

OTHERWORLDLY PATRONS

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.

LADY LUCK

Almost every culture in history has believed in the existence of some supernatural force that could influence random events. Whether they represent this as a god, trickster spirit, or innate property of each individual, there has always been a sense of something out there influencing our fates. Sometimes, a gambler with an exceptionally powerful will might come into direct contact with this force, and surrender their soul in exchange for a lifetime of impossibly good luck.

EXPANDED SPELL LIST

Your pact with Lady Luck allows you to choose from an expanded list of spells when you learn a new spell. The following spells are added to the warlock spell list for you.

LADY LUCK BONUS SPELLS

Spell Level	Spells
1st	<i>bane, bless</i>
2nd	<i>augury, locate object</i>
3rd	<i>blink, spirit guardians</i>
4th	<i>confusion, divination</i>
5th	<i>dominate person, mislead</i>

CRITICAL SPELL

At 1st level, your spell attacks score a critical hit on a roll of 19 or 20.

SUPREME LUCK

At 6th level, you can re-roll an ability check, saving throw, or attack roll. You can choose to do so after you make the roll but before you know the outcome.

Once you use this ability, you must take a short or long rest before you can do so again.

FORTUNE'S FAVOR

When you reach 10th level, Lady Luck smiles upon you. Whenever you roll a natural 20 on a saving throw you were

forced to make by a hostile creature or environmental hazard, you gain temporary hit points equal to twice your Charisma modifier.

TRIPLE SEVEN

At 14th level, when you cast the *eldritch blast* cantrip, if you roll a 7 on three or more of the damage dice, each beam deals an additional 25 damage. If any of the targets are reduced to 0 hit points by this attack, you and your allies receive double the usual amount of XP for defeating them.

NEW ELDRITCH INVOCATIONS

The following invocations are available to warlocks who make their pact with Lady Luck.

DOUBLE DICE

Prerequisite: 5th level, *eldritch blast* cantrip

When you cast the *eldritch blast* cantrip, if two or more of the damage dice show the same number, you can roll those dice again, dealing damage equal to the sum of both rolls. This ability can only be used on the first damage die rolled for each beam; additional dice from re-rolls or critical hits do not count.

GAMBLE

Once per turn, when you deal damage to a creature, you can roll a d100. If the result is even, the damage is doubled; if the result is odd, the damage is halved. If the result is exactly 7, the target receives four times the normal damage, and is stunned until the end of its next turn. However, if the result is exactly 13, the damage from the attack is dealt to you instead.

