

THE CREATURE

A Warlock Patron



BY MARC ANDERSON



THE CREATURE

COULD YOU CLEAR SOMETHING UP FOR ME? WHY DOES A flesh golem hate fire so much? You'd think that a hulk of a monster like them wouldn't fear anything. Or anyone, for that matter. At any rate, I prefer my flesh golems to be sans brains, easy to hit, and without a moral lesson I need to sit through.

—Martie Copperpinch, *Warlock of the Fiend*

A mortal calls out for power, an entity from beyond our comprehension arrives to greet them, and a pact is struck. Such is the way for many warlocks in the Forgotten Realms. From the very beginning, both parties know that a deal was made, and that the warlock's life will never be the same.

In the case of your patron, a monstrous flesh golem, yours was struck before you knew what you were doing. Looking back now, you knew it was when you found those damnable papers, the writings of a person who was given life through unnatural methods. The writings, if you remember correctly, you found in an abandoned laboratory. Or bought from an auction. Or looted from that old noble's mansion.

Read, a hoarse voice you've never heard in your life whispers as your mouth sounds out the foreign-sounding, but familiar, phrases. *Keep reading*. The compulsion to read manifests itself as sudden enlightenment in a passage, anatomical drawings briefly coming to life, angry whispers spoken in a language lost to time.

When you look up to hear the knocking at your door, the creaking of floorboards, the muffled groan of a person being choked to death, you see Them. The withered corpse that takes up the doorframe, that somehow knows that you were responsible for finding the writings of their greatest enemy. They could kill you in an instant, you think. And yet, there is a glimmer of intelligence in their eyes. *I will teach you the occult arts you seek, they say in a booming hoarse voice. Let us see if you can not repeat the mistakes my creator made. It is not right for you and I to be alone in an unforgiving world such as this. No. Not at all.*

EXPANDED SPELL LIST

The Creature 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.

CREATURE EXPANDED SPELL LIST

Spell Levels	Spells
1st	<i>false life, thunderwave</i>
2nd	<i>enhance ability, flaming sphere</i>
3rd	<i>lightning bolt, meld into stone</i>
4th	<i>death ward, storm sphere</i>
5th	<i>destructive wave, raise dead</i>

GOLEM SKIN

At 1st level, as an action, you can cause your skin to take on the nature of your patron, resembling armor. While changed in this way, your armor class is 14 plus your Dexterity modifier, up to a maximum of 2. Your base armor class in constructed skin goes up by 1 at levels 6, 10 and 14. You can benefit from a shield, but not other armor. You can remove this golem skin armor as an action.

THE SPARK OF LIFE AND DEATH

At 6th level, your connection with the forces of magic increases to the point where you can discharge it in a burst of powerful energy. When you are hit with magical damage, as a reaction, you may choose that the damage is directed to a target creature within 30 feet. A hostile creature must make a Dexterity save if it is targeted; if it succeeds, it takes half damage. A friendly creature does not need to make a Dexterity save if it is targeted, and heals for half damage. They may be unconscious when this reaction is used. If there are no creatures within 30 feet when this reaction is taken, you take the full magical damage. This feature is usable once per short rest.

IN LEAGUE WITH THE MONSTER

At 10th level, the monstrous legacy of your Patron begins to show, mostly in the form of rotting skin that feels like old leather to the touch. You have resistance to bludgeoning damage. In addition, whenever you complete a short rest, you gain advantage on saving throws against being exhausted, paralyzed, and poisoned.



RISE, MY CREATION!

At 14th level, the writings you found so long ago finally make sense. These are instructions on how to bring life to that which was once dead, and not by some mundane necromancy spell. Once per long rest, when you slay a humanoid, you can cause its body to rise and temporarily serve you as a soulless **flesh golem**. (You cannot have more than one flesh golem under your control.) Roll initiative for the golem, which has its own turns. As a bonus action, you can give the golem a verbal command, which it obeys to the best of its abilities. The golem also gains a special bonus to its attack rolls equal to your Charisma modifier (minimum of +0). The golem remains in your service until the end of your next long rest, at which point it decomposes and is destroyed.

NEW ELDRITCH INVOCATIONS

NATURAL LIGHTING ROD

Prerequisite: The Creature Patron

You gain resistance to lightning damage.

QUAKE IN FEAR

Prerequisite: 5th level

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

CREDITS

Product Lead: [Marc Anderson](#)

Primary Editor: [Noah Grand](#)

Editor: Kayla Bayens

Layout and Graphic Design: [Nathanaël Roux](#)

Cover Art: "Eery Fear Stalk" - maraisea, Pixabay

Interior Art: "Untitled," KLN, [@BallBots](#)

Special Thanks To:

- The DM's Guild Creative Lounge Discord
- The Philadelphia Adventurer's League and its Discord
- CincinnatiDnD#9092, Discord
- The Gilding Light Discord
- Wizards of the Coast
- D&D Beyond

OTHER WORKS

[Good Country Dyin'](#) by Mark Anderson



Welcome to the dark side of Faerûn.

The Moonsea region, while known as the stomping grounds for many budding adventurers, holds dark secrets if you know just where to look.

One of these is a seemingly abandoned farm on the edge of the Cormanthor Forest, just a little ways away from the city of Hillsfar. Dare you brave the dangers lurking within? Can you even trust your friends? Don't look behind you. You just might find Good Country Dyin'.

A chilling adventure for 5th to 10th level adventurers.

[The Memory Collector: A Warlock Patron](#) by Mark Anderson



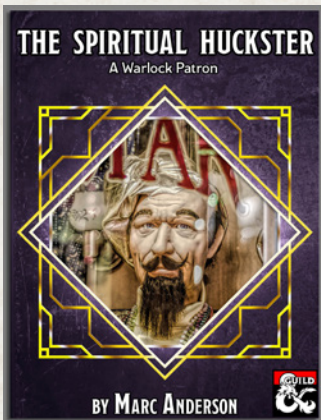
Ask any seasoned adventurer about their lives, and they'll tell you stories filled with daring deeds, over-the-top villains, and countless days being saved thanks to their companions' quick thinking.

Underneath that confident facade, though, you'll find tales of sorrow, irreparable mistakes, and forgotten love. These and other memories lord over their psyches, just as much as yours.

What if you could take back the power the memories hold over you, and others? Thanks to the enigmatic Memory Collector, now you can.

Under the guidance of your otherworldly patron, learn how to not only take the essence of memories for your own ends, but use them to bolster both yourself and your allies. Just remember that your patron needs to feed as well.

[The Spiritual Huckster: A Warlock Patron](#) by Mark Anderson



Have you run out of luck with the Archfey? Don't feel like taking a trip to Avernus with the Fiends? Are you weirded out by the Great Old Ones? Then perhaps you'd consider taking the "poor sinner's hand" of a Spiritual Huckster patron, and step into the role of a warlock who interprets the stars above (*not really*) to lie, cheat, and steal their way to the top. There's no need to feel guilty about reading the cards or consulting the tea leaves to your favor; as P.T. Barnum once famously said, "There's a sucker born every minute."

Comes with two bonus Eldritch Invocations that any Warlock can use!

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2019 by Marc Anderson and published under the Community Content Agreement for Dungeon Masters Guild.