

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.

Your patron can choose to grant or withhold its gifts at any time. You can gain new Patron Boons/ talents (or lose them) as a result.

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 a talent or +2 points to distribute to stats

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)

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|-------|---|
| 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)

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|-------|--|
| 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)

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|-------|---|
| 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)

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|-------|--|
| 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)

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|-------|--|
| 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 |

Diabolical Backgrounds



DIABOLICAL BACKGROUND



d20 Details

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|----|--|
| 1 | Hermit. The wilds (and its creatures) are your family |
| 2 | Outcast. You were thrown out for real or supposed crimes |
| 3 | Woodborn. They found you in the hollow of an oak tree |
| 4 | Amnesiac. Your past is a haze, but some memories return |
| 5 | Haunted. A restless spirit wants something from you |
| 6 | Fugitive. An anonymous savior helped you disappear |
| 7 | Feytouched. A fairy befriended you in your childhood |
| 8 | Witchborn. They burned your mother, but spared you |
| 9 | Forager. You know how to find the edible and the deadly |
| 10 | Redeemer. You must redeem the name of your kin |
| 11 | Marked. You carry an eldritch mark. Is it a curse, or a gift? |
| 12 | Sacrifice. You were to be ritually sacrificed, but escaped |
| 13 | Marooned. They left you behind, but you refused to die |
| 14 | Fallen. You fell from grace. Will you atone, or embrace it? |
| 15 | Drawn. You hear a whispered call and follow it |
| 16 | Ascetic. People fear you, but seek out your guidance |
| 17 | Wolfchild. Long ago, you walked into town wearing pelts |
| 18 | Healer. You understand how life and death intertwine |
| 19 | Chosen. An eldritch being selected you for a purpose |
| 20 | Demonborn. An ancestor of yours is a powerful demon |

Diabolical Mishaps

DIABOLICAL MISHAP 1-3

d12 Effect

- | | |
|----|---|
| 1 | Diablerie! Roll twice and combine both effects (reroll any further 1s) |
| 2 | Wither! You take 1d6 damage per spell tier |
| 3 | Newt! You turn into a tiny, 1 hit point newt for 3 rounds. You can't cast spells in this form |
| 4 | Shune's baleful gaze! You can't cast this spell and another random spell again for a week |
| 5 | Thieving fairies! You lose a random piece of gear |
| 6 | Cobwebs! Mental cobwebs cloud your mind; you can't cast this spell again for a week |
| 7 | Cackles! You fall to the ground in a fit of cackling, unable to do anything but laugh for the next 3 rounds |
| 8 | Double trouble! You lose the ability to cast a random spell until you complete a rest |
| 9 | Swamp gas! The air fills with sulfurous gas in a near-sized cube around you. All creatures who end their turn in it are blinded and take 1d6 damage. It lasts 3 rounds |
| 10 | Bat! An angry bat appears on your head, flapping and clinging to your face. You are blinded for 3 rounds or until you can toss the beastie away from you |
| 11 | Salt! You're surrounded by a ring of salt and can't touch it or pass through it until something breaks the ring |
| 12 | Siphon! You have disadvantage on casting spells of the same tier or lower for the next 10 rounds |

DIABOLICAL MISHAP 4-5

d12 Effect

- 1 **Maelstrom!** Roll twice and combine both effects (reroll any further 1s)
- 2 **Ruin!** You take 1d8 damage per spell tier
- 3 **Mind rot!** You permanently forget one random spell
- 4 **The Willowman!** You summon The Willowman (who is angry with you) in a space near to you. He stays for 1d6 rounds before disappearing from whence he came
- 5 **Accursed imps!** Cackling imps from hell swarm you, stealing three pieces of random gear and flapping away
- 6 **Lightning blast!** You deal 3d6 damage to yourself and all nearby creatures
- 7 **Cold iron!** Spikes of cold iron lance from the ethereal realm, piercing you. You take 2d6 damage and are paralyzed for 2 rounds
- 8 **Mother of Night!** You displease the Dark Mother and lose the ability to cast this spell until atoning to her
- 9 **Catatonia!** You stare blankly and can't take any actions for the next hour
- 10 **Tongue of dog!** Your tongue lolls every time you try to cast a spell of a random tier, ruining the magic. This persists until you complete a rest
- 11 **Fiddlesticks!** You have disadvantage on casting all spells for the next 10 rounds
- 12 **Nemesis!** Somewhere, a child is born who will grow up to become a mighty, sworn enemy to you

