Warlock Patron - Lord of Agony

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[H1] Otherworldly Patron

Warlocks in Salt In Wounds have the following Otherworldly Patron option, in addition to those in the *Player’s Handbook.*

[H2] Lord of Agony

Your patron exists because of, and for, pain and suffering at their most extreme. This is what brought them into being, and this is what continues to feed them. They count very few in their service, and it is only those that have shown their worth that the patron will choose.

The true machinations of your patron are unknown to you other than knowing that they are fed and delighted by the agony you suffer and cause. You were selected to carry the burden of suffering beyond that of most mortal’s understanding so that your patron may be strengthened and attain the height of power they deserve and desire.

As an option to add more flavor to your character, you can roll on the table below or choose an attribute tied to warlocks of the Lord of Agony.

[H4] Lord of Agony Attributes

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| --- | --- |
| **d6** | **Attribute** |
| 1 | You can hear screams of pain throughout your waking hours, which no one else hears. |
| 2 | Your scars are too numerous to count, or hide. |
| 3 | You dream only of past instances where you suffered great harm. |
| 4 | Sometimes those around you can feel old wounds as if they were new again. |
| 5 | You sometimes awake to find new wounds that have already healed. |
| 6 | You often enquire too deeply about the suffering of others. |

[H3] Expanded Spell List

The Lord of Agony lets you choose from and expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

[H4] Lord of Agony Expanded Spells

|  |  |
| --- | --- |
| **Spell Level** | **Spells** |
| 1st | *ray of sickness, shield* |
| 2nd | *blindness/deafness, flaming sphere* |
| 3rd | *bestow curse, spirit guardians* |
| 4th | *black tentacles, fire shield* |
| 5th | *contagion, cone of cold* |

[H4] Similar Wounds

Starting at 1st level, your patron reveals to you the pain of others. Before making a Deception, Intimidation, or Persuasion check you may cause one creature you can see within 60 feet to make a Wisdom saving throw against your warlock spell save DC. If the creature fails you know of their most painful memory, and you have advantage on the check against that creature. If the creature succeeds, they are aware of your intrusion and you have disadvantage on the check against the creature.

 [H4] Suffering In Death

Starting at 6th level, your patron will help keep you standing even through agonizing wounds. When you are reduced to 0 hit points, and not killed outright, you can choose to spend an unused Hit Die, and are reduced to 1 hit point instead.

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

[H4] Conduit of Pain

Starting at 10th level, when you or an ally within 30 feet are damaged by another creature you can use your reaction to redirect a portion of the damage back at the creature. You reduce the damage caused by half, and the attacking creature must make a Charisma saving throw against your spell save DC. On a failed save you are able to redirect half of the damage back to the creature. On a successful save, you redirect the damage but also suffer an equal amount of damage.

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

[H4] Augmented Anguish

Starting at 14th level, you gain the ability to force your suffering into the mind of others. You may select a number of creatures equal to your Charisma modifier to implant with the gruesome details of your worst agony. The target must make a Wisdom saving throw. On a failed save, the target takes 7d10 psychic damage and becomes frightened for a number of rounds equal to your Charisma modifier. On a successful save, the target is not frightened and takes half as much damage.

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