



Baby Bestiary®

CARETAKER
WARLOCK

ANDREAS
WALTERS



KYLE
CARTY

METAL WEAVE GAMES

QUICK NAVIGATION

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A note about 3rd party content

When you want to create a character that is outside the normal character generation rules, it's always important to remember that you're engaging in a collaborative story told by you, the DM, and the rest of the party, and we encourage adaptability and flexibility. What is said here may apply to any homebrew or third-party class/variant that you may want to play.

- **For Everyone:** It is your game, your world, your character, your story. Everyone contributes to this story; don't hesitate to make changes, tweaks, and adjustments as you see fit. My words (as the creator) are not law, just ideas, interpretations and inspiration for you to use.
- **As the player:** Provide the GM with the class/variant you want to play, pitch the character concept and be flexible in building and exploring the character options with your GM.
- **As the GM:** Try to work with your player's pitch and how can it work with the setting and story you think you'll be telling?



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INTRODUCTION

Welcome seekers and travelers,

It appears that you have tumbled into the greatest responsibility of your life: the protection and rearing of a powerful and majestic creature. You care for and protect the creature, and in-return for your kindness, you will be granted some of its growing power.

In these pages, I will attempt to glean answers to any questions you may have, but...my time is short and your egg will soon hatch. Now, listen closely...

OVERVIEW

In this supplement, we explore a new type of warlock: the caretaker archetype. Unlike the individuals who gain their powers by making a pact or exchange with a powerful entity, the caretaker warlock receives their powers by protecting their patron, which happens to be still an egg or a newborn legendary creature.

This protection evolves into an intimate bond between the caretaker and their patron, allowing the player to explore a caring and nurturing relationship with its patron as the two grow in power together.

ASSUMPTIONS

In line with this supplement, we defined a number of creatures capable of being a patron; they include the couatl, phoenix, and dragon turtle amid others. To some, this may run contrary with what is canon in the D&D universe and books like the *Monster Manual*. We argue that given the role and power these creatures held throughout various mythologies, these creatures could easily be viewed as creatures powerful enough to be patrons in their own right. This may require you to slightly alter their stats or even the mythology of your setting.



PLAYING THE CARETAKER

Caretakers love their companions and are devoted to their protection. The dream of a caretaker is to one day see their patron grow into the magnificent beast they are destined to be. Aside from that, the caretaker could have come from any walk of life, for it has now been changed forever.

For the subclass version of the caretaker warlock, we don't specify whether you are protecting the egg or if the egg has already hatched. Mechanically they work the same, the patron is intended to work as a more narrative and personal role for the player, if the patron is attacked, it will share the same pool of hitpoints with their caretaker.

RUNNING THE PATRON

It's important to remember that despite the patron being the caretaker's companion, they do not work mechanically like an animal companion. A few things to emphasize:

- **The GM controls the patron.** It makes the patron feel more independent from the player, providing a wider range of roleplay opportunities, as well as caretaking challenges.
- **The patron is not intended to engage in combat.** Sure, times will emerge when the patron will attack or defend itself, but this companion is not considered to be a combat companion. This is also why we simplified its health mechanic.
- **Be careful when endangering the patron.** Doing this can obviously set up some great emotional and roleplay moments but, as all things, it can be overdone. It should never feel like the warlock is fighting constantly just to keep their patron alive. Rather, the majority of the focus should not be directly on the patron, unless you are doing so for story purposes.

RUNNING THE CARETAKER

A Patron Two Ways

Granted by the *Patron Insignis* class feature, you are in possession of your patron and are its guardian and caretaker. We leave it up to you and your GM to decide whether your patron takes the form of an egg or a hatchling.

PROTECTOR OF THE EGG

Mysterious yet, comforting. You are in possession of an egg that will, one day hatch into a powerful creature and patron. It is your duty to protect and care for your patron-egg.

The Egg

The patron egg is considered a small object (bordering on Tiny), with an AC of 18 and has 24 hp (8d6).

The egg is quite durable and has resistance to all damage except bludgeoning damage, any damage sustained will chip at its protective exterior but will not crack the egg. Only when the egg reaches 0 HP, does the egg break and the warlock loses all of their bestowed abilities.

Optional: Healing the Egg

While the egg's HP can be restored with magic. It can also be restored when immersed in its ideal environment. the egg will restore 1 hp per two hours of immersion (or 4 hp per long rest, 8 hours).

Hatching the Egg

You should talk to your GM and establish some understanding on how soon you (the player) would like your egg to hatch. Some adventurers can go an entire career carrying their egg, only to hatch at level 20. Others may have their egg hatch mid-adventure.

PROTECTOR OF THE HATCHLING

Whether the patron was born in your hands or discovered on your adventures, you are now the protector of a young legendary creature.

Battle Hatchling

We must emphasize that the baby patron is not intended to be a fighting companion of any sort. That said we know that there are exceptions and that there may be times when the patron will be threatened.

If you'd like to create a statblock for the patron, you can utilize the [Baby Bestiary 5e Beast Companion](#) rules.

Option 1: Shared Health

Your life and the life of your patron are intertwined. You and the patron share the caretaker's hit points. Any damage that the patron would take is instead taken by the caretaker. If you and the patron are both caught in an area of effect, you do not take damage twice. If you die, the patron will eventually die as well, unless the patron finds a new, willing caretaker within one month.

Option 2: Independent Health

Your patron is a small or tiny creature, with an AC of 18 and has 24hp (8d6). The patron can benefit from both natural and magical healing. When the patron reaches 0 hit points, the patron will fall unconscious and the player will lose all of their bestowed abilities.

SUMMARY OF CHANGES

In this section we detail the core changes that we have made to the base warlock class in order to create the Caretaker Warlock. Past this section, we write-out the entire Caretaker Warlock as a class so that it can be solely used to create a character.

Class Features

Proficiencies

Skills: removed Deception and Intimidation and replaced them with Handle Animal and Insight.

PATRON INSIGNIS

REPLACES OTHERWORLDLY PATRON

You are in possession of your patron. Whether it is a hatchling or an egg is up to you and your Dungeon Master.

ENTRUSTED INVOCATIONS

REPLACES ELDRITCH INVOCATIONS

We've created a number of new Invocations. In addition, we've renamed a number of the warlock's existing invocations to fit more thematically with the caretaker warlock.

ENTRUSTED BOON

REPLACES PACT BOON

We made a few adjustments and additions to the available boons for caretaker warlocks.

Entrusted Awareness

New boon that grants enhanced perception and vision to the caretaker and their allies.

Entrusted Servant

REPLACES PACT OF THE CHAIN

The patron's presence attracts a follower. No mechanical changes.

Entrusted Shield

New boon that functions similarly to Pact Blade/Entrusted Blade but more defensive.

