

LADY LUCK

THE WARLOCK PATRON WHO PRIZES CHANCE AND LUCK



LADY LUCK PATRON

You have made a pact with the embodiment of luck and chance. No one is quite sure where a being like this truly come from or why they appear when they do. Its motives and desires are constantly in flux and it might completely contradict itself, simply to see what you do.

EXPANDED SPELL LIST

Lady Luck lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you

LADY LUCK EXPANDED SPELL LIST

| Spell Level | Spells |
|-------------|-----------------------|
| 1st | Bane, Sanctuary |
| 2nd | Augury, Suggestion |
| 3rd | Blink, Counterspell |
| 4th | Confusion, Divination |
| 5th | Hold Monster, Mislead |

PROSPERITY

Starting at 1st level, when you force a creature to take damage, you may roll the total damage twice and take the higher of the two rolls.

In addition, you gain proficiency in one skill of your choice. After a long rest, you may choose to change this proficiency to another skill that you are not currently proficient in of your choice.

SHIFTING PROBABILITIES

Beginning at 6th level, you learn to influence the luck of those around you. As a reaction to an attack roll, saving throw, or ability check from a creature within 30 feet of you, you may give that creature advantage or disadvantage on the roll, your choice.

You may use this ability a number of times equal to your charisma modifier per long rest.

ALWAYS READY

Starting at 10th level, you learn to be prepared for any eventuality that you may come across. You gain proficiency in all saving throws.

LUCK BE WITH YOU

Beginning at 14th level, you can alter the very fabric of reality around you. As an action, you pull the strings of fate in toward you. For the next minute, you gain advantage on any attack roll, saving throw, or ability check that you make for the duration.

You must finish a short or long rest before you can use this feature again.