

OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE SKIN

You have made a pact with a Fiend from the depths of hell, whose skin you have bonded to your own, affording you a hideous appearance and wicked arcane power. To do this you performed and survived the blasphemous Ritual of Bonding, a foul rite that agonizingly kills most that undertake it. You now wear the essence of a fiend as a second skin, bonded inseparably in body and soul to a beast of hell.

EXPANDED SPELL LIST

The Skin 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.

THE SKIN EXPANDED SPELLS

Spell Level	Spells
1st	<i>false life, inflict wounds</i>
2nd	<i>barkskin, enlarge/reduce</i>
3rd	<i>meld into stone, protection from energy</i>
4th	<i>conjure minor elementals, stonework</i>
5th	<i>conjure elemental, hallow</i>

WEAR FIEND

Beginning when you make this pact at 1st level, you wear the skin of a fiend as your own. This fiendish skin is for all intents and purposes your own. The skin is unnaturally tough, and your armor class equals 12 + your Dexterity modifier.

HIDEOUS APPEARANCE

At 1st level, your appearance is hideous to behold. You may add double your proficiency bonus to Intimidation checks, but you have disadvantage on Persuasion checks.

FIENDISH HIDE

At 6th level, when you are struck with a blow, your fiend skin can toughen and become like armor. When a creature attacks you, you can as a reaction temporarily increase your armor class by 3, to a maximum of 20, and you have resistance against bludgeoning, piercing, and slashing damage until the beginning of your next turn. You must finish a short or long rest before using this feature again.

SKIN ADAPTATION

At 10th level, your fiend skin has become thicker. You gain resistance to fire damage and cold damage.

FELL BLOODED

By 14th level, your fiend skin has begun to intertwine with your blood, closing your wounds as soon as they open. At the beginning of your turn, if you have taken damage since the end of your last turn, you regain hit points equal to your proficiency bonus, to a maximum of the damage you took.

