

WARLOCK PACT - TEMPLAR

Defilers of incredible power rule over all but one of the city-states. These formidable sorcerer-kings have clung to their thrones for centuries—so long that no living soul remembers a time before their reign. Some proclaim themselves as gods, others as servants of divine forces. While a few rule with open cruelty, others mask their tyranny behind layers of subtle manipulation. They govern through priesthoods or corrupt bureaucracies of power-hungry templars—lesser defilers who wield the kings' magic. Only in the city-state of Tyr does a faint hope of freedom remain, though dark forces are on the move to snuff it out.

THE TEMPLAR

As a judge, official, and enforcer of the sorcerer-king's laws, you represent the embodiment of civic authority within one of Athas's great cities. Entrusted with a privileged role, you act as the king's eyes, ears, and voice among the people—and, when necessary, the iron fist of his oppressive rule. Granted wide latitude to interpret and impose the king's will, you are often perceived as ruthless and corrupt, extracting exorbitant taxes and bribes from those under the king's dominion. The sorcerer-king turns a blind eye to such corruption, so long as order is maintained within the city.

EXPANDED SPELL LIST

The sorcerer-monarch whom you serve allows you to choose spells from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

TEMPLAR EXPANDED SPELLS

Spell Level	Spell
1st	command, cure wounds
2nd	hold person, blindness/deafness
3rd	bestow curse, dispel magic
4th	locate creature, resilient sphere
5th	dominate person, flame strike

TEMPLARATE ORDER

At 1st level, you can decide which path on how best to serve your monarch. You gain one of the following features of your choice:

Scholarly Bureaucrat. You start off with three skill proficiencies instead two. Choose one of your Intelligence, Wisdom, or Charisma based skill proficiencies and your proficiency bonus is doubled for any ability check you make using that skill.

Soldier to the Monarch. You acquire the training necessary to effectively defend your king and city-state. You gain proficiency with medium armor and martial weapons.

Mystic Devotee. You know one additional cantrip and gain one additional spell slot. Additionally, the maximum number of potions you can prepare with Concoct Potion increases by one.

CONCOCT POTION

At 6th level, you can create minor potions during a short or long rest. When you do select one of the following potions to create:

Healing. When consumed this potion heals its drinker as if you had cast *healing word* equivalent to your highest warlock spell slot.

Tongues. When consumed the potion's drinker benefits as under the effects of a *comprehend languages* spell.

Swiftness. When consumed the potion's drinker benefits as under the effects of a *expeditious retreat* spell.

Potions that mirror spell effects with a duration last for 1 minute.

These potions only stay potent until your next long rest. After that they become tasteless and impotent. During a short rest, you can make a single potion. During a long rest, you can make a number of potions equal to your proficiency bonus.

BESEECH MONARCH

Beginning at 10th level, you can call on your sorcerer-monarch to intervene on your behalf when your need is great.

This feature mirrors the cleric's Divine Intervention ability with a few exceptions. First, the effect of any warlock or psionic spell can be granted. Second, beckoning your patron doesn't come without risks.

Sorcerer-kings don't lightly take to being disturbed for incidental matters. On a roll of 99 - 00 you have earned your monarch's ire. As a result, you take 3d8 psychic damage (At the DM's discretion, the percentile range and damage can situationally scale up or down).



ACOLYTE OF THE ARCH-DEFILER

Starting at 14th level, you can tap into your patron's life draining abilities. As an action, each non-undead or non-construct creature you choose within 30 feet of you must succeed on a Constitution saving throw or take 6d8 necrotic† damage (plant based creatures take 6d10). A creature that succeeds on its saving throw takes half as much damage.

So long as one creature takes this damage, you regain hit points equal to your warlock level.

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

† *Templars of Oronis deal radiant damage to non-plant creatures. A failed saving throw causes creatures to be blinded till the start of your next turn*

PACT BOON: PACT OF THE SIGIL

Your monarch grants you an arcane focus in the form their personal sigil allowing you to channel a portion of their sorcerous might.

You can cast a 1st level spell into your sigil by touching it as the spell is cast. You can later cast the stored spell as if it were cast at one level higher than the highest level warlock spell you can cast. The stored spell is lost once you finish a short or long rest.

If you lose your sigil, you can perform a 1-hour ritual to receive a replacement from your monarch. This ceremony can be performed during a short or long rest. The sigil vanishes when you die.

You must finish a short or long rest to use this ability again.

SORCERER-MONARCHS & PACT BOONS

Sorcerer-monarchs don't allow much variety in the boons they grant. The default is the Pact of the Sigil. With rare exceptions will they grant a templar access to a different boon.

ELDRITCH INVOCATIONS

ALCHEMIC LORE

Prerequisite: 9th level, *Concoct Potions* feature

You can create the following two additional potion types:

Clarity. When consumed, the potion's drinker benefits as if under the effects of an *enhance ability* (owl's wisdom) spell.

True Sight. When consumed, the potion's drinker benefits as if under the effects of a see invisibility spell.

Additionally, you are able to create 2 potions during a short rest instead of 1.

DEFILING BLAST

Prerequisite: *eldritch blast* cantrip, *Pact of the Sigil* feature

Add 1d4 necrotic damage when you hit a creature with *eldritch blast*.

