 1d8 + Constitution modifier, or 2d8 + Constitution modifier at 21st level.

LEVEL 1 ENCOUNTER SPELL

Crimson Harvest Warlock (Blood) Attack 1

You strike out with a knife, nicking an ally. The flow of blood powers your arcane energies, which you use to sap a foe of its strength.

Encounter*Arcane, Cold, Implement

Standard Action Ranged 10

Special: You must be adjacent to an ally.

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2d8 + Constitution modifier cold damage, and the target takes a -2 penalty to Fortitude defense and is slowed until the end of your next turn.

Effect: An ally adjacent to you takes damage equal to one-half your Intelligence modifier.

Blood Pact: You may deal damage to an adjacent ally equal to your Intelligence modifier. If you do, add 1 + your Intelligence modifier to the damage.

LEVEL 1 DAILY SPELL

Lash of the Matron Warlock (Blood) Attack 1

Invisible whips open long, striping wounds on your foe. The adversary's spilled essence pleases your benefactors.

Daily*Arcane, Implement, Necrotic

Standard Action Ranged 5

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 3d6 + Constitution modifier necrotic damage.

Effect: The target takes ongoing 5 necrotic damage (save ends).

Blood Pact: Each time the target takes ongoing damage you gain a +1 bonus to one d20 roll until the end of your next turn.

LEVEL 2 UTILITY SPELLS

Focus of the Cut Warlock (Blood) Utility 2

You can keep your mind focused and in control by carving your own flesh with magical runes.

Daily*Arcane

Immediate Interrupt Personal

Trigger: You are hit with an attack that deals psychic damage or has a charm, fear or sleep effect.

Requirement: You must be wielding a light blade and able to wound yourself with it as a free action.

Effect: You take 1d4 damage. Until the end of your next turn you gain resist psychic equal to 5 + your Intelligence modifier, and a +4 power bonus to defense against any attack with a charm, fear or sleep effect.

Special: If you wound yourself with a pact blade or a magic weapon you can use as an implement, you can take an extra point of damage to gain a +5 power bonus to defense against any attack with a charm, fear or sleep effect.

The Life of Sacrifice Warlock (Blood) Utility 2

The mystical work of the blade has hardened you to suffering, given you scars that frighten the less stalwart, and taught you healing through agony. When you concentrate, you can draw upon the power of your old wounds.

Encounter*Arcane

Minor Action Personal

Effect: You gain a +5 power bonus to your next Endurance, Heal or Intimidate check during this encounter.

The Strength of Scars Warlock (Blood) Utility 2

An eldritch rite, coupled with the daily ritual of sacrifice, briefly inures you to pain.

Encounter*Arcane

Minor Action

Personal

Effect: You gain a +2 power bonus to AC and Fortitude defense until the end of your next turn.

Blood Pact: If you use your second wind during the encounter you also gain temporary hit points equal to your Intelligence modifier.

LEVEL 3 ENCOUNTER SPELL

The Pool of the Living Warlock (Blood) Attack 3

You call your patrons to feed upon the blood of an injured foe.

Encounter*Arcane, Necrotic

Standard Action

Ranged 10

Target: One creature

Special: The target can not be at maximum hit points.

Attack: Constitution vs. Fortitude

Hit: The target takes ongoing 10 necrotic damage (save ends).

Special: A bloodied target takes ongoing 10 + your Intelligence modifier necrotic damage (save ends).

Blood Pact: The target takes a -2 penalty to saves to end the ongoing damage.

LEVEL 5 DAILY SPELLS

Flay and Shiver

Warlock (Blood) Attack 5

You invoke the Inquisitors of Hell's frozen wastes. Your fingertips become tendrils of icy glass. With quick motions you slash a foe to bloody ribbons, leaving shards of broken glass embedded in its flesh.

Daily*Arcane, Cold, Implement

Standard Action

Target: One creature

Ranged 5

Attack: Constitution vs. Fortitude

Hit: 2d6 + Constitution modifier cold damage.

Effect: The target takes damage equal to 2 + your Intelligence modifier on its next move or standard action (which ever comes first). *Aftereffect:* The target takes a penalty to Fortitude defense equal to your Intelligence modifier (save ends).