NEW PATRONS

Guardian of Rebirth (Phoenix)

Guardian of Sunset (Couatl)

Guardian of the Deep Scale (Dragon turtle)

Guardian of the Scaled Skies (Dragon)

TABLE: RENAMED WARLOCK INVOCATIONS

New Name	Old Name
Adapt Appearance	Mask of Many Faces
Adapt Form	Master of Myriad Forms
Animal Speech	Beast Speech
Ascendant Step	Ascendant Step
Enhanced Vision	Devil's Sight
Binding Chains	Chains of Carceri
Bolster Vitality	Fiendish Vigor
Book of Imparted Knowledge	Book of Ancient Secrets
Charming Influence	Beguiling Influence
Confer Misfortune	Thief of Five Fates
Elemental Ally	Minions of Chaos
Enlightened Eyes	Witch Sight
Eyes of the Rune Keeper	Eyes of the Rune Keeper
Far Blast	Eldritch Spear
Feel Magic	Eldritch Sight
Force New Form	Sculptor of Flesh
Forceful Blast	Repelling Blast
Hamper Movement	Mire the Mind
Imparted Agression	Thirsting Blade
Incite Confusion	Dreadful Word
Mindlink	Gaze of Two Minds
Misfortune	Sign of Ill Omen
Misty Projections	Misty Visions
Observant Eye	Visions of Distant Realms
Patron's Armor	Armor of Shadows
Powerful Blast	Agonizing Blast
Powerful Boost	Otherworldly Leap
Searing Wounds	Lifedrinker
Shared Mind	Voice of the Chain Master

SUMMARY OF CHANGES

NEW BASE INVOCATIONS

Invocations	Prerequisites	Effect
Illuminating Glow		You can cast <i>Faerie Fire</i> at will, without expending a spell slot.
Sleepless Guardian		Whenever you rest with your patron, you are protected by the <i>alarm</i> spell originating from the patron.
Patron's Manifestation	9th level	You can cast <i>spirit guardians</i> once using a warlock spell slot. You can't do so again until you finish a long rest. These guardians take the form of your patron.

NEW PATRON SPECIFIC INVOCATIONS

Invocations	Prerequisites	Effect
Blessing of the Ancient Waters	Couatl Patron	You can cast <i>purify food and drink</i> at will, without expending a spell slot.
Nature's Connection	Couatl Patron	You are trained in the Nature skill and you gain the <i>druidcraft</i> cantrip spell.
Banish the Unnatural	Couatl Patron, 7th level	You can cast <i>Aura of Purity</i> once using a warlock spell slot. You can't do so again until you finish a long rest.
Dragons Roar	Dragon Patron, <i>thunderclap</i> cantrip	Extend the range of <i>Thunderclap</i> to a 10ft circle.
Intimidating Roar	Dragon Patron, 9th level, <i>thunderclap</i> cantrip	You can cast <i>cause fear</i> once using a warlock spell slot. You can't do so again until you finish a long rest.
Aquatic Affinity	Dragon Turtle Patron	You gain the <i>shape water</i> cantrip. In addition you can breath water.
Resilient Shell	Dragon Turtle Patron, <i>blade ward</i> cantrip	<i>Blade ward</i> lasts an additional round.
Sharp Shell	Dragon Turtle Patron, 5th level, <i>blade ward</i> cantrip	<i>Blade ward</i> reflects the damage ignored back at the attacker.
Reactive Shell	Dragon Turtle Patron, 9th level, <i>blade ward</i> cantrip	You can cast <i>Blade Ward</i> as an immediate reaction (prior to taking damage). You can't do so again until you finish a long rest.
Phoenix Adept	Phoenix Patron	Gain the <i>sacred flame</i> and <i>control flames</i> cantrip
Phoenix Fire	Phoenix Patron, <i>sacred flame</i> cantrip	Sacred flames deals both radiant and fire damage equally (so 1d8 deals 1d4 fire and 1d4 radiant). In addition your flames burn damaged targets for an additional round dealing your Charisma Modifier in fire damage.
Healing Flames	Phoenix Patron, <i>create bonfire</i> Cantrip	You and your gear take no damage from your bonfire. If you pass through or stand in your bonfire, you regain hit points equal to your Charisma Modifier.
Restorative Flames	Phoenix Patron, 5th level	You can cast <i>healing word</i> once using a warlock spell slot. You can't do so again until you finish a long rest.
Flaming Defense	Phoenix Patron, 7th level	You can cast <i>wall of fire</i> once using a warlock spell slot. You can't do so again until you finish a long rest.

NEW BOON SPECIFIC INVOCATIONS

Invocations	Prerequisites	Effect
Aura of Perception	Entrusted Awareness	Allies who remain within 20 feet of the patron also gain a bonus to their Perception equal to half your Charisma modifier. They lose this benefit when they leave the patrons radius.
Aura of Vision	Entrusted Awareness, 12th level	Allies who remain within 30 feet of the patron also gain Darkvision. They lose this benefit when they leave the patron's radius.
Defensive Leap	Entrusted Shield	If an ally within 10 feet is going to be attacked, you can leap to their aid taking the hit for them.
Wall of Shields	Entrusted Shield, 12th level	You can cast <i>wall of force</i> once using a warlock spell slot. You can't do so again until you finish a long rest.

CARETAKER WARLOCK

Class Features

HIT POINTS

Hit Dice: 1d8 per warlock level

Hit Points at 1st Level: 8 + Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + Constitution modifier per warlock level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two skills from *Arcana, Handle Animal, History, Insight, Investigation, Nature, and Religion.*

