

TOME OF THE PACT



BY ALEX CLIPPINGER

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I. MEETING MINUTES

The first Great Warlock Conclave is now at order, or what we will assume to be the closest thing to 'order' we will get. The recording of minutes will be—They've already started? Ah.

The Great Conclave will submit to record the following words of thanks and acknowledgement:

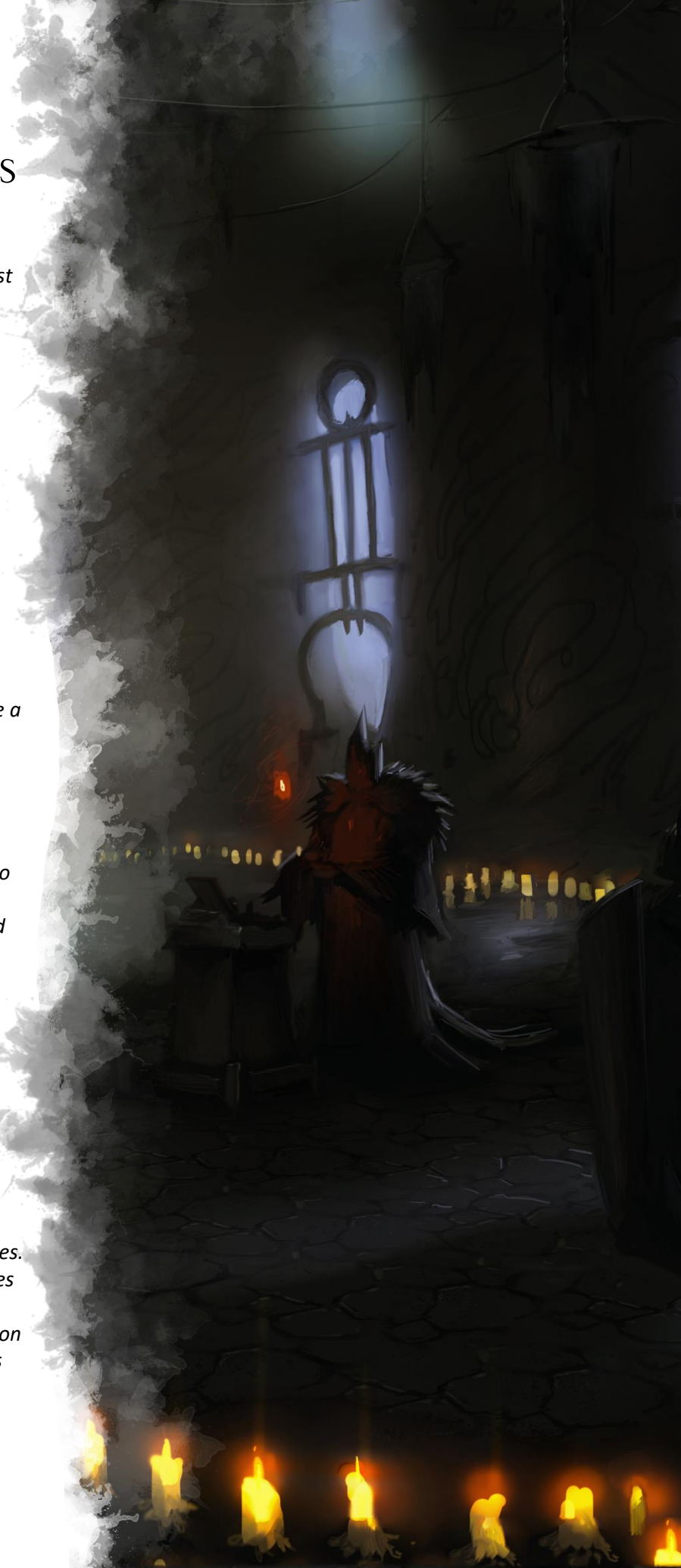
The Conclave thanks the attendance of all warlocks who have agreed to attend this meeting, whose purpose is that of shared understanding and knowledge in order to better the bonds between us.

We thank the fourteen representatives of the so-called 'celestial' beings and acknowledge that their attendance is 'under protest.' I have a note asking that you refrain from wishing the 'destruction of evil' upon our other attendees during your time here.

We would like to thank the warlocks of Mechanus for building this meeting location to our exact specifications. We thank the storm giant Thorlym for his warlocks submitting said building plans—and this site location—to this committee before this conclave was even announced.

At the request of more than eighty percent of attendees, the term 'eldritch blast' will not be permitted in the final documentation, other than the instance in which it was just used.

At the personal request of Gladulyk the Far Walker, you are all reminded to never, ever distribute these materials to nonmagical planes. Gladulyk would like to specify that this includes any version of the world 'Earth,' because he notes that the humans who acquire information on the arcane keep doing what he refers to as "really weird things with it."





II. THE ARCHFEY

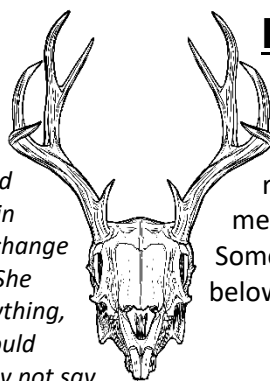
"I grew up thinking it was normal, seeing them. I'd play in the attic with boggles and get blamed for the pranks they'd pull. I'd see pixies in the garden. Then one day the woman came. Beautiful, beautiful enough your heart would break right in two. She told me the truth—she'd saved my grandfather in the forest before I was ever born, and in exchange he promised her 'his daughter's daughter.' She was kind. She told me I wasn't bound to anything, that the choice was mine. I said yes. How could anyone who looked upon that kind of beauty not say yes?"

-Sariel Lathalas, elf warlock of Titania

The Nature of the Patron

Often frustratingly inscrutable, the archfey operate from a perspective rarely understood by mortal races. Most fey, whether they are generally seen as good or evil, are fickle and tricky creatures. Their perceptions of ownership and bargain, trust and truth, are often far different from the understanding of humanoid races.

Archfey are these concepts writ large, their machinations and motivations often seeming completely incomprehensible to the non-fey they interact with. Their capacity for charm, anger, glibness, and spite are as great and complex as the Feywild itself.



Marks of the Patron

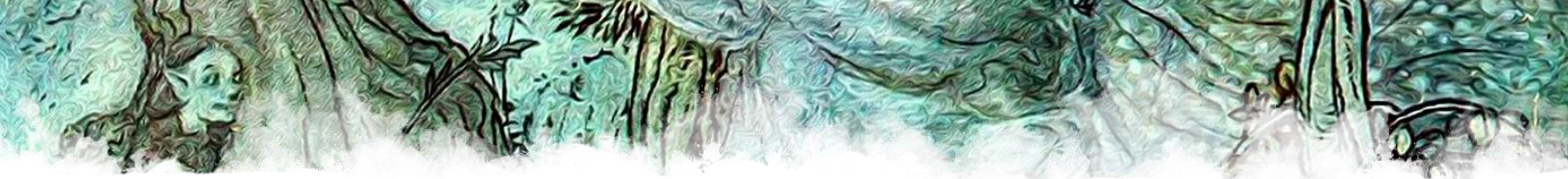
Fey are beings of particular aesthetic and temperamental ego; they will often mark their warlock underlings with traits that range from the subtle to the glaring as a means of broadcasting their involvement. Some examples of these marks are found below.

d4 Patron Mark

- 1 Antlers or goat-like horns twist upward from your brow.
- 2 Your skin has markings and a texture similar to the grain of wood.
- 3 A ghostly image of your patron looms behind you when you use your Fey Presence feature, appearing terrible and beautiful.
- 4 The air sparkles and shimmers around you as you cast spells granted by your patron.

Marks of the Boon

When archfey bestow additional gifts on their warlocks, they tend to take on strange properties. These properties often reflect the faerie-like or wild nature of the patron's plane.



Pact of the Blade

d4 Boon Quirk

- 1 Your pact weapon's blade or head become semi-translucent at times, as though made of a substance both glass and metal.
- 2 Illusory vines or creepers curl up the handle or haft of your pact weapon.
- 3 Grass springs up where blood is shed by your pact weapon.
- 4 Your skin turns green or gray while holding your pact weapon.

Pact of the Chain

d4 Boon Quirk

- 1 Your familiar is attracted to music and can sometimes be found making up little tunes to itself.
- 2 Your familiar's shadow makes its own movements and (often) obscene gestures.
- 3 Your familiar has a plantlike appearance—skin like bark, feathers like leaves, etc.
- 4 You fall victim to occasional harmless pranks that your familiar finds suspiciously funny.

Pact of the Tome

d4 Boon Quirk

- 1 Your tome appears completely translucent under moonlight and starlight.
- 2 Moss grows up your arms as you cast spells and cantrips from your tome, vanishing when you finish using it.
- 3 While holding your tome, your verbal components manifest as dancing musical notes that emanate from your mouth.
- 4 Common beasts find their way to you while you study your tome and seem curious about its contents.

Specific Patrons

Archfey have their own reason for granting patronage to their servants, and each is unique to the archfey. Often unpredictable, certain archfey are commonly associated with a number of warlocks.

Noble Eladrin

Just as eladrin in the Material Plane are not as naturally attuned to the seasonal powers of eladrin in the Feywild, the majority of eladrin in

the Feywild were not as powerful as the Noble Eladrin, a broad term for those who had reached levels of strength comparable to other archfey.

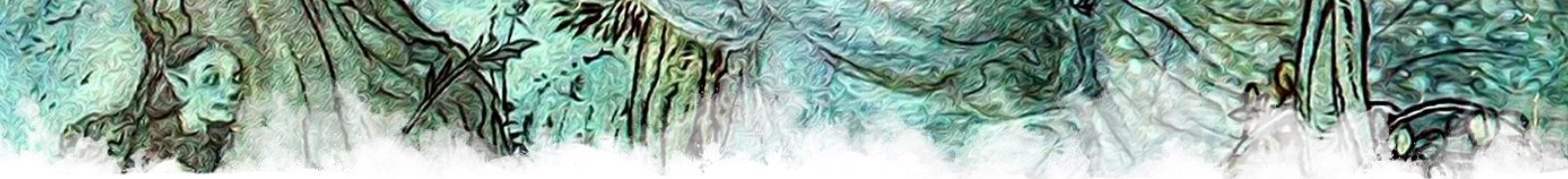
As a patron eladrin can be remarkably fickle and unpredictable. Like many of the Feywild's tricky residents, the eladrin can swing from whimsy to wrath without warning. Their tendency to reflect their mood in the season they embody from day to day can give a warlock valuable visual insight into the eladrin's mood when speaking with their patron.

Hags

Hags can be uncommon in the presence of other fey, as most of these creatures are unwelcome in fey courts that prize beauty as a virtue. For their part, hags pride themselves on ugliness and might chafe under the rule of an archfey whose views don't align with their own. Even if a hag fears or respects its archfey master, it has its own motives and a tricky nature like many fey. When it has fulfilled the spirit of its commands from the archfey, a hag might seek to find some personal advantage in her interaction with a warlock. Some of the most powerful emissaries are "auntie" hags; those who are older, or who are part of strong covens, or who serve powerful "grandmothers."

As a patron there are generally two options—an individual hag, or a coven. The oldest and craftiest of hags, called "grandmother" as a respectful title, have enough power as an individual to become a warlock's patron. Younger and less powerful hags can only hope to empower warlocks by coming together as a coven and becoming a warlock's





patron as a group. In either case, hags acting as patrons follow the same twisted rules as they would for a bargain with any other lesser mortal; there's usually a catch. Perhaps, as an adventurer, the warlock is fated to die a horrible death. Perhaps the hags have the right to raise the warlock as a wight or some other terrible undead servant after death. Maybe the warlock's service to its patron is the bargain, as the unpredictable and evil hag has them perform the occasional service as part of some broader scheme. Hags are demanding, selfish, and likely communicative patrons who will want to squeeze every ounce of personal gain out of a warlock's pact while corrupting the warlock themselves.

Alternative Feature: Coven's Curse

Replaces Misty Escape

Starting at 6th level, when you take damage, you can use your reaction to utter a profane curse against those around you. Each creature of your choice within 5 feet of you must make a Wisdom saving throw against your warlock spell save DC or have disadvantage on attack rolls and concentration checks for a number of rounds equal to your Charisma modifier (minimum 1). Creatures who have dealt damage to you since your last turn have disadvantage on their saving throw against this effect.

Once you use this feature, you can't use it again until you finish a short or long rest.

Oberon

Consort to Titania, Oberon is a King of the Summer Court by honorific only; though loved and respected by good fey, his Queen is the true authority. Oberon is content to roam the wilds as explorer and huntsman, traveling the Beastlands and Feywild to (nonlethally) hunt noble animals and (mercilessly) destroy evil monstrosities.

As a patron Oberon differs from many of the traditional archfey patrons. Wingless, strong, and unafraid of direct combat, Oberon would

be beloved by barbarians and rangers as much as warlocks. He is far more direct than the often elusive and subtle fey he commands, making him a refreshing patron to those who seek the power granted by the archfey without as much exhausting trickery attached.

Queen of Air and Darkness

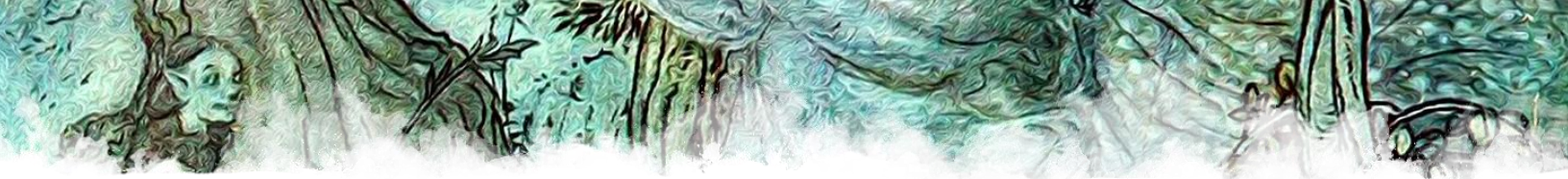
This Unseelie queen is an invisible and evil fey presence in the heart of Pandemonium. She is served by many types of evil creatures, notably corrupted fey, elves, and undead. Those who are able to discern her physical form describe her as a fey woman with white skin and pitch-black hair and eyes. Once a good sister to Titania, the Queen of Air and Darkness now seeks the corruption and death of the Seelie Court.

As a patron the Queen of Air and Darkness is a being of hate and malevolence. Though she is considered chaotic evil, the Queen is a being of calculated patience and cold, emotionless plotting. She favors darkness and illusion, and her methods of corruption center on wearing down an opponents' will to resist over time. Warlocks who take her as a patron may be given tasks that fit into a larger, often indiscernible long-term plan. Those who displease her are unlikely to be struck down in wrath; she is far more likely to send creatures such as Yeth hounds to torment.

Alternative Feature: Queen's Horrific Visage

Replaces Beguiling Defenses

Beginning at 10th level, you are immune to being frightened, and when another creature attempts to frighten you, you can use your reaction to attempt to turn the fear back on that creature. The creature must succeed on a Wisdom saving throw against your warlock spell save DC or be frightened by you for 1 minute or until the creature takes any damage.