Blood Pact: On a successful hit the target is slowed (save ends).

Surge of Power

Warlock (Blood) Attack 5

Your benefactors reward you after an offering. A bolt of dark energy fires from your hand into a foe.

Daily*Arcane, Implement, Necrotic

Immediate Reaction

Ranged 10

Trigger: You bloody an enemy

Target: One creature other than the bloodied enemy

Attack: Constitution +4 vs. Reflex

Increase to Constitution +6 vs. Reflex at 21st level

Hit: 3d10 + Constitution modifier necrotic damage.

Miss: Half damage.

LEVEL 6 UTILITY SPELLS

Blood Tattoo

Warlock (Blood) Utility 6

Your tattoos are inked with your own blood. In this way they contain the power of your magic.

Daily*Arcane

Standard Action

Personal

Effect: Choose an encounter power you know. You etch into your flesh a tattoo representing this power, taking 1d6 + Intelligence modifier damage in the process. During one encounter you can use this power twice. You can not carve another tattoo until after you take an extended rest. If you take an extended rest without using this extra encounter power, the power is lost and you must cast this spell again at the end of the extended rest.



The Blood Will Tell

Warlock (Blood) Utility 6

You open your palm with a blade. Your spirit patrons guide the trickling blood into patterns only you understand. They reveal hidden and secret things.

Encounter*Arcane **Personal**

Minor Action

Effect: You gain a +10 power bonus to the next Perception check you make during this encounter.

Special: If you wound yourself with a pact blade or a magic light-bladed weapon you can use as an implement, you take an amount of damage equal the weapon's enhancement bonus, but gain an equal bonus to the Perception check.

Through Your Sacrifice I Excel

Warlock (Blood) Utility 6

To your patrons, the blood of one is as good as the other, but there is something particularly satisfying in the blood of an ally.

Daily*Arcane

Immediate Interrupt **Ranged 5**

Trigger: The target in range spends a healing surge

Target: One creature

Effect: The target gains one-half the normal number of hit points from the healing surge. Before the end of your next turn, increase the die size of one attack you make with a warlock power.

Blood Pact: Add 5 + your Intelligence modifier to the damage you deal with this attack if the healing surge is from an ally.

LEVEL 7 ENCOUNTER SPELL

The Delicacy of Flesh

Warlock (Blood) Attack 7

Chains of scarlet energy wrap around a foe, lacerating him and draining him of life.

Encounter*Arcane, Implement, Necrotic
Standard Action

Target: One creature **Ranged 10**

Attack: Constitution vs. Fortitude

Hit: 2d8 + Constitution modifier necrotic damage, and the target is immobilized until the end of your next turn.

Blood Pact: Make a Constitution vs. Fortitude attack. On a hit, the target takes ongoing 10 necrotic damage and is weakened (save ends both). On a miss, the target takes ongoing 5 necrotic damage (save ends).

LEVEL 9 DAILY SPELL

The Path of Carnage

Warlock (Blood) Attack 9

Energized with bloodlust, you streak across the battlefield, carving into foes and proffering the result to your pact lords.

Daily*Arcane, Implement

Standard Action

Target: One, two or three creatures **Range** melee

Attack: Constitution vs. Fortitude, one attack per target.

Special: You may shift two squares before and after each attack as long as the total number of squares you shift does not exceed your speed.

Hit: 2d8 + Constitution modifier damage.

Effect: One target (your choice) takes ongoing 10 damage (save ends).

Blood Pact: If you bloody an opponent or score a critical hit you can shift an extra number of squares equal to your Intelligence modifier as an immediate reaction.

LEVEL 10 UTILITY SPELLS

Blood Power

Warlock (Blood) Utility 10

An enemy strikes you. Instead of recoiling from the blow you swirl your fingers in the wound and offer your blood as a gift to your benefactors.

Daily*Arcane

Immediate Reaction

Personal

Trigger: You are hit by an attack

Effect: You gain a +4 power bonus to all attack rolls made before the end of your next turn.

Special: If you are bloodied by the attack, increase the bonus to +6.

Call for Special Sanctions

Warlock (Blood) Utility 10

Those you serve want blood. They make your job easier.