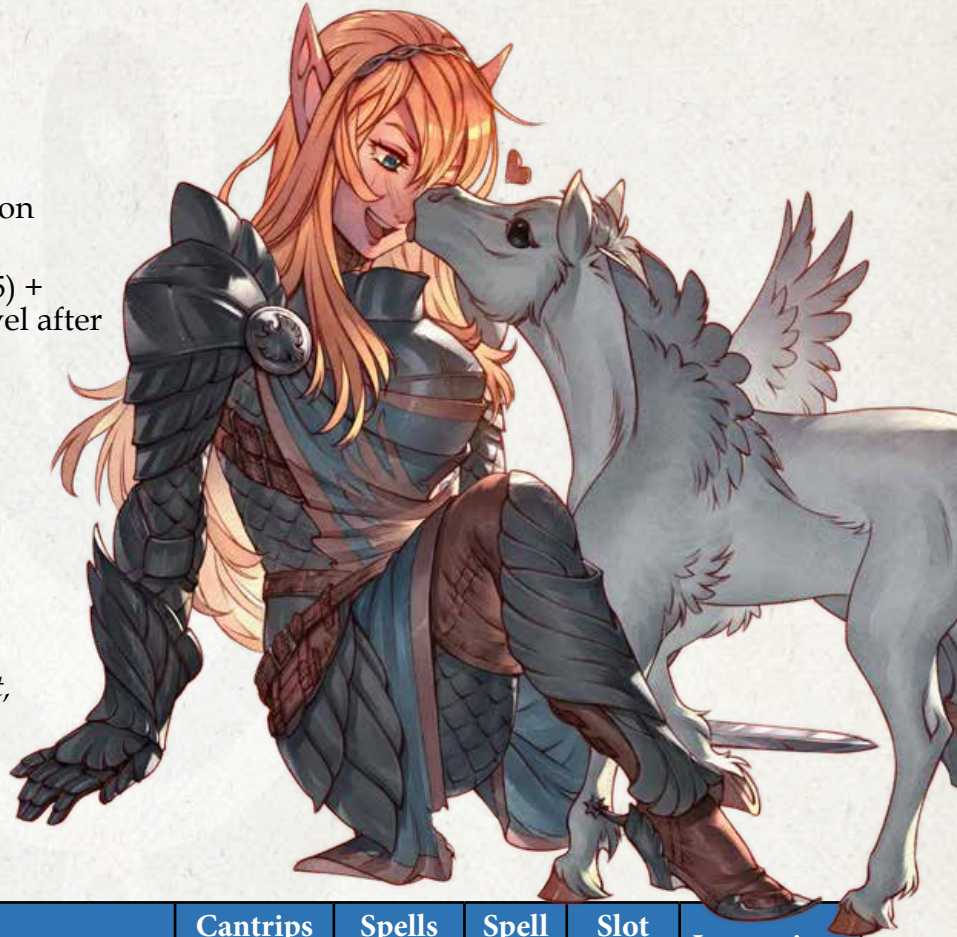


TABLE: CARETAKER WARLOCK

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations
1st	+2	Patron Insignis, Imparted Spells	2	2	1	1st	-
2nd	+2	Bestowed Invocations	2	3	2	1st	2
3rd	+2	Entrusted Boon	2	4	2	2nd	2
4th	+2	Ability Score Improvement	3	5	2	2nd	2
5th	+3	-	3	6	2	3rd	3
6th	+3	Patron's Investiture Feature	3	7	2	3rd	3
7th	+3	-	3	8	2	4th	4
8th	+3	Ability Score Improvement	3	9	2	4th	4
9th	+4	-	3	10	2	5th	5
10th	+4	Patron's Investiture Feature	4	10	2	5th	5
11th	+4	Mystic Arcanum (6th level)	4	11	3	5th	5
12th	+4	Ability Score Improvement	4	11	3	5th	6
13th	+5	Mystic Arcanum (7th level)	4	12	3	5th	6
14th	+5	Patron's Investiture Feature	4	12	3	5th	6
15th	+5	Mystic Arcanum (8th level)	4	13	3	5th	7
16th	+5	Ability Score Improvement	4	13	3	5th	7
17th	+6	Mystic Arcanum (9th level)	4	14	4	5th	7
18th	+6	-	4	14	4	5th	8
19th	+6	Ability Score Improvement	4	15	4	5th	8
20th	+6	Parting Gift	4	15	4	5th	8

CARETAKER WARLOCK

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, any simple weapon, and two daggers

PATRON INSIGNIS

At 1st level you are in possession of either a baby patron or an egg that will one day, hatch into your patron. Select from the list of patrons in the next section. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

In addition you must decide whether your patron is still in its egg or has hatched. Both options are exciting but we recommend starting with the egg. In the sidebar are a few mechanical ideas on running either option.

IMPARTED SPELLS

Your arcane research and the magic bestowed on you by your patron have given you facility with spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the warlock spell list.

Cantrips

You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.

Spell Slots

The Caretaker Warlock table shows how many spell slots you have to cast your warlock spells of 1st through 5th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell witch bolt, you must spend one of those slots, and you cast it as a 3rd-level spell.

Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use either your patron or an arcane focus as a spellcasting focus for your Caretaker spells.

BESTOWED INVOCATIONS

At 2nd level, you gain two bestowed invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain caretaker warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Caretaker Warlock table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

If a bestowed invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

CARETAKER WARLOCK

ENTRUSTED BOON

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

Entrusted Awareness

Through your bond with your patron. They provide you their enlightened perception.

If an you are within 60 feet from your patron, you gain Darkvision and a bonus to your Perception equal to your Charisma modifier.

Entrusted Blade

You can use your action to summon your entrusted weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see the *Weapons* section of the [Players Handbook](#) for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your bestowed weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you or your patron dies.

You can transform one magic weapon into your bestowed weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your entrusted weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your entrusted weapon if you or your patron dies, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Entrusted Servant

REPLACES PACT OF THE CHAIN

The patron's power has attracted others to its side. This particular familiar has pledged its service to you and the care of the patron (*the familiar is still counts a summoned familiar mechanically*).

You learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack with its reaction. This familiar is also capable of caring for the egg for an extended absence. Though not longer than one week.

Entrusted Shield

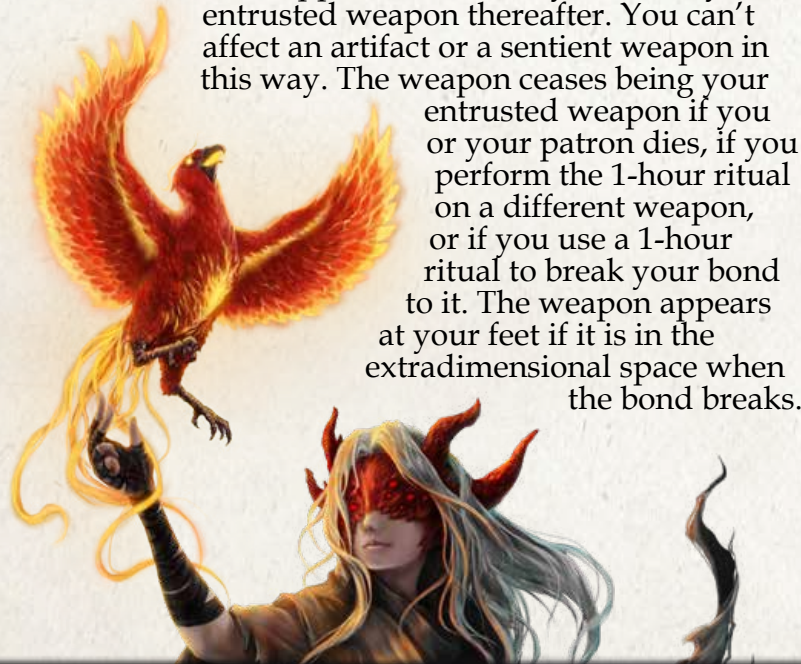
You can use your action to summon your entrusted shield in your empty hand. You can choose the form that this shield takes each time you create it (see the *Armor* section of the [Players Handbook](#) for shield options). You are proficient with it while you wield it. This shield counts as magical, and you gain a +2 bonus on Constitution saves against spells and other magical effects.

This ability functions just like the *Entrusted Blade* in all other features.

Entrusted Tome

Your patron manifests for you, a grimoire. When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless warlock spells for you.

If you lose your grimoire, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you or your patron dies.



CARETAKER WARLOCK

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

MYSTIC ARCANUM (6TH LEVEL)

At 11th level, your patron bestows upon you a magical secret called an arcanum. Choose one 6th-level spell from the warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

MYSTIC ARCANUM (7TH LEVEL)

At 13th level, your patron bestows upon you a magical secret called an arcanum. Choose one 7th-level spell from the warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

MYSTIC ARCANUM (8TH LEVEL)

At 15th level, your patron bestows upon you a magical secret called an arcanum. Choose one 8th-level spell from the warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At 17th level, you gain a 9th-level warlock spell of your choice that can be cast in this way. You regain all uses of your Mystic Arcanum when you finish a long rest.

MYSTIC ARCANUM (9TH LEVEL)

At 17th level, your patron bestows upon you a magical secret called an arcanum. Choose one 9th-level spell from the warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

You regain all uses of your Mystic Arcanum when you finish a long rest.

PARTING GIFT

REPLACES *ELDRITCH MASTER*

Depending on how you've played, your patron will either: (a) the egg has finally hatched with the young patron capable of ascending on its own, or (b) the young patron has grown old or powerful enough to ascend on its own.

Upon leaving your patron bestows its final gift upon you. Naming you its emissary.

You gain a permanent *enhance ability* effect to the ability you choose (select from the list below).

(a) **Bear's Endurance.** You have advantage on Constitution checks and also gain 25 hit points.

(b) **Bull's Strength.** You have advantage on Strength checks, and his or her carrying capacity doubles.

(c) **Cat's Grace.** You have advantage on Dexterity checks and do not take damage from falling 50 feet or less if you are not incapacitated.

(d) **Eagle's Splendor.** You have advantage on Charisma checks. You can also cast *calm emotions* at will.

