

THE GOD-KING

WARLOCK OTHERWORLDLY PATRON OPTION

As a ruthless, chitinous ankheg bursts from the sands, a tanned and weathered male elven traveller, eyes and hair the color of the desert at dusk, faces it down with a notched blade in his hand. The ankheg rears back and writhes at the elf, its barbed limbs scythe through the air and impact the elf's chest, drawing blood. The elf grins against the pain, and extends a single hand dripping blood towards the beast. The rivulets run together, animating and taking life, forming large vicious scarabs which lunge at the ankheg. As they impact the creature, it chitters out an alien screech as the scarabs burrow through the carapace and into its flesh, inflicting pain in retribution.

Bound in a dark black scarf covering her head and face, a female dwarf leads her orcish companion into a bustling trade city. The orc glowers at the merchants with wares ripe for the taking, but his hands stay far from his weapons, and no words save for a growl of anticipation leave his lips. The orc knows his companion would not like him causing a scene, and he would not like to cause her trouble. She does have his soul, after all, bound by her magics and held at her side in a simple earthenware jar. The dwarf rests her hand upon the jar, content that no mayhem will occur this day.

A female tiefling with airy trousers and metal bracelets jangling around her wrists confronts a trio of bandits, brandishing swords after a deal gone wrong. Holding a staff by her side, she waves a hand and tendrils of



shadowy power seep from between her fingers into the ground at her feet. In a heartbeat, spectral, skeletal shades reach up from the ground beneath her, grasping towards the thieves, flickering and wavering as if lit by an invisible flame.

In cavernous tombs and unknown temples, or upon gilded thrones backed by arcane might, are those who would choose the moniker of God-King (regardless of gender). These mighty beings hold at their beck and call the forgotten magics of the wastes, the untold power of curses, souls, and dark sacrifices, and are willing to share with those who would enforce their will. Beings such as truly ancient mummy lords, djinn, the Sorcerer-Kings of Athas, or gods such as Set, Anubis, Zann,

Al-Ishtus, Apep, Nyarlathotep, Sobek, or Zoser may all make a God-King pact with mortals who seek them out.

Pacts made with a God-King always carry a persistent price that the mortal must pay in exchange for power. This price, known as the Curse, is always levied upon the mortal by the God-King himself, who usually pick a suitable Curse for both the strengths and foibles of the mortal they are empowering. It is recommended you work with your DM to choose a Curse for your character, but you may also determine one randomly by rolling on the God-King's Curse table included here.

d10 God-King's Curse

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| 1 | The skin on your entire body is unnaturally dry and textured like cracked earth |
| 2 | The pupils of your eyes are shaped like a goat's |
| 3 | You always appear to be ailing from a specific disease, but suffer no ill effects |
| 4 | Scarabs crawl underneath your skin occasionally, causing moving, visible lumps |
| 5 | Your body appears gaunt and skeletal, as if you have been withered by age |
| 6 | You must bind your arms with treated bandages, or the pores begin to weep viscous black ichor |
| 7 | You have a snake's tongue, and occasionally punctuate words with a hiss |
| 8 | You have a persistent, wracking cough, sometimes coughing up live maggots |
| 9 | Your fevered mind sees figments and mirages, each relating to your patron's will |
| 10 | The only food you can hold down is fine desert sand |

EXPANDED SPELL LIST

The God-King 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.

GOD-KING EXPANDED SPELLS

Spell Level	Spells
1st	<i>inflict wounds, ray of sickness</i>
2nd	<i>dust devil*</i> , <i>scorching ray</i>
3rd	<i>spirit guardians, wall of sand*</i>
4th	<i>arcane eye, phantasmal killer</i>
5th	<i>contagion, insect plague</i>

* This spell is found in the *Elemental Evil Player's Companion* and in *Xanathar's Guide to Everything*

SOUL JAR

Beginning at 1st level, you know a dark ritual that can temporarily trap another creature's soul within a simple earthenware jar, granting it an unholy vitality while it remains under your dark influence. This ritual takes 10 minutes, requires that the creature be either willing or restrained, and the creature must remain within 5 feet of you until the ritual's completion. You may have only one soul jar from this feature at any one time, and creating a new soul jar releases any soul collected in a previous jar.

Once completed, the creature's soul remains in a jar you choose on your person for the next 24 hours or until you complete a long rest (whichever is first). While this creature's soul remains in the jar, the jar is on your person, and you can see the creature within 120 feet of you, you may use any of the following abilities as a bonus action on your turn. When you use one of these abilities,



you require a short or long rest before you may use any of them again.

Domination. You cast the *command* spell, targeting the creature, without expending a spell slot. The creature automatically fails the spell's saving throw when cast in this way.

Soulsight. You may see through the creature's eyes and hear what it hears for up to 1 hour, or until you end this effect with another bonus action. You gain the benefit of any special senses the creature may have, but your own senses are blinded and deafened for the duration. This effect persists even if the creature moves further than 120 feet from you.

Transpose. You and the creature both teleport, swapping places with each other.

Unnatural Mending. You restore hit points to the creature equal to your warlock level + your Charisma modifier.

JARRING THE SOUL

Removing a creature's soul from its body, even temporarily, can potentially be a dangerous ordeal. The jar is always vulnerable to attack, if kept in a location it can be seen, and what happens to the soul if the jar is broken is left intentionally vague.

In most cases, a broken soul jar simply returns the soul to the body if the creature it belongs to. Your DM may decide, however, that a broken jar imperils the soul in some way, perhaps shunting it to the Ethereal plane, or returning it instead to the clutches of the warlock's patron. The warlock always knows what will happen to a jarred soul, should the jar break. A soul jar, when imbued with a soul, has an AC of 13, 10 hit points, and immunity to all damage except bludgeoning.

This risk in mind, warlocks will occasionally obscure the truth or lie outright about the nature of the soul jar ritual. Some state simply that it creates a magical bond, others claim it to be a rite that imbues magical strength. The most honest, however, will let their companions know the risk (should there be one), and jar only the souls of the informed and willing.

HUNGERING SCARABS

Starting at 6th level, you can manifest magical scarabs that burrow into the bodies of your enemies to spite those who would harm you. When a creature within 120 feet of you hits you with an attack and you take damage, you may use your reaction to conjure a swarm of scarabs that immediately begin burrowing into that creature's flesh or form. The creature automatically takes a number of d4's of magical piercing damage equal to 1/3 of your warlock level (round up), and has disadvantage on the next attack or check it makes before the end of its next turn.

Once you use this ability, you may not use it again until you take a short or long rest.

PAIN INTO LIFE

At 10th level, the nature of your pact allows you to transmute the pain you suffer into revitalizing power. Whenever you take a short or long rest, choose a damage type. When you take damage of that type, you may grant temporary hit points equal to half the damage you receive to one creature you can see within 30 feet of you, including yourself. These temporary hit points last for up to one minute, until they are lost, or until you use this feature to grant temporary hit points to another creature.

DESICCATE

Beginning at 14th level, you may attempt to drain vitality from the creatures around you, restoring your own health in the process. As an action on your turn, you may designate a number of creatures within 60 feet of you equal to your Charisma modifier. Each of these creatures must make a Constitution saving throw against your spell save DC. If a creature fails this saving throw, it takes 5d6 necrotic damage, while a creature that succeeds instead takes half this amount. You then regain hit points equal to half the total necrotic damage taken by all the creatures, including those that succeeded the saving throw.

Once you use this ability, you require a long rest before you may use it again.

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