

# RAVENLOFT

otherworldly patron

# THE MISTS



A WARLOCK SUBCLASS FOR 5TH EDITION

BY OLIVER CLEGG





# OTHERWORLDLY PATRON: THE MISTS

*I have walked to strange places. Seen worlds drenched in blood, and worlds ruled by death. Despite all this, I fear nothing more than seeing you again, old friend. I fear you will be frightened. That you will despise what I have become.*

## A TRIP TO THE OTHER SIDE

You have no fear of the mists, or the horrors they hide. Long ago you walked their distant pathways alone, and something spoke to you. The brave might call it death. The sage might call them dark powers. The wise would hesitate to name what they saw at all. All you know is that they are out there, and you came out of the fog stronger than you entered. Now, you wield the power of the mists, of boundaries and secret paths inverted under the light of unknown stars.

Who are you, now that you have returned from your otherworldly exile? The things you saw in the dark have changed you, that much is certain. Forces unknown to mortal men tempted you, beguiled you, horrified you. Dark Powers. The term seems so childish. So...reductive. What you saw in the mist is so much more than that, and you have the power to prove it.

But, there are questions yet to answer. What made you take that perilous journey into the fog, mistwalker? What changed your fate from that of an ordinary soul into something more?

d6	What called you from the dark?
1	A voice from your past
2	A memory you had forgotten
3	A dream shattered
4	Knowledge of the end
5	A quiet whisper of doubt
6	A rumour of things yet to come

Is that so? Very interesting. But ah, don't go. There is more. You met someone there, did you not? Someone powerful. Or something. Tell me of this.

d6	Who did you meet in the mist?
1	A friend, who spoke words of winter
2	An old flame, with thunderous eyes
3	A crawling thing, which howled a song
4	Something dead, which did not speak
5	An acquaintance. Nothing more.
6	Yourself. But changed

A momentous event, to be sure. That meeting was the start of something terrible and wonderful. But you escaped, somehow. I would learn of this.

d6	How did you return?
1	I saved myself. There is no mercy in the mists.
2	I was saved by another. I owe them a debt.
3	By nightmare. Is there any other way?
4	No-one can be saved. All must end.
5	The path is clear to me, my fate is written.
6	The mists have no power over me. Not anymore.

How marvelous. It takes a talented soul to escape the clutches of the mists. But did you learn anything? Come, you must have learned something.

d6	Did you learn something secret in the mists?
1	I see it everywhere I look, and it fills me with terror.
2	I saw the End, and I know how to stop it.
3	I learned something about myself, and I do not know if I can live with it.
4	I discovered a truth which burns within me like a sun.
5	I can't tell you that.
6	I know who has to die, and it breaks my heart

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A most troubling answer, my friend. Most troubling indeed. Perhaps I can help. Let me show you what you are capable of.

## CALLING THE MISTS

At 1st level, you gain the power to invoke a billowing fog around you that hides you from your enemies and confuses their senses. As an action, you emit a billowing 60ft radius cloud of obfuscatory fog from your hands, eyes and mouth centered on you. This fog is heavily obscured, and creatures within it have disadvantage on Wisdom (Perception) checks as their senses are clouded by peculiar echoes, whispered noises and flickering horrors. A creature other than yourself that would move from inside the fog to a space outside it must succeed on a Wisdom saving throw against your spell save DC or turn around, traveling instead 5ft back in the direction they came and then ending their movement. The cloud remains in place for 1 minute before dissipating. Once you use this feature, you can't use it again until you finish a short or long rest.

## WAKING FROM THE DREAM

At 6th level, you see the turnings of a pathway invisible to the naked eye. Whilst partially or fully obscured by rain, mist, fog or any other weather based phenomena (even one created by magic) you can use your action to vanish, folding in on yourself and disappearing from the world. You reappear in 1d4 rounds in the same space you vanished from, or the closest adjacent square. During this time, you are incapacitated and can take no other action, and cannot be harmed or targeted by any other effect. Anyone who knows you forgets you exist during this period, and rationalizes your absence from events up to the present with whatever logical leaps seem necessary. Once you use this feature, you can't use it again until you finish a long rest.

The Mists (Expanded Spells)	
Spell Level	Spells
1st	<i>fog cloud, dissonant whispers</i>
2nd	<i>pass without trace, blur</i>
3rd	<i>speak with dead, blink</i>
4th	<i>private sanctum, greater invisibility</i>
5th	<i>mislead, modify memory</i>

## HERALD OF GLOOM

At 10th level, the mists follow you wherever you wander, shielding your mind from madness and heralding your arrival.

- Unless influenced by magic, the weather in a 1 mile radius around you is always gloomy, with grey skies and light precipitation.
- You have advantage on saving throws against madness.
- You are immune to magical effects that would influence your feelings, such as the calm emotions spell, the Charmed condition or similar magic

## UNSPEAKABLE TRUTHS

At 14th level, you can utilize the grim truths that haunt you in order to ward off attacks. When a humanoid or beast attempts to attack you for the first time in a battle, you can use a reaction to stare at that creature and share with it a terrible, nameless secret. The creature must succeed on a Charisma saving throw against your spell save DC. On a failed saving throw, the target becomes indifferent about creatures of your choice that it is hostile toward, and its speed is reduced to 0. This indifference lasts for 1 minute, until the creature takes damage or if someone else uses an action to shake the creature out of its stupor. Once you use this feature, you can't use it again until you finish a long rest.

**AUTHOR BIO** - Oliver writes Ravenloft material for the DMsguild when he's not busy staring bleakly out over the moors and weeping. Feel free to check out some of his other material, unless you really hated this in which case please don't because you will very likely hate that too. You can reach him with questions on his Twitter - @deathbybadger