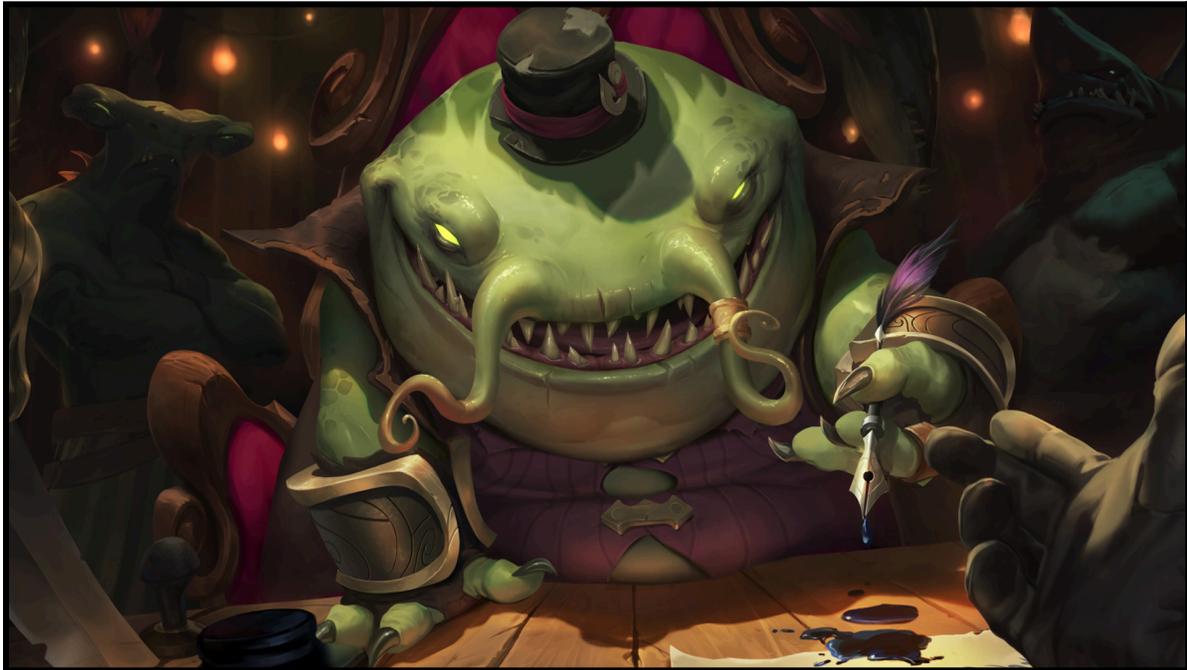


The Fates Patron (2014)

With this pact, you have made powerful friends in low places. Your patron is an ancient being that bends the flow of fate and chance in your favor. Often found by gamblers and debtors trying to make a new life, these creatures of chaos feast on giving people everything, and watching as it slowly fades back down to nothing.



Expanded Spell List

The River King lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

River King Expanded Spells	
Spell Level	Spells
1st	Bless, Sanctuary
2nd	Augury, Suggestion
3rd	Clairvoyance, Bestow Curse
4th	Death Ward, Divination

5th	Mislead, Skill Empowerment
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Cards of Destiny

Starting at 1st level, your patron gives you a deck of cards that alters fate in your favor. After every long rest you roll 1d12 and draw the card associated with the number rolled from the table below. If a card makes a target creature roll a saving throw, it is against your spell save DC. Cards last until your next long rest or until they are destroyed or replaced by later features.

Additionally, at 5th and 9th level you draw an additional card by rolling another 1d12. If you roll the same number twice then you reroll the dice until a new card is drawn.

Dice Roll	Card Drawn
1	Bass: When initiative is rolled, as a free action, place yourself at the top of initiative.
2	Beaver: You gain proficiency on Constitution saving throws and gain a number of bonus maximum hit points equal to half of your level in this class.
3	Catfish: You gain advantage on all persuasion and deception checks.
4	Crane: You can not be surprised, and gain a bonus to your passive perception equal to your Charisma modifier.
5	Cricket: Whenever you roll a natural 1 on an ability check, attack roll, or saving throw you can reroll the dice and must use the new role.
6	Crocodile: As a bonus action, you can choose to roll the maximum number of damage on one dice in a damage roll. You can do this a number of times equal to your charisma modifier.
7	Frog: You gain advantage on dexterity saving throws.
8	Hog: You gain advantage on investigation and insight checks.
9	Swan: Any fall damage you receive is reduced by half.
10	Tiger Shark: If you have not yet used your movement on your turn, you're first attack roll has advantage
11	Toad: Using your reaction, you can gain a bonus to any saving throw equal to your Charisma modifier. You can do this a number of times per long rest equal to your proficiency bonus.

Guided Fate

Also at 1st level, your patron assists in altering minor destinies. You gain the *Guidance* cantrip. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

Additionally, when you cast *Guidance* on yourself, you can cast it as a bonus action.

Bound for Success

Starting at 6th level, you ignore disadvantage on skill checks and saving throws that you have proficiency in.

