



## OTHERWORLDLY PATRON: THE CONSTELLATION

**CLUTCHING A HANDFUL OF GLIMMERING**  
*crystals, a young human frantically paced in the top floor of an elven ruin. He was too busy muttering to himself in a language he did not understand to notice that the sun was starting to rise over the eastern foothills. The arcane runes and formulae he had etched into the ground around a conjurer's circle were beginning to fade in the morning light.*

*The young human had spent the last year of his life consulting ancient sages, delving into long-forgotten depths, plundering dusty tombs, and scouring libraries to discover when Khirad would again align itself in the sky. An untold number of eons had passed since the brilliant, blue star's last alignment. The aspiring astrologer uncovered that soon Khirad would once again make its mystical passage through the midnight sky. He patiently awaited the night - last night - to receive the reward for his prolonged endeavor... And he had been rewarded greatly by old Khirad.*

*In gazing at the glistening blue star through the polished crystal lenses, he was enlightened by the Radiant King. The unending flow of knowledge had seared both the mind and flesh of the foolish star-gazer, leaving him nothing more than a gibbering warning to all who dare to study the stars.*

The study of divination and fortune-telling is as old as time itself. There are augurs who watch the flight paths of birds; there are oracles who

burn offal and throw bones. Others devote their entire lives to the steady examination of fate and the future, space and time, and other metaphysical inquiries. However, there are those who do not waste their time and forge a pact with the stars themselves. These warlocks - whether brave or foolish - tread a razor-thin line between limitless truths and blinding madness.

It is not understood why the stars grant some astrologers a fraction of their powers and curse others with madness. Few have posed this question, and fewer still have sought to answer it and possibly draw the stars' ire. Some of the dying stars might bestow their gifts so that they may continue to live on in records; the brighter, malicious stars may do it to remind the mortal races of their near-limitless powers.

Warlocks whose patron gleams in the midnight sky may draw their power from just one star, or they may draw from a host of stars. While there exist countless stars in the realm above, some of the names of stars have been recorded in an ancient text known as the *Revelations of Melech*. They are as follows: Acamar, the Great Devourer; Caiphon, the Dream Whisperer;

Delban, the Boreal Watcher; Gibbeth, the Formless Terror; Hadar, the Dying Ember; Ihbar, the Silent Void; Khirad, the Radiant King; Nihal, the Serpent Star; Ulban, the Wicked Lord; Zhudun, the Fallen One; and Allabar, the Opener of the Way.

## EXPANDED SPELL LIST

The Constellation 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.

### CONSTELLATION EXPANDED SPELLS

Spell Level	Spells
1st	<i>faerie fire, sleep</i>
2nd	<i>enhance ability, moonbeam</i>
3rd	<i>clairvoyance, Melf's minute meteors</i>
4th	<i>divination, Evard's black tentacles</i>
5th	<i>dominate person, planar binding</i>

## MAW OF ACAMAR

Stars, as ancient and long-lived as they may be, eventually succumb to death's cold and inevitable grasp. The revelation of entropy has been granted to you in your study of Acamar. Starting at 1st level when you reduce a creature to 0 hit points, you can use your bonus action to grant yourself advantage on your next attack roll, ability check, or saving throw. If this has not been used before the next dawn, you lose the bonus.

You can use this feature a number of times per day equal to your Charisma modifier (minimum 1).

## GUIDANCE OF CAIPHON

Beginning at 6th level, you beseech the stellar guide to intervene on your behalf. When a hostile creature that you can see rolls a natural 20 on an attack roll, ability check, or saving throw, as a reaction you can force them to roll again with disadvantage. The next attack roll, ability check, or saving throw that you make is made with advantage.

Alternatively, when a friendly creature that you can see rolls a natural 1 on an attack roll, ability check, or saving throw, as a reaction you can let them roll again with advantage. The next attack roll, ability check, or saving throw you make is made with disadvantage.

Once you use either of these features, you must finish a long rest before you can use it again.



## SCHOLAR OF STARS

At 10th level, your mind has been scarred by the unblinking eyes of the great star, Allabar. You instinctively know which way is north.

Additionally when you can see the stars - such as when you are outside after the sun has set - you always know which direction or path will take you to your current goal and you can perfectly recall any path you have travelled.