Titania

Faerie Queen of the Seelie Court, Titania is the opposite of her sister, the Queen of Air and Darkness. She is a ruler of the fey and is especially revered by pixies and sprites, who see her as their deity.

As a patron Titania is a creature of good, though she is capable of great wrath when battling against true evil or when defending fey lands. Though one of the most powerful fey and a likely patron to numerous warlocks, her constant duties as ruler of the Summer Court make her personal involvement in a warlock's affairs unlikely. She is much more likely to work through one of her innumerable and loyal fey servants.

Servants of the Archfey

Many creatures serve powerful fey, including on the Seelie and Unseelie Courts. A discussion of many such creatures are found below.

Banderhobb. These large toadlike monstrosities are birthed by, and serve, hags and hag covens. Its Resonant Connection trait allows it to easily track down a warlock it has been sent to contact—or punish—at the hag's behest.

Boggle. Hags are the most likely creatures to command a boggle, but any archfey can impose its will on these pranksters. They're no good as enforcers and would never be sent to battle a warlock into submission. Boggles sent to meet a warlock have a bad habit of playing tricks on their target for a while before initiating contact.

Centaur. Centaur are unlikely to act as meek supplicants to the archfey; many of them don't even venerate Skerrit as their deity of choice, choosing to honor Silvanus or no deity at all. Instead, centaur are described as omen-watchers who may seek out a warlock of the archfey who happens to be nearby because of a vague sign in the world around them.

Darkling. Darklings are associated with services as thieves and assassins, making them somewhat more likely to serve as messengers or enforcers for evil (or at least violently willful) archfey. Regardless of what patron they serve, darklings will cautiously avoid sunlight in performance of their duties.

Displacer beast. Sly but without language, displacer beasts were bred by Unseelie fey as hunting beasts. Many now live in independent prides, but some still serve archfey masters as guardians and hunters.

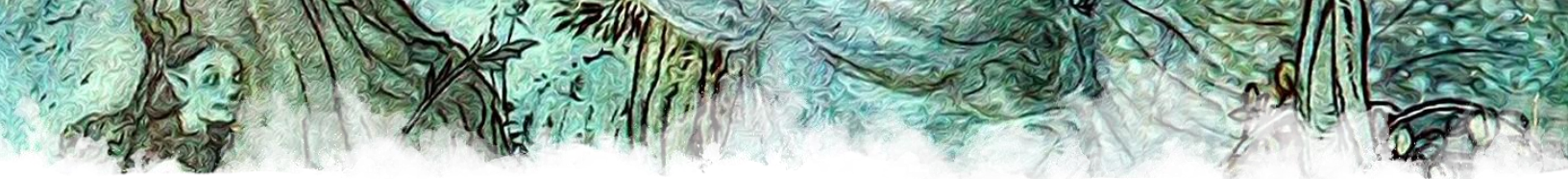
Dryad. Dryads are no good as long-distance messengers or enforcers as they are bound to their home tree. More often than not, the dryad's ability to speak with beasts and plants, and its tendency to associate with other fey in the area, make it an insightful conversationalist on the intrigues of fey courts or an archfey patron's mood.



Faerie dragon. These creatures share the playful, prank-loving nature of many common fey. Faerie dragons have many tricks to remain hidden and evade capture. They would make perfect spies...if they could resist the urge to avoid playing pranks on their targets.

Meenlock. An evil or angered archfey patron might send one or more meenlocks to torment a warlock who has displeased or disobeyed. They are unlikely to be instructed to kill their target with their telepathic torment (which would cause it to transform into a meenlock), but harming it or causing it duress sends the message the archfey intended.

Pixie. Pixies might make for good spies if they could resist introducing themselves to their targets. Friendly and nonviolent, they make far



better emissaries or members of an archfey court.

Quickling. Quicklings serve unseelie fey and most often the archfey that created them, the Queen of Air and Darkness. Tricky and blindingly fast, the quicklings make for excellent messengers and couriers in an archfey's service.

Satyr. The raucous satyr is welcome in a fey court, but only for as long as an archfey patron is willing to indulge in celebration and revelry. A satyr can become a problem very quickly—one that an archfey's warlock might be tasked with 'solving.'

Sprite. Good-aligned and able to sense the hearts of others, sprites serve similarly aligned archfey patrons as guardians, fighters, and spies.

Yeth hound.* Packs of yeth hounds are created by powerful fey who are bound to a creature's service (possibly the creator themselves). Yeth hounds are drawn to evil masters, and are often in service of hags or fey like the Queen of Air and Darkness. Yeth hounds can be warded away with sunlight, but an archfey might send yeth hounds not to attack a warlock who has displeased them, but to torment them for a time with its ghostly appearance and terror-inducing howls.

III. THE CELESTIAL

"I closed my eyes as the burning light nearly blinded me. I heard the goblins being burned to ash around me, killed instantly. I kept my eyes shut even when the light faded. I thought, 'Surely I'm in the presence of a god!'"

I felt a hand on my shoulder. I opened my eyes and looked up to see that glowing, radiant face smiling down at me.

'Not quite,' he said, answering my thoughts."

-Burgell Reese, gnome warlock under an unnamed Solar

The Nature of the Patron

Celestial creatures are often those born from divinity—powerful entities created by gods or other archetypal forces of good and light. Many celestials remain agents of good throughout their existence, trusted to bestow power upon mortals they deem worthy. Other celestials 'fall,' breaking away from the hierarchy of deities and similar forces to forge their own path. These celestials might have chaotic or even evil inclinations, but just as many simply seek greater independence to pursue what they feel is the 'correct' path to the greater good. These celestials are no less potent in their ability to take on warlock servants, however.



Marks of the Patron

Even celestial beings can't resist the vanity of marking their warlocks with special magical

features. Some of the more common traits are listed below.

d4 Patron Quirk

- 1 Your shadow on the ground seems to have a glimmer of light at its heart.
- 2 When you use your healing light feature, your target glows momentarily with a warm inner light.
- 3 While your celestial resilience feature is active, a vague winged form seems to impose itself between you and harm whenever you take damage.
- 4 You have an uncanny ability to remain clean.

Marks of the Boon

Many celestials treat their gifts to their warlocks as unique and generous gifts, though they follow the general constraints of all magical pact boons. Warlocks of the celestial sometimes find the revelation that *all* pact-bound creatures enjoy such gifts unpleasant.

Pact of the Blade

d4 Boon Quirk

- 1 Your pact weapon's blade or head has the appearance of brilliant white marble.
- 2 Your pact weapon remains immaculately clean at all times.
- 3 When you summon your pact weapon, there is a faint sound like a high, clear bell.
- 4 The pact weapon has a self-contained radiant glow that seems to intensify in battle.

Pact of the Chain

d4 Boon Quirk

- 1 Your familiar's eyes blaze with white fire when it sees an aberration or fiend.
- 2 Your familiar's body is flawless, as though it were carved by a renowned sculptor.
- 3 The spiritually pure and followers of good deities are drawn to your familiar.
- 4 Under sunlight or moonlight, your familiar glows with a faint silver radiance.

Pact of the Tome

d4 Boon Quirk

- 1 Your book's cover shimmers or sparkles in sunlight and moonlight, creating a rainbow prism effect.
- 2 Your tome's contents are written in a shining, silver ink. Added passages take on this property over time.
- 3 Casting spells from your tome causes your voice to resound as though a great entity were speaking through you.
- 4 The pages of your book seem to glow with a comforting radiance, and the tome never seems to be fully shadowed in dark places.

Specific Patrons

There are no shortage of celestials making an effort to bring good to the world—and no shortage of so-called 'fallen' celestials working to serve their own ends. The divine spark that created many of these beings gives them a broad ability to empower warlocks in their service, though they're no more prone to taking on empowered servants than any other patron.

Angel

Angels are perhaps the most identifiable celestial being, and with good reason; they are literally born of the divine essence of gods and pure, planar good. Wholly and unquestioningly devoted to law and goodness, many angels are imperious and inflexible when communicating with mortal beings. However, this level of haughty pride can easily precede a fall from grace.

As a patron an angel's personality will vary greatly based on whether or not they are fallen. A fallen angel may have some small piece of humility, but more importantly it can serve ideals that are more personal or which follow archetypes of chaos, neutrality, and even evil. Regardless of alignment, an angel is likely to possess a large, if well-deserved, ego; angels are fully aware of just how unique and capable they are on a cosmic scale. They will seek to patron warlocks who will zealously and unquestioningly obey their commands and serve their goals.

Couatl

Couatl are extremely versatile as both emissary and patron. Their natural forms are capable of rapid flight, and they can blend into many communities in a beast or humanoid form by their shapechanging abilities. Their innate spellcasting lets them provide various blessings to a warlock in need, to locate them wherever they might be in the world with scrying, to visit them with dream, or to see through deception with detect thoughts.

As a patron the couatl is a creature with considerable powers built into its stat block despite its low challenge rating. As noted above, its ability to locate and communicate with a warlock by a number of different means makes the couatl a patron capable of consistent communications and hands-on visits to their servant.

Empyrean

As an emissary empyreans are very similar to angels; they carry themselves with a confidence and radiance befitting a representative of a greater celestial power. Unlike angels, however, the empyrean is a creature of its passions; its mood can be reflected by the weather and world around it, and is described by the Monster Manual as being capable of both sage-like stoicism or devastating anger. Woe to any warlock of the celestial whose missteps have

caused its patron to send an angered empyrean as its emissary.

As a patron the empyrean can be dynamic. It is no stretch to believe that the bold, proud, nigh-indomitable empyrean might empower one or more chosen mortals in the name of righteousness, like a god-king knighting holy vassals for the cause of good. The empyrean's volatility potentially makes it a more hands-on patron, as it visits its warlock via spells, signs, and emissaries to make its orders, praise, or displeasure known. The empyreans are essentially immortal, easily resurrected on the Upper Planes if their parents permit it. Corrupted, evil empyreans are unlikely to have this particular luxury but can still make for engaging patrons for warlocks of the celestial with a selfish bent.



Alternative Feature: Trembling Strike Replaces Healing Light

Starting at 1st level when you hit a creature with a melee weapon attack, you can cause the target and all hostile creatures of your choice within 5 feet of it to make a Strength saving throw or be knocked prone. Creatures size Huge or larger are unaffected by this ability. You regain 1d6 hit points, plus an additional 1d6 temporary hit points for each creature knocked prone by this ability. When you use this ability, you can't use it again until you finish a short or long rest.

Ki-Rin

As a patron ki-rin are known for their proactive promotion of good in the world, safeguarding the wellbeing of large regions or appearing to grant boons and bravery alike to those who battle against evil. A ki-rin who sees potential in an ambitious would-be adventurer might agree to become a patron, so long as the warlock is not evil. The warlock will almost certainly be tasked with combatting forces of darkness within the ki-rin's region of influence, or against a particular dangerous evil that the ki-rin senses growing on the horizon.



IV. CREATURE OF LIMBO

“Through the mess, the haze, I saw it drifting towards me through the chaos. Its skin was black and gray, like something dead and rotting—but it was alive! I felt the tadpole writhing in my chest cavity, soon to burst through and end my life.

I heard a voice inside my head, asking why I had returned to die. I looked that thing dead in the eyes and told it that I had returned to live.”

-Musharraf, human warlock of the slaad

The Nature of the Patron

Some creatures make their pact with a githzerai, a powerful slaadi or Slaad Lord, or another entity residing in the chaotic plane of Limbo. This plane is a crazed whirlwind of constantly shifting matter and transformative terrain; only by concentration can an intelligent creature impose their will onto their surroundings and create a small refuge of stability. This is how creatures like githzerai establish permanent settlements in the chaos of Limbo by group effort; other creatures native to the plane relish and thrive in the maddening disarray. As creatures either impose order or embrace chaos, they learn to empower themselves.

Marks of the Patron

There are no marks of the patron more varied than those empowered by Limbo, a plane of utter, ever-changing chaos. Out of the multitude of effects, some of the notable examples are listed below.

d4 Patron Mark

- 1 A slaad control gem is embedded into your body. It doesn't control your actions but acts as a conduit to your patron in Limbo.
- 2 Your skin changes colors and patterns rapidly momentarily when you use pact features or cast patron spells.
- 3 Sometimes when you cast a spell, terrain around you changes in a cosmetic way—plant life changes to a different species, paint changes colors, wallpaper changes patterns. These changes revert after a short while.
- 4 Small details about your appearance—the location of a birthmark, the exact size of a mole, and so on—change slightly when you finish a long rest. No change would make you unrecognizable.

Marks of the Boon

When warlocks of Limbo reach a certain status, their patron grants them a boon that further explores their power. These boons often exhibit the strange and unpredictable qualities of the chaotic plane itself.

Pact of the Blade

d4 Boon Quirk

- 1 Your pact weapon appears as a different weapon of its type every time it appears, from divine blade to rusty relic.
- 2 Blood shed by your pact weapon splashes in strange, vibrant colors.
- 3 The impact sound of your pact weapon is utterly random.
- 4 A roiling, flickering visual effect pulses up and down the length of your pact weapon.

Pact of the Chain

d4 Boon Quirk

- 1 Your familiar changes to a different appearance, such as a different species, without warning.
- 2 Your familiar's cries sound like a variety of different animals.
- 3 When your familiar is destroyed, it turns into a random element; crumbles of dirt, a puff of mist, etc.
- 4 Your familiar's eyes glow a dizzying myriad of colors if it is holding a spell.

Pact of the Tome

d4 Boon Quirk

- 1 Your book has the appearance of a new random mundane book every time you finish a long rest.
- 2 Cantrips cast from your book have the appearance of random elements—firebolts that look like ice, acid that looks like water, etc.
- 3 Your hands change to that of various races they're holding your book of shadows.
- 4 The contents of your book change between the various languages you speak and change pagination on a constant basis, though you never have trouble finding the section you're looking for.

Patron Features

A warlock who enters a pact with a creature from Limbo gains considerable power—but like the plane itself, this power can be unpredictable and unstable, requiring a firm hand to tame its chaos.

Alternative Familiar: Slaad Tadpole

If you have a slaad or Slaad Lord as your otherworldly patron and take the Pact of the Chain feature, your familiar can take on the form of a **slaad tadpole**. The slaad tadpole does not mature into a full-grown slaad, as it only mimics this form.

Expanded Spell List

The patron of Limbo provides additional spells that can be acquired when you learn a warlock

spell. The following spells are added to the warlock spell list for you.

Limbo Expanded Spells

Spell Level	Spells
1st	<i>chaos bolt, color spray</i>
2nd	<i>blur, phantasmal force</i>
3rd	<i>blink, elemental weapon</i>
4th	<i>confusion, greater invisibility</i>
5th	<i>Rary's telepathic bond, skill empowerment</i>

Indiscriminate Talent

Starting at 1st level whenever you finish a short or long rest, roll a d8 and consult the table below, gaining temporary proficiency in the skill corresponding to the result. If you are already proficient in the resulting skill (including from this feature), reroll until your result matches a skill proficiency you do not currently possess.


