

WARLOCK PATRON KING OF THE HARVEST



OTHERWORLDLY PATRON

THE KING OF THE HARVEST

Under the light of the harvest moon, you made a pact with a mysterious and malevolent being known as the King of the Harvest. He is rumored to bring great prosperity to the lives of those who follow his every beck and call, and spread terror in his name.

The King of the Harvest is a popular patron among agricultural workers, as the swell of prosperity can double profits, which is enough of an incentive for workers to actively seek to fulfill the requests of this strange entity, donning masks of burlap and brandishing sickles and scythes to terrorise the countryside.

It is widely known that the King of the Harvest sends out his darkest requests leading up to and on the evening of All Hallows' Eve, although no one is sure why.

EXPANDED SPELL LIST

The King of the Harvest 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.

KING OF THE HARVEST EXPANDED SPELLS

Spell Level	Spells
1st	<i>bane, entangle</i>
2nd	<i>moonbeam, pyrotechnics</i>
3rd	<i>bestow curse, plant growth</i>
4th	<i>compulsion, giant insect</i>
5th	<i>animate objects, insect plague</i>

DARK PROSPERITY

Starting at 1st level, your pact has granted you prosperity in all aspects of your life but it comes with a cost. When you roll an attack roll or ability check and the number rolled is equal to or less than your warlock level, you can reroll and use either total. You can use this feature a number of times equal to your proficiency modifier and regain all expended uses after finishing a long rest.

After using this feature, you are shrouded in a 10 foot radius sphere of dim light centered on you and are unable to use this feature again. These effects last for one minute or until removed by the *lesser restoration* spell or similar magic.

TERROR ROUSER

At 6th level, your attunement to the terrifying nature of your patron has warped you and hardened you against your own fears. You are immune to being frightened.

Additionally, once per turn, you can make one of your attacks deal additional psychic damage equal to your proficiency modifier. This damage is increased to 2 x your proficiency modifier if the target is within the dim light caused by your *Dark Prosperity* feature.

ALLIES OF THE CROP

Starting at 10th level, your patron has given you the power to bring forth a gang of maniacal allies to aid you in your terrorising. Whilst in dim light or darkness, as an action, you

can expend a warlock spell slot to summon a number of **scarecrows** (*Monster Manual* page 268) equal to your warlock level divided by 3 (rounded down). You can conjure these creatures to any area of dim light or darkness within 60 feet of you. A scarecrow summoned by this feature disappears after 1 minute or when it drops to 0 hit points.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they attempt to attack any hostile creatures within sight. The DM has the creatures' Statistics.

AVATAR OF THE HARVEST

At 14th level, you gain the ability to transform yourself into a horrifying aspect of the King of the Harvest. You take on the appearance of a giant floating jack-o'-lantern wreathed in black thorny vines.

As an action, you assume an avatar form, which lasts for 1 minute, until you are incapacitated, or until you use your bonus action to revert to your normal form.

You undergo the following changes whilst in the avatar form.

- Your size becomes Large, unless you were larger.
- You gain a flying speed equal to half your walking speed.
- When an enemy within 5 feet of you hits you with a melee attack, you can use your reaction to deal magical piercing damage to them equal to your Charisma modifier x 2.
- You can perform the somatic and verbal components of a warlock spell while in the avatar form, but you aren't able to provide material components.

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