(e) **Fox's Cunning.** You have advantage on Intelligence checks and you can speak all languages.

(f) **Owl's Wisdom.** You have advantage on Wisdom checks and are proficient in 2 additional knowledge skills.

Additionally, once per month you can call upon your patron at a time of need. This works like the cleric's *Divine Intervention* ability, but succeeds automatically with no roll required. This ability can only be used once per month and the patron can not persist longer than 48 hours before returning back to their home.

BESTOWED INVOCATIONS

TABLE: BESTOWED INVOCATIONS

Invocations	Prerequisites	Effect
Adapt Appearance		You can cast <i>disguise self</i> at will, without expending a spell slot.
Adapt Form	15th level	You can cast <i>alter self</i> at will, without expending a spell slot.
Aquatic Affinity	Dragon Turtle Patron	You gain the <i>shape water</i> cantrip. In addition you can breath water.
Ascendant Step	9th level	You can cast <i>levitate</i> on yourself at will, without expending a spell slot or material components.
Aura of Perception	Entrusted Awareness	Allies who remain within 20 feet of the patron also gain a bonus to their Perception equal to half your Charisma modifier. They lose this benefit when they leave the patrons radius.
Aura of Vision	Entrusted Awareness	Allies who remain within 20 feet of the patron also gain Darkvision. They lose this benefit when they leave the patron's radius.
Banish the Unnatural	7th level, Couatl Patron	You can cast <i>Aura of Purity</i> once using a warlock spell slot. You can't do so again until you finish a long rest.
Beast Speech		You can cast <i>speak with animals</i> at will, without expending a spell slot.
Bewitching Whispers	7th Level	You can cast <i>compulsion</i> once using a warlock spell slot. You can't do so again until you finish a long rest.
Binding Chains	15th level, Entrusted Servant feature	You can cast <i>hold monster</i> at will – targeting a celestial, fiend, or elemental – without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again.
Blessing of the Ancient Waters	Couatl Patron	You can cast <i>purify food and drink</i> at will, without expending a spell slot.
Bolster Vitality		You can cast <i>false life</i> on yourself at will as a 1st-level spell, without expending a spell slot or material components.
Book of Imparted Knowledge	Entrusted Tome feature	You can now inscribe magical rituals in your grimoire. Choose two 1st-level spells that have the ritual tag from any class's spell list (the two needn't be from the same list). The spells appear in the book and don't count against the number of spells you know.*
Charming Influence		You gain proficiency in the Deception and Persuasion skills.
Confer Misfortune		You can cast <i>bane</i> once using a warlock spell slot. You can't do so again until you finish a long rest.
Defensive Leap	Entrusted Shield	If an ally within 10 feet is going to be attacked, you can leap to their aid taking the hit for them.
Dragons Roar	Dragon Patron, <i>thunderclap</i> cantrip	Extend the range of <i>Thunderclap</i> to a 10ft circle.
Elemental Ally	9th level	You can cast <i>conjure elemental</i> once using a warlock spell slot. You can't do so again until you finish a long rest.
Encite Confusion	7th Level	You can cast <i>confusion</i> once using a warlock spell slot. You can't do so again until you finish a long rest.
Enhanced Vision		You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.
Enlightened Eyes	15th level	You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.
Eyes of the Rune Keeper		You can read all writing.
Far Blast	<i>eldritch blast</i> cantrip	When you cast <i>eldritch blast</i> , its range is 300 feet.
Feel Magic		You can cast <i>detect magic</i> at will, without expending a spell slot.
Flaming Defense	7th level, Phoenix Patron	You can cast <i>wall of fire</i> once using a warlock spell slot. You can't do so again until you finish a long rest.
Force New Form	7th Level	You can cast <i>polymorph</i> once using a warlock spell slot. You can't do so again until you finish a long rest.

BESTOWED INVOCATIONS

TABLE: BESTOWED INVOCATIONS CONTINUED

Invocations	Prerequisites	Effect
Hamper Movement	5th level	You can cast <i>slow</i> once using a warlock spell slot. You can't do so again until you finish a long rest.
Healing Flames	Phoenix Patron, <i>create bonfire</i> Cantrip	You and your gear take no damage from your bonfire. If you pass through or stand in your bonfire, you regain hit points equal to your Charisma Modifier.
Illuminating Glow		You can cast <i>Faerie Fire</i> at will, without expending a spell slot.
Imparted Aggression	5th level, Entrusted Blade feature	You can attack with your entrusted weapon twice, instead of once, whenever you take the Attack action on your turn.
Intimidating Roar	9th level, Dragon Patron, <i>thunderclap</i> cantrip	You can cast <i>cause fear</i> once using a warlock spell slot. You can't do so again until you finish a long rest.
Mark the Enemy	5th level	You can cast <i>bestow curse</i> once using a warlock spell slot. You can't do so again until you finish a long rest.
Mindlink		You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn.
Misty Visions		You can cast <i>silent image</i> at will, without expending a spell slot or material components.
Nature's Connection	Couatl Patron	You are trained in the Nature skill and you gain the <i>druidcraft</i> cantrip spell
Observant Eye	15th level	You can cast <i>arcane eye</i> at will, without expending a spell slot.
One with Shadows	5th level	When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.
Patron's Armor		You can cast <i>mage armor</i> on yourself at will, without expending a spell slot or material components.
Patron's Manifestation	9th level	You can cast <i>spirit guardians</i> once using a warlock spell slot. You can't do so again until you finish a long rest.
Phoenix Adept	Phoenix Patron	Gain the <i>sacred flame</i> and <i>control flames</i> cantrip
Phoenix Fire	Phoenix Patron, <i>sacred flame</i> cantrip	Sacred flames deals both radiant and fire damage equally (so 1d8 deals 1d4 fire and 1d4 radiant). In addition your flames burn damaged targets for an additional round dealing your Charisma Modifier in fire damage.
Powerful Blast	<i>eldritch blast</i> cantrip	When you cast <i>eldritch blast</i> , add your Charisma modifier to the damage it deals on a hit.
Powerful boost	9th level	You can cast <i>jump</i> on yourself at will, without expending a spell slot or material components.
Reactive Shell	9th level, Dragon Turtle Patron, <i>blade ward</i> cantrip	You can cast <i>Blade Ward</i> as an immediate reaction (prior to taking damage). You can't do so again until you finish a long rest.
Repelling Blast	<i>eldritch blast</i> cantrip	When you hit a creature with <i>eldritch blast</i> , you can push the creature up to 10 feet away from you in a straight line.
Resilient Shell	Dragon Turtle Patron, <i>blade ward</i> cantrip	<i>Blade ward</i> lasts an additional round.
Restorative Flames	5th level, Phoenix Patron	You can cast <i>healing word</i> once using a warlock spell slot. You can't do so again until you finish a long rest.
Searing Wounds	12th level, Entrusted Blade feature	When you hit a creature with your pact weapon, the creature takes extra damage equal to your Charisma modifier (minimum 1). The type of damage dealt depends on your patron.
Sharp Shell	5th level, Dragon Turtle Patron, <i>blade ward</i> cantrip	<i>Blade ward</i> reflects the damage ignored back at the attacker
Sleepless Guardian		Whenever you rest with your patron, you are protected by the <i>alarm</i> spell originating from the patron.
Wall of Shields	Entrusted Shield, 12th level	You can cast <i>wall of force</i> once using a warlock spell slot. You can't do so again until you finish a long rest.
Whispers of the Grave	9th level	You can cast <i>speak with dead</i> at will, without expending a spell slot.