Roll the d8 again, consulting the table below and gaining temporary proficiency with a tool or other equipment that corresponds to the result. Follow the same guidelines for rerolling existing proficiencies as listed above.

d8	Skill	Tool
1	Acrobatics	Calligrapher's supplies
2	Athletics	Carpenter's tools
3	Animal Handling	Cook's utensils
4	History	Herbalism kit
5	Insight	Instrument of choice
6	Medicine	Jeweler's tools
7	Religion	Tinker's tools
8	Sleight of Hand	Vehicles (land or water)

When you gain this skill and tool proficiency, you remain proficient with both until you finish your next short or long rest, at which time you roll to determine new proficiencies.

Random Teleportation

Starting at 6th level, you can use your action to teleport up to 30 feet toward an intersection of four spaces that you can see. When you do so, you designate each space adjacent to the target point with number 1-4, rolling a d4 and appearing in that space. Each creature within 5



feet of the space where you appear takes force damage equal to your warlock level. If you appear in a space occupied by a solid object or creature, you are immediately shunted to the nearest unoccupied space that you can occupy; both you and the object or creature take force damage equal to your warlock level. The damage to you cannot be resisted or reduced in any way.

When you use this feature, you can't do so again until you finish a short or long rest.

Action, Reaction

Starting at 10th level, you can use a bonus action on each of your turns to roll a d8 and record the result. The next weapon or spell attack you make before the end of your turn is both strengthened and weakened; before you make the attack roll, you designate whether your d8 result is added or subtracted from your attack roll's result. If you subtract your d8 result from your attack roll, the same result is added as force damage if the attack still hits; if you add your d8 result to the attack roll, this same amount is subtracted from the attack's damage, to a minimum of 0.

Chaotic Element

Starting at 14th level you can use your reaction to roll a d6 when you take acid, cold, fire, lightning, or thunder damage. On a result of 1, you have immunity to the damage; on a result of 2-4, you have resistance to the damage; on a 5, there is no effect; on a 6, you are vulnerable to the damage. The resulting effect only applies to the source of damage that triggered the reaction.

When you use this feature, you can choose to reroll the d6 once and use the new result. When you reroll the d6 for this feature, you must finish a short or long rest before you can do so again.

Specific Patrons

Few creatures can reside in the plane of Limbo; those who can often carve out their own territorial niche in order to impose their own control over a tiny corner of the plane.

Chaos Elemental

The chaos elemental is not a type of elemental as one would describe an air, earth or fire elemental. Chaos elementals are originally spirits who end up in Limbo; most are overwhelmed and absorbed into the plane, while a select few of the strongest spirits can resist the energies long enough to become a chaos elemental. Chaos elementals have exerted enough will on their surroundings to gather a fleshy, biologically haphazard body around themselves. Chaos elementals can become invisible in the uncontrolled chaos of Limbo, though they are visible if they enter a zone of control created by one or more other creatures (such as a githzerai settlement).

As an emissary chaos elementals are unlikely to be utilized by anything other than a creature that embraces Limbo's rampant chaos; Slaad Lords are likely to have the sufficient dominance to bend a chaos elemental to their will. Given their weakness outside of uncontrolled Limbo, chaos elementals might feature more prominently in a warlock's dreams or visions as a sending of some kind if the warlock is on a different plane.

As a patron a chaos elemental can be used in a variety of ways for a variety of alignments. Because a chaos elemental was formerly a living creature, the details of its personality and motivations can vary greatly. Whether good or evil, however, the chaos elemental has been fundamentally changed by the constant exposure to Limbo, giving it chaotic tendencies. Regardless of personality, a spirit must have been in possession of immense will to avoid destruction in the roiling disorder.



Githzerai

The philosophical and disciplined githzerai make their home in Limbo, a rare source of order in a place of seemingly pure chaos. Githzerai impose their unified, powerful will over the plane around them, creating and protecting entire communities in the wild void.

As an emissary a githzerai might appear as a physical or psionic manifestation. Given their powerful psionic abilities, a githzerai might convey messages by magical sendings or projections, including visions similar to a dream spell. Generally githzerai will act as emissaries for powerful githzerai anarchs or enlightened.

As a patron only a githzerai enlightened or anarchist has the sufficient power to form a pact with a fledgling warlock. Unlike the creatures who embrace the chaos of Limbo, githzerai encourage self-control and the application of mind over matter. Githzerai have ancient enemies and struggles that have gone on for uncounted centuries; a warlock is likely expected to fulfill tasks as an agent of the githzerai in other planes. Githzerai fiercely oppose their githyanki counterparts and illithids, using warlocks to impede these foes.

Gormeel

If the Spawning Stone can produce creatures imbued with chaos, it stands to reason that it will sometimes randomly produce a creature of unintended order. The gormeel is such a creature; a powerful slaadi motivated not by selfish chaos, but by respect for law and constancy. They are reminiscent in appearance to a slaad, though they are more lizard-like in appearance than the somewhat amphibian appearance of common slaadi. Most gormeel are slain by other slaadi or the Slaad Lords when they emerge; those that escape are a rare form of order in the chaos of Limbo.

As an emissary the gormeel represent another force for order in Limbo. This is most commonly the githzerai, who accept and provide refuge to gormeel seeking escape from their slaadi brethren. In time, gormeel come to serve githzerai outposts and monasteries in many capacities, even serving as mounts for powerful githzerai.

As a patron the gormeel is a creature of inner conflict; though drawn to control and order, its origin simultaneously makes it a creature of chaos. Though not guaranteed to be non-evil, a gormeel generally seeks to harness its own chaotic power and encourages the warlocks it patrons to do the same. Both warlock and patron might lose control at times or be frustrated by unintended side effects, but the constant mantra of a gormeel's patronage is about an ongoing process of self-improvement.

Slaadi

As an emissary a slaad is most likely going to serve one of two things: a Slaad Lord or a stronger common slaad type. Blue and red slaadi are unintelligent and more prone to violence; green, gray, and death slaadi are progressively more intelligent than their brutal counterparts. A blue or red slaad might not

have the temperament to be an effective messenger, but they could work well as a violent reminder from a displeased patron, infecting a town or area with a slaad infestation as a reminder to the warlock of what cause they serve. In this instance, a blue or red slaad has likely been instructed not to make an attack on the warlock that could risk infecting them with a slaad egg or the chaos phage. A green or higher slaad can be a subtler emissary, using its shapechanging ability to blend in to civilized areas and communicating with the warlock telepathically.

As a patron the warlock has almost certainly made their pact with a gray, death, white, or black slaad, which are the only varieties both powerful and intelligent enough to form anything resembling long-term goals. The slaad patron might have specific goals for a slaad infestation from Limbo that requires the warlock's service, or perhaps the warlock's use of their Limbo-imbued powers is somehow enough to serve the slaad patron's interests.

Slaad Lords

Though considered slaadi, Slaad Lords are given their own mention due to the fact that each is a unique individual creature, as opposed to a broad creature type. Choosing one as a warlock patron should be done in consideration of the general guidelines for slaad patrons (see their section, above), modified with the following information about each Slaad Lord.

Chourst. Called the 'Lord of Randomness,' Chourst has the appearance of a large, thin, white slaad. Chourst can make for a poor patron, as he is wholly self-absorbed and self-indulgent, with no ability to make long-term plans. A pact with Chourst is most likely a result of some spur-of-the-moment decision on the slaad lord's part; soon forgotten and occasionally remembered for some inane, strange demand.

Ssendam. This slaad lord bears little resemblance to the commonly known types as massive gold-colored ooze with a brain at its center. The genderless Ssendam is 'Lord of Madness' and takes little interest in other slaad. Ssendam resides in a lair near the Spawning Stone in Limbo. Ssendam can alter its



appearance, sometimes appearing in Limbo as a gold slaad (the most recognizable toadlike form) or in other planes as a humanoid wielding a black sword.

Wartle. Despite this slaad lord's power, Wartle acts meek and foolish. Usually taking the form of a bloated brown slaad, Wartle has few friends among his kind for his demeaning and insulting mannerisms. Scheming Wartle might become a warlock's patron as part of some clever machination—which could even be to the detriment of other slaad lords.

Ygorl. Slaad 'Lord of Entropy,' Ygorl is a dispassionate advocate for the death and disorder of all things. Ygorl often appears as a large black skeleton with batlike wings. Ygorl believes slaadi are natural agents of the broad chaos and destruction he believes in, and it wouldn't be a stretch to imagine him willing to act as a warlock's patron to further some long-term scheme.



V. THE FIEND

“Sign here,” the bone devil purred. “Sign and your brothers will never mock you again for your lack of magical talent. The only one in your family, that’s a cruel joke...sign, and you’ll be the one laughing...”

I sign without hesitation, wincing as the strange pen draws my own blood as I write on the line indicated.

“That’s lovely,” the fiend says, tone suddenly businesslike. “You’ll be hearing from us. I have to run—there’s a scholar in Candlekeep who’s about to fall off a stepladder and break his neck and the boss says that’s a can’t-miss appointment.”

-Memoirs of Rivaan Ghaalixirn, dragonborn warlock of Asmodeus

The Nature of the Patron

What evokes the idea of a dark bargain better than the image of a smiling, flattering devil with contract in hand?

In truth, the fiend of such a pact can be any one of its kind, from archetypical devils to demons and yugoloths. Each have their own personalities, each their own goals. Demons and demon lords, for example, might have a grand vision of Abyssal incursion onto the warlock’s home plane. Devils might strike a pact in order to secure a powerful soul after death, or use the warlock as a pawn in the archdevils’ constant backstabbing schemes for power.

The ancient, multiverse-wide, and eternal nature of the struggle between demon and devil makes any given warlock’s pact a blank canvas for storytelling.

Marks of the Patron

Fiends are fond of marking their warlocks with signature blemishes and effects. Though varied, commonly seen marks are mentioned here.

d4 Patron Mark

- 1 One or two small, dark horns protrude from above your brow. They seem to become more pronounced if you partake in evil acts or cast spells learned from your patron.
- 2 An illusory ant, fly, or centipede can always be found crawling somewhere on your person. Picking the insect off and throwing it away always results in another appearing on you within moments.
- 3 A fly or locust flies out of your mouth when you cast a warlock spell with verbal components.
- 4 Your tongue is pointed or slightly forked.



Marks of the Boon

Fiends are glad to bestow special powers and gifts on servants who have attained a certain level of power. Like the warlocks themselves, these gifts often have fiendish qualities.

Pact of the Blade

d4 Boon Quirk

- 1 Your hand(s) take on a scaly red appearance when they grip your pact weapon.
- 2 There are faintly heard pained screams when you summon your pact weapon to your hand.
- 3 Your pact weapon has an appearance like blackened iron or rusted metal.
- 4 The blade, head, etc of your pact weapon is decorated with profane symbols and letters in Abyssal or Infernal, depending on your patron.

Pact of the Chain

d4 Boon Quirk

- 1 You always get the sense that your familiar is observing your actions in service of your patron fiend.
- 2 When you benefit from your dark one's blessing feature or use your dark one's own luck feature, your familiar's eyes glow with a disturbing fiery light for a few moments.
- 3 Your familiar's body has profane markings in Infernal or Abyssal.
- 4 While in combat your familiar takes on a fiendish appearance; its skin turns ruddy or reddish, its body grows boils, warts, horns, or spines, etc. These changes do not have an effect on its statistics.

Pact of the Tome

d4 Boon Quirk

- 1 Creatures other than yourself who rest near your tome hear vague, whispered temptations unless the book is stored in a bag or other container.
- 2 The tome's pages appear to blaze with fiendish fire when you cast a spell from it.
- 3 The tome's cover features a small crystal peephole. You and only you can look through it to see flashes of imagery from one of the Nine Hells or a layer of the Abyss, depending on your patron.

- 4 Tally marks appear on the inside cover of the tome. Only you know they represent a sentient creature you've violently killed.

Specific Patrons

Fiends from across the multiverse are always vying for position against their enemies (which often includes each other).

Archdevils

Devils are constantly on the lookout for mortals willing to trade their souls for power, wealth, or darker desires. Normally they are happy to grant a one-off transaction and collect a mortal's soul upon death—what's money or mortal fame to a lord in the Nine Hells? Some mortals want something far more remarkable; magical powers. Archdevils are happy to strike such a bargain and are frequent warlock patrons, but these contracts with mortals often include sections requiring the warlock to serve the fiend's interests upon request.

Current rulers of the Nine Hells are common archdevil patrons, but other powerful devils included unseated rulers like Geryon and exiles like Moloch might strike a pact in the interest of gaining, retaining, or reclaiming power.

Demon Lords

In general, demon lords seek to further the work of all demonic fiends; to spread the chaotic evil of the Abyss across all worlds until the multiverse is uniformly consumed and folded into that plane. Demon lords are powerful enough to provide patronage to warlocks, and some might enjoy bending intelligent humanoids to their will. Demons are not particularly subtle creatures and expect loyalty from warlocks, cultists, and fiends alike. They are not above sending cultists or demons to inflict violent reminders of where a wayward warlock's loyalties lie.

Baphomet

This demon lord respects strong hunters, especially those who relish a target prey's fear over the course of a hunt. To this end, Baphomet's lair is a great labyrinth and he's fond of mazes. As one might guess, monstrous minotaur have origins in rituals to Baphomet.

As a patron Baphomet grants power to those who have a penchant for violence and who enjoy the thrill of hunting difficult prey. Baphomet is not a creature of blind bloodthirstiness, and respects followers who display intelligence in pursuit of their goals.

Alternative Feature:

Labyrinth

Replaces Hurl Through Hell

Starting at 14th level you can cast the *maze* spell at will without expending a spell slot. Once you use this feature, you can't do so again until you finish a long rest.

Frazz-Urb'luu

Demon lord of deception, Frazz-Urb'luu believes there is a grand design behind the lies of the multiverse that only he can see, and that he is the only creature intelligent and worthy enough to possess knowledge of it.

As a patron Frazz-Urb'luu simply can't be trusted. He is happy to deceive both followers and victims alike for entire lifetimes, only revealing the cruel truth of his scheme after years. One can never be sure if a task given by the demon lord is what it seems—is there a

twist? Does it serve the goals the demon lord claims it does? Is the warlock important to Frazz-Urb'luu's long-term plans, or is even his patronage a cruel joke?

Graz'zt

A master of hedonism, Graz'zt tempers the pursuit of pleasure with a calculating intelligence. Graz'zt seeks a universe where he controls all—and by extension, all things adore and worship him.

As a patron Graz'zt desires adoration as much as fealty; he wishes to be loved, even obsessed over. Graz'zt attracts those who seek pleasure and the fulfillment of desire. The demon lord loathes being distracted from his debaucheries by demanding affairs, and having a trusted warlock who can address matters on his behalf brings him considerable pleasure.

Alternative Feature:

Masochist

Replaces Dark One's Blessing

Starting at 1st level, you gain a pool of d6 dice equal to 1 + your warlock level. When a hostile creature you can see within 60 feet damages you with an attack or spell, you can use your reaction to spend a number of those dice equal to half your warlock level or less (minimum 1). Roll the spent dice and add them together. You gain a number of temporary hit points equal to the total, and regain 1 hit point per die spent. Both the temporary hit points and regained hit points are applied after the triggering damage is applied.

