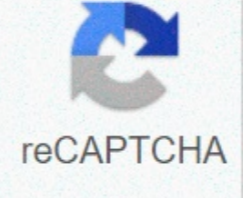




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Otherworldly patrons list 5e

As a warlock, you get the following class features. Dice Hit Points Hit: 1d8 per warifier level Hit Points at Level 1: 8+ modifier your Constitution Hit Points at Higher Level: 1d8 (or 5) + Your Constitutional modifier of every warlock level after 1st Proficiencies Armor: Light armor weapons: Simple weapons: Easy gun tools: No Saving Lontaran: No Savings Charisma Skills: Choose two from Arcana, Deceptive, History, Intimidation, Investigation, Nature, and Religious Equipment You start with the following equipment , in addition to the equipment provided by your background: (a) lightweight crossbows and 20 bolts or (b) any simple weapon (a) component pouch or (b) the focus of the arcade (a) pack of scholars or (b) a pack of dungeoneer leather armor, any simple weapon, and two other daggers of the Patron At level 1, you have hit the bargaining option. Your choice gives you features at level 1 and again at levels 6, 10th, and 14th. Pact Magic Research your arcade and the magic given to you by your patron has given you ease with spelling. Cantrips You know your two preferred cantrips from the warlock spelling list. You learn the extra warlock cantrips of your choice at a higher level, as shown in the Known Cantrips column of Warlock table. Warlock's Table spelling slot shows how many spelling slots you have. The table also shows the level of the slot; all your spelling slots are the same level. To remove one of your warlock spelling levels 1 or higher, you must spend spelling slots. You regain all spelling slots spent when you finish a short or long break. For example, when you're at level 5, you have two level 3 spelling slots. To remove a level 1 spelling of Witch Bolt, you must spend one of those slots, and you remove it as a 3rd stage spell. Known Spelling first level and Higher At the first level, you know the first two stage spells of your choice from the warlock spelling list. The Known Spelling column of warlock tables shows when you know more of the warlock spelling of your choice of first or higher level. The spelling you selected must be no higher than what is shown in the Table Slot Level column for your level. When you reach the 6th level, for example, you learn a new warlock spell, which can be level 1, 2nd, or 3rd. In addition, when you get level in this class, you can choose one of the warlock spells you know and replace it with another spelling from the warlock spelling list, which must also be the level by which you have a spelling slot. Spelling Capacity Charisma is your spelling ability to spell you, so you use your Charisma when spelling refers to your spelling ability. In addition, you use your Charisma modification when setting a D.C. saving throw for the spelling of the war you send and when making attacks rolling with one. Spelling save DC = 8 + your efficiency bonus + modify your Charisma spelling attack modification = you Bonus + modified your Charisma Focus Spelling You can use the focus of the arcade as the focus of spelling for your warlock spelling. Eldritch Invoices In your study lore occult, you have an eldritch invoice that hasn't been found, a debris of prohibited knowledge that implies you with a miraculously compliant ability. At the 2nd level, you get two eldritch invoices of your choice. When you get a certain level of warlock, you get an additional invoice of your choice, as shown in the Warlock table's Known Invoice column. In addition, when you get a level in this class, you can choose one of the invoices you know and replace it with other invoices you can learn at that level. The level prerequisites in the invoice refer to warlock levels, not character levels. Pact Boon At 3rd level, your other patrons bestow gifts you for your loyal service. You get one of the following features of your choice. Blade Alliance You can use your actions to create coalition weapons in your empty hands. You can choose the form that this melee gun takes every time you create it. You're skilled at it as you use it. These weapons are counted as magical for the purpose of overcoming resistance and immunity to attacks and non-common sense damage. Your coalition weapon disappears if more than 5 feet away from you for 1 minute or so. It also disappears if you use this feature again, if you reject a weapon (no action is required), or if you die. You can turn one magical weapon into your coalition weapon by doing special rituals while you are holding a weapon. You perform an hour-long rites, which can be done during a short break. You can then push the weapon, smash it into the extradition space, and it appears when you make your alliance weapon afterwards. You cannot affect artifacts or sentient weapons in this way. These weapons are no longer your alliance weapon if you die, if you do a 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond on him. Weapons appear on your feet if it's in the extradition space when bonds break. Chain Pact You learn normal Search spelling and can remove them as rituals. Spelling does not count towards the number of your known spellings. When you remove a spelling, you can choose one of the common forms for your regular or one of the following special forms: imp, pseudodragon, quasit, or sprite. In addition, when you take an Attack action, you can release one of your own attacks to allow you to be accustomed to using the reaction to make one attack yourself. Your Patron Tome Alliance gives you a so-called grimoire Shadows. When you