

The Scrolls of Forgotten Warriors

Otherworldly Patron

At 1st level, a warlock gains the Otherworldly Patron feature. Here is a special homebrew option for that feature: Slaad Lord Patron.

Slaad Lord

You have made a pact with a Slaad Lord from the plane of Limbo, a being of pure chaos. They are the closest thing that the Slaadi have to actual deities, but they do not command any worship.

Expanded Spell List

1st-level Slaad Lord feature

The Slaad Lord 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	<i>Chaos Bolt, Chromatic Orb</i>
2nd	<i>Alter Self, Dragon's Breath</i>
3rd	<i>Blink, Erupting Earth</i>
4th	<i>Confusion, Polymorph</i>
5th	<i>Wall of Stone, Temporal Shunt</i>

Slaad Regeneration

1st-level Slaad Lord feature

Starting at 1st level, at the start of your turns you regain half your Warlock level (rounded down, minimum of 1) hit points, if you have at least 1 hit point. This feature only function when you are below half your max hit points (rounded down).

Spawning Stone Link (lesser)

1st-level Slaad Lord feature

Starting at 1st level, your patron grants you a direct link to the Slaad Spawning Stone, allowing you to pull a freshly born Slaad from the plane of Limbo. You summon a **Mud Slaad** from the Spawning Stone. The Mud Slaad acts as if it were summoned with the *Conjure Elemental* spell. This feature can be used Proficiency bonus times per long rest.

Slaad Resistance

6th-level Slaad Lord feature

Starting at 6th level, the inherent chaos of your patron begins to flow through you, at the end of each long rest, roll a d6, and gain resistance to the associated damage type.

Roll	Damage Type
1	Acid
2	Cold
3	Fire
4	Lightning
5	Poison
6	Thunder

Spell from Limbo

10th-level Slaad Lord feature

Starting at 10th level, you can call upon the chaos of Limbo well casting spells. Whenever you cast a spell using a Warlock spell slot, you can instead choose to roll a d6, the spell will use the corresponding damage type from the Slaad Resistance table, additionally you can add Charisma modifier to the damage.

Spawning Stone Link (greater)

14th-level Slaad Lord feature

Starting at 14th level, your patron deepens your link to the Spawning Stone, granting you the ability to pull more powerful Slaadi to you. When you use this feature, roll a d3, and the associated Slaad it summoned under your command, as if you had their Control Gem. This feature can be used once per short or long rest.

Roll	Slaad Type
1	Red
2	Blue
3	Green

Mud Slaad

Medium aberration, chaotic neutral

Armor Class 12 natural armor

Hit Points (warlock level)d4 + Charisma modifier

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (0)	3 (-4)	5 (-3)	3 (-4)

Damage Resistance Acid, Cold, Fire, Lightning, Thunder

Senses Darkvision 60 ft., Passive Perception 7

Languages Slaad

Magic Resistance. The Slaad has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Pathetic (Recharge 6). Pathetically, one of the most effective methods of self-defense for Mud Slaadi is their ability to cringe, cowering in fear so pitifully that many cannot bear to attack it.

Until the effect ends, any creature who targets the Mud Slaad with an attack or a harmful spell must first make a Wisdom saving throw (DC 10 + Proficiency bonus). On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the Mud Slaad makes an attack that affects an enemy, or deals damage to another creature, this effect ends.