You regain the expended dice when you finish a long rest.



Yeenoghu

A demon lord of hungering destruction, Yeenoghu is the progenitor of the gnoll race and the scourge of any plane where he appears. Yeenoghu revels in violence and butchery, celebrating brutal kills with grisly trophies and cannibalistic consumption of victims.

As a patron Yeenoghu attracts few humanoids other than the gnolls he has created. The Beast of Butchery's love of wanton violence and hate-motivated destruction make his cults antithetical to the trappings of civilization. A warlock in Yeenoghu's service likely struggles to keep up the appearance of normalcy, while taking the opportunity to revel in violence when the opportunity arises.

Alternative Feature: Rampage **Replaces *Dark One's Blessing***

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you can use a bonus action to move up to half your speed and make one melee weapon attack. When you use this feature, you can't use it again on your next turn.

Zuggtmoy

Like Orcus and Jubilex, Zuggtmoy has a vision of the multiverse where her particular brand of uniform destruction holds sway; in her case, 'The Demon Queen of Fungi' desires a world ripe with rot, a perfect environment for the molds and fungi she creates to grow over the corpses of all.

As a patron Zuggtmoy often controls creatures through the use of her spores, making them helpless puppets driven only by her will. She may use these servants as messengers and unintelligent muscle when interacting with the free-willed warlocks in her service.

Alternative Feature: Fungal Plague **Replaces *Hurl Through Hell***

Starting at level 14, you can use your action to target a 15-foot cube within 120 feet of you. Creatures in that area must make a Wisdom

saving throw or be infested with fiendish fungal spores. At the start of each of its turns, an infested creature must make a Constitution saving throw or take 2d6 poison damage and become stunned until the start of its next turn. A creature that succeeds on this saving throw takes half as much damage and isn't stunned. If the damage from this effect reduces a creature to 0 hit points, hostile creatures within 5 feet of it must succeed on a Wisdom saving throw or also be infested with the fungal spores.

Regardless of when a creature is affected by the spores, the effect ends for all creatures 1 minute after you use this feature. Once you use this feature, you can't do so again until you finish a long rest.

Servants of the Fiend

Apart from the obvious hierarchies in the Abyss and the Nine Hells, fiends of rarer form and other creatures on the Material Plane often enter into contracts of service for a patron demon or devil. Some examples of such can be found below.

Cambion. Both demons and devils can produce cambion offspring. Cambions make for excellent messengers, spies, or enforcers on behalf of a fiendish warlock patron. Demon patrons in particular find cambions far more reliable as emissaries than dimwitted and overly destructive lesser fiends.

Chimera. Born of the Demogorgon's warping magic, chimera who are not left to their own devices might be convinced to serve an evil power. Their chaotic biology makes them poor messengers, but a demon might send a chimera to demonstrate its displeasure to a warlock under their power.

Demons and Devils. Without the need to detail each type of commonly known fiend, these creatures will fit their archetypical roles in service to the Nine Hells, the Abyss, or some other fiendish patron domain.

Ghouls and ghosts. Though they are undead, ghouls and ghosts have origins rooted in the Abyss (and more specifically Orcus). Demons and devils with an affinity for necromancy might use these intelligent flesh-eaters as messengers or fighters.

Hell hound. Utilized by devils, hell hounds are devoted trackers and ruthless killers. They are likely to accompany a fiend the way a huntsman has packs of nonmagical hounds.

Jackalwere. These lycanthrope-esque creatures are formed by demonic power. They traditionally serve lamias and are associated with Graz'zt, but serve as passable spies, thieves, and kidnapers for any fiendish lord.

Lamia. Normally servants of the demon lord Graz'zt, lamia are hedonistic monstrosities who gather treasures and corrupt servants about themselves. They might act as a local leader of operations for a fiendish patron within an area of control on the Material Plane.

Minotaur. Humanoids can be transformed into minotaur by cult rituals to the demon lord Baphomet, though most minotaur are descendants of their own kind. Some minotaur embrace their fiendish origins and ally themselves with Abyssal forces, though they may choose to serve a patron other than Baphomet.

Succubus/Incubus. Any fiendish patron might have a succubus or incubus in their employment, especially when they hope to accomplish a task that requires infiltration or coercion. Such a creature will rarely be used on a warlock of the fiend, though a succubus or incubus might draw the warlock in as a part of the plot it has been tasked with by their mutual master.





VI. THE GREAT OLD ONE

"I saw the great serpent rise above me, midnight-black and gleaming with terrible un-light as its great, empty, violet eyes turned to regard me. My mind spun dizzily towards the precipice of madness as the serpent opened its mouth to show the half-remembered gleam of every nightmare that ever was. I knew then that I had no choice but to serve—serve, or be cast into that gullet of horrors, screaming forever."

-Cytol Tragevyre, warlock of Dendar

The Nature of the Patron

No warlock patron quite captures the class concepts of forbidden knowledge like the Great Old One. In Forgotten Realms cosmology, they are often associated with the Far Realm, an infinitely layered plane of madness beyond most mortal beings' comprehension. In Eberron, the Far Realm is closely resembled by Xoriat, a plane where the mad Daelkyr live. Both these planes and other sources give rise to twisted aberrations that plague their respective Material Plane and beyond.

Not all Great Old One patrons are aberrations or creators of such; other Great Old Ones can include the oldest krakens and other monsters of the deep. Great Old One patrons are often ancient, even on the scale of a magical world of races that live hundreds of years, and some are beyond time itself. They are often depicted as alien and outside our understanding of morality and mortality, obeying no rules of biology,

death, or limitations as we understand them. Whether a patron is aware of a warlock's existence or not, and if they have desires or tasks for the warlock to perform, depends entirely on the patron and will never be quite the same from warlock to warlock.

Marks of the Patron

Suplicants to the Great Old Ones can exhibit one or more marks of their bargain, even if the patron is unaware of the warlock's borrowed power. The most common are listed here.

d4 Patron Mark

- 1 Something dark and viscous pours from your eyes and mouth when you cast a spell learned from your patron. The liquid vanishes before the start of your next turn.
- 2 Tendril-like shapes writhe under your skin at times, as though some inhuman entity is sharing your body.
- 3 A fishlike odor hangs in the air close to you.
- 4 Your eyes are solid black or midnight blue, flecked with points of light like distant stars.

Marks of the Boon

As warlock grows in power in the Great Old One's service, gifts common to all warlocks become bound to their power. These 'boons' display oddities unique to the Great Old One; the most common forms are listed below.



Pact of the Blade

d4 Boon Quirk

- 1 The haft or handle of your pact weapon has pseudopods that weakly grasp and caress your hands when you hold the weapon.
- 2 The blade or head of your pact weapon glistens with a slimy coating.
- 3 Killing blows with your pact weapon cause a splash of briny salt water to appear with the weapon's impact.
- 4 Eldritch symbols appear on the head, haft, or blade of your pact weapon. Other creatures find them dizzying or uncomfortable to stare at.

Pact of the Chain

d4 Boon Quirk

- 1 An extra eye or mouth occasionally flap open and closed at a random point on your familiar's body. These extra body parts vanish as quickly as they appear and don't seem to affect the familiar's senses.
- 2 Your familiar often stares intently into starry night skies or deep shadows, as though seeing or communicating with something no one else can.
- 3 When you familiar opens its mouth, tentacles writhe within the shadows of its throat and its speech or cries are guttural.
- 4 Most people not used to your familiar can't look into its eyes for more than a few moments without getting a disturbing sense of madness.

Pact of the Tome

d4 Boon Quirk

- 1 Your voice takes on a buzzing, inhuman quality when you cast a spell from your book.
- 2 When your tome is closed, something occasionally seems to move or shift under the surface of the book's cover.
- 3 A baleful, inhuman eye is set into the front of the book's cover. Though it stares straight ahead, some swear it turns to them when they aren't looking directly at it.
- 4 Images of twisted aberrations appear in the tome's pages. These images seem to shift or move in imperceptible ways over time.

Specific Patrons

Many aberrant and ancient entities can become warlock patrons. Some of these warlocks report variations between powers that are given to the great ones of their respective orders.

Aboleths

These aberrations are as old as time itself, if not older. Aboleths carry the combined memories of their entire lineage, giving them access to dark secrets and forbidden knowledge since before the first primitive humanoids dared encroach upon the world. With the coming of the gods, the great Aboleth empires were cast down. Now these creatures nurture their hatred in underwater depths and far planes, dreaming of the day they'll destroy the gods and return to rule all.

As a patron an aboleth is used to dominating the will of other creatures with its Enslave ability. These creatures are often dimly subservient, so aboleths are happy to strike a long-term bargain with a fledgling warlock in service of its own goals. An aboleth might make such a bargain in hopes of protecting its own interests or recovering some measure of power from the fallen Abolethic Sovereignty. Warlocks might be tasked with quests to weaken the divine or recover eldritch artifacts from forgotten ruins.

The Aboleths have specific powers or members of their kind to whom they pay respect and homage. These include:



Bolothamogg. Known as ‘Him Who Watches from Beyond the Stars’ and ‘The Darkness Between the Stars,’ Bolothamogg is a force that exists between worlds and cosmic bodies. Bolothamogg is a rough approximation of H.P. Lovecraft’s entity Yog-Sothoth.

The Eldest. Believed to be the first aboleth on Abeir-Toril, the Eldest was (or is) an incomprehensibly ancient being of immense power and knowledge. The Eldest is ruler of the Abolethic Sovereignty and their city of Xxiphu.

Dendar the Night Serpent

Dendar is a massive, midnight-black serpent who traverses the Outer Planes and resides in the Fugue Plane. Said to have been birthed at the dawn of time with the first nightmare, Dendar subsists on the night terrors and dark visions of all creatures across the Realmspace—if she did not devour them, each nightmare would be remembered in every grim detail.

It is said that when the time is right and Dendar is satisfied with her diet of nightmares, she will enter the Material Plane and bring doom to all worlds. There are various cults of Dendar in the Forgotten Realms, notably among the Yuan-Ti.

As a patron Dendar occupies a deity or beyond-deity station of power. Like most Great Old One patrons, Dendar doesn’t need anything from her warlocks on a day-to-day basis; she receives and consumes the nightmares she craves of her own accord. Warlocks of the Night Serpent might be tasked with inspiring succulent nightmares in their enemies or unleashing horrors on the world to prompt more nourishing bad dreams for their patron; similarly, Dendar’s occasional indulgence in

consuming souls of the faithful might lead her to desire a particular mortal morsel, tasking the warlock with slaying a cleric, priest, or cultist so that their soul can be sent to the Fugue Plane for consumption.

Alternative Feature: Nightmare

Replaces Create Thrall

Starting at 14th level, you can cast the *dream* spell once without expending a spell slot, so long as you act at the spell’s messenger. When you use this feature, you can’t do so again until you finish a long rest.

Kezef the Chaos Hound

In Forgotten Realms lore, ‘The Ravager of Heavens’ is a massive red-eyed hound with a disturbing undead appearance; maggots writhe under and within his patchy fur, his blood is a dark ooze, and he has an aura of decay about him. Kezef hunts across Outer Planes, devouring the souls of those who honored one god above others in their lifetime.

Kezef’s story is similar to that of Fenrir from Norse myth; the terrifying hound was tricked into becoming bound by the gods, agreeing to test his strength against a chain forged by Gond and Mystra only if Tyr would place his hand in the beast’s mouth. Kezef lost his freedom; Tyr lost his hand. Kezef remained bound until he was released by Cyric. Kezef hunts devout souls and gods alike; for years he pursued the god Mask for betraying him, and only a special dagger that concealed Mask’s position from the creature finally caused Kezef to give up the hunt.

As a patron Kezef occupies a space between recognizable mythology and inscrutable cosmic horror. Kezef’s historical betrayal at the hands of Faerun’s deities, his pursuit of Mask, and his



diet of departed souls of single-deity worshippers makes him and his followers generally opposed to the religious institutions of the Forgotten Realms. Kezef is associated with star spawn and cults; both can act as his physical emissaries if need be. Kezef is a patron whose motivations are likely seen as direct and primal, though he shares a certain aspect of madness and alien malevolence as other Great Old One patrons.

Alternative Feature: Soul Eater
Replaces Entropic Ward

Starting at 6th level, when you reduce a hostile creature to 0 hit points you can use your reaction to regain hit points equal to 1d8 + half your warlock level. If you reduced the creature to 0 hit points with psychic damage, you can use your reaction to regain hit points equal to 2d8 + your warlock level instead. Once you use this feature in either capacity, you can't use it again until you finish a short or long rest.

Hadar

This distant reddish star is actually an Elder Evil, an ancient force that is slowly dying. In an attempt to sustain itself, Hadar makes pacts with servants so that their sacrifices will feed its life force in some indiscernible way. The spells *arms of Hadar* and *hunger of Hadar* were originally taught by this cosmic entity.

As a patron Hadar is an excellent 'blank slate' Old One; generally, a warlock of Hadar pleases their patron by overcoming greater and greater creatures, which sustains Hadar's withering life force. Other motivations and moods of the Elder Evil are left up to the Dungeon Master. Hadar likely has secret cultists and groups worshipping it hidden in every corner of the

world, who it may use as emissaries and enforcers.

Kyuss

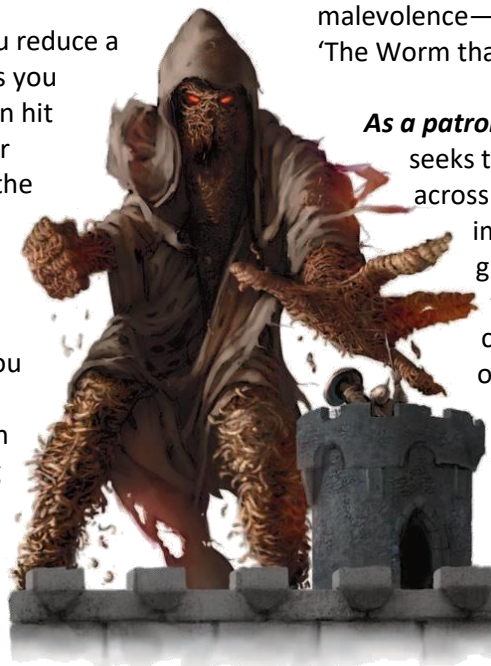
It is believed Kyuss was a priest of Orcus who pioneered new necromantic rituals. Kyuss sought divinity, and a terrible ritual to gain godhood left Kyuss as something far more twisted but equally powerful, though at the cost of imprisonment. It is the entity's signature appearance and symbol—that of a writhing mass of worms and maggots of horrifying malevolence—that give Kyuss its nickname, 'The Worm that Walks.'

As a patron Kyuss is an inhuman entity that seeks to spread in a virus-like fashion across the multiverse. Though imprisoned, Kyuss has been granted a vision of a future where the multiverse is under its control, a time known as the Age of Worms. Kyuss recruits agents across the multiverse—including via the patronage of warlock servants.