BESTOWED INVOCATIONS

Adapt Appearance

Effect: You can cast *disguise self* at will, without expending a spell slot.

Adapt Form

Prerequisite: 15th level

Effect: You can cast *alter self* at will, without expending a spell slot.

Augmented Vision

Effect: You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Aquatic Affinity

Prerequisite: Dragon Turtle Patron

Effect: You gain the *shape water* cantrip. In addition you can breath water.

Ascendant Step

Prerequisite: 9th level

Effect: You can cast *levitate* on yourself at will, without expending a spell slot or material components.

Aura of Perception

Prerequisite: Entrusted Awareness

Effect: Allies who remain within 20 feet of the patron also gain a bonus to their Perception equal to half your Charisma modifier. They lose this benefit when they leave the patrons radius.

Aura of Vision

Prerequisites: Entrusted Awareness

Effect: Allies who remain within 20 feet of the patron also gain Darkvision. They lose this benefit when they leave the patron's radius.

Banish the Unnatural

Prerequisites: 7th level, Couatl Patron

Effect: You can cast *aura of purity* once using a warlock spell slot. You can't do so again until you finish a long rest.

Beast Speech

Effect: You can cast *speak with animals* at will, without expending a spell slot.

Bewitching Whispers

Prerequisite: 7th Level

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

Blessing of the Ancient Waters

Prerequisite: Couatl Patron

Effect: You can cast *purify food and drink* at will, without expending a spell slot.

Bolster Vitality

Effect: You can cast *false life* on yourself at will as a 1st-level spell, without expending a spell slot or material components.

Book of Imparted Knowledge

Prerequisite: Entrusted Tome

Effect: You can now inscribe magical rituals in your Entrusted Tome. Choose two 1st-level spells that have the ritual tag from any class's spell list (the two needn't be from the same list). The spells appear in the book and don't count against the number of spells you know. With your Entrusted Tome in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your Entrusted Tome. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

Charming Influence

Effect: You gain proficiency in the Deception and Persuasion skills.

Confer Misfortune

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

Defensive Leap

Prerequisites: Entrusted Shield

Effect: When an ally within 10 feet of you is about to be attacked (prior to an attack roll), you can sacrifice your next move action to summon your shield and dive to their aid. You become the new recipient of the attack and you use your AC bonus (with shield) to determine whether you take any effects of the attack.

Dragons Roar

Prerequisites: Dragon Patron, *thunderclap* cantrip

Effect: Extend the range of *thunderclap* to a 10ft circle.

BESTOWED INVOCATIONS

Elemental Ally

Prerequisite: 9th level

Effect: You can cast *conjure elemental* once using a warlock spell slot. You can't do so again until you finish a long rest.

Enhanced Vision

Effect: You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Enlightened Eyes

Prerequisite: 15th level

Effect: You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

Eyes of the Rune Keeper

Effect: You can read all writing.

Far Blast

Prerequisite: *eldritch blast* cantrip

Effect: When you cast *eldritch blast*, its range is 300 feet.

Feel Magic

Effect: You can cast *detect magic* at will, without expending a spell slot.

Flaming Defense

Prerequisite: 7th level, Phoenix Patron

Effect: You can cast *wall of fire* once using a warlock spell slot. You can't do so again until you finish a long rest.

Force New Form

Prerequisite: 7th Level

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

Hamper Movement

Prerequisite: 5th level

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

Healing Flames

Prerequisite: Phoenix Patron, *create bonfire* cantrip

Effect: You and your gear take no damage from your bonfire. If you pass through or stand in your bonfire, you regain hit points equal to your Charisma Modifier. You can only heal 10 hp per day using this method.

Illuminating Glow

Effect: You can cast *faerie fire* at will, without expending a spell slot.

Imparted Agression

Prerequisite: 5th level, Entrusted Blade

Effect: You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

Incite Confusion

Prerequisite: 7th Level

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

Intimidating Roar

Prerequisite: 9th level, Dragon Patron, *thunderclap* cantrip

Effect: You can cast *cause fear* once using a warlock spell slot. You can't do so again until you finish a long rest.

Mindlink

Effect: You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

Misfortune

Prerequisite: 5th level

Effect: You can cast *bestow curse* once using a warlock spell slot. You can't do so again until you finish a long rest.

Misty Projections

Effect: You can cast *silent Image* at will, without expending a spell slot or material components.

Nature's Connection

Prerequisite: Couatl Patron

Effect: You are trained in the Nature skill and you gain the *druidcraft* cantrip spell

Observant Eye

Prerequisite: 15th level

Effect: You can cast *arcane eye* at will, without expending a spell slot.

BESTOWED INVOCATIONS

Patron's Armor

Effect: You can cast *mage armor* on yourself at will, without expending a spell slot or material components.

Patron's Manifestation

Prerequisite: 9th level

Effect: You can cast *spirit guardian* once using a warlock spell slot. You can't do so again until you finish a long rest. These guardians take the form of your patron.

Phoenix Adept

Prerequisite: Phoenix Patron

Effect: Gain the *sacred flame* and *control flames* cantrip.

Phoenix Fire

Prerequisite: Phoenix Patron, *sacred flame* cantrip

Effect: *Sacred flames* deals both radiant and fire damage equally (so 1d8 deals 1d4 fire and 1d4 radiant). In addition your flames burn damaged targets for an additional round dealing your Charisma Modifier in fire damage.

Powerful Blast

Prerequisite: *eldritch blast* cantrip

Effect: When you cast *eldritch blast*, add your Charisma modifier to the damage it deals on a hit.

Powerful boost

Prerequisite: 9th level

Effect: You can cast *jump* on yourself at will, without expending a spell slot or material components.

Reactive Shell

Prerequisite: 9th level, Dragon Turtle Patron, Blade Ward cantrip

Effect: You can cast *blade ward* as an immediate reaction (prior to taking damage). You can't do so again until you finish a long rest.

Repelling Blast

Prerequisite: *eldritch blast* cantrip

Effect: When you hit a creature with *eldritch blast*, you can push the creature up to 10 feet away from you in a straight line.

Resilient Shell

Prerequisite: Dragon Turtle Patron,

Effect: Blade Ward cantrip *blade ward* lasts an additional round.

Restorative Flames

Prerequisite: 5th level, Phoenix Patron

Effect: You can cast *healing word* once using a warlock spell slot. You can't do so again until you finish a long rest.

Searing Wounds

Prerequisite: 12th level, Entrusted Blade

Effect: When you hit a creature with your pact weapon, the creature takes extra damage equal to your Charisma modifier (min. 1). The type of damage dealt depends on your patron.

Sharp Shell

Prerequisite: 5th level, Dragon Turtle Patron, *blade ward* cantrip

Effect: Damage reduced by *Blade ward* is reflected back at the attacker. This does not apply to ranged or area effect attacks.

Shared Mind

Prerequisite: Entrusted Servant

Effect: You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

Sleepless Guardian

Effect: Whenever you rest with your patron, you are protected by the *alarm* spell originating from the patron.

Wall of Shields

Prerequisite: Entrusted Shield, 12th Level

Effect: You can cast *wall of force* once using a warlock spell slot. You can't do so again until you finish a long rest.

Whispers of the Grave

Prerequisite: 9th level

Effect: You can cast *speak with dead* at will, without expending a spell slot.

