

OTHERWORLDLY PATRON

At 2nd level, the Warlock gains an Otherworldly Patron. The following Patreon-exclusive option is available along with the Patrons presented with the base Alternate Warlock:

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 powerfully 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.

Warlock Level Feature

1st	Legendary Magic, Heroic Armory, Heroic Resilience
6th	Extra Attack, Goading Blast
10th	Mythic Determination
14th	Otherworldly Champion

LEGENDARY MAGIC

2nd-level Legendary Hero Patron feature

Your Patron infuses your magic with its own mythic power. Whenever you use Eldritch Blast, you can choose for it to take the shape of a flying weapon, and on hit it deals 1d10 magical bludgeoning, piercing, or slashing damage.

You learn the following Patron Spells at the Warlock levels listed below. When you gain a Warlock level you can replace one of your Patron Spells with an abjuration or an evocation spell of the same level from the Paladin or Ranger spell list.

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

2nd-level Legendary Hero Patron feature

Your Patron infuses you with an innate knowledge of their skills with the armaments of war. You gain proficiency with medium armor, shields, and all martial weapons.

HEROIC RESILIENCE

2nd-level Legendary Hero Patron feature

You can call on your Patron to empower your body with their legendary determination. As a bonus action on your turn, you can expend one Pact Magic spell slots to gain temporary hit points equal to your Intelligence modifier (minimum of 1) + 1d8 per level of the spell slot you expended. While you have these temporary hit points you cannot be frightened.

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

EXTRA ATTACK

6th-level Legendary Hero Patron feature

The power granted to you by your heroic Patron increases your combat prowess. You can attack twice, instead of once, when you take the Attack action on your turn. Moreover, you can fire one beam of Eldritch Blast in place of one attack.

GOADING BLAST

6th-level Legendary Hero Patron feature

Your Patron's heroic magic compels your foes to stand and face you. When you deal bludgeoning, piercing, or slashing damage to a creature with Eldritch Blast it has disadvantage on the first attack roll it makes before the start of your next turn, unless that attack targets you. This feature has no effect on creatures that are immune to the charmed condition.

MYTHIC DETERMINATION

10th-level Legendary Hero Patron feature

The spirit of your mythical Patron inspires you to press on when others would fail. When you fail a saving throw, you can use your reaction to expend a Pact Magic spell slots to re-roll your saving throw, possibly turning a failure into a success.

OTHERWORLDLY CHAMPION

14th-level Legendary Hero Patron feature

You directly channel your Patron allowing them to walk in the world once more. You can use an action to transform into a heroic shade of your Patron, gaining the following benefits:

- You gain temporary hit points equal to your Warlock level.
- Your weapon attacks deal force damage on hit in place of the normal bludgeoning, piercing, or slashing damage.
- 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.



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