Sertrous

Sertrous was once a minor demon lord whose body was destroyed. His spirit remained, twisting a serpent host until he was decapitated and lost physical form again. Sertrous was the first to reveal that humanoids could exhibit divine magic without faith in any particular god, a heresy that earned him a cult of yuan-ti and humanoid servants that persists to this day.

As a patron Sertrous's goals are to grow his secret group of followers and cultivate powerful servants. In live, warlocks and other servants fulfill their lord's wishes on the Material Plane. When Sertrous's servants die, they wait in the Abyss as an ever-growing slithering, twisted horde. One day, Sertrous will return to the Abyss as something greater than a demon lord and claim dominion.





Father Llymic

Long ago, the elves sought to explore boundaries beyond the known planes. They foolishly opened a portal to the Far Realm, and during that time the entity known as Father Llymic slipped through into the Material Plane. The strange, nonexistent laws of nature in the Far Realm caused a strange interaction with Father Llymic; when exposed to light, the creature became paralyzed and encased in ice. Thus the entity became trapped atop a lonely mountain peak, frozen in perpetuity.

Though imprisoned, Father Llymic is not completely dormant. The entity still projects the illusory form of an old man, whispering corruption into the minds of those he meets. It is this projection that gives Father Llymic his name. With each new follower, Father Llymic's power within the glacier grows; one day, when he is strong enough, his power will overcome his prison and he will snuff out the sun, free to roam the world with dread destruction forever.

As a patron Father Llymic is flexible. He generally seeks to corrupt creatures into his service, easily doing so to any who manage to stumble onto his glacial prison. A warlock might have been approached by an existing warlock of Father Llymic, had a vision of the illusory old man, or come across the entity itself in its prison of ice. Father Llymic's primary goal is to destroy the sun, most likely accomplished by spreading its influence to new followers in order to gain power.

Leviathan

Like Atropus, the Leviathan is a cast-off remnant of creation. Where the World Born Dead was a relic of the creation of the universe itself, the Leviathan is a chaotic manifestation of the deities' shaping of the world. This chaos

became a great serpent, large enough to encompass the globe. The Leviathan sleeps below the lowest depth of the deepest ocean, and its very wakefulness brings chaotic cataclysms to the world at large.

As a patron the Leviathan is best framed by its servants. The Leviathan itself has no motivations or goals; it is simply a thing of chaos and destruction by its nature. Instead, warlocks are brought into the pact of Leviathan by existing cultists and other servants. Some of these servants are doomsday cults, hoping to bring about final destruction by waking the Leviathan for good; other cultists might have selfish ulterior motives, seeking to disturb the Leviathan's slumber just long enough to destroy a rival nation or some other broad foe.

Kraken

The oldest and strongest krakens slumber in ocean depths too deep and remote for most mortals to ever hope to discover. Sometimes, though, an ancient kraken stirs in its slumber when it senses the presence of a creature in its ocean domain, and reaches out to it with its writhing mind.

As a patron a kraken can have little of its own physical presence unless a campaign centers around an ocean setting. By utilizing visions and dreams, the kraken keeps a connection to its warlocks. More frequently, a patron kraken will have many cultists, priests, and other servant creatures who act as emissaries and extensions of the kraken's will when interacting with a warlock.





Servants of the Old Ones

Lesser creatures, incapable of becoming patrons themselves, seek the patronage of the Great Old Ones. These include lesser aberrations created by and drawn to their dark masters, as well as any creature that craves knowledge and power at any cost.

Intellect devourer. Mind flayers or other evil patrons might utilize an intellect devourer as a messenger or spy; the intellect devourer is given its task and proceeds to find and overpower a suitable humanoid, taking control of its body. The body-inhabiting intellect devourer knows the creature's memories and languages, allowing it to blend seamlessly into the creature's life or seek out a warlock it's tasked with contacting.



Chuul. Alien and ancient, the chuul are usually associated with the aboleth empire. Even the oldest chuul will resume its role as servant, guardian, or soldier for the sake of a new aboleth master; another Great Old One patron might be able to exert a similar influence to bind wayward chuul to its will.

Gibbering moulder. Cursed aberrations created through magic, gibbering moulder have no use as intelligent guards and can't serve as messengers. They can serve as guardians of abandoned, forbidden places or as part of some trap—isolated away from other servants and ready to unleash its terrible cacophony of voices against intruders.



VII. THE HARVEST

“Growing up in my village, I didn’t understand why we had scarecrows everywhere. In the fields, along the streets, at the edge of the woods. When I got older I learned damn well. They were the guards. The spies. The eyes and ears...and the knives of our village’s protector.”

-Amos Partaker, human warlock of the harvest.

The Nature of the Patron

Even in worlds with deities that can bless a farmer’s crops, agrarian communities still turn to every measure of superstition and folk belief to improve their chances of a good harvest.

Practices of saving the last sheath of corn, performing ritualistic community celebrations, or reciting certain field songs are often the least of these. Some communities go much further, worshipping pagan gods, natural spirits, or darker entities who they believe control the fate of their community’s autumn fortunes.

Whether these entities are real or through the manifest power of belief, some feel as though they are empowered with the spirit of the harvest, bringing this view out into the world at large with strange purpose.

Marks of the Patron

The harvest is a time of change, and so too does a harvest patron mark its warlocks with a

variety of unusual hallmarks. Some examples are provided below.

d4 Patron Mark

- 1 A tattoo of a plant on your body goes through cycles of growth and withering over time.
- 2 You utter the verbal components of your patron expanded spells with the rhythm and intonation of harvest songs.
- 3 In combat your shadow looms as the hooded form of a Mari Lwyd.
- 4 Hollow, rattling gourds appear on the slain bodies of your foes.

Marks of the Boon

Harvest patrons grant gifts to their warlocks as they grow in power, a bounty for their ‘season’ of service. These boons take on unique traits as the harvest patron deems appropriate.

Pact of the Blade

d4 Boon Quirk

- 1 Your pact weapon is laced with clinging vines that wither the longer the weapon is used.
- 2 When summoned, your pact weapon appears as a rapidly growing corn stalk, the husk of the corn peeling away to reveal your weapon.
- 3 When swung through the air, your pact weapon cuts the air with a slicing hiss, like a scythe cutting through a field of wheat.
- 4 Sometimes drops of blood shed by your pact weapon transform into kernels of corn or grains of rice when they strike the ground.





Pact of the Chain

- 1 Your familiar appears as a scarecrow version of its creature type, straw and all.
- 2 When you summon your familiar, a vine sprouts from the ground and grows a pumpkin. The familiar emerges from the pumpkin at the spell's conclusion.
- 3 When your familiar is destroyed, a paper lantern appears in their place and floats upward a few feet before vanishing.
- 4 When your familiar moves in combat, it leaves a trail of floating autumn leaves.

Pact of the Tome

- 1 As you cast cantrips and spells from your tome, pages brown and fall from it, crumbling. The tome replenishes lost pages.
- 2 The cover of your book has the appearance of a bound sheath of wheat.
- 3 Casting spells and cantrips from your tome causes a magical kolam pattern to blossom underneath your feet. The symbol quickly fades.
- 4 The symbol of a moon is embedded onto the cover of your tome and waxes or wanes according to the moon's phase. In combat, it glows full and orange.

Patron Features

The pact with a harvest spirit mirrors the autumnal season's transient nature, empowering warlocks with powers that teeter between life and death, bountiful plenty and desperate loss. Followers of such entities find their greatest position of power is at the brink.

Expanded Spell List

The harvest patron provides additional spells that can be acquired when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	<i>healing word, purify food and drink</i>
2nd	<i>animal messenger, spike growth</i>
3rd	<i>erupting earth, life transference</i>
4th	<i>dominate beast, grasping vine</i>
5th	<i>commune with nature, wrath of nature</i>

Feast

Starting at 1st level whenever you expend a warlock spell slot, you can choose a friendly creature you can see within 30 feet of you. That creature gains temporary hit points equal to 2d6 + your Charisma modifier. When you reach 10th level, the temporary hit points increase to 3d6 + your Charisma modifier. If you choose to gain these temporary hit points yourself, one of the die is automatically treated as having rolled its maximum value.

Famine

Starting at 6th level when you roll initiative and have no warlock spell slots remaining, you can immediately use your reaction in the first round to roll a number of d6s equal to your maximum warlock spell slot level, taking necrotic damage equal to the result. You then regain the use of one warlock spell slot. The necrotic damage of this feature cannot be reduced or mitigated in any way, and ignores temporary hit points. If



The harvest patron Gourdkin, as depicted in the for-charity adventure 'Serving the Squash' by Poison Potion Press



the spell slot regained by this feature is not used by the end of combat, it is lost.

Gleaning

At 10th level, you learn the importance of picking at what's been left behind. When you use a warlock spell to damage any creature that has not yet acted this round, the spell deals additional radiant damage equal to your Charisma modifier.

Reap and Sow

Starting at 14th level, you can use your action to invoke the spirit of the harvest, affecting all creatures within 30 feet that can see you. Friendly creatures with more than half their maximum hit points regain hit points equal to your warlock level; if they have less than half their maximum hit points remaining, they regain hit points equal to half your warlock level instead. Hostile creatures within range must make a Wisdom saving throw; on a failed save, they take necrotic damage equal to your warlock level if they are below half their hit point maximum, or necrotic damage equal to half your warlock level if they are above half their hit point maximum.

Once you use this feature, you must finish a long rest before you can do so again.

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VIII. THE HEXBLADE

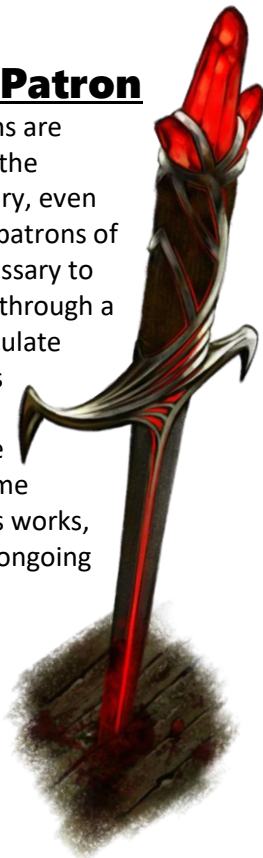
"I knew I had to possess the sword, even if it meant my own demise. That's how great my need for it was—a need to possess, to own, to control. My own mortality was secondary. Maybe that's what was intended...maybe the fact that I didn't care about death is what made it interesting. Kept me alive."

-Kelissa, tiefling hexblade warlock

The Nature of the Patron

The fact that hexblades' weapons are entities whose will originates in the Shadowfell makes them a mystery, even among other warlocks. Why do patrons of the Plane of Shadow find it necessary to exhibit the powers of their pact through a manifested weapon? Some speculate that the hexblade's weapon acts as an intermediary of sorts, a workaround for the fact that the Shadowfell's power might become diluted in other planes. How this works, or if it's even true, is one of the ongoing mysteries.

Whatever their reasons, it is the common thread among Shadowfell entities to channel



their power through the pact of the hexblade.

Marks of the Patron

Creatures taken under the wing of a Shadowfell entity take on certain characteristics, often reflecting the grim nature of their patron's home plane.

d4 Patron Mark

- 1 Your eyes are a solid color; either a slate gray or a jet black.
- 2 Your skin or scale is tinged with a milky, sun-starved pallor.
- 3 A pattern like dark tears streaks your face when you cast expanded patron spells.
- 4 An image of a hunched, dark form appears for a moment over an enemy slain while under the effects of your hexblade's curse.

Marks of the Boon

Servants bound to a Shadowfell-infused weapon most often follow the pact of the blade, their chosen weapon taking on new properties. Still, some number of these warlocks ask for other gifts from their patron which are equally touched by and display the Plane of Shadow's influence.

Pact of the Blade

d4 Boon Quirk

- 1 Your pact weapon drips wispy shadows from its blade or head.
- 2 Your pact weapon never catches even the brightest light, always appearing matte as though it absorbs all light into itself.
- 3 The blood shed by this weapon is always stained as black as ink.
- 4 Your pact weapon emits faint, disturbing whispers when your hexblade's curse and accursed specter features are active.

Pact of the Chain

- 1 Your familiar casts no shadow.
- 2 Your familiar's movements are followed by a faint trail of wispy darkness.
- 3 Your familiar glows with a terrible shadowy aura when your hexblade's curse or accursed specter features are active.
- 4 Your familiar enjoys standing over the recently slain, drawing in some gray, smoky substance from the corpse with each breath.

Pact of the Tome

- 1 Smoky darkness pours from the pages of your tome when you use it to cast spells.
- 2 A withered mouth is embedded on the cover of your tome. When you cast a spell with a verbal component while holding the tome, the mouth chants along with you in an inhuman voice.
- 3 The pages of your tome are ash-gray, and it's difficult for other creatures to discern the writing on the page against this background.
- 4 Creatures killed by spells cast from your tome have their eyes turn gray or milk-white immediately in death, their faces often twisting to expressions of horror.

Specific Patrons

There are many creatures who lurk in the Shadowfell, though not all of them are originally native to the plane. Regardless of origin, the greatest of the dark and accursed are prepared to bargain with a supplicant warlock, ready to infuse a weapon with their baleful influence.

The Ghost King

This being was once a strange combination of a dracolich, mind flayer, and evil artifact Crenshinibon. The Ghost King threatened the Material Plane until he was finally defeated by a priest of Deneir named Cadderly. In order to contain the rift to the Shadowfell that had been opened and prevent the dracolich from ever returning to full power, Cadderly became the Ghost King. A strange entity, the Ghost King offers one of the few mighty beings of the Shadowfell whose motives could be construed as traditionally 'good.'

Nagpa

Cursed by the Raven Queen, these magic-users are cursed to twisted birdlike forms. Furthermore, their thirst for knowledge can only ever be sated by discoveries made in the ruins of places already fallen.

As a patron a nagpa checks off numerous boxes desirable in a patron; motivated, powerful, rare. They are also severely limited by the fact that they can only discover new knowledge among ruined places, giving them a clear reason why they would enter a pact with a fledgling warlock. A warlock can act as a nagpa's agent, an extra set of eyes and hands to travel the world and dive into dungeons, ruins, and other fallen places with the hope of acquiring lost knowledge the nagpa covets.

Shadar-Kai

Though traditionally servants of a greater power in the Shadowfell, the Shadar-Kai by themselves are powerful creatures. A warlock might manage to enter a pact with a particularly powerful Shadar-Kai or a group of such.

As a patron these Shadowfell elves can have a variety of motivations. They might generally serve the interests of the Raven Queen, seeking to steward a collection of valuable souls—souls provided by the warlock's slain foes. They might also collect souls or power for themselves,

especially if the patronage involves one or more soul mongers hungry for life.

Shadow Dragon

These dragons are tainted by long-term exposure to the Plane of Shadow, becoming a new draconic species entirely. Shadow dragons can be found in the Shadowfell, but many have escaped back into other planes. Like most chromatic dragons, shadow dragons have motives steeped in evil and their own vanity.

Alternative Feature: Aspect of Living Shadow

Replaces Hexblade's Accursed Specter feature

Starting at 6th level when you would take damage while in an area of dim light or darkness, you can use your reaction to gain resistance to all damage other than force, psychic, and radiant until the end of your next turn. You can't use this feature again until you finish a short or long rest.

