

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 SOLAR

You have made a pact with a Solar, an exalted creature from on high, a being of eternal grace and splendor. Anointed in its light, you have joined in its quest to rid the world of the wicked and protect the innocent from harm.

Only the most powerful angels, short of truly divine beings, are mighty enough to forge such a pact. Additionally, the terms of this pact differ from the zeal of a paladin or cleric. Perhaps warlockhood is a means to save your damned soul, or perhaps it is to repay a debt owed to the gods. Whatever the reason, you are less the apostle, and more the servant.

SOLAR EXPANDED SPELLS

Spell Level	Spells
1st	<i>bless, shield of faith</i>
2nd	<i>enhance ability, magic weapon</i>
3rd	<i>spirit guardians, daylight</i>
4th	<i>guardian of faith, death ward</i>
5th	<i>dispel evil and good, flame strike</i>

SHIELD OF HEAVEN

Starting at 1st level, when a friendly creature you can see within 15 feet of you takes damage, you can use your reaction to grant resistance to the damage inflicted, and you also take the same amount of damage.

LIGHT OF MENDING

At 6th level, you can petition the angels above to grant you a hallowed light from Mt. Celestia. As an action, you can cause your holy symbol to glow brightly, casting bright light in a 20 foot radius, and dim light an additional 20 feet. Friendly creatures within the bright light heal 2d4 + your Charisma modifier. After you use this ability, you cannot do so again until you complete a short or long rest.



EXALTED HEALTH

By 10th level, the forces of decay hold no sway over you, and you have resistance to necrotic damage. Additionally, you now no longer suffer any penalties for old age.

SAINT'S CHAINS

At 14th level, you can pass judgement on a foe, entrapping them in glowing, golden chains which spring from nearby surfaces. As an action, choose a creature that you can see within 60 feet of you. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, the target is incapacitated and can't move for a number of rounds equal to your Charisma modifier, or until your concentration is broken (as if you are concentrating on a spell), as the chains hold its limbs to the ground. If the target is a fiend or undead, it takes 2d8 radiant damage each round it is held in this way. After you use this ability, you cannot do so again until you complete a short or long rest.