

Pact of Gore

BLOOD, BLOOD EVERYWHERE AND NOT A DROP TO SPARE. *Shallow cuts allow more precious blood to flow from your patients. A simple glass vial or beaker is best for harvesting small amounts.*

When strung up on a rack or similar device, a patient may more efficiently be bled into a bucket or tub. Bleeding victims... patients... in this manner is the most effective way to collect blood for your experiments.

— Zerkin, *On Blood and Surgery*

Zerkin was a human surgeon of old who gained great renown for renewing life in gravely injured patients. As her knowledge grew, so did her hunger for blood. By consuming blood, she grew in power into a powerful but twisted Warlock.

Geinet was a lowly dwarven miner for most of his life – day in and day out it was the same old grind. That is, until he was trapped in a disastrous cave-in. Days passed and all the miners grew hungry. It was Geinet who first suggested cannibalism, and it was Geinet who ended up eating all of his compatriots. Eventually, he made his home at the bottom of the mine continuing to feed on the life-blood of anyone who ventured in.

Patron of Blood

When you select the Pact of Gore at 1st level, your patron is a powerful desire to delve into the magical secrets of viscera. As a student of anatomy, your drive has taken you into lost secrets about the nature of life and death contained in the blood of all creatures. Your own dark desires and arcane secrets about the magical properties of blood has created an innate, corrupt power within you. Whether you are a serial killer or a surgeon gone mad, your hunger for blood and gore grows stronger every day.

Expanded Spell List

The Pact of Gore 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.

Pact of Gore Expanded Spell List

Spell Level	Spells
1st	Inflict Wounds, Ray of Sickness
2nd	Blindness & Deafness, Enhance Ability

3rd	Vampiric Touch, Feign Death
4th	Locate Creature, Death Ward
5th	Contagion, Anti-life Shell

Weeping Wounds

Starting at 1st level, when you cast inflict wounds using a Warlock spell slot, you may begin concentrating on the spell for up to 1 minute. While concentrating, the wounds created by Inflict Wounds continue to bleed profusely causing 1d6 damage per round. The warlock takes 1 damage per round to continue the effect.

Invocation of Scars

At 6th level, you learn to magically scribe yourself with an additional warlock invocation. When using this feature, you sacrifice 8 hit points (1 warlock hit die) from your HP maximum. You take 1 hour to carve an additional Warlock Invocation that you are eligible for into a disfiguring scar. During a long rest, you may dismiss the invocation and regain 8 hit points to your HP maximum OR inscribe a new invocation. You may only gain 1 invocation this way.

Coagulate

Beginning at 10th level, you learn to draw the coagulating blood out of dead bodies. You may spend 1 action and reduce your HP by 1d8 to call forth the blood of a fallen creature that has blood. If the creature is making a death saving throws, the creature instead makes a constitution saving throw against your spell save DC. Failing the saving throw causes a failed death save. If the creature is completely dead, you call forth their blood creating a small ooze-like construct that is telepathically under your command. You may use a bonus action on your turn to command the ooze, otherwise it mindlessly attacks any living creature with blood. The ooze disintegrates after 8 hours. You may use this ability once per long rest.

Blood Stride

At 14th level, you gain the ability to teleport through the blood and viscera of any 2 living creatures. You can use your action to touch a living creature or make a melee touch attack on an unwilling creature. You may then select a second living creature within 500 feet. Choose an unoccupied space within 5 feet of the second creature. You pass into the creature you touched and use the second creature as an exit point. Aberrations, undead, plants, oozes, constructs, elementals, and any creature without blood is immune to both effects. You may choose to solidify slightly before your exit. The second creature must make a

constitution saving throw equal to your spell save DC. On a failure, you explode from their body in a mist of blood and guts. The creature takes 3d10 damage. A creature reduced to 0 hit points in this way dies immediately.



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Blood Ooze

Small Ooze, Unaligned

Armor Class 7

Hit Points 15

Speed 20 ft., Climbing 20 ft.

STR	DEX	CON
16 (+3)	5 (-3)	14 (+2)
INT	WIS	CHA
1 (-5)	6 (-2)	1 (-5)

Damage Resistances acid, cold, lightning

Condition Immunities blind, charmed,

deafened, exhaustion, frightened, prone

Senses Blindsight 60 ft., passive

perception 8

Languages –

Challenge 1

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any non-magical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent cumulative -- penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non-magical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, non-magical wood or metal in 1 round.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, non-magical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.