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Xanathar's guide to everything warlock subclasses

DM

You want to lock up. But, you do not want to go with the classic Cthulhu or Oberon or Asmodeus. You want something new and fresh. So, why not be your witchcraft patron? Making your own patron can be very fun. But, it is important to remember that you need to work with your Master Dungeon throughout the process (unless you are the DM, so just go nuts). And, I have some tips to help you during the design process. It might seem not that much. But there's gonna be granulars here. So, bark with me. And honesty, this is all agnostic. Meaning, while I'm doing this from a frame of mind around Dungeons & Dragons Fifth edition, you can use these tips for any kind of entity in the world in your TTRPG choice system. In any case, we begin with the most fundamental step; choose your type of warlock subclass. The first step is to determine which subclass warlock you want to assign to your homebrew patron First things, before doing your own warlock patron, you need to know which subclass falls below. So, you will need to know what are the DnD 5e warlock patrons and the different mechanics they offer. This is important since each subclass has its strengths and features. And, you will have a better feeling for who and what your personal patron is. For example, a patron of Archfey should behave differently from, say, an Esblade. Or, a pact of a Genie should differ from an Undying entity. Each holds a certain context and transmits conflicting concepts and behaviors. I will be honest, this is probably the easiest step. The odds are, if you are trying to create a custom witchcraft patron, you already have an idea of who that patron is. And from there, you can determine the best subclass that fits them. Looking for an old man? Choose the Big Old. Do you want me?a deep enigmatic creature? Go with Fathomless. Would you like to serve a lich? Choose Undying's pact. Mostly, the warlock subclasses yoult also affects how your patron looks. Now, there's a lot of wiggle space here. Not every Archfey seems vaguely elf. Not every Great Old is a giant tentacle monster. Not every devil looks like Rowan Atkinson. But, there are similar themes that you can use based on the type of pact for your patron. Whether it's natural for Archfey, rotting for Undying, monstrous for Celestial, or any other design motifs almost endless. Go to theme, but go around with it (if you want, that is, there is nothing wrong with traditional going). Then, get out of your patron as a character. Making a custom warlock patron is no different to create another NPC; needs a personality, background, & target This is most of the creation of a domestic warlock patron. Mechanics aside (which comes from the step above), this is the way you make your 5th patron unique. Now is the time to understand exactly who and what your patron is. It's... very much. I won't lie. And, you need to work with your Dungeon Master on the subtlest details. After all, you are injecting a powerful entity into their game and history. Developing your custom patron should be a collaborative effort between player and DM. With this saying, here are some things to consider when you make your own patron. A good name and a good title of patron immediately transmit information and evokes some reaction in your players Who is your patron? What's going on? Do they even have a name or a title? Am I without a name? The most fundamental thing you can do when creating a homebrew patron is to give them a name. A good name can evoke a series of reactions or emotions. Encrypt the alphabet and randomize a name for your Big Old. Find a dark fairy tale for your archphy. It's a pleasure for the Almighty Lord Steve Lichman. The name you make up with helps to establish the first impression your patron has onothers if / when they learn of them. Where resides your home breed patron adds to their mystery & story Next up, choose your owndomain. live in a demi-plane of their design? have they claimed an almost unreachable part of the world like them? do they exist far beyond the foreign plans in the infinite expanse? I'm a high-level devil in the nine hells? the domain of your patron adds a deeper level to who they are. often, where your life as a motherland helps to demonstrate their power. if they have built their own fortress or other kind of domain, which establishes them as ambitious or as having sway over others, or, if only reside in a space, which can show their indifference towards existence or that they are above the need for shelter. Maybe your patron is sealed for whatever reason, where your custom patron resides adds to their character. So make sure you put them in a good place. Is your patron benevolent or evil? ambitious or passive? Speaker or private? we do a little deeper. establish the general attitude of your patron. Are they angry? lovely? annoyed? alone? Is it readable? The latter is about the same as the second. Leave me alone. Anyway, give your patron a personality, too often I feel as if the players played warlock and, sort of forget that they are on the end of receiving a power line, their patron is simply a means for an end and this is all there is to say about the question, but, you are drawing