get this feature, select three cantrips from any class spelling list. Even if the book is on your person, you can throw those cantrips in the inequality. They are considered warlock spellings for you, and they don't have to be from the same spelling list. the same. do not count towards your known number of canties. If you lose your Shadow Book, you can do an hour's ceremony to receive a replacement from your patron. The ceremony can be done during a short or long break, and it destroys the previous book. The book turns to ashes when you die. The Talisman Your Patron alliance gives you a declaration, a talisman who can help the wearer when the need is large. When the wearer fails to check the capabilities, they can add d4 to the roll, potentially turning the roll into success. These benefits can be used several times the equivalent of your efficiency bonus, and all spent uses are restored when you finish the long break. If you lose talisman, you can perform a 1-hour ceremony to receive a replacement from your patron. The ceremony can be done during a short or long break, and it destroys the previous adulet. Talisman turns to ashes when you die. Pact Prerequisite Star Chain (UA): Motion Seekers to you chains forged from star lights, decorated with seven brightness game motes. Even if the chain is on your person, you know Augury's spelling and can cast it as a ritual. Spelling does not count towards the number of your known spellings. In addition, you can use the power of The Finder to gain an edge on the intelligence check when you carry this item. Once you use this capability, you can't reuse it until you complete a short or long break. If you lose your Star Chain, you can perform a 1-hour ceremony to receive a replacement from the Searcher. The ceremony can be performed during a short or long break, and it destroys the previous chain. The chain disappears overnight light when you die. The actual form of this item may vary depending on your patron. The Star Chain is inspired by the Greyhawk Celestian dector. Capacity Score Enhancement When you reach 4th level, and again at 8th, 12th, 16th, and 19th levels, you can increase one of your preferred capabilities score by 2, or you can increase two capabilities score of your choice with 1. As always, you cannot increase the capacity score above 20 using this feature. Eldritch Versatility (Optional) When you reach a level in this class that provides the Capability Score Enhancement feature, you can do one of the following, represents a focus change in your occult study. Replace one cantrip you learn from this class Pact Magic feature with another cantrip from a warlock spelling list. Replace the option you choose for the Boon Pact feature with one of the other options of the feature. If you are 12th level or higher, one spelling from Your Arctic feature with another warlock spelling of the same level. If these changes make you ineligible for any of your Eldritch Invoices, you must also replace them now, choosing which invoice you are eligible for. Mystical Arctic At 11th level, your patron ties the so-called magical secret Choose a level 6 spelling from the warlock spelling list as this artanum. You can remove your artanum spell once without spending the spelling slot. You must finish the long break before you can do so again. At a higher level, you get more of your preferred warlock spelling that can be thrown this way: a 7-level spell at the 13th level, an 8th level spell at level 15, and a 9-level spell at 17th level. You regain all your mystical Arcanum uses when you finish a long break. Eldritch Master At the 20th level, you can draw in the internal reserves of mystical power while bestowing your patrons to recover the spent spelling slots. You can spend 1 minute getting help to recover all spelling slots spent from your Pact Magic feature. Once you regain the spelling slot with this feature, you must complete a long break before you can do so again. Here are 17 pages in this category, out of 17 total. At Nerdarchy of The YouTube channel Nerdarchists Dave and Ted returned to the basics and discussed the warlock class for the fifth edition of Dungeons & Dragons. In the video they saw on all D&D books; D 5E with warlock content. There is a subschstore of warlocks in the Player Handbook, the Sword Beach Traveler's Guide and Xanathar's Guide to Everything and Dave and Ted share an overview of the character classes plus weight in their personal gaming experience. Beyond official sources there are many other Patrons of Otherworldly created by players around the world. We have created a number of our products, newsletters and posts here on the website. There are more from D&D design teams; D included in the various documents most played by Arcana, and many great third-party products contain new options for warlock players. More at the Dungeon Master Society there are currently 840 products marked as character choices with warlock content as well. But there is another homebrew content source I've seen today - D&D Beyond, where people have used homebrew tools there to make 755 Other Patrons for 5E D&D; D warlocks. Let's get into it and take a closer look at some! Before starting important to note, you can create homebrew content for personal use and share your homebrew content publicly on DDB at no cost — no subscription is required to access the service. However, if you want to add any of the warlock homebrew Other Patrons mentioned below or any other homebrew content you come across to your collection, you subscribe at Hero Level or above. There is a lot