## THE REVELATIONS OF MELECH

Starting at 14th level, you unravel the complex and mysterious *Revelations of Melech*. You dream each night of the stars who have aligned themselves in the sky to bathe the world in their light. You have a number of petitions equal to your Charisma modifier (minimum 1), and you regain all spent petitions when you finish a long rest.

As an action, you may expend one or more petitions. The number of petitions expended determines the number of times you roll a d12 on the Revelations of Melech table.

## REVELATIONS OF MELECH

d12	Star
1	ENTROPY
2	ACAMAR, THE GREAT DEVOURER
3	CAIPHON, THE DREAM WHISPERER
4	DELBAN, THE BOREAL WATCHER
5	GIBBETH, THE FORMLESS TERROR
6	HADAR, THE DYING EMBER
7	IHBAR, THE SILENT VOID
8	KHIRAD, THE RADIANT KING
9	NIHAL, THE SERPENT STAR
10	ULBAN, THE WICKED LORD
11	ZHUDUN, THE FALLEN ONE
12	ALLABAR, THE OPERNER OF THE WAY

The result determines which of the petitions' boons will be granted to you. Activating any petition's boon requires no action, however it must be done on your turn. Upon activating it, you are immediately granted you the benefit from it.

If a petition has not been activated within 8 hours after your roll, it expires and you lose the petition's boon.

**Entropy.** Your mind is overcome by chilling darkness, causing you lose the petition and gain no boon. If you get this result more than once per day, ignore it and roll again.

**Acamar.** You may reroll a failed death saving throw. You must take the second roll.

**Caiphon.** You gain advantage on saving throws against being frightened or charmed and gain advantage on Charisma ability checks for 1 minute.

**Delban.** You become acclimatised to cold environments for 1 hour and gain resistance to cold damage for 1 minute.

**Gibbeth.** You ward your mind so that it cannot be read by magic and you gain resistance to psychic damage for 1 minute.

**Hadar.** You become acclimatised to warm environments for 1 hour and gain resistance to fire damage for 1 minute.

**Ihbar.** You can cast a spell without verbal or somatic components.



**Khirad.** You gain the ability to read, write, and speak any language and gain advantage on Intelligence ability checks for 1 minute.

**Nihal.** Your movement speed increases by an additional 5 feet and difficult terrain costs you no extra movement for 1 minute.

**Ulban.** You can grant yourself one surprise round in combat. This must be done before any creature takes their first action in combat.

**Zhudun.** You can grant yourself maximum damage on one die as part of any spell attack that you make.

**Allabar.** Your mind is temporarily granted insight into the cosmos and you may choose any petition boon of your choice from the list. If you get this result more than once per day, ignore it and roll again.



# ELDRITCH INVOCATIONS

## BLESSINGS OF KHIRAD

*Prerequisite: 9th level*

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

## CLOAK OF ZHUDUN

*Prerequisite: 5th level*

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

## FEAST OF HADAR

*Prerequisite: 5th level*

Once per day, you may reduce your hit points and hit point maximum by an amount equal to twice your warlock spell slot level and regain one warlock spell slot.

## GAZE OF GIBBETH

*Prerequisite: 9th level*

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

## WRITHING OF NIHAL

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

## VISAGE OF THE STARS

*Prerequisite: eldritch blast cantrip*

When you finish a long rest, choose one of the following damage types: cold, fire, necrotic, psychic, or radiant. When you cast your *eldritch blast* cantrip, you may choose to change the damage from force damage to the damage type you specified at the end of your long rest.

**CONSTELLATION PATRON ARCHETYPE FOR THE WARLOCK BY U/BALTHASARBARIKDRAL**

### ART CREDIT IN ORDER OF APPEARANCE

BLUE STARS WALLPAPER BY UNKNOWN

“DUNMER WARLOCK” - XEL-HASSODIN

“ZODIAC SIGNS WALLPAPER” BY NIKOLAJ

“MAW OF ACAMAR” BY FRANZ VOHWINKEL OF WIZARDS OF THE COAST

WARLOCK FROM “WISH UPON A STAR” BY ROB ALEXANDER OF WIZARDS OF THE COAST

“DREAD WARLOCK” - BYRON007

### PHOTOSHOP TEMPLATE BY

U/THE\_SINGULAR\_ANYONE

