

# PATRON PRESTIGE CLASS V1.1

## SOURCE OF POWER

Over your career, you have amassed a considerable wealth of power and are ready for your next step towards greatness. Some would simply continue to advance in their studies or mindlessly seek to further heighten their skill. But you see the advantages of instead, widening your reach.

By investing a piece of your power in others rather than in yourself, you learn to exert your influence in many places and over many schemes at once, potentially spreading your power to the farthest reaches of the known universe.

## CREATING A PATRON

Many different kinds of adventurers could benefit from taking on the mantle of a patron. Perhaps you lead a cabal of mages seeking the secrets of immortality. Or you are the archdruid of a circle seeking to protect an ancient forest. Whatever the reason, becoming a patron allows you to divest a portion of your power to strengthen your allies and achieve your goals.

## PRESTIGE CLASS REQUIREMENTS

**Total Character Level:** 15 or higher.

**Spellcaster Level:** 10 or higher (any spellcasting class).

**Ability Scores:** 15 Charisma or higher.

## CLASS FEATURES

As a patron, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d10 per patron level

**Hit Points:** 1d10 (or 6) + your Constitution modifier per patron level

### THE PATRON

Level	Features	Max Pact-Bearers	Spell Slots	Max Slot Level
1st	Craft Pact, Deliver Secrets	1	1	1
2nd	Grant Boon	1	2	2
3rd	Archpatron, Magical Secrets	2	2	3
4th	Ability Score Improvement	2	2	4
5th	Grant Mystic Arcanum	3	2	4



## CRAFT PACT

At 1st level, you uncover the ancient secrets of pact magic, a deceptively simple, yet powerful, arcane tradition which binds the magic of two creatures together. In order to create a pact, you must first carefully craft an object to store the details of your agreement. This object may take the form of your choice, but common pact objects include lengthy contracts signed in blood, rods or totems carved from the living roots of ancient trees, or psychic crystals containing forgotten lore.

This pact object has 100 hp and an AC of 10. If it is damaged, you can spend 1 minute and 1 gp to restore 1 hit point to it. If it is destroyed, any pact-bearers bound to you are immediately freed of your influence and lose all boons and features granted by you. You must spend 30 days and 5000 gold pieces to craft a new pact object.

For you to use a feature related to your pact-bearers or their boons which requires an action or bonus action, you must be holding your pact object. If you drop, throw, or otherwise lose hold of your pact object, it is transported to a hidden location on the Ethereal plane that only you can access. You can recall the item to your grasp from its hidden location as a bonus action.

## BIND PACT

When both you and a willing creature touch your pact object, you can complete a 1 minute ritual to establish a pact bond with that creature. It becomes one of your pact-bearers. You can have a maximum number of pact-bearers sworn to you as given in the Max Pact-Bearers column of the Patron table.

Your pact-bearers know two cantrips of your choice from either your known list of cantrips or the list of warlock cantrips. They also have a number of special patron spell slots equal to the number given in the Spell Slots column of the Patron table. Spells cast from these slots use your spellcasting save DC and attack modifier. A pact-bearer regains all expended patron spell slots when it finishes a short or long rest.

## DELIVER SECRETS

Your pact-bearers can call upon you to cast spells through them. As an action, your pact-bearers must visualize the spell they wish to cast and expend one of their patron spell slots. When a pact-bearer does this, you can choose a spell you know or a spell from the Warlock spell list of a level less than or equal to your Max Slot Level (as shown in the Patron class table) and grant that creature the knowledge and power required to cast the chosen spell. The chosen spell must have a casting time of 1 action, but it does not have to be the same spell that they requested or even a similar spell.

As part of the action taken by the pact-bearer, they can choose to cast the spell that you have granted or do nothing with it, at which point it is forgotten. They choose targets and follow all other rules of spellcasting as normal although they may ignore components except those that have a gold value.

## GRANT BOON

Beginning at 2nd level, you learn to craft three kinds of boons for your pact-bearers. Choose one of the following options for each pact-bearer under your influence.

## PACT OF THE CHAIN

You grant your pact-bearer the boon of a magical familiar. The familiar appears instantly before them, but otherwise follows the rules as given by the *find familiar* spell. You can choose one of the normal forms for their familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite. Additionally, when they take the Attack action, they can forgo one of their own attacks to allow their familiar to make one attack of its own with its reaction.

As an action, you can close your senses to see through those of a familiar under the control of one of your pact-bearers. While doing so, you are blinded and deafened to your own senses and you can whisper a message to your pact-bearer as long as it is within 120 feet of the familiar.

Additionally, if you are within 120 ft of the familiar and seeing through its senses, you can cast spells from its location instead of your own.

## PACT OF THE BLADE

You grant your pact-bearer the boon of a magical weapon. It takes the form of any melee weapon of your choice, and you may change its form as an action. Your pact-bearer is proficient with it while wielding it, and it can use an action to teleport the weapon to its hand. When it deals damage with your pact weapon, it deals an additional amount of necrotic damage equal to your spellcasting ability modifier.

If your pact-bearer is within 120 feet of you and reduces a creature to 0 hit points using this pact weapon, both you and the pact-bearer regain hit points equal to 1d10 + your spellcasting ability modifier.

## PACT OF THE TOME

You grant your pact-bearer the boon of a magical ritual book, which can have ritual spells scribed into it in the same way as a Wizard's spellbook can. It contains two ritual spells of your choice that you know or that are available on the warlock spell list of a level less than or equal to your Max Slot Level. Both you and your pact-bearer can cast spells from the book as rituals for as long as your pact-bearer is in possession of it.