you can do on DDB for free. See what you can do here. The DDB homebrew collection uses several statistics to track participation. The view shows how many eyeballs any particular homebrew creation received. Adds shows the number of times the creation is added to one's collection and rating is an upvote/downvote system. Since there are more than 750 750 Patrons in my collection will share the top 10, most viewed and most added options. I'd like to see what's out there and any crossover between these three lists. Top 10 warlock ratings Of Other Patrons of The Odd Howard. Odd Howard is a great wizard who tries to be god, but in his hubris he overcame himself; the world he created was incomplete and unstable, and eventually collapsed on themselves, trapping it outside of time and space. Now he offers his shade to less reality lovers in the hope that one of them will find a way of escaping. Patron of the Ancient Dragon. For a moment of your life, you're in contact with a strong old dragon. You have managed to convince him, through actions, words or otherwise, that you can be a valuable slave to him. You bear this contract mark on your body and it has given you great power. Chrometic dragons have warlocks of slaves they use as pawns in their destruction and domination schemes. Metal

dragons empower the deaths they decent. Warlocks serving metal dragons are expected to uphold the ideals of their beneficial virtues and valor lords. Kraken. Browsers of all races and beliefs rarely violate topics that are considered taboo. This undated one is known to both salty seadogs and green sailors as a large Kraken, deep violence. The notion of an animal so large that it can only drag the whole ship into the briney is enough to convince the rest of the crew to stay offshore, so merely mentioning the titans will bring the ire of the browser of all kinds over you. That said, there are those who have confronted the animal and live to tell the story, if they are believed. While most such claims are tall tales, there are those who bargain their souls for their survival in a meeting with Kraken. They live, and the leviathan gives them the power to precisely over his friendliness on the beach. Aboleth. Aboleths are great creatures from Underdark, long enough that they remember the day gods were born. With each Aboleth's death, they grow colder as they are reborn in aircraft, absorbing memories of all their heirs. Once, they ruled Prime Material, delivered all races of death, and their deaths shared their power with it was bad to make reality again. Elements. Your patron is a powerful element; whether it's pure elements - Efreeti, Marid or Djinni - or the other residents of one of elemental Aircraft with great influence - the Duke of Aaqa Wind, a large Dao from the City of Jewels, one of the ancient Sultans of the remnants or the forgotten Leviathan of the Dark Depths. Or perhaps your fence is something more primordial, the rage of a fire that is always burning in search of death that will run its destruction, or or Large crystal formations quite ancient have been raised on some magical sentence levels. Parasites. It is common knowledge that warlocks make alliances with mysterious entities to learn and possess magical abilities. Patrons can be peers, demons, devils, hags, aliens, dragons, primordialials, and more. Some of these entities can live in Realm Materiel, or stay in another dimension that is far from mortal to reach. However, this particular entity is much different than you are a regular patron, since it lives not in another realm, but rather in the body of warlock itself. This is known as Parasite, a creature that comes unknown to you, from which it comes from or how you now have living beings in your Pakatan War Extra. Several coalition options designed for Pact Boon warlock, included here because they cannot be entered separately. Final Pump. In your hubris and stupidity, you choose to make alliances with the most powerful entities in all video games - Final Pump. He has given you but a large number of reality-warping powers on the situation that you free him and a thousand of his children from the Ocean Under the World. On his return to his land, he'll destroy all the video games.... God helps us all. Queen Raven. A Raven watchdog over the mortal plane expects every surviving death, he doesn't cause death every said but he greets the soul that died to their last place. Every once in a while he draws the soul aside and returns it to life for reasons only known to him. His reach of power was limited outside Shadowfell but was very strong when he did. Oftentimes the Warlocks will be visited by the Raven either being sent from the queen himself as he sees fit or because he has been knocked. Unlike other Patrons whose warlocks dealt with Raven demanded Fealty to him Offer them a place among his ranks in life after. He communicated with his servants either through Vision, Dream, Whispers, or Raven. The Queen is very active with her patron, but not all warlocks are accepted. Many come to begging for shadowfell power and many turn, often being Hexblade warlocks. Dungeon Master. You have made alliances by being an inevitable force. Surely the person holding a fortune on the palm of his hand. You've made a pack with... The Dungeon Master! Top 10 most viewed warlock Other Ancient Dragon Patrons. For a moment of your life, you're in contact with a strong old dragon. You have managed to convince him, through actions, words or otherwise, that you can be a valuable slave to him. You bear the sign it's on your body and it has given you great power. Chromatic dragons have war servants who they use as mortgage taxes in the scheme of destruction and and Metal dragons empower the deaths they decent. Warlocks serving metal dragons are expected to uphold the ideals of their beneficial virtues and valor lords. Kraken. 