TABLES

TABLE: HOW DID YOU ACQUIRE YOUR PATRON

Roll 1d12	Roll Result
1	You found your patron for sale at a black market. When you became aware of one another the connection was instant. Did you purchase your patron or did you obtain them in another way?
2	While seeking shelter from a storm, you and the patron ended up in the same safe spot. You agreed to share the space while you waited out the storm. During the night, you two struck up a conversation and learned of one another's needs. You agreed to become caretaker and patron, and the pair of you have worked together ever since.
3	The patron's parents became aggressive and had to be put down. You chose to adopt the creature instead of leaving it. Your relationship started off rocky. Has it smoothed out since then, or are things still tense at times?
4	You found the patron's egg (or its infant form) in the lair of a spellcaster. It appeared as though the spellcaster was going to attempt a ritual on the egg before you defeated them. You cared for the egg and the creature imprinted on you.
5	On a starlit night in the wilds, you heard a lonesome song across the night air. When you found the source of this harrowing melody, you discovered the patron. What was your patron so forlorn about? Why did you decide to help it?
6	Your patron was being chased by other, larger creatures that wished to eat it. You intervened and saved them. Over the course of this battle you learned your own abilities were not enough. Your patron offered you a deal and you accepted, becoming their caretaker.
7	An adult version of your patron appeared before you, juvenile patron by their side. They forced your patron upon you, insisting that you help raise it and become its servant. You survived because you agreed to their terms unconditionally.
8	A friend of yours was the original warlock for your patron. Unfortunately, they died. Why did you become the patron's new caretaker? Does the patron attempt to hide how desperately they miss your friend? How has this affected your relationship?
9	While traveling, you awoke one night to find the patron in your rucksack, devouring your rations and other supplies. The famished creature was initially hostile if you attempted to get your food back. How did you make them trust you? Did you offer more food? Perhaps some water? What about this interaction endeared you enough to become a caretaker?
10	Your patron sought out you in particular. Perhaps they arrived on your doorstep or at your campsite one morning and demanded you swear a pact with them. Why were you chosen? Do you even know? Work out the reason with your Dungeon Master and determine if your character is aware of it.
11	You and your patron died at the exact same time. Both of your deaths were unplanned accidents and the deity of death apologized to you both personally. Unfortunately, they could not revive you both without intermingling your souls. Now you and the patron are forever connected. How do the both of you feel about this arrangement?
12	While sleeping one night, you had a strange dream. In the dream, the patron reached out to you, asking for your help. Did you try to ignore the dream or readily embrace it? Regardless, you sought out the patron through these mysterious portents and eventually found one another.

TABLES

TABLE: PATRON MISHAPS

Roll 1d20	Roll Result
1	Your Patron, the gumptious familiar, has recently developed extreme overconfidence. It takes daring leaps, challenges larger foes, and performs other foolhardy but “brave” deeds for the next two weeks.
2	Your Patron, the smart little scamp, has learned its first word or has learned to mimic a word. Unfortunately, its word of choice is particularly creepy or profane. Your Patron often uses it at the worst possible times.
3	Your Patron, in all its infinite wisdom, has gotten its head (or another appendage) stuck in something. It might be the boughs of a tree, it might be a box, it may even be the fragile vase that you just recovered from a monster’s horde.
4	Your Patron, the energetic little tyke, has found a new chew toy that it cannot bear to part with. Unfortunately, it is an important piece of your equipment, such as a boot, the leather strap of your breastplate, or your arcane focus.
5	You are awoken late at night to a loud clattering and clamoring. Your Patron, bless its soul, has knocked over literally everything in your room or campsite while running around at three in the morning.
6	Your Patron, the finicky friend, has become a picky eater. For the next week, it only wants to eat one specific type of food prepared in one specific way. It balks at anything else you attempt to feed it, even if it needs it to grow up strong.
7	Your Patron, ever alert, stares off in the distance every night for the remainder of the current adventure. Even though you can clearly see that it is looking at nothing you cannot shake the feeling that something is there.
8	Your Patron, thinking itself playful, has taken something incredibly valuable of yours and hidden it. Depending on its species, the hiding place varies. Phoenix Patrons might favor under campfires or in trees, while couatl Patrons might hide things in bushes or burrows.
9	Your Patron, the spirited devil, has its own recurring nemesis. Unfortunately, it is its own reflection. It attempts to attack mirrored versions of itself in rivers, mirrors, and other reflective surfaces.
10	You awake at night unable to breathe. Your Patron, the cuddly friend, has decided to rest itself over your mouth and nose. It is sound asleep and you are running out of air.
11	You wake in the morning to find that your Patron, the sly scoundrel, is nowhere to be found. After searching everywhere, you find it snug and asleep in your closed backpack.
12	Your Patron runs directly into the next door you approach at full speed. Depending on its size and strength, there is a good chance that it destroys the door.
13	Your Patron, the playful beast, has developed a new game. The game consists of taking things you love and pushing them off high places. The game can occur anywhere. Such venues include tree stumps, the table at a tavern, or even bottomless chasms! Whatever is nearby will do!
14	Your Patron, loyal to the end, has decided that your personal space is irrelevant. Any time you need a moment of privacy, such as when you relieve yourself or during a confession of love, your Patron is sure to follow and make its presence know. Loudly. Repeatedly.
15	Your Patron, your friend-til-the-end, begins to shout at something much larger and much more dangerous than it. The moment it gains the attention of its target, it promptly runs behind you and graciously allows you deal with the problem.
16	Your Patron, your lifelong bosom buddy, grows impatient. The next time it wants your attention and you don’t readily give it, regardless of your reason, it gently puts an armed appendage on your face as if to say “Listen, buddy.”
17	Your Patron, who’s normally so well-behaved, has really taken a liking to an important person you’ve recently met. Unfortunately, your Patron’s advances make the recipient anxious as they have a negative history with those types of creatures. Your Patron does not seem to notice and continues to try to befriend them.
18	Your Patron, who loves to share, has developed a passion for sharing meals. More specifically, it wants to share your meals. Any time you try to eat, especially if you don’t put your fork directly into your mouth, your Patron attempts to eat your food.
19	Your Patron, who’s never been like this before, has been causing trouble in town. Its bad behavior has drawn the ire of the locals, who grow increasingly agitated with its behavior and want you to deal with it.
20	Your Patron, who’s sweet and attached to you, does not want you to leave it alone or head into danger. Any time you attempt to leave it behind or head into a dangerous situation, your Patron attempts to impede you. Whether it bites at your pant leg, blocks the door, or makes an effort to prevent your action in some way.

Guardian of Rebirth

Your patron needs you just as much as you need them. The phoenix chick saved you and you saved them. In exchange for the love, affection, and succor that you give the phoenix, it imparts you with what powers it can spare. As it grows up and recovers its might, the power it offers grows in strength and size as well. The phoenix may make difficult requests of you, but it is not actively antagonistic in the same way that the Fiend or the Archfiend may be.

CREATING YOUR PATRON

Just a few cosmetic things to think about when imagining your patron.

Enflamed: Are phoenixes fully enwreathed in flame upon hatching; does it happen as they age, or perhaps all at once marking its new stage? Discuss this with your DM.

HATCHLING QUIRKS

The following quirks are unique to Phoenix Chick Patrons.

EXPANDED SPELL LIST

The Phoenix Chick 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.



