

# OTHERWORLDLY PATRON

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

## THE WORM GOD

The drive for continued existence is the impetus that fuels all life. It is rooted in chaos and conflict, fed with blood, and bears little more than the bitter fruits of pain and sorrow. Existence is determined not by oneself, but by the toil and strife one takes upon themselves. This is not the way of the truly powerful; for those of absolute means and terrible power, their existence proves itself. You wish to be one of these great and powerful beings, do you not?

Take, then, into yourself one of my young, and feel its power well within you. Feed its hunger with your true nature, and it will give you eternal life. Bestow upon it tribute and sacrament of blood, and it will give you power over your own fragile flesh: the power to make of it as you will. Nurture it as you would your own young, and it will unshackle you from the uncertainty of death, the chaos of life, and the binding structure of causality. You will be as a god, unfettered by mere laws, and will carve your own path with a sword forged of your will. Gods do not play dice with the universe, and neither will you.

Then again, you do so enjoy games of dice, don't you, oh reader mine?

## EXPANDED SPELL LIST

The Worm God 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.

### WORM GOD EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>dissonant whispers, wrathful smite</i>
2nd	<i>enlarge/reduce, magic weapon</i>
3rd	<i>elemental weapon, haste</i>
4th	<i>death ward, staggering smite</i>
5th	<i>destructive wave, telekinesis</i>

## WHISPERS OF THE WORM

Starting at 1st level, you gain a larval, symbiotic worm which lives inside of you, which both feeds from you and grants you power. You no longer require food, water, or air to survive, and you do not require sleep. As well, your body begins to transform, your skin hardening into plates; while you are not wearing armor, your AC equals 13 + your Dexterity modifier.





Your worm demands constant, ever larger sacrifice in order to sate its hunger, lest it feed on you. Each week, you must kill or aid in killing a number of creatures whose combined CR is greater than or equal to your warlock level; if you do not do so, your worm feeds on you, reducing your maximum hit points by 1. You cannot gain this hp back by any means, and if your worm reduces you to 0 maximum hit points, it kills you as it consumes you. Killing an appropriate creature restores your maximum HP to full.

### SWORD LOGIC

At 1st level, you learn the first tenets of the logic of the sword, that defeating a foe verifies the veracity of your existence over theirs. Your worm allows you to channel your will into your blade, allowing it to define yourself. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the Two-Handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for its attack and damage rolls. This benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.

### HIVE RITUAL

At 6th level, you learn the ways of parting space, allowing you to bring ruin on your foes. You learn the *summon lesser demons* spell and can cast it as a ritual; when done so, the summoned demons are not hostile to you nor your allies. Once you cast this spell as a ritual, you can not do so again until you finish a long rest.

### TOUCH OF MALICE

Starting at 10th level, you gain a deeper understanding of the Sword Logic; that the sword is as a bridge, binding bearer to victim, life to death. When the binding is done,

the sword remembers, and grows hungrier and sharper. When you hit a hostile creature with a pact weapon or a weapon you have used your Sword

Logic ability on, you can use your bonus action to regain a number of hit points equal to your Charisma modifier. Additionally, when you reduce a creature to 0 hit points with such a weapon, you gain a +1 bonus to attack and damage rolls made with it until you complete a short or long rest. You cannot gain this bonus more than once between rests, and it stacks with other bonuses to hit and damage (such as the bonus provided by magic weapon).

### ASCENDANCE

At 14th level, your worm's power has grown such that you can transcend the Material Plane and enter a pocket dimension known as a throne world. You can cast the spell *Mordenkainen's magnificent mansion* at will without using a spell slot or spell components. The space conjured by the spell is permanent and larger than normal, with a maximum size of ten 10-foot cubes per warlock level, and can be reorganized and recreated at will; each time you cast the spell, the doorway summoned opens onto the same space. While inside your throne world, casting *Mordenkainen's magnificent mansion* again allows you to open the space's doorway to any location you have previously visited.

Ascendance grants you a further measure of protection from death. You no longer physically age, and cannot die from old age. So long as you are not in your throne world, if you die or are destroyed, your soul is drawn back to your throne world where your body reforms with all its hit points after 24 hours. If you are killed in your throne world, or you die again and less than a week has passed since you were last killed, you remain dead.