Daily*Arcane

Minor Action

Close touch

Target: One light or heavy blade

Effect: You imbue one weapon you touch with an extra keen edge. The blade scores a critical hit on a 19-20. This effect lasts until the end of the encounter.

LEVEL 13 ENCOUNTER SPELL

Caustic Spray Warlock (Blood) Attack 13

A spray of blood leaps from your skin to cover a foe in burning red liquid.

Encounter*Acid, Arcane, Implement

Standard Action Ranged 5

Target: One creature

Attack: Constitution vs. Reflex

Hit: 2d8 + Constitution modifier acid damage, and the target takes ongoing acid damage equal to 3 + your Intelligence modifier (save ends). *Aftereffect:* The target takes ongoing 5 acid damage (save ends).

Blood Pact: Make two attacks against two different targets within range of the spell and no more than 3 squares apart.

LEVEL 15 DAILY SPELL

Visions of Torture and Delight

Warlock (Blood) Attack 15

You fill an enemy's mind with images of what your patrons would do to it if given the chance. The scene is so real, the target's mind is severely damaged.

Daily*Arcane, Fear, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Will

Hit: 3d8 + Constitution modifier psychic damage

Effect: The target falls unconscious until the end of your next turn.

Sustain Minor: The target continues to dream of its torture, and takes psychic damage equal to 2 + your Intelligence modifier each turn it begins unconscious (save ends).

Special: This damage does not revive the target.

LEVEL 16 UTILITY SPELLS

Blood Familiar Warlock (Blood) Utility 16

You open a vein. The pooled blood grows into a crouching, red-tinged humanoid. Being of your body, the creature follows your directions and can channel your arcane might.

Daily*Arcane, Conjunction

Standard Action Ranged see description

Effect: You take 1d10 damage. A humanoid the size of a dwarf appears in a square adjacent to you. It has hit points equal to your level + your Intelligence modifier + the damage you inflicted on yourself, and acts on your next turn with a full set of actions as an independent creature that you control as long as it stays within 10 squares of you. If equipped with a weapon, the familiar can make basic attacks. You see through the creature's eyes, and you have line of sight and line of effect from the familiar for your attacks. Your warlock powers can originate in the creature's square. Each time the familiar performs a standard or move action or channels one of your warlock powers, it loses hit points equal to your Intelligence modifier. The blood familiar uses your defenses if attacked. After five minutes, or if it drops to 0 hit points or moves farther than 10 squares from you, it immediately returns to a pool of blood.

Special: If you wield a pact blade or other light-bladed magic weapon you can use as an implement, you can take an extra amount of damage equal to the weapon's enhancement bonus, but add double the weapon's enhancement bonus to the blood familiar's total hit points.

I Offer My Flesh Warlock (Blood) Utility 16

The Lords of Blood grant a favor to those offering the requisite price.

Daily*Arcane

Immediate Reaction Personal

Trigger: You are put under a condition a saving throw could end.

Effect: Take 10 damage and end the condition.





LEVEL 19 DAILY SPELL

Curse of the Blood Matron

Warlock (Blood) Attack 19

You call upon the Mother of Suffering to vex your enemies. Her apparition appears as bleeding, eyeless corpse and hovers over a foe you designate.

Daily*Arcane, Fear, Implement, Psychic, Zone
Standard Action Area burst 4 within 10 squares

Target: One creature

Special: The target is the center of the burst.

Attack: Constitution vs. Will

Hit: 2d10 + Constitution modifier psychic damage, and slide all allies of the target within the burst 4 squares.

Effect: The burst creates a zone of fear centered on the target that lasts until the start of your next turn. The zone moves with the target, and if the zone encompasses an ally of the target, that ally, as a free action, must move out of the zone. The ally will attempt to avoid hazardous terrain during its movement, but not opportunity attacks. If it can not move the requisite distance, the ally takes a -2 penalty to attack rolls and Will defense, and psychic damage equal to 2 + your Intelligence modifier (save ends).

Sustain Minor: The target takes ongoing 10 psychic damage (save ends) and the zone persists. If the target saves against the ongoing damage, you can not sustain this power.

LEVEL 17 ENCOUNTER SPELL

Arteries, the Skein of Life

Warlock (Blood) Attack 17

You command the blood within a target to burst from an artery, creating an open, jetting wound.

