

## OTHERWORLDLY PATRON

At 1st level, a warlock gains the Otherworldly Patron feature. The following Patron exclusive option can be made available to warlocks: the Legendary Hero.

### THE LEGENDARY HERO

Each age has its heroes that stave off the darkness, and after their time has come, these heroes fade into legend and myth. Some especially powerful heroes are able to avoid the grasp of death, and continue to protect the world, choosing suitably heroic mortals to serve as vessels of their legendary power.

#### LEGENDARY HERO FEATURES

##### Warlock Level Feature

1st	Legendary Hero Spell List, Heroic Armory, Heroic Resilience
6th	Extra Attack
10th	Legendary Determination
14th	Otherworldly Champion

#### LEGENDARY HERO SPELL LIST

The Legendary Hero lets you choose from an expanded list of spells when you learn a warlock spell. Starting at 1st level, the following spells are added to the warlock spell list for you.

##### Spell Level Spells

1st	<i>divine favor, heroism</i>
2nd	<i>enhance ability, spiritual weapon</i>
3rd	<i>beacon of hope, spirit guardians</i>
4th	<i>death ward, freedom of movement</i>
5th	<i>dispel evil and good, legend lore</i>

#### HEROIC ARMORY

When you make this Pact at 1st level, your Patron infuses you with a portion of their legendary skill. You gain proficiency with medium armor, shields, and all martial weapons.

#### HEROIC RESILIENCE

Also at 1st level, you can call on your Patron to reinvigorate your body with their legendary determination. As a bonus action, you can expend one of your Pact Magic spell slots to gain temporary hit points equal to 1d8 per level of the Pact Magic spell slot that you expend + your Charisma modifier.

Unlike normal temporary hit points, these temporary hit points fade when you finish your next short or long rest.

#### EXTRA ATTACK

The power granted to you by your heroic Patron increases your combat prowess. Starting at 6th level, you can attack twice, instead of once, when you take the Attack action.

#### LEGENDARY DETERMINATION

Your legendary Patron inspires you to fight on when others would fail. Beginning at 10th level, when you are forced to make a saving throw and fail, you can expend one of your Pact Magic spell slots to re-roll your saving throw, possibly turning a failure into a success.

You can only use this feature once per saving throw.

#### OTHERWORLDLY CHAMPION

You directly channel your Patron allowing them to walk in the world once more. At 14th level, you can use an action on your turn to transform, gaining the following benefits:

- You gain temporary hit points equal to your warlock level.
- Your weapon attacks deal force damage in place of any bludgeoning, piercing, or slashing damage on hit.
- When you take the Attack action on your turn and make only melee weapon attacks, you can make three attacks as part of that action (instead of the normal two).

This transformation lasts for 1 minute, and it ends early if you are incapacitated or choose to end it as a bonus action.

Once you use this feature, you must finish a long rest before you can use it again. If you have no uses remaining, you can expend a Pact Magic spell slot to transform again.



## PACT BOONS

At 3rd level, a warlock gains the Pact Boon feature. The following Patreon-exclusive Alternate Pact Boon is available to a warlock in addition to those in the *Player's Handbook*:

Pact Boon	Description
Alternate Blade	<i>Summon an Eldritch Weapon</i>

### ALTERNATE PACT OF THE BLADE

*3rd-level warlock Pact Boon, replaces Pact of the Blade*  
Your Patron has granted you a weapon of otherworldly power. As an action, you can summon this Pact Weapon in an empty hand. It takes the form of a melee weapon of your choice each time you summon it, and it grants you the following benefits:

- You can use your Charisma modifier, in place of Strength or Dexterity, for attack and damage rolls with this weapon.
- The weapon counts as magical for the sake of overcoming resistance and immunity to non-magical attacks.
- You are proficient with this weapon if you weren't already.

Your Pact Weapon disappears if it is more than 5 feet away from you for 1 minute, if you use this feature again, if you dismiss your Pact Weapon (no action required), or you die.

You can bond a magic melee weapon as your Pact Weapon by performing a 1-hour ritual. Once bonded, you can use an action to shunt it to an extradimensional space, or summon it. You cannot bond artifacts or sentient weapon, and you can only have one bonded Pact Weapon at a time.

## ELDRITCH INVOCATIONS

Listed here are four Patreon-exclusive Eldritch Invocations available to warlocks that work with the Pact of the Blade.

If an Invocation has prerequisites, like your warlock level or another Eldritch Invocation, you must meet them to learn it. You can learn an Eldritch Invocation at the same time that you meet all of its prerequisites.

### ELDRITCH COMBATANT I

*Prerequisite: Pact of the Blade*

Your Patron has infused your body with technical knowledge and martial skills. You gain the following features:

**Martial Exploits.** You learn two Exploits of your choice from those available to Laserllama's Alternate Fighter. If an Exploit has a prerequisite fighter level, you can learn it if you are the same level in warlock. You can only use one Exploit per ability check or attack. When you gain a level, you can replace an Exploit you know with another of your choice.

**Exploit Dice.** You have two d4 Exploit Dice. To use an Exploit you must expend one of these dice, and you regain all expended Exploit Dice when you finish a short or long rest.

**Saving Throws.** Some of your Exploits require your target to make a saving throw to resist your Martial Exploit's effects. The saving throw DC is calculated as follows:

$$\text{Exploit save DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$$

### ELDRITCH COMBATANT II

*Prerequisite: 7th level, Eldritch Combatant I*

Your Eldritch martial skill increases. You gain an additional Exploit Die, and all of your Exploit Dice become d6s. You also learn two additional Martial Exploits of your choice.

### ELDRITCH COMBATANT III

*Prerequisite: 12th level, Eldritch Combatant I, II*

Your Eldritch martial skill increases. You gain an additional Exploit Die, and all of your Exploit Dice become d8s. You also learn two additional Martial Exploits of your choice.

### ELDRITCH COMBATANT IV

*Prerequisite: 15th level, Eldritch Combatant I, II, III*

Your Eldritch martial skill increases. You gain an additional Exploit Die, and all of your Exploit Dice become d10s. You also learn two additional Martial Exploits of your choice.



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