

# Warlock Class

Howling warriors with sharpened teeth, wild-eyed doomspeakers preaching of The Dissolution, and cloaked lore-hunters bearing the hidden Mark of Shune.

**Weapons:** Club, crossbow, dagger, mace, longsword

**Armor:** Leather armor, chainmail, and shields

**Hit Points:** 1d6 per level

**Languages.** You know either Celestial, Diabolic, Draconic, Primordial, or Sylvan.

**Patron.** Choose a patron to serve (see pg. 17). Your patron is the source of your supernatural gifts.

If your patron is displeased with you, it can withhold its gifts. You lose any talents granted by your Patron Boons during this time.

**Patron Boon.** At 1st level, you gain a random Patron Boon talent (see pg. 18) based on your chosen patron.

Whenever you gain a new talent roll, you may choose to roll on your Patron Boon table rather than the Warlock Talents table.

## WARLOCK TALENTS

2d6	Effect
2	Roll a Patron Boon from any patron; an unexplained gift
3-6	Add +1 point to two stats (they must be different)
7-9	+1 to melee or ranged attacks
10-11	Roll two Patron Boons and choose one to keep
12	Choose one option or 2 points to distribute to stats



# Titles

## KNIGHT OF ST. YDRIS TITLES

Level	Lawful	Chaotic	Neutral
1-2	Arbiter	Traitor	Brother/Sister
3-4	Enforcer	Fallen	Exorcist
5-6	Knight Marshal	Oathbreaker	Reverend Knight
7-8	Judge	Blackguard	Inquisitor
9-10	Justicar	Demonlord	Grand Inquisitor

## WARLOCK TITLES

Level	Lawful	Chaotic	Neutral
1-2	Favored	Marked	Chosen
3-4	Herald	Zealot	Channeler
5-6	Eminent	Occultist	Prophesied
7-8	Exalted	Champion	Transcendent
9-10	Incarnation	Harbinger	Avatar

## WITCH TITLES

Level	Lawful	Chaotic	Neutral
1-2	Fortune Teller	Whisperer	Shaman
3-4	Far Seer	Hexer	Conjurer
5-6	Prophet	Hag/Elder	Soothsayer
7-8	Wise One	Crone/Uncle	Conduit
9-10	Baba	Baba	Baba

# Patrons

Patrons are eldritch beings of immense power who gift magical ability and boons to mortals who petition their favor.

Patrons are not seeking worship from petitioners. Instead, they want something in exchange for the power they grant.

The Willowman might demand to drink of the petitioner's nightmares on the dark of the moon. Mugdulblub might require the boiling of tooth and bone. What these eldritch demands truly mean reveals itself over time.

## **ALMAZZAT**

A wolf-headed arch-demon with six eyes and six horns. Almazzat seeks to wrest the Sands of the Ages from his father, Kytheros.

## **KYTHEROS**

The Lord of Time who sees all possible futures. Kytheros seeks the fulfillment of all destinies as they were meant to be.

## **MUGDULBLUB**

The Elder Ooze that leaks between the cracks in memory and the darkness between the stars. Mugdulblub seeks the dissolution of all physical form.

## **SHUNE THE VILE**

A goddess, the Mother Witch who speaks to her children in the flicker of candles and the rattle of dry bones. Shune seeks hidden secrets and lost lore.

## **TITANIA**

The fickle Queen of the Fey who views all of existence as a whimsical dream with hidden meaning and poignant drama. Titania seeks mischief, beauty, and artistry.

## **THE WILLOWMAN**

A ghostly, elongated being who stalks misty forests and watches from the edge of nightmares. The Willowman seeks fear.



# Patron Boons

## ALMAZZAT

### 2d6 Effect (2 duplicate = +1 use per day)

- |       |   |
|-------|---|
| 2     | 1/day, gain advantage on melee attacks for 3 rounds       |
| 3-7   | Learn to wield 1 melee weapon or get +1 to melee attacks  |
| 8-9   | +2 to Strength or Constitution stat or +1 to melee damage |
| 10-11 | Gain advantage on initiative rolls (reroll if duplicate)  |
| 12    | Choose one option or 2 points to distribute to stats      |

## KYTHEROS

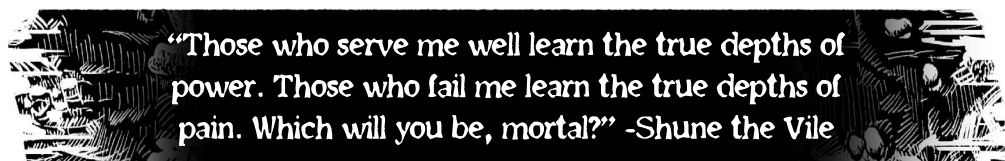
### 2d6 Effect (2 duplicate = +1 use per day)

- |       |   |
|-------|---|
| 2     | 1/day, force the GM to reroll a single roll                 |
| 3-7   | Gain +1 to your AC through supernatural foresight           |
| 8-9   | +2 to Strength, Dexterity, or Wisdom stat                   |
| 10-11 | 3/day, add your WIS bonus to any roll (reroll if duplicate) |
| 12    | Choose one option or 2 points to distribute to stats        |

## SHUNE THE VILE

### 2d6 Effect (2 duplicate = +1 use per day)

- |       |  |
|-------|--|
| 2     | 1/day, read the mind of a creature you touch for 3 rounds      |
| 3-7   | Learn a wizard spell, tier = half your level. Cast it with INT |
| 8-9   | +2 to Dexterity or Intelligence stat                           |
| 10-11 | +1 XP whenever you learn a valuable or significant secret      |
| 12    | Choose one option or 2 points to distribute to stats           |



“Those who serve me well learn the true depths of power. Those who fail me learn the true depths of pain. Which will you be, mortal?” -Shune the Vile

## MUGDULBLUB

### **2d6 Effect (2 duplicate = +1 use per day)**

- |       |   |
|-------|---|
| 2     | 1/day, turn into a crawling puddle of slime for 3 rounds      |
| 3-7   | Maximize 2 hit point die rolls (prior or future)              |
| 8-9   | +2 to Dexterity or Constitution stat                          |
| 10-11 | Become immune to 1: acid, cold, poison (reroll if no options) |
| 12    | Choose one option or 2 points to distribute to stats          |

## TITANIA

### **2d6 Effect (2 duplicate = +1 use per day, 10-11 duplicate = reroll)**

- |       |  |
|-------|--|
| 2     | 1/day, hypnotize a LV 5 or less creature for 3 rounds  |
| 3-7   | Learn to wield a longbow or gain +1 to ranged attacks  |
| 8-9   | +2 to Dexterity or Charisma stat                       |
| 10-11 | Hostile spells that target you are always hard to cast |
| 12    | Choose one option or 2 points to distribute to stats   |

## THE WILLOWMAN

### **2d6 Effect (2 and 10-11 duplicate = +1 use per day)**

- |       |  |
|-------|--|
| 2     | 1/day, teleport to a far location you see as your move     |
| 3-7   | +1 to melee or ranged attacks                              |
| 8-9   | +2 to Strength or Dexterity stat                           |
| 10-11 | 1/day, force a close being to check morale, even if immune |
| 12    | Choose one option or 2 points to distribute to stats       |