power through another entity. Of course, your big old man patron could be indifferent and a mass of hatred that consumes everything with great energy "without thought, empty head", but, the archfey should have a personality, the fiend should have character, the celestial should have a voice (perhaps not in the literal sense, but you get the idea.) this adds a new level of interaction between warlock and patron. Xanathar's guide to everything has a fun table of options for the patron's fingernails, they encourage(almost rarely) between the player and the DM in-character. And, this interaction becomes deeper when you establish the personality of your custom patronIdentity. With this in mind, think about how your custom patron fits into your DM world. Is your patron a dark or relatively known knowledge? The next thing to consider is how your patron fits into the cosmology of your game. You have to work with your DM (if you are a player) this way. You can't just go add a powerful and uber entity to the setting without deleting it first. But, if you're the DM, go out of your mind. What's going on? Well, I'd say I understand how well-known your patron is before. Is your patron a relatively known entity or is it a dark knowledge locked in secure libraries? Are there any other skate holders wandering around the world or is your character unique? Is your patron worshipped by those who are aware of it or do knowledge live in fear of it? And to finish it all, why? Why is your family patron obscure to the general population? Why are you the only one who gives power through them? Why are the few who know their existence afraid? Many of these questions interconnect with other aspects of building your personal patron. So, understanding these answers helps to plant it in the world and add a new element of role-play possibilities. If you develop your patron's relationship with the setting, you have the potential to perform in NPCs that know about them. Maybe they'll treat you favorably. Or, they will flee in fear of you and your connection to an unconscious and unfathomable horror. Either way, it's safe to be a good time. Knowing why your patron makes pacts gives you a vision of their goal Now, you probably know why your character made a pact with this awe-inspiring entity. They wanted power for revenge, power to protect their loved ones, power for the good of power. Blah, blah, blah. But, because your patron doeswith mortals? Think about it. Supposedly, your patron is powerful enough to grant a part of their strength for you. They could reside in a realm made of pure chaos, pure order, or pure magic. Magic,able to communicate its power through plans of existence. Why bother to give a slice of their power cake to a low mortal? The answer, something prevents them from reaching their own goal. We will come to why your patron needs a goal in a second. So just sit tight (or skip ahead to next section). Personally, I think there are five fundamental reasons why your family patron makes pacts: They are blocked in their domain or sealed off They are not blocked for themselves, but they cannot leave their plane of existence It is a mutual relationship; your custom patron has only power if mortals believe in/administrate them and in turn grants a part of their power Think it is fun or fun (look at you, Archfey) They don't know or care and your character sucks the little power they get as a parasite Now, what your custom patron's goal is also plays a part in why they make pacts. So, lets go to this. To give your patron a simple or complex goal, to make them work towards Every good or semi-important NPC should have a goal. Although it is lesser as "I need to go to town to buy bread." Your home breed patron should have a proper goal. And your sorcerer's pact should play in this goal. When you introduce cosmic entities to level with those who are able to make pacts with mortals, they probably need a reason why they are doing this. Also going with the options "think it's fun" or "I'm not aware of their pact" and bringing to interesting consequences. What if the archfey that makes the pacts for fun turns out suddenly to have violated the fey law and is held by the Summer Court? And if the Great Old One you're jumping out to find out you're using them for power withoutThey're allowed? Suddenly your warlock has to meet the escape targets from a fairy prison and... Maybe start doing unspeakable things to placate the horrible monstrosity on the edge of existence. Respectfully, of course. Theof these powerful beings can remain enigmatic. But, they should have nothing less, establish the goal of your custom patron (or leave up to your dm for extra fun.) and, understand why they are having a difficult time getting it. I like to hate how to be a phrase of great master game. is reduced to this: "someone wants something / wants to get something of a certain time. but, they have difficulty getting it / doing it because of a sort of obstacle." I oo this for npc bad and allies (hot, even for one-off characters if I like enough) and, will help your patron of more real custom witchcraft, means that your warlock may need to take a side search to satisfy the wishes of their patron if they want to keep them happy. your home breed patron is more than