If your pact-bearer is within 120 feet of you, as an action, you can choose a spell from the book and cast it immediately at your Max Slot Level (as shown in the Patron class table) without spending a spell slot. Once you use this feature, you must finish a short or long rest before you can use it again.



## ARCHPATRON

Beginning at 3rd level, you gain one 9th level spell slot. Once you cast a spell from this slot, you must finish a long rest before you can do so again.

## MAGICAL SECRETS

Your mastery of granting magic to mere mortals has given you deep insight into the secrets of magic.

Choose two spells from any classes' spell list. The chosen spells must be of a level you can cast. You learn those spells and they are always prepared. They count as spells of any spellcasting class you have levels in as long as you could cast that spell as that class.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two of your ability scores by 1. As normal, you can't increase an ability score above 20 using this feature.

Each of your pact-bearers may also increase one of their corresponding ability scores by 1, to a maximum of 20, for as long as they are your pact-bearers.

## GRANT MYSTIC ARCANUM

At 5th level, you can choose one of your pact-bearers as your champion, granting it a powerful magical secret called a Mystic Arcanum. It gains the ability to cast one 5th level spell of your choice. This spell must be one that you know or one from the warlock spell list. Once it casts this spell using this feature, it must finish a long rest before it can do so again.

Additionally, when it casts the spell, the power reverberates back to you. You regain your highest expended spell slot of 5th level or lower.

## EXAMPLE NPCs

Though your fellow players may become beholden to you as warlocks, many adventurers may choose not to sign away their lives and freedom to you in a pact of blood. In this event, you will need to find and convince NPCs to take up the pact.

Any NPC can take the pact, but who is both willing and able to do so is ultimately up to your DM, as are the NPC's base statistics and existing class levels (if any).

## PACT-BEARER

Once an NPC makes the pact it gains the following:

**Pact-Bearer.** This creature's spellcasting ability is [your spellcasting ability] (spell save DC [your spell save DC], +[your spell attack bonus]). It can innately cast [your number of patron Spell Slots] spell(s) of [your Max Spell Level] level per short rest chosen when the spell slot is expended, and without requiring material components without costs. It also knows the following cantrips: [two cantrips].



## ABILITY SCORE IMPROVEMENT

When you reach 4th level, each of your pact-bearers gets a +1 boost to an ability score matching one that you chose.

## MYSTIC ARCANUM

If you are a level 5 patron, one of your warlocks also gains the following addendum:

*Mystic Arcanum:* 1/day: [one 5th level spell].

For convenience, sample NPC statistics are included below for a Commoner Pact-Bearer for a druid 15/patron 1, a Cultist Pact-Bearer for a bard 15/patron 3, and a Svirfneblin Pact-Bearer for a cleric 10/fighter 5/patron 5.

## COMMONER PACT-BEARER

Medium humanoid (human), CN

Armor Class 10  
Hit Points 4 (1d8)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

**Senses** passive Perception 10  
**Languages** Common  
**Challenge** 1/8 (25 XP)

**Pact-Bearer.** This creature's spellcasting ability is Wisdom (spell save DC 17, +4). It can innately cast 1 spell of 1st level per short rest chosen when the spell slot is expended, and without requiring material components without costs. It also knows the following cantrips: *friends*, *shillelagh*.

### Actions

**Club.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

By [ImFromNASA](#). With the help of: Layhnet, VampireBagel, groggen2, metaBot, Bazaarine, Caim, sacredWKnight, Fly, and many others from the Discord of Many Things.

## CULTIST PACT-BEARER

Medium humanoid (half-elf), LE

Armor Class 12 (leather armor)  
Hit Points 9 (2d8)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	12 (+1)

**Skills** Deception +3, Religion +2  
**Senses** passive Perception 10  
**Languages** Common  
**Challenge** 2 (100 XP)

**Pact-Bearer.** This creature's spellcasting ability is Charisma (spell save DC 19, +5). It can innately cast 2 spells of 3rd level per short rest chosen when the spell slot is expended, and without requiring material components without costs. It also knows the following cantrips: *chill touch*, *vicious mockery*.

**Pact of the Blade.** When the Cultist Pact-Bearer reduces a creature to 0 hit points with its pact weapon, it regains 1d10 + 5 hit points.

### Actions

**Return Pact Weapon.** The Cultist Pact-Bearer may teleport its pact weapon back to its hands.

**Pact Weapon: Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* (1d6 + 1) slashing damage and (+ 5) necrotic damage.

## SVIRFNEBLIN PACT-BEARER

Medium humanoid (gnome), NG

Armor Class 15 (chain shirt)  
Hit Points 16 (3d6 + 6)  
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

**Skills** Investigation +3, Perception +2, Stealth +4  
**Senses** darkvision 120 ft. passive Perception 12  
**Languages** Common  
**Challenge** 4 (100 XP)

**Pact-Bearer.** This creature's spellcasting ability is Wisdom (spell save DC 15, +3). It can innately cast 2 spells of 4th level per short rest chosen when the spell slot is expended, and without requiring material components without costs. It also knows the following cantrips: *guidance*, *eldritch blast*.

**Mystic Arcanum:** 1/day: *flame strike*.

**Pact of the Tome:** Svirkneblin Pact-Bearer may cast the following spells as rituals: *alarm*, *identify*, *animal messenger*, *meld into stone*, *divination*

**Stone Camouflage.** The gnome has advantage on Dexterity (Stealth) checks to hide in rocky terrain.

**Gnome Cunning.** The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Innate Spellcasting.** The gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells:

At will: *nondetection* (self only)

1/day each: *blindness/deafness*, *blur*, *disguise self*

### Actions

**War Pick.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 3) piercing damage.

**Poisoned Dart.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.