

# Fiendish Codex: Warlock

This is Supplemental Material

## Otherworldly Patron

At 1st level, a warlock gains the Otherworldly Patron feature. This is an option written by Odvaskar for that feature: The Goose of Chaos.

## Goose of Chaos

Your patron is an entity of pure evil and chaos. The Goose of Chaos is rumored to be the root of all evil in the universe while others say the Goose is a pure manifestation of the Abyss that took on the form of a goose as a disguise. Many worship it out of fear while others wish to spread its influence and chaos throughout all planes of existence. Whether you made the pact out of desperation or out of worship for the goose, one this is for certain. Mess with the honk, you get the bonk.

When the pact was made you gain a mark of the Goose. Roll a d4 to determine your mark.

### Mark of the Goose

#### D4 Mark

- 1 Geese can understand your speech, and you can understand theirs.
- 2 You are followed by a malicious goose that only you can see.
- 3 Your hair falls out and is replaced by feathers.
- 4 You honk at the end of each of your spoken sentences.

## Expanded Spell List

### 1st-level Goose of Chaos feature

Your patron 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.

### Expanded Spell List

#### Spell Level Spells

1st	<i>Command, Dissonant Whispers</i>
2nd	<i>Enhance Ability, Magic Mouth</i>
3rd	<i>Conjure Animals, Sending</i>
4th	<i>Confusion, Polymorph</i>
5th	<i>Geas, Misdemeanor</i>

## Chaos Surge

### 1st-level Goose of Chaos feature

The pact magic given to you by the Goose of Chaos is unstable. Immediately after you cast a warlock spell of 1st level or higher, roll a d10. If you roll a 1, roll on the Chaos Surge table to create a random magical effect. A Chaos Surge can happen once per turn.

### Chaos Surge

#### D10 Effect

- 1 You cast Fireball as a 3rd level spell centered on yourself.
- 2 You are surrounded by an ethereal flock of evil geese.
- 3 You cast fly on a random creature within 60 feet.
- 4 You regain an expended warlock spell slot.
- 5 You cast Polymorph on yourself. If you fail the saving, you turn into a goose for the spell's duration. (use blood hawk stats)
- 6 A friendly flock of geese controlled by the DM appears in an unoccupied space within 5 feet of you, then disappears 1 minute later. (use swarm of raven stats)
- 7 You gain resistance to all damage for the next minute.
- 8 You can't speak for the next minute. When you try, you can only honk.
- 9 You cast Confusion centered on yourself.
- 10 Up to three creatures of your choice within 30 feet of you gain short-term Madness for 1 minute.

## Don't mess with the Honk

*1st-level Goose of Chaos feature*

You can summon an aspect of your patron to rebuke attackers. When a creature within 60 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 force damage and is knocked prone on a failed saving throw and takes half as much damage and is not knocked prone on a successful saving throw.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

## Feathered Flight

*6th-level Goose of Chaos feature*

You can draw on the chaotic power of your patron to fly through the air. As a bonus action, you grow a pair of goose wings that give you a flying speed equal to your walking speed for 1 minute.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Soul Devourer

*10th-level Goose of Chaos feature*

Beginning at 10th level, you devour the soul of person you slay. When you slay a humanoid, you can use your reaction to eat its soul and send it directly to the Goose of Chaos. When you do so you gain the following benefits for 1 hour, as a reward from the Goose:

- You gain a +2 bonus to your spell attacks and spell save DC.
- You gain temporary hit points equal to twice your warlock level.
- You gain advantage on Charisma (Intimidation) checks.

Once you use this feature, you can't use it again until you finish a long rest.

## HONK!!

*14th-level Goose of Chaos feature*

At 14th level, you can call summon the voice of your patron to unleash a terrifying honk. As an action each creature of your choice within 60 feet of you to make a Wisdom saving throw. On a failed save, the creature is stunned for 1 minute. The creature can repeat the saving throw at the end of its turn, ending the effect on a success.

Once you use this feature, you can't use it again until you finish a long rest.