



HIS DOCUMENT COVERS THE SUBCLASSES OF THOSE WHO THRIVE IN THE REALM OF THE ESOTERIC AND TABOO; Warlocks. These practitioners of magic and delvers of ancient ruins have come into contact with some otherworldly entity or another. In so doing, a bargain of some sort was contracted between the parties involved and, as such, the Warlock receives some sort of boon for their service.

The following Pacts are native to Rhyonis but are compatible with any 5e setting at the DM's discretion: *Dream* and *Zardon*.

DREAM PACT

Many Warlocks forge their pact with an otherworldly patron that exists at large within the multiverse. Those who forge the Dream Pact create their bond within themselves, with an entity from within their dreams that may be a manifestation of their subconscious, another entity that lives within their mind, or even one of the powerful gods who hold world-manipulating ability over the Realm of Dreams. Their enigmatic power comes from within their own ability to dream and imagine and the magic they emit is able to manipulate reality. It is believed that Warlocks who forge these pacts are truly only limited by the scope of their own imagination.

Dream Pact Warlocks draw their power from their dreams. They frequently dive into the Realm of Dreams and tangle with the powers that be there. These are the God of Dreams and the Goddess of Nightmares, Run-Darian and Ammorolite, respectively. These two entities are always at odds, Ammorolite more so with Run-Darian as He is bound by Her power and is limited in the scope of His ability. Despite whatever patron initially made the pact, these two entities combat one another to oversee the power of the pact and attempt to sway it for the better or worse.

PACT SPELLS

Your Pact with your patron grants you access to the Realm of Dreams where anything can become reality. These spells are added to the Warlock spell list for you if they are not otherwise, and you may select them when choosing new Warlock spells to learn.

ZARDON EXPANDED SPELLS

Spell Level	Spells
1	Alarm, Sleep
2	Augury, Spiritual Weapon
3	Spirit Guardians, Tiny Hut
4	Evard's Black Tentacles, Phantasmal Killer
5	Commune, Telepathic Bond

DREAM INTO REALITY

Starting at level 1, you are able to catch glimpses of possible realities while you dream. After completing a long rest, roll two d20s and record the results. These can be brought into your reality at any point during the following day and replace any roll of a d20 that you would see. This can be for yourself, an ally, or an enemy and may affect anything from an attack roll, ability check, saving throw, or skill check but you must decide to use a Dream before a die is rolled.

NIGHTMARE

Upon reaching 6th level, you can inflict your darkest nightmares as curses upon your foes. A number of times per long rest equal to your Proficiency Bonus, when a creature within 30 ft. of you makes an attack roll or saving throw, you can use your Reaction to expend a number of Hit Dice equal to your Charisma Modifier (Minimum of 1.), suffering an equal amount of Psychic damage and reducing the triggering roll by the result.

LINGERING DREAMS

Once you reach level 10, upon completing a long rest, your Dream Into Reality feature affords you three visions to record. Additionally, after using one of these Dreams, the targeted creature gains advantage on the next d20 roll they make before they take a long rest if they are an ally, or disadvantage if they are an enemy.

DREAM DIVE

At 14th level, you are able to dive into the Realm of Dreams during a long rest to beseech the God of Dreams, Run-Darian, for His assistance. This aide can come in any form the DM chooses and only occurs if you roll 80 or lower on a percentile roll. Additionally, if you roll 95-100, you are intercepted by the goddess of Nightmares, Ammorolite, and are beset by horrible visions that prevent you from gaining the benefits of a long rest. This may result incur further penalties as the DM sees fit. After using this feature and engaging with either entity, you may not do so for another week. If you roll between 81 and 94, nothing happens and you are able to attempt another Dream Dive on your next long rest.

ZARDON PACT

Some Warlocks are contacted by the stars themselves. Be they the various major stars of a Cosmic Patron, or just a far-off distant Zardon on its own, some of the various blips of light within Zardonarys- the endless expanse that surrounds the physrical world of Rhyonis- suffuse enough raw magic into the realm that they can impart it upon various entities they seek to watch over. Zardon Warlocks draw on mystical powers from within Zardonarys. This can be anything from blasts of gravitational magic, blinding spouts of radiant energy, or even consuming black holes of force. Their power is vastly different than what most mages are capable of producing as the magic drawn from the Zardons is unlike anything found on the earth-bound casters of Rhyonis.