Encounter*Arcane, Implement
Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 1d8 + Constitution modifier damage, the target is weakened until the end of your next turn, and takes ongoing 15 damage (save ends).

Special: Saving throws to end the ongoing damage take a -2 penalty.

Blood Pact: Each time the target takes ongoing damage it suffers a cumulative -1 penalty to all attacks, skill checks and ability checks, up to a total penalty equal to 1+ your Intelligence modifier (save ends).

Special: Animates are immune to this power.



LEVEL 22 UTILITY SPELLS

Blood for Blood

Warlock (Blood) Utility 22

Because spilled blood only increases your power, your foes unwittingly bring about their own destruction.

Daily*Arcane

Immediate Reaction

Trigger: You are bloodied by an attack.

Effect: As a free action, place your Warlock's Curse on the attacking creature. You may do this even if your *chosen victim* power is in effect, and it does not lift your curse from any other creatures on which you have placed it. If you damage the creature with a warlock attack power before the end of your next turn, your Warlock's Curse deals double damage.

Blood Pact: Whenever you hit the creature just placed under your Warlock's curse with any warlock attack power, add your Intelligence modifier to the damage. This effect lasts until the end of the encounter or until the target drops to 0 or fewer hit points.

They Are for You

Warlock (Blood) Utility 22

You direct the holders of your pact to the substance they desire.

Daily*Arcane

Standard Action

Effect: Place your Warlock's Curse upon every wounded creature you can see within 10 squares of you. You may do this even if your *chosen victim* power is in effect, and it does not lift your curse from any other creatures on which you have placed it.

LEVEL 23 ENCOUNTER SPELLS

Bind the Heart

Warlock (Blood) Attack 23

You tighten your fist, magically seizing the heart of a foe. Your enemy halts in mid-stride and claws at his chest, trying to relieve the pain.

Encounter*Arcane, Implement, Necrotic

Standard Action

Ranged 5

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 3d10 + Constitution modifier necrotic damage, and the target grants combat advantage until the end of your next turn.

Blood Pact: The target takes a -2 penalty to all attacks (save ends).

Storm of Blades

Warlock (Blood) Attack 23

The Phantom Lord of Evisceration emerges from your shadow. He sprays your foes with blades of spectral steel, carving their flesh and causing unspeakable agony.

Encounter*Arcane, Implement

Standard Action

Close blast 3

Target: All creatures in blast

Attack: Constitution vs. Reflex

Hit: 4d8 + Constitution modifier damage.

Blood Pact: If the damage is less than one-half the target's Constitution score, the target takes ongoing 5 damage and is slowed (save ends both). If the damage is greater than one-half the target's Constitution score, the target takes ongoing 10 damage and is dazed (save ends both). If the damage exceeds the target's Constitution score, the target takes ongoing 15 damage and is stunned (save ends both).

LEVEL 25 DAILY SPELL

Wheel and Rack, then Fire

Warlock (Blood) Attack 25

The Dark Spirit of Ritual Torture, Xon-Zuth, bestows his favored device upon your enemy. Unseen forces grip your foe, holding him in place while creatures of darkness play their special games upon his skin.

Daily*Arcane, Fire, Implement

Standard Action

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 4d10 + Constitution modifier damage, and the target is restrained and stunned until the end of your next turn.

Miss: Half damage, and the target is restrained (save ends).

Sustain Minor: The target is restrained, and takes on ongoing 10 fire damage (save ends both).



LEVEL 27 ENCOUNTER SPELLS

Friendly Sacrifice

Warlock (Blood) Attack 27

Your allies wouldn't mind if you took a small part of their life essence for the greater good. Black power from their dying soul sprays from your hands into the flesh of an opponent.

Encounter*Arcane, Implement, Necrotic
Immediate Reaction

Trigger: An ally within 10 squares of you is reduced to 0 or fewer hit points.

Target: One creature **Ranged 10**

Attack: Constitution +4 vs. Reflex

Hit: 4d10 + Constitution modifier necrotic damage, and the target is weakened until the end of your next turn.

Effect: Your ally takes a -4 penalty on its next death saving throw.

Blood Pact: You gain temporary hit points equal to 5 + your Intelligence modifier.

