

PACT OF THE DEMIGOD

There are stories passed down in nearly every culture of beings raised to the cusp of godhood, be it by virtue or birthright. You have made a pact with such a being, a pseudo-deity that may be an illegitimate child of a god or a hero praised by many to the point of idolism. These beings are known as demigods, and they include Garagos, Sebek, Valkur, and many more.

Dedicated clerics for demigods are relatively rare, and their followings are often ridiculed by those of more prominent deities. As such, these beings grow to resent their greater counterparts and resort to eldritch boons to maintain their presence in some form. Either by seeking their power or by them forcing their power onto you, you see a paradigm shift in your behavior and beliefs to match that of the demigod, be it one of life, death, nature, trickery, or even vengeance.

EXPANDED SPELL LIST

The Demigod lets you choose from an expanded list of spells when you learn a warlock spell. Choose a Divine Domain. For you, the spells on that domain's spell list are now warlock spells.

LESSER RETRIBUTION

At 1st level, you gain the abilities needed to help your patron attain godhood. You learn the *detect evil and good* spell and can cast it once without expending a spell slot before needing to take a short or long rest. This counts as a warlock spell for you, but it doesn't count against the number of spells you know. In addition, when you hit a creature that can be affected by *detect evil and good* with an attack, you can roll 2d4 and add it to the damage roll. You can use this feature a number of times equal to your Charisma modifier, and you cannot use it again until you finish a long rest.

BODY OF ICHOR

At 6th level, your patron has siphoned you a small portion of their limited godhood in the form of divine blood that now runs in your veins. You resist poison damage and you are immune to being poisoned or afflicted with disease. In addition, you gain one of the following benefits.

- Your walking speed increases by 10 feet.
- Your AC permanently increases by 2.
- You gain proficiency with one saving throw of your choice.

INFERIOR INTERVENTION

When you reach 10th level, your demigod patron can manifest through you, invoking a powerful blessing.

Imploring your patron's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your warlock level, your patron intervenes. The DM chooses the nature of the intervention to a degree; the effect of any warlock spell or your divine domain spells of 3rd level or lower would be appropriate.

If your patron intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

CHAMPION OF THE LESSER GODS

At 14th level, your patron has gained the recognition of a true god due to your actions, and you are rewarded by them. You no longer age, and spells that increase the effects of aging no longer affect you. In addition, you gain resistance to two damage types of your choice.



A warlock whose patron is a demigod of death.
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