A Warlock with a Zardon Patron is unlike most Warlocks as they don't seek to further the means of an entity bent on their own advancement. More simply, the Zardon that bestows the Warlock with power simply seeks to guide them through life. When St. Nihaan first created stars to watch over the realm and illuminate it during the night when the power within Balasar would dim, He didn't intend for the stars themselves to take such an active interest in the Rhyos that walk the land of Rhyonis. Yet, to their credit, they did, and have provided magic practitioners and random citizens alike with magical prowess to guide them through the turbulence of the realm. On their travels, their Guiding Star often helps them to seek Karmic Balance with the flow of that which comes from those who cross their path.

PACT SPELLS

Your Pact with your Zardon grants you magic of the stars. These spells are added to the Warlock spell list for you if they are not otherwise, and you may select them when choosing new Warlock spells to learn.

ZARDON EXPANDED SPELLS

Spell Level	Spells
1	Bless, Bane
2	Augury, Moonbeam
3	Void, Spirit Guardians
4	Arcane Eye, Gravity Well
5	Hands of Dark Matter, Celestial Shield

GUIDING STAR

Starting at level 1, you are granted a guiding star from your Zardon Patron so you may never lose your way in the world or in the lies of others. Your Guiding Star grants you proficiency in the Insight and Survival skills, or up to two other skills of your choice if you are already proficient in either or both of them. Additionally, you learn the Light cantrip but it does not count against the total number you may know, you always know which direction is north, and you cannot be lost or misled by magical or mundane means so long as you are under starlight or light you produce magically. Upon reaching level 5, if you cast your Light cantrip on your spellcasting focus, you may choose to deal radiant damage with Eldritch Blast.

KARMIC RETRIBUTION

Starting at 6th level, you're able to harness the flow of your Karma. Whenever you successfully land an attack with your Eldritch Blast, you gain a single Karma Point, of which you may retain a number equal to your Charisma Modifier. On your turn, you can expend a number of Karma Points as a Bonus Action to reward allies or punish enemies. The target of your Karmic Retribution must be within 30 ft. of you and Karma Points last until the end of combat where they are then lost.

KARMIC RETRIBUTION

Cost	Effect
Positive (1)	You heal the conscious target for an amount equal to your Charisma Modifier.
Positive (2)	You grant the target advantage on their next attack or saving throw.
Negative (1)	You damage the target for an amount of force damage equal to your Charisma Modifier on a failed Charisma saving throw. On a success, they suffer no damage.
Negative (2)	You impose disadvantage on the target's next attack roll or saving throw if they fail a Charisma saving throw.

FAVORED BALANCE

As an entity that seeks to find Karmic Balance for your Patron, you are rewarded with a wavering effect on the natural flow of Karma around you. Starting at level 10, whenever you fail an attack roll or a saving throw, you can choose to gain advantage on the next roll of the same type you make before you complete a short rest and only retain one Favored Balance at a time. You may only use this feature a number of times per long rest equal to your Proficiency Bonus.

ELDRITCH METEOR

At 14th level, you call upon the Zardons' fury to unleash havoc on your foes. Consecutive hits from your Eldritch Blast against the same target incur Karmic Wrath on them, increasing in severity with each successful attack. All stacks of Karmic Wrath end on a target at the end of your turn

- **1st Blast** You begin to build up Karmic Wrath against your foe and deal an additional 1d4 damage.
- **2nd Blast** The target suffers an additional 1d6 damage.
- **3rd Blast** The target suffers an additional 1d8 damage.
- **4th Blast** You call upon a mass of Cosmic force to detonate upon your target and those that would stand beside it. An Eldritch Meteor collides with your foe, simultaneously to your Blast. The Meteor can be centered anywhere so long as the target of your Eldritch Blast is in its area of effect which explodes in a 15 ft. radius. The Meteor deals an additional amount of damage equal to 1d10+your Charisma Modifier to all in the area that fail a Dexterity saving throw, or half as much on a success.