Red Shadows, Red Nails

Warlock (Blood) Attack 27

A scarlet cloud like a bloody fog fills the area around you. The mist obscures vision, while spikes of rusty iron scour the flesh from those within it.

Encounter*Arcane, Conjuration, Poison, Zone
Standard Action **Area burst 3**
within 5 squares

Target: All enemies in burst

Attack: Constitution vs. Fortitude

Hit: 3d8 + Constitution modifier poison damage, and the target is slowed until the end of your next turn.

Effect: The burst creates a zone of red mist, darting shadows and flensing iron nails that blocks line of sight (except yours) until the start of your next turn. Creatures that enter the zone or start their turn there take 1d8 + Constitution modifier poison damage.

Blood Pact: You can sustain the zone with a minor action.

LEVEL 29 DAILY SPELL

Dedicate the Field of Slaughter

Warlock (Blood) Attack 29

You call your patrons to the battle, bidding them to drink deep.

Encounter*Arcane, Implement
Standard Action

Target: A number of creatures equal to your Intelligence modifier **Ranged 10**

Attack: Constitution vs. Fortitude, one per target

Hit: 2d10 + Constitution modifier damage.

Special: A bloodied target takes 2d10 + Constitution modifier + Intelligence modifier damage.

Miss: Half damage.

Sustain Standard: You can attack the same target or switch to a new target within range. Make an attack (as above). On a miss you can not sustain this power against that target.

Blood Pact: For each ally you include as a target and who takes damage from this attack, foes you hit take an extra 2d10 damage. If you include yourself as a target you are automatically hit, and all foes take an extra 3d10 damage.

PARAGON PATH

CRIMSON ADEPT

"Blood binds us all. No creature is beyond my influence."

Prerequisite: Warlock class, blood pact.

You have trod the path of sacrifice, pain and torment your constant companions and your secret pleasures. Your unwavering service has drawn the special favor of your patrons, and they have granted you powers that make it easier to serve their needs, as well as increase your own arcane strength.

Aura of Torment (11th level): Whenever you bloody an opponent or score a critical hit, all foes under your Warlock's Curse within 10 squares of you take damage equal to your Intelligence modifier.

Pain Action (11th level): Whenever you spend an action point to take an extra action, if the extra action is an attack that hits, the target is also weakened (save ends).

Scent of Blood (11th level): Wounded creatures within 5 squares of you take a -4 penalty to Stealth checks against you.

Blade Finesse (16th level): Once per encounter you can add your proficiency bonus with a light blade you wield to an attack with one warlock attack power.

Altar of Sacrifice Crimson Adept (Blood) Attack 11

Apparitions of darkness assault your foe, bind its limbs, and raise it off the ground, ready for your blade.

Encounter*Arcane, Implement, Necrotic

Standard Action

Ranged

10

Attack: Constitution vs. Fortitude

Hit: 2d8 + Constitution modifier necrotic damage, and the target is held immobilized and restrained 5 feet off the ground until the end of your next turn.

For Thee, My Benefactors

Crimson Adept (Blood) Utility 12

It all comes down to blood.

Daily*Arcane

Immediate Reaction

Personal

Trigger: You successfully slay a creature with a coup de grace

Effect: Roll a d10 and compare the result below:

1-2: Gain another use of a daily or encounter power you have already used.

3-4: Gain one action point and 10 temporary hit points.

5-6: Gain a +4 bonus to hit on all attacks you make before the end of your next turn.

7-8: Add your Warlock's Curse damage to one attack you make before the end of your next turn.

9-10: Regain hit points as if you had spent a healing surge.

Special: If the creature is immortal, roll twice, gaining both benefits (reroll if you get the same result twice).

Bloody Appropriation

Crimson Adept (Blood) Attack 20

You travel the invisible courses that link the blood of one creature to another's. This allows you to disappear and then emerge from the body of a foe in an explosion of flesh and gore.

Daily*Arcane, Implement, Teleport

Standard Action

Ranged 10

Attack: Constitution vs. Fortitude

Hit: 4d10 + Constitution modifier damage, and the target is stunned until the end of your next turn.

Effect: You teleport to a square adjacent to the target, and the target takes ongoing 20 damage (save ends).

