

Necronomicon: Warlock

This is Supplemental Material

Otherworldly Patron

At 1st level, a warlock gains the Otherworldly Patron feature. This is an option written by Odvaskar for that feature: The Vileblood.

The Vileblood

You have made a pact with an ancient vampire, a creature that has lived for centuries sustaining itself from the blood of hundreds if not thousands of mortals. Through this pact your patron's stagnant blood is infused with your own. With this hungry, old, and vile blood coursing through your veins you can feel the immense power your patron can bestow onto you for your loyal servitude. Mortals that have the Vileblood gain many vampire-like abilities, can manipulate blood, and conjure the wrathful spirits of those whose blood nourished your patron's immortality. You are not the first and you will not be the last mortal bestowed with Vileblood, but all the afflicted will feel its hunger.

Expanded Spell List

1st-level The Vileblood feature

Your patron 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.

Expanded Spell List

Spell Level	Spells
1st	<i>Inflict Wounds, Fog Cloud</i>
2nd	<i>Pass Without Trace, Spiritual Weapon</i>
3rd	<i>Animate Dead, Spirit Guardians (Necrotic)</i>
4th	<i>Evard's Black Tentacles, Death Ward</i>
5th	<i>Bigby's Hand, Contagion</i>

Blood Bound Servant

1st-level The Vileblood feature

You have been martially trained to serve your patron. You gain proficiency with medium armor, shields, and martial weapons.

Vileblood

1st-level The Vileblood feature

At 1st level, the ancient magical blood that courses through your veins is ever hungry for fresh blood.

Blood Dregs

When a creature is dropped to 0 hit points within 10 feet of you that isn't an undead, construct, or plant, you can use your reaction to condense its blood a Blood Dreg and absorb it into your veins. You can only have a maximum number of blood dregs equal to your proficiency bonus. The table below shows the different amount blood dregs you receive depending on the size of the creature.

Blood Dreg Creation

Creature Size	Blood Dregs
Small	1
Medium	2
Large	3
Huge	4
Gargantuan	5

As a bonus action, you can regain a spent warlock hit die by consuming 1 blood dreg.

Sanguine Imbuement

When you cast a warlock spell you can expend 1 warlock hit die to infuse the spell with your Vileblood. The spell deals necrotic damage, and you can add an extra 1d8 to the spell's damage.

Exhilarated Coagulation

6th-level The Vileblood feature

Starting at 6th level, the ancient blood within you allows you to regenerate grievous wounds quickly. As an action you can expend 1 warlock hit die, roll the die, add your Constitution modifier, and regain a number of hit points equal to the total. Additionally, you can expend 1 blood dreg to regrow a missing body part with full functionality.

Old Blood's Thirst

10th-level The Vileblood feature

The Vileblood has completely spread through your whole body, increasing its hunger, and allowing you to feed on mortals like a true vampire. You learn the spell *Vampiric Touch* and it doesn't count against the number of spells you know. You can cast this spell without a spell slot and regain the ability to do so when you finish a long rest, or you can spend 3 warlock hit dice to use it again.

Vile Hemomancy

14th-level The Vileblood feature

When you reach 14th level, your patron unlocks the full potential of its stagnant blood that was given to you. As a bonus action, you can use blood dregs to regain a spent pact magic spell slot. The created spell slots vanish after a short rest. The Pact Magic Creation table shows the cost of creating a spell slot of a given level.

Pact Magic Creation

Spell Slot Level	Blood Dregs
1st	1
2nd	2
3rd	3
4th	4
5th	5