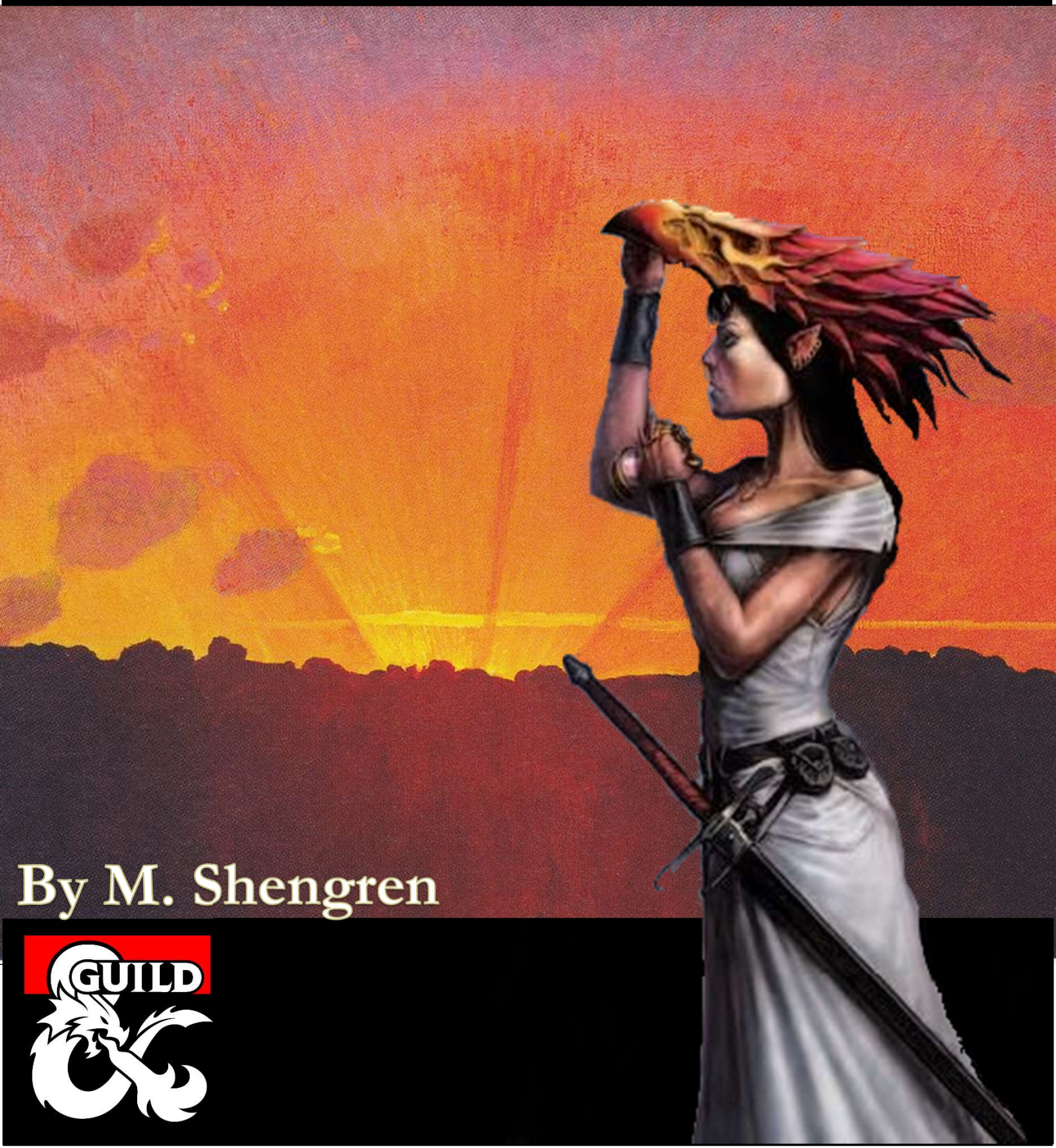


CARDINAL GUARDIANS

Warlock Patrons



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Kudos

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The following material in this work is an interpretation of mythology and should be taken with a grain of salt. All spells can be found in the Player's Handbook.

Cardinal Guardians

Following the four cardinal directions and outside of the natural planes lie the domains of the Cardinal Guardians. They are tasked with protecting the natural balance of the world and partake in activities on the material plane through avatars, influences, and acting as patrons. The four guardians serve a greater purpose, although, some have grown sympathy for the mortals that live in between their realms.

Warlocks

Forming pacts with these guardians allows a warlock to draw on their power with a few added restrictions. Search for these guardians are often fruitless, unless the explorer is explicitly invited to their domain or communicated with dreams and avatars. These patrons hold expectations for those that serve under them. Those who break their pact with a guardian must make atonement before being able to replenish spell slots, use class features, invocations, or pacts.