Miss: Half damage, and the target takes ongoing 10 damage (save ends).

NEW FEATS

BLOOD FOR DEATH IWARLOCKI

Prerequisites: Cha 15, Int 13, warlock, blood pact

Benefit: If you deal damage with ongoing cold or necrotic damage, the affected foe takes a -2 penalty to end the effect each turn you deal damage to yourself equal to your Intelligence modifier.

BOON OF THE BLADE IWARLOCKI

Prerequisites: Cha 15, Int 13, warlock, blood pact

Benefit: You may use any light blade with which you are proficient as an implement for warlock powers that use an implement. If it is a magic weapon, add its enhancement bonus to attack and damage rolls as you would with a rod or wand.

CURSE OF THE BLACK CIRCLE IWARLOCKI

Prerequisites: Cha 15, Int 13, warlock, blood pact, Improved Seal of Blood and Pain

Benefit: Foes within the area of your *seal of blood and pain* gain vulnerability to necrotic damage equal to 1 + your Intelligence modifier.

IMPROVED SEAL OF BLOOD AND PAIN IWARLOCKI

Prerequisites: Cha 15, Int 13, warlock, blood pact

Benefit: Foes that enter the sealed area around you take 1 + your Intelligence modifier damage.

NEW MAGIC ITEMS

Blood Rod

Level 18 +

This rod constantly glistens, as if coated with a dark red liquid that never dries.

Lvl 18 +4 85,000gp Lvl 28 +6 2,125,000gp

Lvl 23 +5 425,000gp

Implement (Rod)

Enhancement: Attack and damage rolls

Critical: +1d6 necrotic damage per plus

Power (Daily): Minor Action. Until the end of the encounter, when you use a warlock power that has an additional effect if you have the blood pact, you gain the benefit even if you don't have the blood pact.

The Books of Blood

Level 18+

This book contains instructions on how to use blood to increase the strength of your warlock powers. The pages leave red smears on the fingertips of those who read it.

Lvl 18 +4 85,000gp Lvl 28 +6 2,125,000gp

Lvl 23 +5 425,000gp

Wondrous Item

Property: Gain an item bonus to Arcana and Intimidate checks equal to the enhancement bonus.

Property: For a warlock with the Blood Pact, this book functions as a warlock implement, adding its enhancement bonus to attack and damage rolls for warlock powers that use an implement.

Power (Daily*Arcane): Free Action. When you bloody a creature, roll below to determine the result of your offering.

1-2: Until the end of the encounter, when you use a warlock power that has an additional effect if you have the blood pact, you gain the benefit even if you don't have the blood pact.

3-4: Increase the die size of your Warlock's Curse damage until the end of the encounter.

5-6: Place your Warlock's Curse on a number of enemies equal to your Intelligence modifier.



Kris Knife

Level 3+

The wavy blade of this dagger looks like steel serpent. It is valued by warlocks who perform blood sacrifices.

Lvl 3	+1	360gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	1,800 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	9,000 gp	Lvl 26	+6	2,125,000 gp

Weapon: Dagger

Enhancement: Attack rolls and damage rolls

Critical: 1d6 + enhancement bonus of ongoing damage (save ends).

Property: This blade functions as a warlock implement, adding its enhancement bonus to attack rolls and damage rolls for warlock powers that use implements.

Property: If you use this weapon to make a coup de grace attack, the target takes an extra +1d10 damage per plus.

Special: You do not gain your weapon proficiency bonus to the attack roll when using a *kris knife* as an implement.

Rod of the Blood Link

Level 18 +

This rod allows you to tap the energy that is released when a creature is severely wounded.

Lvl 18	+4	85,000gp	Lvl 28	+6	2,125,000gp
Lvl 23	+5	425,000gp			

Implement (Rod)

Enhancement: Attack and damage rolls

Critical: +1d6 per plus

Power (Daily): Free action. When a creature under your Warlock's Curse uses a power that triggers when it is bloodied, you gain the use of one encounter or daily power you have already used.

VENTURE
4TH

COMING SOON:

+ PACT OF THE DRAGON LORDS

+ BY SKILL ALONE

+ FEY FOLIO

+ DREAD POWER: THE NECROMANCER