Skull Lord

Though this undead entity might act as an undying patron in some scenarios, they are most commonly associated with the Shadowfell, ruling over large territories as they marshal undead forces to their will.

As a patron the skull lord offers an unusual and potentially engaging option as three patrons in one. The skull lord's three heads are each a former warlord who fell into infighting with one another and were subsequently cursed by Vecna to this undead existence; three heads can result in three distinct personalities and a number of different goals. By playing up the different personalities of the skull lord, a warlock can have a Shadowfell patron with a wide—though possibly conflicting—range of tasks.



Servants of the Hexblade

Patrons from the Shadowfell disguise their patronage by the use of the pact of the hexblade—though occasionally direct intervention is required.

Deathlock. These undead are warlocks who continue to serve their patron in death. They are wholly obedient to their patron and are intelligent enough to carry out complex missions under their own direction. They make for excellent intermediaries between a warlock and the distant Shadowfell patron.

Shadow mastiff. Packs of these Shadowfell hounds can roam wild, but many are summoned servants by cults devoted to Shadowfell entities. They are well-suited for simple tasks like hunting as well as guarding important locations.

Skulk. Stealthy and passably intelligent, skulks can be directed to deliver messages (by hand, as they cannot speak) or act as spies and assassins. Once their duties are finished, however, their need for violence becomes their top priority.

Sorrowsworn. These manifestations of negative emotions are incredibly powerful, but just as volatile. Creatures like the Angry, the Hungry, and the Lonely are unintelligent and driven by their root emotion, making them unsuitable as anything more than a force of destruction.

Undead. Any number of undead can be found in the Shadowfell, whether as manifestations of the plane's magic or as creatures attracted to proximity to the Negative Energy Plane. Incorporeal undead, such as shadows and wraiths, are common; depending on their level of intelligence, a creature such as a wraith might even be used as a trusted asset.



IX. PATRON OF MECHANUS

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00100000 01101111 01101110 01101100
01111001 00100000 01101100 01100001
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-Secundus of Mechanus

The Nature of the Patron

A patron of Mechanus is a creature of rigid order—but one intelligent enough to know when there is a need for an agent whose thinking is not so inflexible. Only the patrons know where these warlocks fit into a grand equation in the service of law.

Marks of the Patron

Even creatures of Mechanus mark their warlocks with signs of their pact. Oftentimes, it is an equal reflection of the patron's power over the supplicant and the patron's own inclination towards order.

d4 Patron Mark

- 1 Scar or tattoo-like marks in precise geometric patterns run across your body.
- 2 A gold disc is fused to your chest, above your breastbone. It offers no protection but is etched in a minute binary language and details your pact with your patron.
- 3 Your face and body are symmetrical, which can be subtly off-putting.
- 4 Your height, weight, etc. are precisely average for your race.

Marks of the Boon

As modrons are provided with tools most efficient for their duties, warlocks of Mechanus are granted special boons, which have unusual traits as gifts from a plane of efficiency enter the hands of creatures not rigidly bound by law.

Pact of the Blade

d4 Boon Quirk

- 1 Your pact weapon is precisely balanced, down to the microgram.
- 2 The pact weapon makes the exact same sound every time it strikes a similar surface more than once.
- 3 Your pact weapon features blocky shapes or straight lines, including a squared handle or haft. You wield the weapon comfortably despite this.
- 4 The weapon's blade or haft is etched with writing in Modron; it's an intricate and detailed calculation quantifying exactly how much this is about to hurt.

Pact of the Chain

- 1 Your familiar's normal cries and sounds of its movement are replaced by mechanical clicks and whirrs.
- 2 Your familiar's normal coloration is replaced with a matte metallic finish of your choice.
- 3 If your familiar dies in a combat encounter, it makes a loud computer error noise as it vanishes.
- 4 Your familiar leaves random numbers instead of footprints.

Pact of the Tome

- 1 The tome's contents include no standard lettering; everything appears as complex diagrams and mathematical formulae that appear indecipherable to other creatures.
- 2 The front of the tome has a monodrone's face. The tome's face can recite content from the tome for you in a modron dialect only you understand.
- 3 You must draw your finger across the bottom of the tome's cover in a swiping motion to unlock it.
- 4 The tome starts with a minimum number of pages but its page count grows over time. Its total number of pages is always a prime number.

Patron Features

When a warlock enters a pact with a patron from Mechanus, their abilities do not attain new heights as much as they take on a certain level of repetitive reliability.



Expanded Spell List

The patron of Mechanus provides additional spells that can be acquired when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Mechanus Expanded Spells

Spell Level	Spells
1st	<i>command, identify</i>
2nd	<i>find traps, zone of truth</i>
3rd	<i>haste, tiny servant</i>
4th	<i>Otiluke's resilient sphere, phantasmal killer</i>
5th	<i>animate objects, creation</i>

Uniform Cantrip

When you accept this patron at 1st level, you learn how to impose order and consistency to your cantrips. When you finish a short or long rest you can declare the use of this feature, which then lasts until you finish your next short or long rest. While this feature is active you don't make damage rolls for your warlock

cantrips, instead dealing a flat amount equal to the average of the die's maximum value before adding any relevant modifiers. Your warlock cantrips can't critically hit while this feature is active.

Axiomatic Inclination

Starting at 6th level you have advantage on saving throws to avoid being charmed, frightened, or magically compelled.

In addition, when you spend warlock hit dice to regain hit points as part of a short rest, you can use this feature to take half the die's maximum value instead of rolling. You still apply your Constitution modifier or any additional modifiers to this value as if you had expended hit dice normally.

Average Results

Beginning at 10th level, when a creature within 60 feet of you that you can see makes a saving throw you can use your reaction to change the result of the creature's d20 roll to 10 before applying any other modifiers. You can do this after the initial result of the creature's saving throw is known.

Once you use this feature, you can't do so again until you finish a short or long rest.

Unerring

Upon reaching 14th level you can use a bonus action to give your attacks uniformity for the next minute. During this time, your weapon and spell attacks automatically hit any creature with an Armor Class equal to or less than 10 + your Proficiency bonus + your Charisma modifier without making an attack roll. If the creature's armor class exceeds this value, your attack roll is made normally. Regardless of whether you must make an attack roll or not, your attacks cannot score a critical hit while this effect is active. You can end the effect early as a bonus action. Once you use this feature, you must finish a long rest before you can use it again.

Specific Patrons

Mechanus contains and has produced many entities of order. Many adventurers who consider themselves well-informed would be surprised to learn of some of the stranger and rarer creatures of law.

Kolyarut

This great engine rests in the Hall of Concordance in the planar hub of Sigil. Its purpose is to examine contracts for the use of maruts (inevitables) and either accept or reject them based on whether the document's terms are fully and clearly defined.

You may permit this powerful entity of order to serve another purpose—as a patron of warlocks. In this instance, the Kolyarut accepts a contract and payment in order to provide power to a specific creature. The cost of such a contract, its terms, and who submitted it to the lawful entity can be known to the warlock or a mystery for them to discover over the course of a campaign.

Marut

These mechanical creatures are created by Primus and rest in the Hall of Concordance, located in the planar-hub city of Sigil. They await contracts reviewed and approved by Kolyarut, the great contract engine of the Hall.

As an emissary a marut might be sent by Primus, another powerful modron, or a creature contracting them. The raw power of a marut suggests they are rarely used for polite

negotiations; they are sent to harm, kill, or subdue in many cases.

As a patron the marut occupies an interesting placement. Is the patron-marut independent? Was it contracted to make a pact with a warlock? If so, by whom? In any case, a marut makes for a strict patron—the letter of its pact with a warlock is literally spelled out, and offers little wiggle room for personal interpretation.

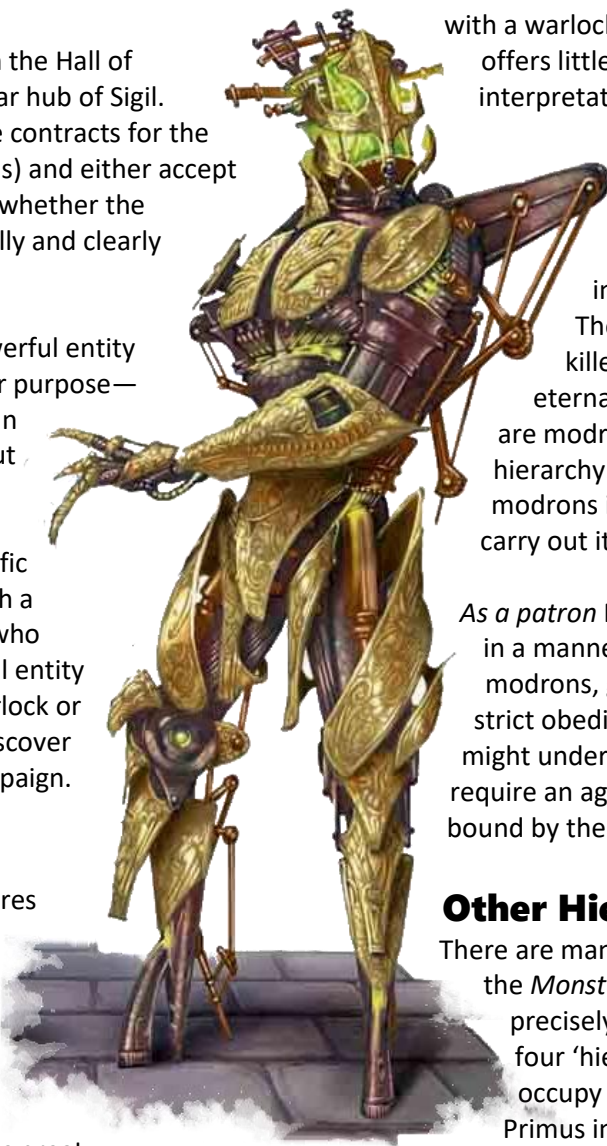
Primus

The being known as Primus occupies a god-like position in the hierarchy of Mechanus. Though technically able to be killed, Primus is essentially an eternal concept as long as there are modrons to replace it in the hierarchy. Primus controls the modrons in the hierarchy and they carry out its direction faithfully.

As a patron Primus might treat a warlock in a manner similar to one of its modrons, giving orders and expecting strict obedience. Alternatively, Primus might understand that some of its plans require an agent who is not so strictly bound by the precepts of law.

Other Hierarchy Modrons

There are many modron types not listed in the *Monster Manual*. There are precisely three hundred and eighty-four 'hierarchy modrons,' which occupy ranking positions below Primus in Mechanus. For example, there are four secundus modrons, each of which oversee one of four quarters of Mechanus; nine judge-like tertian modrons, where one reports to Primus and the other pairs each serve a secundus; sixteen quartons, twenty-five quintons, and so on. This pattern continues all the way through the one hundred decatons.



X. THE STORM GIANT

"I shivered as a gust of frigid air found its way into the depths of the great cavern, eyeing my savior as his towering form hunched over a pit, coaxing a fire into life. How did he know where to find me in the blizzard?"

My eye fell upon an array of branches and stones scattered across the floor. When I saw the runes carved deep into these objects, I realized that it wasn't random chance. He'd known I was coming."

-Miloslava the Augur, human warlock of the storm giant Thorlym

The Nature of the Patron

Giant-kind are rarely associated with magic; more often they're associated with running, screaming, and crushed buildings. Many interactions with giants are brutish and violent because humanoid races tend to interact with the hungering hill giants or savage raids of frost giants; far fewer interact with reclusive stone giant artisans or could hope to visit the breathtaking homes of giants built upon the clouds. Even rarer are those who interact with the giants at the top of the giant hierarchy: storm giants are the wisest, longest-living, and most reclusive of their kind and make homes in far-remote places of the world.



These intelligent, thoughtful giants are lifelong seers, capable of finding omens in the movement of the world around them. Though many lead solitary lives, some storm giants are known to welcome creatures into their lairs as guardians, companions, and friends. Some

humanoids are given greater gifts—magical power granted by the storm giant's patronage. Why some rare visitors are granted this power when others are turned away is a mystery.

It's believed that these giants at the top of the ordning foresee great events in the future of these lucky warlocks.

Marks of the Patron

A storm giant's patronage leaves certain marks on their warlocks, though few others recognize the significance of such traits. Some commonly seen physical marks are listed here.

d4 Patron Mark

- 1 Your eyes are clouded over with cloud-white or pale blue.
- 2 Your voice takes on a thunderous, resonant quality when casting spells granted by your patron.
- 3 Your shadow looms larger than it should at times.
- 4 Runes are tattooed across areas of your body such as your hands, arms, chest, or face.

Marks of the Boon

Warlocks of storm giants are granted various gifts by their patron as they grow in power. Many of these gifts display their own unique quirks, the most common of which are noted below.

Pact of the Blade

d4 Boon Quirk

- 1 Your pact weapon's handle, head, haft, or blade has glowing giant runes upon it that only make sense to you. Sometimes your patron communicates through these runes.
- 2 Blood seems to coat your pact weapon in the split-second before it actually strikes.
- 3 A low rumble, like the distant footsteps of some great giant, sound ominously when you summon your pact weapon.
- 4 An illusory crackle of electricity lingers in the air behind the strikes of your pact weapon, like an afterimage.

Pact of the Chain

- 1 Your familiar's eyes glow with an electric blue-white light.
- 2 Your familiar swells in size in combat (though remains within its current size category).
- 3 Your familiar doesn't leave footprints, only the impression of interwoven runes.
- 4 Your familiar has blue or white painted streaks in lines reminiscent of runes on its skin, feathers, or fur.

Pact of the Tome

- 1 Pages of your tome have faint traces of writing. When you add more contents or they appear, you realize the faint traces were the impression of future entries.
- 2 Reference images of augury-bones and similar omen readings in your tome sometimes change to display different symbols and meanings.
- 3 Your tome is bound in rough furred animal hide. When you cast spells while holding your tome, this fur stands on end as though affected by an electric field.
- 4 Spells and cantrips cast from the tome have a cosmetic electric spark, regardless of damage type.

Patron Features

Warlocks under the patronage of a storm giant are granted some connection to primal elements, but far greater is their ability to read the subtle omens of the world, even to the point of the premonition of future events.

Storm Giant Expanded Spells

Spell Level	Spells
1st	<i>earth tremor*</i> , <i>identify</i>
2nd	<i>augury</i> , <i>enlarge/reduce</i>
3rd	<i>clairvoyance</i> , <i>call lightning</i>
4th	<i>divination</i> , <i>stoneskin</i>
5th	<i>commune</i> , <i>legend lore</i>

Voice of the Ordning

Starting at 1st level, you add double your proficiency bonus when making Charisma checks with giant-type creatures, who recognize the authority of your patron.

In addition, when interacting with multiple creatures who can understand you, you can identify which one currently has the most authority, whether by rank or by some other factor. Your first Charisma check within 1 minute to interact with this creature is made with advantage. Once you use the advantage granted by this feature, you can't do so again until you finish a short or long rest.