EMBRACE OF THE FIRST GOD

Prerequisite: 5th level, *Fealty to Dregoth*

As a bonus action, you become immune to fire damage, but suffer disadvantage on saving throws against cold for 1 minute. You can dismiss it as a bonus action. You can't use this invocation again until you finish a long rest.

FURY OF THE DREAD KING

Prerequisite: 7th level, *Pact of the Sigil* feature, *Breath Weapon*, *Fealty to Dregoth*

You use your sigil to channel your breath weapon with greater ferocity.

When using your breath weapon, you can extend its reach to 30 feet and add an additional 1d6 damage.

Additionally, you can add your Charisma modifier (minimum 1) to the saving throw DC.

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

GOSSAMER'S TOUCH

Prerequisite: 5th level, *Fealty to Oronis*

You can cast *lesser restoration* without expending a spell slot. You can't do so again until you finish a long rest.

GRACE OF THE FOREST GODDESS

Prerequisite: 5th level, *Fealty to Lalali-Puy*

You can cast *pass without trace* affecting only you without expending a spell slot. You can't do so again until you finish a short or long rest.

GUILE OF THE SHADOW KING

Prerequisite: 7th level, *Pact of the Sigil* feature, *Fealty to Nibenay*

You can use your sigil to tap into the vast magical knowledge the Shadow King.

When you spend a spell slot, you can use it to cast a cantrip from any class's spell list not already known by you. This does not add the cantrip to your spells known for repeated castings. You can pick a different cantrip each time you use this ability.

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

MALICE OF THE MAD LORD

Prerequisite: 7th level, *Pact of the Sigil* feature, *Fealty to Daskinor*

You can use your sigil to momentarily instill madness in your enemies. Each creature of your choice that can see or hear you within 20 feet of you must succeed on a Wisdom saving throw or suffer as if under the effects of the *confusion* spell for a number of turns equal to your Charisma modifier (minimum 1 round).

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

MIGHT OF THE LION

Prerequisite: 7th level, *Pact of the Sigil* feature, *Fealty to Hamanu*

You can use your sigil to boost your stamina and courage. As an action, you can, cast *heroism* without expending a spell slot.

Additionally, you can effect a number of creatures equal to your highest warlock spell slot.

MOMENT OF LUCIDITY

Prerequisite: 5th level, *Fealty to Daskinor*

As a bonus action, you become immune to charmed, frightened, or confusion effects for 1 minute. Once you use this invocation, you can't use it again until you finish a short or long rest.

NAGGARAMAKAM INSIGHT

Prerequisite: 5th level, *Fealty to Nibenay*

You can cast *augury* without expending a spell slot. You can't do so again until you finish a long rest.

RADIANCE OF THE REPENTANT ONE

Prerequisite: 7th level, *Pact of the Sigil* feature, *Fealty to Oronis*

You can use your sigil to shield you and your allies from arcane magics.

As an action, you grasp your sigil, and an aura of soft light emanates from you. The aura extends 5 feet from you in every direction and lasts for 1 minute or until you're incapacitated, or dismiss it as a bonus action. The aura provides bright light to 5 feet, and dim light 5 feet beyond that.

Whenever you or a non-threatening creature within your aura must make a saving throw against spells cast by a wizard or warlock, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1).

In addition, you and those in the aura have resistance to damage caused through Arcane Defilement. This resistance only reduces the damage delivered by the Arcane Defilement ability and not the damage from spells enhanced by it.

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

SUBJUGATE THE DEAD

Prerequisite: 5th level, *Pact of the Sigil* feature

As an action, you present your sigil, and each undead creature of your choice that can see or hear you within 30 feet of you must succeed on a Wisdom saving throw. If the creature fails its saving throw, it acts as if under the effects of the *create undead* spell for 1 minute or until it takes damage from you or your allies.

You can only exert control undead below a certain challenge rating, as shown in the Control Undead table.

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

CONTROL UNDEAD

Warlock Level	Control Undead of CR
5th	½ or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

WILL OF THE OBA

Prerequisite: 7th level, *Pact of the Sigil* feature, *Fealty to Lalali-Puy*

You can use your sigil to cause animals and plants to recoil in your presence.

As an action, you present your sigil and invoke the name of the Oba. Each beast or plant creature that can see you or hear you within 30 feet of you must make a Wisdom saving throw. On a failed save, it is turned (see the Cleric - Turn Undead ability, chapter 3 of the Player's Handbook for the effects of being turned).

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

WORLD KING'S BLESSING

Prerequisite: 5th level, *Fealty to Hamanu*

You can cast *divine favor* without expending a spell slot (damage is necrotic instead of radiant). You can't do so again until you finish a short or long rest.

VARIANT: SPELL LISTS BY SORCERER-KING

If you wish to further differentiate sorcerer-kings, you can vary their warlock spell lists by pairing them to use the spell list of core otherworldly patrons as follows:

Daskinor - The Great Old One

Dregoth - The Undying

Hamanu - The Hexblade

Lalali-Puy - The Archfey

Nibenay - The Raven Queen*

Oronis - The Celestial

*From *Unearthed Arcana: Warlock & Wizard*



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