Roll 1d6	Phoenix Hatchling Quirks
1	The phoenix's flames grow in strength as the sun reaches its zenith and weaken as the sun sets. At night, the phoenix gets quite chilly and loves to snuggle up with its warlock or another ally to stay warm.
2	The phoenix enjoys swimming in boiling water or soups. During meal time it happily floats around in the stewpot and gets huffy if it is taken out. It will spend the rest of the night sulking in the campfire.
3	The phoenix refuses to eat uncooked foods. Any bugs that it catches are first char-broiled before they are eaten. Particularly finicky phoenix chicks will attempt to steal spices, such as hot peppers, to flavor their meal.
4	The phoenix is plumper than most phoenix chicks. It loves flying and attempts to jump off of things with great frequency, experiencing mixed results. It remains plump for the rest of its life but becomes an exceptionally strong flier.
5	The phoenix is incredibly anxious at all times. It panics during rainstorms and sticks close to the warlock, preferring to hide in their clothes.
6	The phoenix thinks that its warlock is somewhat weak. It will occasionally attract trouble in order to "test and strengthen" its warlock.

GUARDIAN OF REBIRTH

Spell Level	Spells
1st	burning hands, healing word
2nd	continual flame, lesser restoration
3rd	feign death, revivify
4th	death ward, fire shield
5th	flame strike, greater restoration

PHOELARCH BODY

Starting at 1st level, your connection to the phoenix chick is formed but is very weak. Your skin is tinged with red and your hair shimmers like flame when you cast spells. Your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, you gain resistance to fire damage.

SHARED HEALTH

Also at 1st level, your life and the life of the phoenix chick become intertwined. You and the phoenix chick share hit points. Any damage that the phoenix chick would take is instead taken by the warlock. If you and the phoenix chick are both caught in an area of effect, you do not take damage twice. If you die, the phoenix chick eventually dies as well, unless it finds a new, willing warlock within one month.

PLAYFUL FLAME

Upon reaching 6th level, the playtime shared between you and the phoenix chick develops a special, tangible power. If you and up to five friendly creatures spend at least 10 minutes during a short or long rest playing with the phoenix chick, each creature gains temporary hit points equal to half your warlock level + your Charisma modifier.

ON BURNING WINGS

At 10th level, you gain the ability to sprout wings of flame. As a bonus action, you gain a 40-foot fly speed for a number of minutes equal to your levels in this class. You can end this effect at any time without using an action. While active, you must spend your fly time in one minute increments. You regain all of your used flying time after finishing a long rest.

REBIRTH

After you reach 14th level, when you make a death saving throw at the start of your turn, you can instead burst into radiant flames. You regain hit points equal to your levels in this class + your Charisma modifier, and then stand up if you so choose. Each creature of your choice that is within 30 feet of you takes 3d10 fire damage and 3d10 radiant damage. Once you use this feature, you cannot use it again until you complete a short or long rest.



Guardian of Sunset

Guardians of the divine and untenable, couatls are a delicate, yet fastidious species that, thanks to their celestial nature, quite literally embody goodness. Breeding rarely, young couatls, known as couatl neonates, are often in great danger as the auspices of their birth usually mean at least one of their parents is in mortal danger. In cases where both parents perish before the egg hatches, these highly intelligent creatures will seek out an individual to broker a deal with. Their terms are fair and their preferences picky. Warlocks of couatl neonates find that they value fastidiousness, are disappointed when their warlocks lie or withhold information, and seek to find their purpose in life.

CREATING YOUR PATRON

Just a few cosmetic things to think about when imagining your patron.

Scales: The color of the couatl's scales tells you much about its origins.

Sounds Couatl: Unlike snakes, couatl are capable of eventually mimicking speech from any culture. Though while young, they tend to hiss, chirp, and occasionally make some sort of clicking noise.

COUATL PATRON QUIRKS

The following quirks are unique to Couatl Snakelet Patrons.



Roll 1d6	Couatl Neonate Quirks
1	The couatl's wings are slightly too small. Because of this, they have trouble flying and prefer to cling tightly to their warlock.
2	The couatl really, really dislikes when their warlock or their allies lie. It gently nips at a lying character in frustration any time they attempt to deceive someone.
3	The couatl's scales are a tarnished or dull color. It's self-conscious about that. Each time it sheds, it seems very excited that this might be the time they will get vibrant scales.
4	The couatl sneaks away at night to find gifts for its warlock or their allies. In the wild, it finds neat objects. While within the confines of civilization, it takes a few gold coins, pinches objects it wants, and leaves the coin. It usually overpays for what it takes in the extreme.
5	The couatl often stares off at things that aren't there. When the warlock gains truesight, they can see what the couatl is looking at.
6	The couatl loves spending time in water. It frequently tries to slither into waterskins, mugs, lakes, and baths to go for a swim, even at inconvenient times.

EXPANDED SPELL LIST

The Couatl Neonate 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.

Spell Level	Spells
1st	cure wounds, detect evil and good
2nd	calm emotions, zone of truth
3rd	beacon of hope, remove curse
4th	guardian of faith, polymorph
5th	dispel evil and good, mass cure wounds

BLESSED BODY

Starting at 1st level, your connection to the couatl neonate has formed but is very weak. You gain small, iridescent scales in patches on your body and your hair takes on an ethereal sheen. You also gain resistance to psychic and radiant damage.

Additionally, you can speak Celestial.

SHARED HEALTH

Also at 1st level, your life and the life of the couatl snakelet become intertwined. You and the couatl neonate share hit points. Any damage that the couatl neonate would take is instead taken by the warlock. If you and the couatl neonate are both caught in an area of effect, you do not take damage twice. If you die, the couatl neonate dies as well, unless it finds a new, willing warlock within one month.

PLAYFUL LINK

Upon reaching 6th level, the playtime shared between you and the couatl neonate develops a special, tangible power. If you and up to five friendly creatures spend at least 10 minutes during a short or long rest playing with the couatl neonate, you all become psychically linked. For the next four hours, you and each creature who shares this psychic link can communicate telepathically with one another while within 120 feet of each other.

SHIELDED BOND

At 10th level, while you and the couatl neonate are within 100 feet of each other, you are both immune to scrying and to any effects that would sense your emotions, read your thoughts, or detect your locations.

EYES OF THE DIVINE

When you reach 14th level, you gain the ability to bestow yourself with your companion's eyes. As a bonus action, you can grant yourself a facsimile of couatl eyes. You gain truesight out to a range of 60 feet for one hour. Once you use this feature, you cannot use it again until you complete a short or long rest.

Deep Scale Guardian

Just moments after emerging from its thick, plated egg, a dragon turtle is already the size of a large dog. Dragon Turtles are methodical patrons that urge caution and slow progress over quick bursts of frantic energy. These greedy creatures often “demand” a portion of their warlock’s shiniest treasures in exchange for their continued service, often withholding the fact that the power given cannot be taken away.

CREATING YOUR PATRON

Just a few cosmetic things to think about when imagining your patron.

Turtles Shell: Is the shell smooth, rough, or some pattern that rises from the shell?

DRAGON TURTLETTE PATRON QUIRKS

The following quirks are unique to Dragon Turtle patrons.

EXPANDED SPELL LIST

The dragon turtlette 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.