Gifts of the Storm Seer

Starting at 6th level, spells from patron's expanded spell list do not require material components; items like rune-stones or rolled bones appear as spectral images when you cast the spell, if needed. In addition, spells from your patron's expanded spell list ignore any



cumulative chance of failure if cast multiple times before finishing a long rest.

Predictor's Eye

Starting at 10th level, when a creature within 30 feet of you that you can see makes a weapon or spell attack against you, you can use your reaction to make a Wisdom (Insight) check, contested by the target's Charisma (Deception) check. If you succeed, you have resistance against the triggering weapon attack or spell.

Fareskold

Upon reaching 14th level, you can roll 1d4+1 whenever you finish a long rest. Until the end of your next long rest, you can use your Predictor's Eye feature without using your reaction a number of times equal to the result of your roll.

In addition, you can use your Predictor's Eye feature against a target visible within 30 feet of you whenever they cast a spell that would damage you, even if it does not require an attack roll.

Servants of the Storm Giant

Storm giants are extremely isolated creatures, choosing to live in the most remote locations possible so as to remain undisturbed during their contemplations of omens. They are just as capable of wrath as other giants, and part of their isolation is a means of protecting other creatures from any possible fit of rage.

A storm giant is capable of cohabitating, but will tend to do so only if the other creatures are interestingly intelligent, polite, or both. Storm giants have no permanent companions, only passing connections to others; this includes the warlock, whose life will likely end long before the giant's own but whose existence may itself be an important omen for the giant to scrutinize.





XI. THE UNDYING

“The lich fixed its gaze upon me with those hollow, burning sockets. ‘You remind me of another fool who sought the dark places of the world, seeking knowledge he was not prepared for...’

I felt the urge to tremble, but controlled my fear. ‘Who?’ I asked.

‘Me.’”

-Garrus, half-orc warlock of the lich Martican

The Nature of the Patron

The undying patron is an undead creature, an intelligent—though not always malevolent—entity that once tasted life. Now effectively immortal, such a creature has accumulated many pieces of ancient and forbidden knowledge over its long existence.

Warlocks of the undying are chosen for many reasons, which could even include a physical resemblance or personality trait that reminds the undead patron of their own distant life as a mortal creature.



Marks of the Patron

Some undying patrons choose to mark their warlocks with distinct features. Just as often,

the necromantic nature of the pact itself causes these features to appear spontaneously.

d4 Patron Mark

- 1 Your flesh has a gaunt, dead appearance.
- 2 A shadowy figure of your patron appears behind you when *Among the Dead* prevents an undead creature’s attack.
- 3 Your eyes glow with terrible power when your *Defy Death* feature is used, or its replacement feature.
- 4 You take on a wholly undead appearance when casting spells from your patron’s expanded spell list.

Marks of the Boon

Undying warlocks are commonly those drawn to the necromantic arts. Whether this interest is a morbid fascination or a scholarly one, the boons granted by their patrons frequently reflect the undead creature that oversees them.

Pact of the Blade

d4 Boon Quirk

- 1 Your pact weapon’s haft is made of bone.
- 2 Your pact weapon has a rusted and worn appearance, like a long-entombed relic.
- 3 Your pact weapon is ice- cold to the touch.
- 4 When your pact weapon appears it is covered in a dusting of grave dirt.

Pact of the Chain

- 1 Your familiar has a pale, gaunt appearance, as though starved.
- 2 Your familiar's eyes are clouded over with the milky-white film of death.
- 3 Your familiar's flesh is rotted and patchy, with glimpses of bone beneath.
- 4 Your familiar has maggots and other necrophagous insects in its flesh.

Pact of the Tome

- 1 Your tome's cover is made up of old patches of skin.
- 2 Your tome's spine appears to be an actual humanoid spine.
- 3 Your tome's pages are inked with a thick, red-black liquid that might be old blood.
- 4 A pale, grayish light emanates from the book's pages when you cast spells from it.

Specific Patrons

Undead are some of the most widespread and recognizable creatures in the multiverse. To be an undying patron requires far more knowledge and willpower than a mundane zombie; some examples of these patron creatures are found below.

Atropus

Across the void of space floats a dead moon, the suggestion of a twisted face in its craters and fissures. Beneath the cold rock of its surface lies a terrible malevolent will, an elder evil of undeath that destroys any life-bearing planet it can find. Atropus is a truly apocalyptic being whose only motivation is to drain all life from the universe it occupies. In its progress across the cosmos, its surface and interior is riddled with monstrous undead created by its nature.

As a patron Atropus is not 'hands-on.' A warlock of Atropus will never have a direct conversation with the

entity. The World Born Dead is as close to a Great Old One as an undead patron is likely to get; inscrutable, antithetical to life as it is commonly understood, and destructive on a cosmic scale.

Death Knight

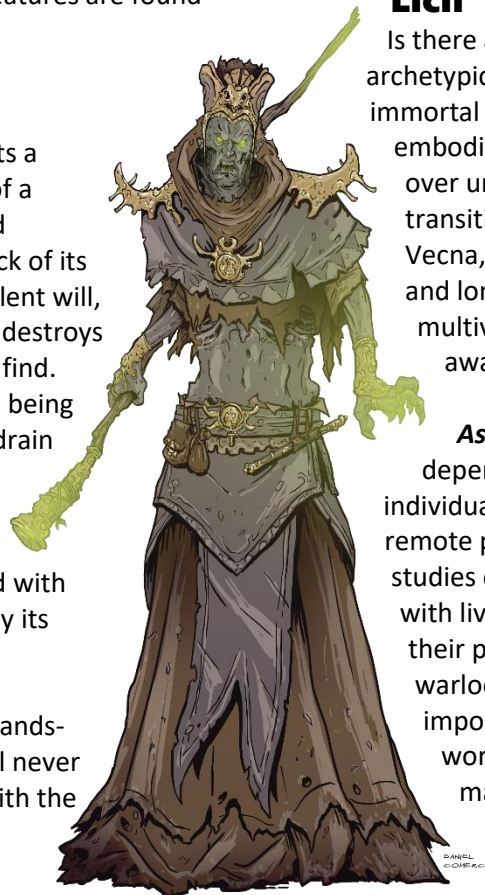
These mighty undead are warriors who fell from the path of good into a corrupted, broken existence. Whether as a curse or as a reward, these mortals are returned to life as death knights, cursed never to rest until they are redeemed.


As a patron, death knights are often former heroes or great leaders who are cursed for their turn to evil. They are simultaneously tragic and malevolent figures, seeking to command hosts of undead as they once did the living. Death knights see warlocks as part of their grand stratagem, a plan that could vary between domination of kingdoms or finding the means of the death knight's salvation.

Lich

Is there an undying patron more archetypical than the lich? Functionally immortal and notoriously powerful, a lich embodies the undying patron's mastery over undead, taboo magic, and the transition from life to undeath. Acererak, Vecna, Lady Vol—some of the greatest and longest-running villains across the multiverse are those that have hidden away their souls to attain immortality.

As a patron a lich's motivations will depend on the personality of the individual patron. Generally, lich lair in remote places, deeply invested in their studies of advance magic and interacting with living creatures only to replenish their phylacteries. A lich may need the warlock's assistance in discovering important lore in another part of the world while they focus on other matters. Perhaps empowering a





warlock with their knowledge is the key to destroying their phylactery and allowing them to finally die.

Alternative Feature: Rudimentary Phylactery

Replaces Defy Death

Starting 6th level you can imbue an object with a fragment of your soul as part of a long rest. The object must be one worth at least 50 gp and size Small or smaller. The object gains resistance to all damage except radiant damage; your Dungeon Master has guidelines for determining an object's AC and hit points. While the object is on your person, you gain the following benefits:

- You reduce incoming necrotic and poison damage by an amount equal to your Charisma modifier (minimum 1).
- You have advantage on death saving throws, and a death saving throw result of 1 no longer applies an additional failure.
- If a spell has the sole effect of restoring you to life (but not undeath), the caster doesn't need material components to cast the spell on you. This effect no longer applies if the object spends more than 24 hours away from your body.

If you lose the object or it is destroyed, you can imbue a new object using the above guidelines during your next long rest. The soul fragment leaves the previous object to be imbued in the new one.

Mummy Lord

Mummy lords can be used in a variety of ways. While many mummies are programmed by ritual to merely react to certain intrusions to their tomb, the *Monster Manual* notes how mummies can speak and even possess forgotten ancient lore. If a mummy lord is cognizant enough to empower a warlock it is likely seeking something in return—to act as its eyes and hands in the world while the mummy lord is bound to an ancient tomb? To find a way

to free itself from its curse? To hunt down tomb robbers or reclaim stolen treasure from a lost empire?

There's even another possibility; that the mummy's patronage was not a conscious bargain. A twisted curse, an unexpected magical interaction—the warlock might have been granted their powers unintentionally.

If they are unable to leave their tomb, mummy lords are likely to communicate with warlocks through dreams, visions, nightmares, and omens. By its nature a mummy is cursed with rituals both terrible and evil, which should be reflected in the way its power manifests.

Alternative Feature: Cursed Gaze

Replaces Defy Death


Starting at 6th level, as an action you can curse a hostile creature you can see within 60 feet of you. The target must make a Wisdom saving throw; on a failed save, the target is frightened of you for 1 minute. While frightened, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

In addition, you gain temporary hit points equal to your Charisma modifier (minimum 1) when the target makes its first saving throw, when it fails any saving throw against the effect thereafter, and if it is reduced to 0 hit points while this feature persists on it.

Once you use this feature, you must finish a long rest before you can use it again.

Vampire

As an emissary a vampire or vampire spawn might be sent to interact with a warlock. A vampire spawn makes sense if the warlock has a full-fledged vampire as a patron, as spawn are the creature's obedient servants. Full vampires and spawn free of their former master are independent undead beings, albeit ones with a need to feed. For an independent vampire to



act as a messenger for a warlock's patron, the patron is probably a lich or some greater power of undeath.

As a patron vampires have a natural talent for charming, manipulating, and dominating others. Vampires are immortal and remain powerful so long as they are not killed and can continue to feed, and as a result may have learned many pieces of forgotten or forbidden lore over centuries. Vampires prefer complete domination and control over other creatures; as a patron, they are apt to be pleasant and charming only up to the point where their orders are obeyed. If defied or failed, vampires are more likely to show their domineering and predatory nature. Their likely emissaries are creatures they have natural control over: vampire spawn, rats, bats, and wolves.

Everlasting Thirst

Replaces Defy Death

Starting at 6th level when a hostile creature deals damage to you while your hit points are below half your maximum, you can use your reaction to cast *vampiric touch* as a 3rd-level spell against a hostile creature within range without expending a spell slot.

When you use this feature, you can't use it again until you finish a long rest. When you reach 10th level, you can use this feature again when you finish a short or long rest.

Servants of the Undying

Undead are drawn to other, more powerful undead—or they are often directly created by them. The dead, the cursed, and the forbidden are common themes among those found in an undying patron's service.

Ghoul and ghast. Despite their hungering undead nature, it should not be forgotten that

ghouls are intelligent enough to possess speech. They can make for passable messengers or fighters in an evil undead's employ.

Nothic. These aberrations are former humanoids cursed in their quest for arcane knowledge. They might become secret-stealing servants to a lich or demilich.

Skeleton. Often mindless, skeletons share a low status alongside zombies as an undead patron's most basic source of guards and menial labor. Most skeletons are kept close to their master's lair, as they're too dimwitted to understand instructions for a long journey or complicated task.

Specter. These spirits despise the living, and only a strong-willed master can keep them from attacking living creatures indiscriminately.

Wight. These undead are a step up from the standard undead fodder due to their intelligence. Though they abhor the sun, they can be trusted with long journeys and complex missions that an undead patron can't trust to a mundane undead creature.

Wraith. Souls of those who have forged evil pacts and have become overpowered by their negative nature upon death, wraiths make for excellent lieutenants and trusted agents of evil undead patrons.

Zombies. The unintelligent labor force of many necromancers and undead creatures. Zombies make passable (if unsophisticated) guards or soldiers, but poor messengers. They're more likely to populate an undying patron's lair than be sent on any remotely complicated errand.



XII. INVOCATIONS

Ardor of Agathys

Prerequisite: 5th level, armor of Agathys spell

When you cast *armor of Agathys*, you treat the spell's temporary hit points (but not its damage) as though you cast the spell using one higher spell slot level. In addition, once before the spell ends you can use an action to regain temporary hit points to the spell equal to twice your Charisma modifier. This feature can't grant temporary hit points above the spell's maximum.

Bechard's Fetid Stench

Prerequisite: 5th level

You can cast *stinking cloud* once using a warlock spell slot. You can't do so again until you finish a long rest.

Belial's Bracing Word

You can cast *heroism* once using a warlock spell slot. You can't do so again until you finish a long rest.

Crown's Command

Prerequisite: 7th level, crown of madness spell

You can force a target of your *crown of madness* spell to move up to half its speed under your direction before making an attack. You can't use this forced movement to cause a creature to walk into obvious harm, such as off a cliff or into an obvious environmental hazard. If the target of your *crown of madness* spell doesn't move before it makes its attack, the attack roll is made with advantage.

Cursed Hex

Prerequisite: 7th level, hex spell

When the target of your *hex* spell makes a saving throw, you can use your reaction to roll a d4 and subtract that number from the creature's saving throw result. You must do so before the outcome of the saving throw is known. When you do so, until the end of your next turn your *hex* spell doesn't cause the target to take additional necrotic damage.

Dark Wings, Dark Words

Prerequisite: 9th level

You can cast *animal messenger* at will as a 3rd level spell.

Dying Star's Reach

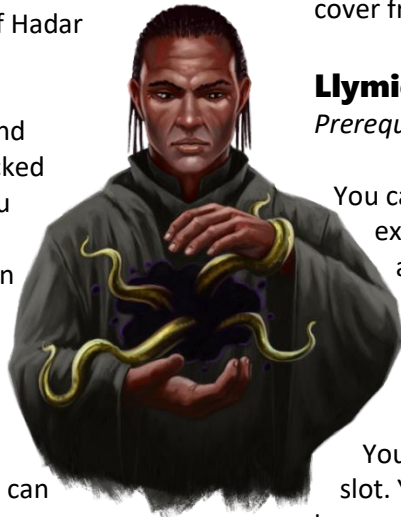
Prerequisite: 5th level, arms of Hadar spell

Each time you cast *arms of Hadar* using a warlock spell slot, you can choose to either increase the spell's radius by 5 feet, or choose up to 4 creatures within the spell's area of effect who are immune to the spell's effects.

Embrace of Hadar

Prerequisite: 9th level, arms of Hadar or hunger of Hadar spell

As a bonus action, you surround yourself with a veil of star-flecked darkness on the same turn you cast the *arms of Hadar* or *hunger of Hadar* spell. You gain resistance to all damage except force, psychic, and radiant damage until the start of your next turn. If you use this feature on the same turn you cast *hunger of Hadar*, you can use an additional bonus action on subsequent turns to continue the effect until the end of your next turn as long as you maintain concentration on the spell. The benefits of this feature end immediately when you lose concentration on the spell.



Exudation of Jubilex

You can cast *grease* without expending a spell slot. You can't do so again until you finish a long rest.