the features of your character; why did they make their pact & what is their relationship with their patron? now that you have developed the personality of your patron of origin, the time to understand the interaction of your character with them. Xanathar's guide to everything has a good pair of sections on warlocks with terms of the pact and binding marks. So, we'll start there. this plays quite heavily in why your custom patron makes pacts first. but, you can get granular in what it means for your character. Why did your character make the deal? What conditions have they accepted? What are the repercussions of breaking your pact? xgte has a fun coffee table for special terms to help inspire this, are small things like refraining from alcohol, performing a daily ritual, or speaking the name of your patron when using an invocation. But a little taste is all you need, even better, you can use this table to inspire the terms of the pact for your patronWhat does your patron ask you in exchange for their gifts? What makes their terms unique to them or for you? Their terms differ between your character and other warlocks of theirs? Besides, whaifl you break those terms? Usually, breaking a pact means losing your powers and your witchcraft skills. But, you could add more to make your patron stand out. Perhaps you are afflicted by nightmares and need to launch a jet of Constitution or Wisdom to avoid exhaustion levels. Or, perhaps the power granted by your patron is sucked so forcefully that you have disadvantage in saving jets and skill controls that are based on Force, Dexterity, and/or Constitution. Now, these are a little extreme. And, if you are a DM, you need to make sure that the player understands the consequences of breaking their pact. But, they can add a new level of role play or even start a lateral story of the character by regaining or finding new power. Or maybe they retreat. Establish what are the terms of the warlock pacts of your family patron. Add options to your character's role game. Physical Signs resulting from your pact add to you & characters of your custom patron Another section of XGE is Binding Marks. Basically, the power of drawing from a powerful entity leaves a magical sign on the body of your character. Now, this brand could be a side effect of their body that handles magic or could be a brand of sort that your patron leaves to mark you as they do, some examples in Xanathar are things like one of your eyes is the same color of your patron, it looks bad, but do not suffer any symptoms, or your nose shines in the dark. Maybe your custom patron gives you small scissors. Or, perhaps you gain an airy tattoo that moves softly like a mist in the breeze. Or, maybe, you earn an extra finger on each foot. Why? I don't know. This is up for you and your DM to decide. The thing is: your brand can be anything you can think about so long that it does not benefit yourTieting Signs should add flavor to your character and patron. So, they shouldn't give you any bonuses to skill scores, give you advantage over some reels, or give you additional features. I amfor fun. Also, do you consider, if your patron makes pacts with other warlocks, all share the same sign or are all different? Maybe yours is different from the others. And if you share one with the others and someone else has a different sign? Think about the possibilities of role play and the interactions your character can have. Your homebrew patron does not need to play in the general plot, but see if you can work in small parts, if possible at last, and this is mainly for factory brands out there, you need to consider how your homebrew patron works in the campaign. If it is possible, work your home breed patron in the history of your campaign somehow. Is there a faction that interferes with the objectives of the party? Is your custom patron the bad (or a bad guy along the way)? Or are they not involved at all? Even if your witchcraft protector is not part of the main story of your campaign, you may still have a side search around them. But, it's important to know how interconnected they are. Like DM, it means you will know when and where to lose tips for your players. Your players probably shouldn't know what's coming. But, it is necessary to prepare before time if you plan to incorporate the patron of the lock in history. However you do it depends on the plot.About it covers the basics for how to make a homebrew warlock 5e patron. Basically, it breaks in four steps: Choose which warlock pact (or subclass) you want to make a patron for Flesh out the personality of your custom patron and other character traits Discover the relationship of your character with their patron through their terms of pact and bond marks Establish how the entity fits into the history of the campaign These are the basics I came with. But, you might have more to add or decideaspects are not so important. As with any homebrewing, your imagination is the limit... and the rules. But only mechanically... Unless you're making a zero-block pact. But this is another kind of homebrew. Did you hate a patron for your character? Do you have any other tips to make fun patrons? Leave a comment below to share your ideas. ideas.

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