Roll 1d6	Dragon Turtlette Patron Quirks
1	The edges of the dragon turtle’s shell are particularly sharp. It attempts to dull these edges by rubbing up against hard objects like walls, stones, trees, or unequipped suits of armor.
2	The dragon turtle is uncharacteristically afraid of deep, dark water. It takes a great deal of reassurance to coax it into swimming in water it cannot see the bottom of.
3	The dragon turtle enjoys playing pranks in cahoots with its caretaker. Its favorite prank is to sneak behind an upright creature while the warlock gives them a push backward. The dragon turtle does not realize that pranks such as that might actually hurt its friends.
4	The dragon turtle gently hums at night. As it ages, the song becomes deeper and bassier, not unlike a melodic whale song.
5	The dragon turtle salivates at the smell of cooking meat. It greatly prefers either the meat of landborne creatures or seaborne creatures over any alternative.
6	The dragon turtle enjoys stomping around in the mornings to stretch its legs and fins. It allows other creatures to participate in this activity, provided they agree to follow the dragon turtle’s movements.

DEEP SCALE GUARDIAN

Spell Level	Spells
1st	fog cloud, speak with animals
2nd	protection from poison, spike growth
3rd	stinking cloud, water breathing
4th	control water, dominate beast
5th	commune with nature, cloudkill

ARMORED BODY

Starting at 1st level, your connection to the dragon turtlette is formed but is very weak. Your skin hardens and scaled plates form on your knuckles. While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier. You can use a shield and still gain this benefit.

Additionally, you can speak Aquan or Draconic.

SHARED HEALTH

Also at 1st level, your life and the life of the dragon turtle become intertwined. You and the dragon turtle share hit points. Any damage that the dragon turtlette would take is instead taken by the warlock. If you and the dragon turtle are both caught in an area of effect, you do not take damage twice. If you die, the dragon turtle dies as well unless it finds a new, willing warlock within one month.

DEFENSIVE PLAY

Upon reaching 6th level, the playtime shared between you and the dragon turtle develops a special, tangible power. If you and up to five friendly creatures spend at least 10 minutes during a short or long rest playing with the dragon turtle you can choose between bludgeoning, piercing, or slashing damage. You and the creatures who played with the dragon turtle gain resistance to the chosen damage type for the next two hours.

STEAM BREATH

At 10th level, you gain the ability to breath a 30-foot cone of scalding steam as an action. Each creature in that area must make a Constitution saving throw against your Warlock spell save DC. Creatures take 5d10 fire damage on a failed save, or half as much on a successful one. Being underwater doesn't grant resistance against this damage. You can use this ability once per long-rest.

ETERNAL FORM

When you reach 14th level, you gain the longevity of the dragon turtle. You do not suffer the fragility of old age, and you can't be aged magically. You can still die of old age, however. Additionally, you become immune to first five levels of the exhausted condition.

Guardian of the Dragon

All chromatic dragons are evil. All metallic dragons are good. These universal truths held by the common folk are without a doubt, untenably wrong. These majestic, intelligent creatures feel powerful emotions and think in alien ways that mortals have trouble understanding, but they are not born good or evil. A red dragon's heart is full of fiery passion, a silver dragon's need to protect can become toxic, and a white dragon's simplicity can enjoy the small moments of life.

Dragon whelps can survive on their own, but these clever creatures know that they are best served by followers. Whether the dragon was in danger and accepted a warlock of convenience, or it offered its services to a mortal seeking its aid, dragon whelp patrons are young, temperamental, and just as in need of the warlock as the warlock is in need of them.



CREATING YOUR PATRON

Just a few cosmetic things to think about when imagining your patron.

Dragon Type: What color is the wyrmling? What is its unique breath?

DRAGON WRYMLING PATRON QUIRKS

The following quirks are unique to dragon wyrmling patrons:

Roll 1d6	Dragon Wyrmling Quirks
1	The dragon believes that it is the "party leader" of the warlock's adventuring group. It loudly voices its "orders" on how it believes the team should proceed in a given situation. It gets frustrated if its ideas are ignored but can be easily talked in to think someone else's idea is its own.
2	When the dragon's warlock does what it deems as "a good job," it reluctantly rewards them. It might make a face while sliding them a gold coin, give them a congratulatory pat on the back, or offer some other small praise or reward.
3	The dragon's teeth are incredibly small. It has a tough time chewing food and favors soft meats and plant matter. It can often be seen baring its teeth at reflective surfaces to study its tiny fangs.
4	The dragon enjoys gambling and placing bets. It will make small stakes bets on a wide variety of things such as "who will wake up first in the morning" or "will the coin land face up or face down." It sulks when it loses a bet and acts smug if it wins, assuring its opponent that "they'll get 'em next time."
5	The dragon's wings are larger than they should be. These floppy wings often drag on the ground behind the dragon as it runs. It favors walking over flying.
6	The dragon frequently gets the hiccups. During these hiccupping fits, it often loses control of its breath weapon and releases small waves of flame, clouds of poison, or another appropriately cute representation for its species' breath weapon.

EXPANDED SPELL LIST

The Dragon Whelp 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.

Spell Level	Spells
1st	chromatic orb, disguise self
2nd	dragon's breath, see invisibility
3rd	protection from energy, tongues
4th	polymorph, stonework
5th	legend lore, seeming

DRACONIC BODY

Starting at 1st level, your connection to the dragon whelp is formed but is very weak. Your nails harden and sharpen and your skin gains scales of an appropriate hue. You gain a claw attack which you can use to make unarmed strikes. Unlike normal claws, you can use your Charisma modifier instead of your Strength modifier on attack rolls. The claws deal 1d8 + your Charisma modifier slashing damage. If you take the Pact of the Blade, these claws can be your pact weapon.

Additionally, you gain proficiency in either the Persuasion or Intimidation skill and speak Draconic.

SHARED HEALTH

Also at 1st level, your life and the life of the dragon whelp become intertwined. You and the dragon whelp share hit points. Any damage that the dragon whelp would take is instead damage you take. If you and the dragon whelp are both caught in an area of effect, you do not take damage twice. If you die, the dragon whelp dies as well unless it can find a new, willing warlock within one month.

COURAGEOUS PLAY

Upon reaching 6th level, the playtime shared between you and the dragon whelp develops a special, tangible power. If you and up to five friendly creatures spend at least 10 minutes during a short or long rest playing with the dragon whelp each creature gains advantage on saving throws against being frightened for the next four hours.

DRAGON'S SENSES

At 10th level, your senses heighten and you gain the ability to detect things you normally would be unable to. You gain blindsight out to a range of 60 feet. Additionally, creatures with a strong sense of smell detect your scent as that of a dragon.

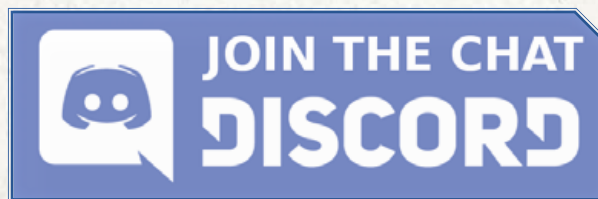
COMMANDING WORD

When you reach 14th level, you can speak with the authority of great dragons. As an action, you can utter a command to a number of creatures of your choice, within 60 feet of you, equal to your levels in this class, that can hear you. Each target must make a Charisma saving throw against your Warlock spell DC. On a failed save, you can command the targets to do something of your choosing. The command can be anything except something that would obviously cause the target to die. Each target follows your command for the next 2 hours. You cannot command targets individually. Creatures that are immune to the frightened condition automatically pass their saving throw.

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

FEEDBACK

We appreciate you taking the time to go through the *Baby Bestiary 5e Companion Warlock*. If you have any feedback, comments, or ideas on balancing, improving or expanding the Caretaker Warlock (or even just the stories of you using it) the best place to reach me would be on my twitter handle (@Andreas_mwg) or in the Metal Weave Games' Discord channel.



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