Azure Dragon

You have formed a pact with the draconic entity of the east, a massive creature that spans more than a quarter of the sky. Unlike other guardians, the Azure Dragon often meddles around with human affairs with shape-shifting avatars. He influences clouds, waters, and weather. With his benevolent view above, he expects those that form a pact with him to be just as caring to those around him.

Azure Dragon Features

Warlock Level	Feature
1st	<i>Extended Spell List, Cloud Carver</i>
6th	<i>Storm Rider</i>
10th	<i>Heaven Bound</i>
14th	<i>Azure Breath</i>

Extended Spell List

The Dragon 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.

Azure Dragon Expanded Spells

Spell Level	Spells
1st	<i>feather fall, fog cloud</i>
2nd	<i>enlarge/reduce, gust of wind</i>
3rd	<i>call lightning, sleet storm</i>
4th	<i>freedom of movement, ice storm</i>
5th	<i>cloudkill, creation</i>

Cloud Carver

Starting at 1st level, you can use a bonus action to create and mold a small-sized cloud into hardened shapes. You can turn this cloud into weapons, shields, and simple equipment that fits in a 5-foot cube. Clouds are not sharp; making slashing or piercing weapons can prove to be a challenge. Damage dealt with this molded shape, it deals an extra 1d4 lightning damage on a hit. The cloud disappears if it becomes further than 30 feet away from you or use a free action to make it dissipate. You can have a number of clouds active equal to your Charisma modifier (minimum of one).

Storm Rider

At 6th level, you can use an action to summon a medium-sized storm cloud within 5 feet of you. This storm cloud has a carrying capacity of 200 pounds, a flying speed of 40 feet, and can seat one medium-sized creature.

On your turn, you can mentally command the cloud to move. The cloud can enter and occupy the space of another creature. The cloud can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. Otherwise, the cloud can only do tasks a cloud could feasibly do.

Damage inflicted on the cloud makes it disappear. It has AC 10 and 1 hit point. The cloud is immune to damage except for damage from Bludgeoning, Piercing, and Slashing from magical weapons.

You can only have one of these clouds. Once you use this feature, you cannot use it again until you take a long or short rest.

Heaven Bound

At 10th level, you can use a reaction to reduce your fall damage by an amount equal to five times your warlock level.

You become resistance to lightning damage and can use a reaction to deal lightning damage equal to the amount of damaged resisted to a target within 30 feet of you.

Azure Breath

At 14th level, you can use an action to blow a plume of lightning clouds in a 20-foot cone in front of you. The clouds will seep around corners and creatures.

The area becomes heavily obscured and creatures that enter the clouds or end their turn inside them must make a Dexterity saving throw. They take 5d10 lightning damage or half on a successful save.

A moderate wind (at least 10 miles per hour) disperses the clouds after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round. Otherwise, the clouds stay for one minute or you use a bonus action to dissipate it.

After you use Azure Breath, you cannot use it again until you finish a long rest.

Black Tortoise

You formed a patronage with the ageless, wise tortoise of the north who's said to have been living before the final form of the universe. This black tortoise is the most detached from humans, as an onlooker to the primitive affairs on the material plane. People often seek the tortoise for wisdom or divination of the future. He expects those that seek power to not use his gifts frivolous.

Black Tortoise Features

Warlock Level	Feature
1st	<i>Extended Spell List, Future Glimpse</i>
6th	<i>Immortal Protection</i>
10th	<i>Eternal Body</i>
14th	<i>Timeless Action</i>

Extended Spell List

The Tortoise 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.

Black Tortoise Expanded Spells

Spell Level	Spells
1st	<i>false life, identify</i>
2nd	<i>augury, locate object</i>
3rd	<i>clairvoyance, protection from energy</i>
4th	<i>divination, locate creature</i>
5th	<i>antilife shell, legend lore</i>

Future Glimpse

Starting at 1st level, you can catch glimpses of the future to catch an edge in combat. While you are not incapacitated, add your proficiency bonus to your armor class and damage rolls.

Immortal Protection

At 6th level, the secrets of immortality protect you from sudden death. If an attack or spell effect would drop your hit points to 0 or immediately kills, you can instead take no damage. Once you use this feature, it you cannot use this again until you finish a long rest.

Eternal Body

At 10th level, you will not age or die of old age. Your patron sustains you, making you immune to frailty of old age, and you can't magic cannot alter your age. In addition, you no longer need food or water.

Timeless Action

At 14th level, your patron's link lays out the future and you can seize the opportunities. On your turn you can take another turn in a row, during which you can use actions and movement as normal. You can use this feature a number of times equal to your Charisma modifier (minimum of one). You replenish all spent uses after a long rest.