Fortune for Blood

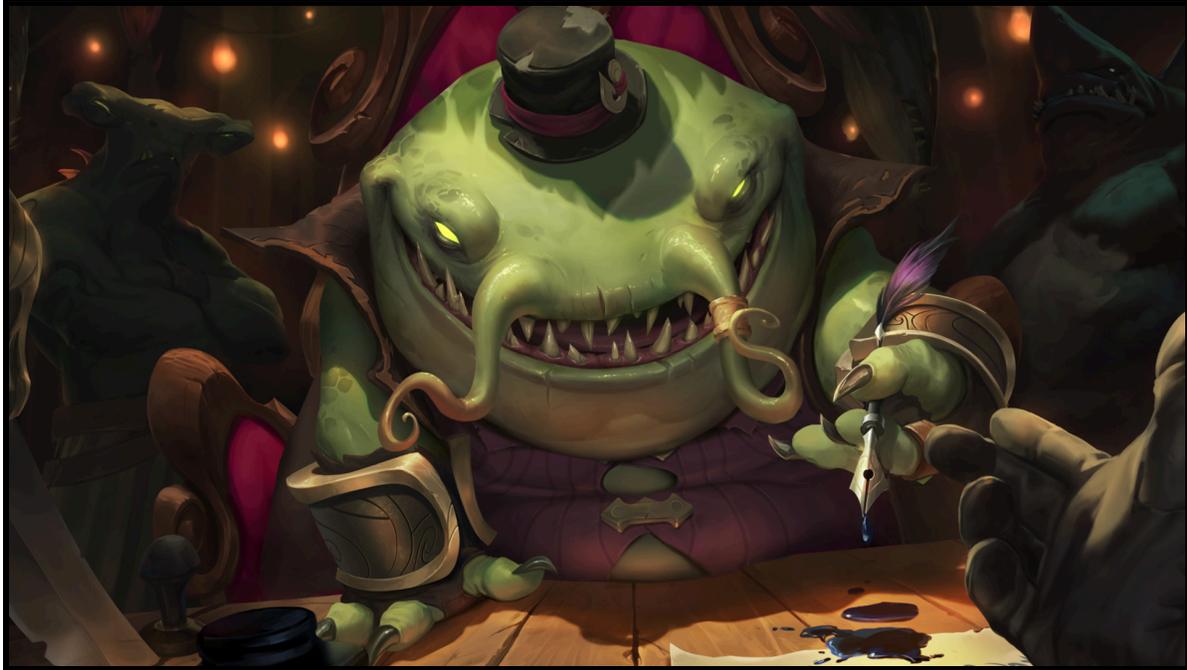
Starting at 10th level, during a short rest, you can expend one of your hit dice to replace a *Card of Destiny* that you currently have active. The new card is added to your other cards, and also lasts until your next long rest. You can only do this once per short rest.

Legendary Luck

Starting at 14th level, your destiny has no end. If an attack would bring you to 0 hit points, you may instead use your reaction to destroy one of your *Cards of Destiny* and instead be brought down to 1 hit point. The destroyed card can not be used, and can not be drawn from the deck for 1d4 days. When rolling for *Cards of Destiny* if you roll a destroyed card, reroll until you roll a non-destroyed card.

River King Patron (2024)

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Expanded Spell List

The River King lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

River King Expanded Spells	
Spell Level	Spells
1st	Bless, Sanctuary
2nd	Augury, Suggestion
3rd	Clairvoyance, Bestow Curse
4th	Death Ward, Divination
5th	Mislead, Skill Empowerment

Cards of Destiny

Starting at 3rd level, your patron gives you a deck of cards that alters fate in your favor. After every long rest you roll 1d12 and draw the card associated with the number rolled from the table below. Cards last until your next long rest or until they are destroyed or replaced by later features.

Additionally, at 5th and 9th level you draw an additional card by rolling another 1d12. If you roll the same number twice then you reroll the dice until a new card is drawn.

Dice Roll	Card Drawn
1	Bass: When initiative is rolled, as a reaction, place yourself at the top of initiative.
2	Beaver: You gain proficiency on Constitution saving throws and gain a number of bonus maximum hit points equal to half of your level in this class.
3	Catfish: You gain advantage on all persuasion and deception checks.
4	Crane: You can not be surprised, and gain a bonus to your passive perception equal to your Charisma modifier.
5	Cricket: Whenever you roll a natural 1 on an ability check, attack roll, or saving throw you can reroll the dice and must use the new role.
6	Crocodile: As a bonus action, you can choose to roll the maximum number of damage on one dice in a damage roll. You can do this a number of times equal to your charisma modifier.
7	Frog: You gain advantage on dexterity saving throws.
8	Hog: You gain advantage on investigation and insight checks.
9	Swan: Any fall damage you receive is reduced by half.
10	Tiger Shark: When you use your <i>Magical Cunning</i> feature, you regain 1 additional <i>Pact Magic</i> spell slot.
11	Toad: Using your reaction, you can gain a bonus to any saving throw equal to your Charisma modifier. You can do this a number of times per long rest equal to your proficiency bonus.
12	Tortoise: You gain a +2 to your AC until your next long rest.

Guided Fate

Also at 3rd level, your patron assists in altering minor destinies. You gain the *Guidance* cantrip. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

Additionally, when you cast *Guidance* on yourself, you can cast it as a bonus action.

Bound for Success

Starting at 6th level, you ignore disadvantage on skill checks and saving throws that you have proficiency in.

Fortune for Blood

Starting at 10th level, during a short rest, you can expend one of your hit dice to replace a *Card of Destiny* that you currently have active. The replaced card is put back in the deck, and the replacement card lasts until your next long rest. You can only do this once per short rest.

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