Faust's Fast Bargain

When you roll an ability check, you can add double your proficiency bonus to the check even if you aren't normally proficient. If you fail, you can't use this invocation again until you finish a short or long rest. If you succeed, you gain one level of exhaustion and can't use this ability again until you finish a long rest.

This level of exhaustion can't be fatal and this feature can't be used for ability checks

regarding long-term attempts, such as for downtime activities.

Hag's Tenacious Bolt

When you successfully attack a creature with your *witch bolt* spell, the spell's range becomes 60 feet. In addition, the spell doesn't end when the target has total cover from you as long as it no longer does at the end of your next turn. If your turn ends and the target still has total cover from you, the spell ends normally.

Llymic's Engendering

Prerequisite: 9th level

You can cast *fabricate* once without expending a spell slot. You can't do so again until you finish a long rest.

Lolth's Kiss

Prerequisite: 5th level

You can cast *web* once using a warlock spell slot. You can't do so again until you finish a long rest. In addition, you are immune to movement restrictions caused by webbing.

Mists of Barovia

You can cast *fog cloud* using a warlock spell slot. You can't do so again until you finish a long rest. When you cast the spell using this feature, you can see normally while you are within the cloud.

Nix's Seventh Bell

Prerequisite: toll the dead cantrip

Targets of your *toll the dead* cantrip take half damage on a successful saving throw. If a target of your *toll the dead* fails its saving throw and is below half its hit point maximum, it takes additional necrotic damage equal to your Charisma modifier.

Patron's Ward

Prerequisite: 7th level

You can cast *protection from energy* once without expending a spell slot. You can't do so again until you finish a long rest.

Plague of Baalzebul

Prerequisite: infestation cantrip

Targets of your *infestation* cantrip take damage whether they succeed or fail on their saving throw against the spell. In addition, targets who fail their saving throw move in a direction you dictate instead of moving randomly. You cannot force a creature to move into an obvious hazard, such as into fire or off of a cliff. If you do not designate a direction, the target moves randomly as normal.

Puck's Enchanted Sleep

Prerequisite: 5th level. Archfey patron.

You can cast *catnap* once without using a spell slot. When you do so, you can target a number of willing creatures as if you had cast the spell using a warlock spell slot, and you can include yourself without counting against the number of targets. If you do, you remain aware of your surroundings using your passive Perception score and can end the spell on yourself early at will; you are otherwise treated as unconscious.

Servant's Watchful Eye

Prerequisite: Pact of the Chain feature

Enemies don't benefit from being hidden from you, or from being behind half cover or three-quarters cover, if they are not also considered hidden or behind cover to your pact familiar. In addition, if an enemy is considered to be behind total cover to you but not your familiar, you can harmlessly bounce any warlock cantrip that requires an attack roll off of your pact familiar and onto the target. The distance to both targets must not exceed the cantrip's normal range, as the cantrip travels from you to your

familiar, and from your familiar to the target. Casting a cantrip in this manner uses your familiar's reaction.

Shadow Veil

Prerequisite: 5th level

You don't leave footprints on nonmagical terrain unless you choose to.

You can also cast *pass without trace* once without expending a spell slot. You regain the ability to do so when you finish a long rest.

Tongues of the Masters

Prerequisite: Pact of the Tome feature

Choose three languages from among Abyssal, Celestial, Deep Speech, Draconic, Infernal, Primordial, and Sylvan. You are considered proficient in the chosen languages while you are holding your Book of Shadows.

Touch of Levistus

Prerequisite: chill touch cantrip

When you cast your *chill touch* cantrip, you can cause the target to take additional cold damage equal to your Charisma modifier on a hit. If you are within 30 feet of the target, each creature in a straight line between you and the target takes additional cold damage equal to your Charisma modifier (no attack roll required).

Voice in the Void

Prerequisite: 7th level

You can cast *silence* once using a warlock spell slot. You can't do so again until you finish a long rest.

While you are inside the area of a *silence* spell that was cast by you or an allied creature, you can speak and use verbal spell components normally and can be heard by other creatures in the spell's area of effect.



Whispers of Bad News

Prerequisite: 12th level

You can cast the *sending* spell at will without expending a spell slot or using material components.

Word of Favor

You can cast *bleed* once as a 1st-level spell without expending a spell slot. You can't do so again until you finish a long rest.

Wrathful Parry

Prerequisite: Pact of the Blade feature

When a hostile creature that you can see within 5 feet of you would hit you with a melee weapon attack, you can use your reaction to increase your AC against the attack by an amount equal to your Charisma modifier. If the attack misses as a result, the target takes psychic damage equal to your Warlock level; if it still hits, the attacker takes psychic damage equal to half your warlock level.

Once you use this feature, you can't use it again until you finish a long rest.

Yeenoghu's Unerring Scent

Prerequisite: 7th level

You can cast *locate creature* once without expending a spell slot. If you are not familiar with the target creature, you can still target the creature with this spell if you have dealt damage to it within the past hour. Once you cast *locate creature* with this feature, you can't do so again until you finish a long rest.



Zariel's Wrathful Strike

Prerequisite: true strike cantrip

When a creature within 30 feet of you damages you with an attack, you can cast *true strike* against it as a reaction. If the attack empowered by *true strike* hits the target creature, the target takes additional psychic damage equal to your Charisma modifier.

Zuggtmoy's Choking Cloud

Prerequisite: poison spray cantrip

When you cast *poison spray*, its range is 20 feet, and the target takes additional poison damage equal to your Charisma modifier whether it succeeds or fails on its saving throw against the spell.

XIII. BACKGROUNDS

The call of otherworldly patrons echoes across many walks of life, but there are a few life experiences that have a very good chance of attracting an entity's notice. Some of their commonalities are listed below.

Eldritch Cultist

You spent part of your life in a cult dedicated to a Great Old One, an ancient horror, or some other being of considerable power. You've seen the fervent devotion of a dark cult to such creatures, seen or participated in rituals, and glimpsed power from beyond normal mortal comprehension. The time spent among these cultists has lingered with you to this day.

Skill Proficiencies: Deception, Religion

Languages: Two of your choice

Equipment: A set of simple robes, a ritual dagger, a wooden mask reminiscent of the entity the cult worshipped, and a pouch containing 15 gp

Feature: Stalked from Darkness

The echoes of your time in the cult haunt your steps. Those who might intimidate, belittle, or waylay you see something flicker behind your eyes—something terrible. Creatures who don't need to pick a fight with you find something better to do rather quickly. You find this talent useful for avoiding unpleasant scuffles or traveling unmolested, even into areas others find difficult to access.

Suggested Characteristics

An eldritch cultist might be a former or current member of a sect devoted to some dark power. They may be fearful or intrigued by the entity the cult sought to contact. Some cultists are erudite, obsessed with finding further lore about the cult's beloved entity or others like it. While the sight of eldritch powers inspires fear

or worship in some, in others it can spark righteous defiance.

d8 Personality Trait

- 1 I see dark omens in events others find mundane.
- 2 I am convinced some of the people I meet are secret servants of a similar cult.
- 3 My experience with secret cult lairs prompts me to keep a constant eye out for illusory walls.
- 4 I think even the nicest places are hiding some foul secret.
- 5 Time heals all wounds, but it can't fix my nightmare memories of the cult.
- 6 I drown bad memories of the cult in an indulgence of choice—drink, gambling, or company.
- 7 Certain tactile sensations or smells can send my mind reeling back to an occult ritual.
- 8 I obsess over local legends and folklore, finding significance in each story.

d6 Ideal

- 1 **Madness.** I know what lies beyond this world. Nothing is sacred. (Chaotic)
- 2 **Righteousness.** I saw true, unbridled evil. Only good people stand against it. (Good)
- 3 **Determination.** I must be greater than the madness I came from. (Lawful)
- 4 **Greed.** I've seen real power, and I'd do anything to claim it. (Evil)
- 5 **Detachment.** This universe is doomed; why not enjoy myself while it lasts? (Chaotic)
- 6 **Aspiration.** I've glimpsed forbidden knowledge. I'm determined to do something great with it. (Any)

d6 Bonds

- 1 My family raised me in the cult since childhood. They're still out there, serving that dark entity.
- 2 I defied the cult leader when I left the cult. I expect that transgression to catch up to me one day.

- 3 Someone died saving me from the cult. It's my goal to find their next of kin and make reparations for that noble sacrifice.
- 4 The cult I was in hurt people. I feel compelled to make amends for the wrongs I've done.
- 5 My contact with dark magic makes me feel unclean. I seek any sage or priest who can finally make my soul feel whole again.
- 6 I keep in regular contact with someone else from the cult. We try to keep each other accountable and support each other.

d6 Flaws

- 1 I push other people away for fear that I'm cursed by some dark power.
- 2 I think the forbidden knowledge I've seen makes me better than 'common' people.
- 3 I can't resist an opportunity to contact otherworldly entities or discover taboo magic.
- 4 I don't believe in even polite conversation with cultists or anyone who would sell themselves blindly to a religious institution.
- 5 I feel detached from the physical world and take unnecessary risks as a result.
- 6 I tend to interrogate people I meet, convinced they have ulterior motives for their actions.

Far Plane Wanderer

You've seen things other people couldn't possibly imagine. You spent significant time in one or more planes other than the Material Plane: maybe you were pressed into service on a githyanki ship on the Astral sea, or were enslaved in the City of Brass on the plane of fire. Maybe a magical mishap sent you spiraling into another plane at random. In any case, your time spent there has left its mark upon you forever.

Skill Proficiencies: Choose two from among Arcana, Insight, Perception, and Stealth

Languages: Two of your choice

Equipment: A set of common clothes made from an unusual material or in an odd style relevant to a plane where you spent time, a

piece of terrain or another trinket from a plane you visited, and a belt pouch containing 15 gp

Feature: Plane-Touched

Intelligent, nonhostile creatures who are native to a different planes and exotic cultures sense a kindred spirit in you. They are more willing to converse with you or offer you hospitality, and readily share lore of their native plane with the belief that you welcome such knowledge.

Suggested Characteristics

Far plane wanderers have spent time in strange and alien places, and it's opened their eyes to new languages and cultures that don't exist on the Material Plane. They are often hungry for knowledge and eager to learn by conversing with others. Conversely, their time in another plane might make them wary and hyper-aware of the deadly threats of the multiverse.

d8 Personality Trait

- 1 An exotic language was my native tongue for a long time. I sometimes relapse into speaking it when I'm excited or distracted.
- 2 I have an eye for items that originate from another plane and love collecting them.
- 3 I picked up odd habits or cultural mannerisms from people of another plane that leaves others around me baffled.
- 4 I'm never satisfied staying in one place for long. The more unusual and exotic the next destination, the better!
- 5 I sometimes forget and attempt to move myself through force of will, as though I were still on a plane like the Astral Sea or Limbo.
- 6 I wear clothes, jewelry, or other trinkets considered fashionable on another plane but bizarre among the peoples of the Material Plane.
- 7 I keep a journal with me and record the cultural oddities of the places I visit like a planar anthropologist.
- 8 I'm obsessed with planar magic and teleportation.

d6 Ideal

- 1 **Dominance.** The only law of the multiverse is strength. (Evil)

- 2 **Wonder.** The multiverse is a beautiful place full of amazing cultures. (Good)
- 3 **Malleability.** Even the laws of physics can change on a whim. I should be just as adaptable. (Chaotic)
- 4 **Order.** A strong will can impose structure and serenity to even the most chaotic planes. (Lawful)
- 5 **Balance.** All elements, even light and dark, are balanced between opposites in the multiverse. (Neutral)
- 6 **Aspiration.** I've seen more incredible places and peoples than others could dare to dream. I must use those experiences to have an impact on the world. (Any)

d6 Bonds

- 1 I escaped slavery under an extraplanar master. I fear bonds and wonder if they're still hunting their lost 'property.'
- 2 I had a meaningful relationship with someone on another plane, and they were lost to me. I hope to find my way back to them one day.
- 3 Someone was following me throughout my planar travels. I never found out why or how they continued to stalk me across the multiverse.
- 4 I called a particular city or settlement in a particular plane home for some time.
- 5 An organization or individual is keenly interested in stories of my travels, though I'm not entirely sure why.
- 6 I travelled the planes with a companion. Our shared experiences brought us closer than the bonds of blood.

d6 Flaws

- 1 I look down on people who have never left their hometown or their own country.
- 2 I show off my multilingual talent and cultural knowledge to show my superiority to others.
- 3 I often vocally judge the quality of items or practices by comparing them to similar things I've seen on my travels.
- 4 My fond reminiscing about planar travels can distract me from the here and now.
- 5 Bad experiences in the multiverse have made me distrustful and wary.
- 6 I sometimes misjudge people because I'm used to completely alien cultures and values.

XIV. MAGIC ITEMS

Amulet of the Death-God's Eye

Wondrous Item, Uncommon (lesser), rare (greater).

This necklace has the magically preserved eye of some unknown creature at its center. These amulets are found in 'lesser' and 'greater' forms. As an action, you can peer through the eye at a creature you can see within 60 feet. The creature must make a Wisdom saving throw; on a failed save, the creature's true name appears above its head in floating script only you can read. Fiends have disadvantage on this saving throw. Once you use the amulet, you can't use it again until after the next dawn.

The DC of the saving throw depends on the item's rarity. A lesser amulet has a saving throw DC of 13; a greater amulet has a save DC of 17.

Shrunken Head Necklace

Wondrous Item, Rare (Requires attunement by a warlock)

This disgusting necklace is a rough leather cord looped around a mummified humanoid head that has been shrunk to the size of a mouse. The necklace has 10 charges. While you are attuned to the necklace, you can expend a number of charges as an action to create the following effects:

Shrink head (4 charges). You force a Medium or smaller humanoid you can see within 60 feet of you to succeed on a DC 14 Wisdom saving throw or have its head shrunk for 1 minute. While a creature's head is shrunk, it has disadvantage on Intelligence checks and saving throws, as well as on checks to maintain concentration on a spell. The target can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

Shrink feet (3 charges). You force a Large or smaller creature you can see within 60 feet of you to make a DC 14 Dexterity saving throw or have its feet shrunk for 1 minute. While a creature's feet are shrunk, its walking speed is halved and it has disadvantage on Dexterity saving throws. The target can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

Shrink body (5 charges). You force a Medium or smaller creature you can see within 60 feet of you to make a DC 14 Constitution saving throw. On a failed save, the creature is affected by the 'reduce' effect of the enlarge/reduce spell for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

The necklace regains 1d6+2 charges daily at dawn. If the necklace's last charge is expended, roll a d20. On a 1, you are affected randomly by one of the necklace's effects for 1 hour (no saving throw). Only a greater restoration spell or similar magic can end the effect early.

Whip of the Stygian Taskmaster

Wondrous item, rare.

These whips are wielded by amnizu in Stygia to bring lesser fiends under their control. This whip deals 1d8 slashing damage on a hit. Fiends damaged by this whip must make a DC 14 Charisma saving throw or have disadvantage on attack rolls against you for 1 minute. Fiends of Challenge Rating 7 and above have advantage on this saving throw. A fiend that succeeds on its saving throw against this effect can't be affected by it for 24 hours.

Legal Text

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