

THE REAPER

AN OTHERWORLDLY PATRON FOR WARLOCKS



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THE REAPER

You have made a deal with Death itself. Perhaps you pleaded to spare yourself or a loved one, or maybe you were simply returned to life without truly understanding why you were chosen. Either way, you now play a role in the fabric of fate understandable only to the Reaper. Sometimes, warlocks chosen by the Reaper are given a specific task: destroying a particularly powerful undead creature, for example. Other times, the reasoning behind the bargain is unknown to the warlock.

Though conceptualized as evil by many beings, Death is neutral in the cosmic battle between good and evil, claiming all when their time comes regardless of morality. Despite its general neutrality, the Reaper has a special dislike of Undeath, seeing such magic as an attempt to cheat the inevitable end that all mortals must face.

EXPANDED SPELL LIST

The Reaper 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.

Reaper Expanded Spells

Spell Level	Spells
1st	<i>detect good and evil, inflict wounds</i>
2nd	<i>gentle repose, ray of enfeeblement</i>
3rd	<i>feign death, speak with dead</i>
4th	<i>death ward, phantasmal killer</i>
5th	<i>antilife shell, dispel evil and good</i>

NOT TODAY

Starting at 1st level, when you or a creature within 60 feet of you that you can see makes a death saving throw and fails,

you can choose to have one failure change to a success instead.

The failure is changed, not the actual roll, thus a roll of a natural 1, which normally results in two failures, would instead count as one failure and one success.

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

GRIM BARGAIN

At 6th level, your patron allows you to bargain your safety in exchange for effectiveness. Beginning at the start of your turn, all attack rolls and opposed ability checks against you have disadvantage, and you have advantage on all saving throws. In exchange, you have disadvantage on all attack rolls and creatures have advantage on saving throws and opposed ability checks versus you and your features. This effect lasts until the start of your next turn.

GRAVE RESISTANCE

Beginning at 10th level, your closeness with death grants you resistance to poison and necrotic damage. You also gain advantage on saving throws against spells from the *necromancy* school, and advantage on saving throws against poison.

SPECTER OF FINALITY

Beginning at 14th level, when you hit a creature with an attack, you can use this feature to force the target to confront its own inevitable death. The target creature hears a bell tolling in the distance and a specter of death begins to haunt their vision.

The target must immediately roll 3d20 as if rolling three consecutive death saving throws. A roll of 1 counts as two

failures as normal, while a roll of 20 counts as two successes instead. Note the number of failures and consult the table below. Effects of failure are cumulative, so a target with 2 failures is stunned as well as suffering disadvantage on attack rolls and saving throws.

You must finish a long rest before you can use this ability again.

Failures	Effect
1	The target is stunned for one round
2	The target has disadvantage on attack rolls and saving throws for one hour
3 – 5	The target's hit point maximum is halved until <i>remove curse</i> or similar magic is performed
6	The target instantly dies