White Tiger

Your patron is a white tiger that guards his domain in the west. A large and regal figure, the White Tiger of the West stands as a vigilant protector. He holds the valued of honor and valor in high regard, often expecting those serving under him to do the same. The White Tiger allows those that shelter the weak and those of burning ambition in their hearts to draw power from him.

White Tiger Features

Warlock Level	Feature
1st	<i>Extended Spell List, Protection Proficiency, Stalwart Defender</i>
6th	<i>Dauntless Radiance</i>
10th	<i>Unyielding Soul</i>
14th	<i>Guardian Spirit</i>

Extended Spell List

The Tiger 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.

White Tiger Expanded Spells

Spell Level	Spells
1st	<i>sanctuary, shield</i>
2nd	<i>gentle repose, warding bond</i>
3rd	<i>aura of vitality, beacon of hope</i>
4th	<i>aura of life, death ward</i>
5th	<i>circle of power, hallow</i>

Protection Proficiency

You gain proficiency with medium armor and shields. You can also cast spells while holding objects in both hands.

Stalwart Defender

Starting at 1st level, you can guard others from danger. When a creature attacks a target within 5 feet of you, but before they roll dice for the attack, you can use a reaction and become the target instead. If you take damage from this attack, you half the damage you would take.

Then you gain temporary hit points equal to your Warlock level + your Charisma modifier (minimum of one).

You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain all spent uses when you finish a long or short rest.

Dauntless Radiance

At 6th level, you become immune to being frightened. Friendly allies have advantage on saving throws against being frightened within 30 feet of you unless you are incapacitated.

Unyielding Soul

At 10th level, whenever you must make a death saving throw, you automatically become stabilized. While you are not incapacitated, allies within 30 feet of you also become stabilized if they must make a death saving throw.

Guardian Spirit

At 14th level, you can call on the spirit of the White Tiger to protect others from harm. As a bonus action, you can compel others to attack you. For 1 minute, enemies within 60 feet of you and have a line of sight must make a Wisdom saving throw.

If a creature fails, you have advantage on attack rolls against them. The creatures affected must make a Wisdom saving throw to attack targets other than you and to move away from you. At the end of the turn, the creature can make another Wisdom saving throw against this effect.

On any successful save, they become immune to the effect of this feature for 24 hours.

You can use this feature a number of times equal to your Charisma modifier (minimum of once). You must finish a long rest to replenish spent uses.

Celestial Rivalry

While the White Tiger and Azure Dragon share the same responsibility, they hold a rivalry that spans eons. Their rivalry is rooted in their inverted personalities and ideologies, such as the White Tiger as the fierce protector of the earth and the Azure Dragon as the patient explorer of the sky. Warlocks and worshippers of opposing guardians are known for holding animosity against each other.

Vermillion Phoenix

Your patron is an elusive phoenix with radiant feathers and enchanting songs hidden in the south. Many know this fascinating bird shows itself during times of good fortune and is a sign of bountiful luck. She can divulge her fortune to you, in expectation you can be generous and thoughtful to those less fortunate.

Vermillion Phoenix Features

Warlock Level	Feature
1st	<i>Extended Spell List, Twist of Fortune</i>
6th	<i>Benefactor</i>
10th	<i>Fateful Save</i>
14th	<i>Chance and Circumstance</i>

Extended Spell List

The Phoenix 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.

Vermillion Phoenix Expanded Spells

Spell Level	Spells
1st	<i>bless, guiding bolt</i>
2nd	<i>calm emotions, enhance ability</i>
3rd	<i>elemental weapon, fireball</i>
4th	<i>compulsion, fire shield</i>
5th	<i>flame strike, geas</i>



Twist of Fortune

Starting at 1st level, you can subtly twist fate into your favor. Have a number of fortune points equal to your proficiency bonus.

Before you roll for a saving throw, an ability check, or attack, you can use one fortune point to add a 1d6 to the roll. You can only use this feature once a turn.

All spent fortune points are restored after a short or long rest.

Benefactor

At 6th level, you can aid others by subtly tipping their odds. When an ally you have a line of sight with rolls for a saving throw, an ability check, or attack, you can use a reaction and a fortune point to add a 1d6 + your Charisma modifier to their roll.

Fateful Save

At 10th level, your fortune skews to protect you from harm. When an effect allows you to make a saving throw to take only half damage, you can spend two fortune points to take no damage if you succeed on the saving throw, and only half damage if you fail.

Alternatively, by spending two fortune points you gain advantage on the saving throw.

Chance and Circumstance

At 14th level when you must roll dice, instead of rolling you can decide what number the dice will land on. This feature can affect a group of dice. For example, if an attack inflicts 2d8 fire damage + 1d6 bludgeoning damage, you can decide what the result of both d8s or the d6 will be instead of rolling. Once you use this feature, you can use again it once you finish a long rest.