

The Lucky Charm



a warlock patron



A Lucky Find..

There are many gods, demigods and spirits in this World, only a precious few truly interested in the affairs of mortal creatures. Of them, none is more intrigued by our lives than the ones that can change and influence our fortunes.

Sometimes they play with our fates just for the sake of easing their immortal boredom, sometimes for ulterior motives hard for us to comprehend.

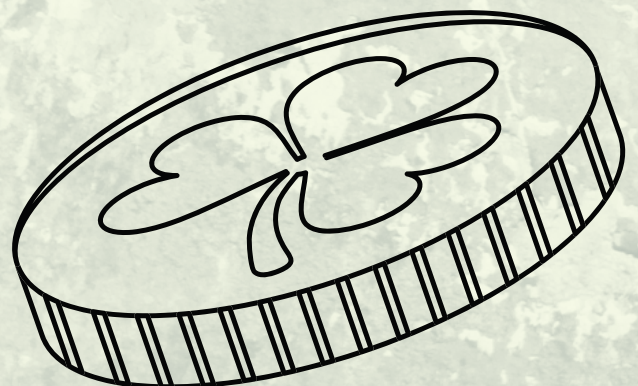
One day, you found a copper dated with you year of birth. Or maybe it was a four leaf clover inside a glass case. A rabbit's foot. A horseshoe. A small red horn carved from coral.

Whatever this charm was, things got better for you right away. You started to win more often at games, find what you need when you need it and often be at the right place at the right time.

What you noticed too is that for everyone else around you things got worse, as if you were sapping their luck and take it for yourself somehow. Maybe you tried to get rid of this charm, but it always makes its way back to you.

With time, you learned to control its powers to an extent, and that's when the charm started speaking to you. You learned that a powerful entity is residing within, lending you their powers of taking away people's good fates for yourself.

What will you do with these newfound powers? Whoever is inside the charm does not seem to care, but maybe you were chosen for a reason...



A few notes:

This warlock subclass is meant mostly for utility (with the ability to swap invocations) and debuff/battlefield control (with the extended spell list and the curse of bad luck).

The warlock's gamble is meant, on top of being flavourful, to give more than 2 spell slots in battles so that the debuff spells are used more freely, as players would otherwise gravitate towards damage and defense instead.

Note for the DM

Dungeon Masters love warlocks because they love patrons. The spirit inside the Lucky Charm can be anything from a forgotten god of luck to a stray fey creature. Are they in the charm willingly or have they been imprisoned? Is their intent to spread chaos, amuse themselves or use the warlock as a way to be in the right place at the right time so that they can influence a very important event to come? These are only a few prompts you can play with if you allow your players to use this subclass (which you should! You downloaded this module didn't you?).

Expanded spell list:

1st	Chromatic Orb*, Tasha's hideous laughter
2nd	Ray of Enfeeblement, Crown of Madness
3d	Blink, Slow
4th	Confusion, Compulsion
5th	Mislead, Modify Memory

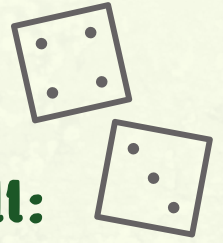
*you can cast this spell without material components, however to do so you have to roll a d6 to determine the damage type instead of choosing.

Warlock's Gamble

Starting at 1st level, once per long rest and as long as you still have at least a warlock spell slot left, you can try your luck and gain more. As a bonus action, roll 2d6 to gain or lose spell slots depending on the result of the roll (see list on the right).

Modifiers or reroll rules, such as the hobbit's "Luck" trait, do not apply to this roll.

Results per roll:



9 to 12

you can gain an amount of temporary spell slots equal to the amount of warlock spell slots you have left. Temporary spell slots last until your next long rest but can't be regained on a short rest and are used first.

5 to 8

you gain an amount of temporary spell slots equal to half the amount of warlock spell slots you have left, rounded up. See rules for them above.

3 or 4

On a roll of 3 or 4, you expend one warlock spell slot. A spell slot lost this way cannot be regained until your next long rest.

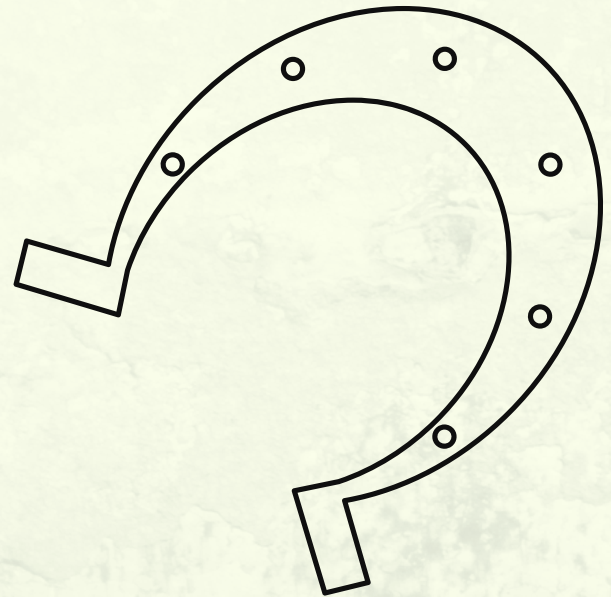
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On a roll of 2 you expend all your remaining warlock spell slots. Spell slots lost this way cannot be regained until your next long rest.



Curse of Bad Luck

Starting at 1st level, you gain the ability to place a curse of bad luck on someone. As a bonus action, choose one creature you can see within 30 feet of you.



The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, the following effects happen:

- Each time they make an attack roll or a saving throw they roll a d4 and remove the result from the total.
- Once per turn, as a reaction, you can remove an amount equal to your charisma modifier from the damage they deal with one of their attacks or spells.
- If the cursed target dies, you add the result of a d4 roll to all your attack rolls and saving throws for 1 minute.

You can't use this feature again until you finish a short or a long rest

The right tool for every job

Your patron's fickle nature favours change, and allows you to adapt to every situation.

Starting at 6th level, you can learn a new eldritch invocation after each long rest. You must meet the requirements for the new eldritch invocation, and forget an eldritch invocation you know to make space for the new one. Forgotten invocations can be learned again.

Master of Luck Steal

Starting at 10th level, your patron grants you the ability to inflict a stronger curse and steal more of the target's luck for yourself.

Your curse of bad luck now uses a d6 instead of a d4 to determine the amount to subtract to your target's attacks and saving throws as well as the one to add to yours.

In addition to that, you gain the bonus d6 as soon as the curse is up, for as long as the curse is in effect, and for up to a minute after the target dies.

Neverending Curse

Starting at 14th level, you can spread your Curse of Bad Luck from a slain creature to another creature.

When the creature cursed by your Curse of Bad Luck dies, you can apply the curse to a different creature you can see within 30 feet of you, provided you aren't incapacitated.



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I write modules for Table Top RPGs mostly out of passion and the desire of seeing more people getting into this fantastic hobby. Please consider leaving a review somewhere or following me on twitter.