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Or perhaps your patron is something more primordial, ever-burning fire rage seeking death that will carry out its destruction, or the immortality of a large formation of yellow crystals enough to evoke some degree of magical sentence. The Odd Howard. Odd Howard is a great wizard who tries to be god, but in his hubris he overcame himself: the world he created was incomplete and unstable, and eventually collapsed on themselves, trapping it outside of time and space. Now he offers his shade to reality lovers who in the hope that one of them will find a way of escape. Self. Aboleths are great creatures from Underdark, long enough that they remember the day gods were born. With each Aboleth's death, they grow colder as they are reborn in aircraft, absorbing memories of all their heirs. Once, they ruled Prime Material, delivered all races of death, and their deaths shared their power with it was bad to make reality again. Queen Raven. 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Known for their cunning and greedy, your patron properties depend on the type of dragon you are bound by yourself. Metal patrons may want you to protect the innocent or uphold the virtues they hold dear. Although chrommatics can order you to accumulate wealth to increase their hoards or you may just mortgage in their schemes for destruction and domination. Whether through action or deed, this Ancient Dragon seems to you deserve a strong prize. Top 10 most added warlock Other Ancient Dragon Patrons. For a moment of your life, you're in contact with a strong old dragon. You have managed to convince him, through actions, words or otherwise, that you can be a valuable slave to him. You bear this contract mark on your body and it has given you great power. Chrometic dragons have warlocks of slaves they use as pawns in their destruction and domination schemes. Metal dragons empower the deaths they decent. 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Your alliance with that allows you to manipulate threads that bind all to their destiny. Necromancer. necromancy horror. The Norns in Norse myths are women who rule the destiny of gods and men. They roughly fit other controllers of human destiny, such as Luck, elsewhere in European mythology. One of Our Own Creations - Norm - allows warlocks to make alliances with fortune power along with some new Eldritch Invocations you can fall straight into your game. Click the image to learn more. (Golden Lock Art by John Bauer) Warlock Other Patrons rose upward Using highly scientific methods taking into account ratings, views and adding these all other homebrew DDBs patrons in order from the highest scoring to the lowest. If I'm honest both the most interesting to me - Dungeon Master and The Fateweaver - are barely registered at all! Clear warlock 5E D&D player years to make alliances with the Ancient Dragons, continuing to ignore the timeless advice made popular by Shadowrun. Homebrew creator SavageVince presents Otherworldly's very fun patrons added including some special Eldritch Invoices. I really dig linking subclasses to classic powerful dragons like Bahamut (my favorite) and Subsequently the Kraken fulfilled the desire for aquatic-themed warlocks with the power of mystery from the depths of Dreaded Lord. This warlock is very woody to tentacle aficionados out Lastly Odd Howard comes to you with an incredible array of features and most originally themed Patron of Otherworldly on the list (Final Pump Runner). Warlocks D&D: D 5E is definitely one of the most popular and favorite classes to play and design subclasses for. The Warlocks are highly flavored and coincidentally, and with their Extended Spelling List, Eldritch Invoice and Pact Boons there is plenty of room to play for designers. Everyone on the Nerdarchy team enjoys creating warlock Other Patrons and there are plenty of them in our range of products here in store. Even if they don't make the final cut I'd like to share a little about the two I like the most! I love Dungeon Master Other Patrons so much. Bringing the characteristics of breaking the wall into this mix is the type of meta celebrating my character's choice will really get a kick from playing or guiding in the game. Does that mean I'm going to be a character patron? If they played with another DM they would be patron? I would like to think so. Perhaps DM is like Kang the Conquerer and there's the Dungeon Masters Council that meets in a special demiplane to discuss all the warlocks we have out there in variety. Actually that sounds like a great adventure hook where travellers travel to this demiplan and see behind their own campaign curtains. For Fateweaver, I am a sucker for anything like this. My favorite of our own creation is Patron of Norm Others with the same theme. Understanding and manipulating the probability, luck and destiny captured my imagination and I really dig into playing a character as total weird with a vision of luck ... or are they just crazy? D&D: warlock resources Here are some places for more warlock content to add to D&D: games; D your 5E. Copyright protected by Digiprove © 2020 Nerdarchy LLC Copyright is protected by Digiprove © 2020 Nerdarchy LLC

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