

# Necronomicon: Paladin

This is Supplemental Material

## Sacred Oath

When a paladin reaches 3rd level, they swear an oath that binds them as a paladin forever. This is an option written by Odvaskar for that feature: The Oath of Blood.

## Oath of Blood

The Oath of blood is for paladins in the service a vampire family. Most are either vampires, vampire spawn, or dhampirs since vampire families would never allow a nonvampire to join. Their oaths are sworn with blood, and they will do anything to protect the family. They are usually sent out to exterminate any beasts or vampires that have gone feral around the family's lair, fight against revival families, or on missions to further the influence of the family. If their family is destroyed a paladin of blood could be adopted by another family. These paladins are called bloodhounds or crimson blades.

## Tenets of Blood

A paladin who takes this oath has to swear the tenets of blood to the head of the family and all its members.

**Family.** Family runs deeper than blood, honor family, and willingly bleed for any member.

**Duty.** Protect the family and the family will protect you.

**Blood.** We are born of the blood, made whole by the blood, undone by the blood.

## Oath Spells

*3rd-level Oath of Blood feature*

You gain oath spells at the paladin levels listed.

### Oath of Death Spells

| Paladin Level | Spells                                  |
|---------------|-----------------------------------------|
| 3rd           | <i>Cure Wounds, Inflict Wounds</i>      |
| 5th           | <i>Hold Person, Ray of Enfeeblement</i> |
| 9th           | <i>Slow, Vampiric Touch</i>             |
| 13th          | <i>Blight, Death Ward</i>               |
| 17th          | <i>Hold Monster, Mass Cure Wounds</i>   |

## Channel Divinity: Bloodhound Familiars

*3rd-level Oath of Blood feature*

As an action, you can use your Channel Divinity to summon a number of bloodhounds equal to your proficiency bonus from your own blood. Each summoned bloodhound appears in an unoccupied space that you can see within 30 feet of you for 1 hour. The bloodhounds are friendly to you and your companions and obey your commands. The bloodhounds use the Wolf stat block but are immune to necrotic damage, their bite attacks deal necrotic damage and any creature hit by a bite attack will be under the effects of the Bleed condition.

In combat, the bloodhounds share your initiative count but take their turns immediately after yours. The only action each bloodhound can take on their turns is the dodge action, unless you take a bonus action on your turn to command them to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the bloodhounds can take any action of their choice, not just dodge.



## Channel Divinity: Bloodletting Smite

*3rd-level Oath of Blood feature*

As a bonus action you can use your Channel Divinity to infuse your smites with your own blood. For the next minute when you use your Divine Smite feature you can use a bloodletting smite instead, which deals necrotic damage instead of radiant damage. Additionally, instead of dealing extra damage to undead and fiends, a bloodletting smite deals the extra 1d8 of damage to all creatures that can bleed except for constructs, undead, and plants. Any creature hit by a bloodletting smite is also under the effects of the Bleed condition.

**Bleed:** The creature takes 2 slashing damage at the start of each of its turns and has disadvantage on Constitution saving throws. Using a Healer's Kit or any healing will stop the bleeding.

## Vampiric Aura

*7th-level Oath of Blood feature*

Starting at 7th level, you imbue an aura that hungers for blood. Once per turn, you regain 2 hit points when a creature starts its turn within 10 feet of you and is under the effects of the Bleed condition.

At 18th level, the range of this aura increases to 30 feet.

## Hemorrhage

*15th-level Oath of Blood feature*

Beginning at 15th level, your constant absorption of blood has fortified your body and made your attacks more deadly. Your hit point maximum can't be reduced, and you are resistant to necrotic damage. Whenever you deal necrotic damage or give a creature the Bleed condition, the damage reduces the target's hit point maximum by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest.

## Lord of Blood

*20th-level Oath of Blood feature*

At 20th level, you can assume the form of a Lord of Blood. As an action, you transform for 1 minute and you gain the following benefits while in this form:

**Blood Frenzy.** You have advantage on melee attack rolls against any creature under the bleed condition.

**Blood Sight.** While you are blinded, you can see any creature that isn't a construct, undead, or plant within 60 feet of you, even through total cover, heavily obscured areas, invisibility, or any other phenomena that would prevent sight.

**Vicious Wound.** Any creature you hit with a melee attack can't regain hit points until the start of your next turn.

**Red Thirst.** Hostile creatures that start their turn within 10 feet of you take necrotic damage equal to your Charisma modifier.