

24 WARLOCK PATRONS

HOME BREW

D&D 5e supplement for warlock players

CREATING YOUR WARLOCK

Patrons are the life blood of a warlock, the key factor that differentiates them from a studious wizard or a charismatic sorcerer. It allows an easy way for your character to have goals, ideals, and an intriguing relationship with a powerful magic-wielding entity that creative dungeon masters can make very relevant to the plot. Whether one serves the interests of demons, liches, fey, or celestials, the patron of a warlock is their greatest thematic strength. Choose carefully, because this pact may cost you your soul.

TABLE OF CONTENTS

PACT OF THE FIEND 3

- Mazgin Cultcrusher
- Xonogoth, Chief Accountant
- Moloch
- Argelle, His Fifth Lieutenant
- Markul the Hateful
- Alshab
- Handmaiden Tzilith
- Etzumatavirakal

PACT OF THE ARCHFEY 8

- Joffery Hoof
- Eslatir of The Harp
- The Woodland Matron
- Balock the Generous
- Auntie Wartfoot
- Flaralax Drakelord
- The Beastmaster
- Euguluslugat

PACT OF THE GREAT OLD ONE 13

- Clodalygathkus
- The Wanderer
- Qa, Dream Eater
- Multitude
- Liag
- Degzydall the Forgotten
- The Composer
- The Silent Moon

THE PACT OF THE FIEND

A Tiefling man's eyes turn red as he utters an infernal incantation. An orc legion stops in its tracks as a wall of fire erupts in front of them. A grinning imp leaps from a roaring campfire, landing on the shoulder of a Human enchantress.

The pact of the fiend is the classic warlock subclass. For centuries, stories, biblical and otherwise have revolved around demons and dark pacts with mortals. Power and riches, in exchange for something as small as a soul. These tales are as old as time itself, but in the modern realm of DnD 5e, they take on a different meaning. In the Forgotten Realms, demons and devils are very different creatures. Understanding them is critical to picking your patron.

DEVILS

Devils are the epitome of the lawful evil alignment. The Nine Hells of Baator, the realm where devils thrive is replete with cruelty, evil, and of course, politics. The cutthroat world of Hell's politics is full of documents and signatures. This is where mortals come in. Through trickery or otherwise, Devils are able to secure aid from mortals. Neither devils nor demons can enter the Material Plane unless they are summoned, so they must find alternatives to push their vile goals forward. Devils pacts are always clear and carefully worded, so that loopholes by the author are always possible. A quick blood signature, and their new mortal servant is off to the races. While all devils dream of power in other realms, they must first deal with the slaving threat on their doorstep; demons.

DEMONS

While devils exude the alignment of lawful evil, demons display chaotic evil to its highest extent. Where devils coolly back stab each other to get up the bureaucratic hierarchy of the Nine Hells, demons will simply attack one another for raw physical power. Demons reside in the Abyss, a chaotic realm of infinite layers, each ruled over by a cruel and violent demon lord. Demons are typically too preoccupied with the constant Blood War against the devils, but some have higher aims of establishing cults of their own, or creating strongholds on the Prime Material Plane.

BEING A FIENDISH WARLOCK

As is not hard to guess, just about every NPC in the Forgotten Realms despises fiends, and for good reason. An openly fiendish warlock will turn heads in any bar or tavern, and possibly instigate violence. This is ESSENTIAL for players to understand. If they suddenly are attacked in an alleyway and think that the DM is being mean to them, an I-told-you-so must be in order. It is also extremely important for DM's to understand this and refrain from holding back on what dangers may lurk in good civilization for the warlock PC.

MAZGIN CULTCRUSHER

Mazgin is a large, horned pit fiend dedicated to the destruction of non-devil worshipping cults. He serves Zariel, Archduchess of the layer of Avernus. When not managing his warlocks, Mazgin likes to spend his time slaughtering demon hordes on the frontlines of the Blood War.

HISTORY

Mazgin Cultcrusher was a human paladin of Torm in his past life. Mazgin truly believed in justice, but was lethally overzealous and arguably sadistic in his application of justice. Seeing the horror done in his name, Torm removed Mazgin's powers and instructed his priests to prosecute Mazgin for his crimes. Mazgin was soon put to death, and arrived on the hellish plane of Avernus.

He arrived as a lowly lemur, like all do. His unending zeal allowed him to work up to a pit fiend and gain the notice of Zariel, who noted his combat prowess, and named him a top lieutenant.

GOALS OF MAZGIN CULTCRUSHER

Unlike most devils, Mazgin Cultcrusher is satisfied with his station. He has no intention of overthrowing Zariel or taking out other pit fiends. He retains much of his old paladin loyalty, which now manifests itself in bloodlust for demons, and the accruing of warlocks to crush enemy cults on the Material Plane.

MAZGIN CULTCRUSHER'S PACT

Mazgin Cultcrusher has more specific instructions than most patrons. In exchange for powerful magics, Mazgin desires for his warlocks to seek out and destroy all non-devil cults within the Material Plane. Deities and causes are powerless without support, and the pool of violently zealous humanoids in existence is finite. The more powerful the cults of the elements, undead, or, gods forbid, demons are, the less powerful the cults of archdevils are.

Mazgin asks for his warlocks to destroy all enemy cults, and focus on those worshipping demons. However, he does not want these humanoids killed. He asks that the warlock incapacitate them, and then offer them a simple choice; devils or death.

XONOGOTH, CHIEF ACCOUNTANT

Xonogoth is a particularly fat and powerful Amnizu devil obsessed with the acquisition of wealth. He is the chief accountant of the archdevil Mammon, duke of the layer of Minauros. Mammon is the patron of greed and lust, and as such, Xonogoth worships coin above all else.

HISTORY

In his past life, Xonogoth, Chief Accountant was a tax collector. A life of overtaxing and cruel robberies earned him eternal hellfire. However, his skill in accounting and extortion was applicable in one court; that of Mammon, lord of ill-gotten gains. Mammon installed him as an accountant when Xonogoth was a bone devil, and through his loyal service, Xonogoth grew in wealth and power. Xonogoth soon became an Amnizu, and assumed the role of Mammon's chief accountant.

GOALS OF XONOGOTH, CHIEF ACCOUNTANT

Xonogoth's goals are that of most devils, to become more powerful and become archdevils, with an added lust for gold. Despite his apparent loyalty to Mammon, there is nothing Xonogoth would love more than to see Mammon destroyed so that he could take the crown of Minauros. Unbeknownst to Mammon, Xonogoth's quick wit and access to legal documents allow him to embezzle thousands of coins and souls from Mammon a day.

XONOGOTH, CHIEF ACCOUNTANT'S PACT

Xonogoth may only have one warlock doing his bidding at a time, and he does not pay much attention to them. Of course, as his main goal is money, this is what he tasks his warlocks with. He asks that once a tenday, (ten day period comparable to a week in the Forgotten Realms) the warlock drop a hefty load of coin in a fire and speak a certain infernal chant.

However, Xonogoth does not pay much attention to his warlocks due to his preoccupation scheming against Mammon. It is quite easy to get away with dropping merely one copper in a campfire each month and being done with it. As long as he maintains this "steady" flow of income, Xonogoth cares not what his warlocks do.