

## HORNED DEVIL PATRON

### *Bargain with a Higher Devil for Greater Power*

You have struck a deal with a malebranche or some other type of horned devil of the nine hells. These devils are happy to allocate work to others and make pacts with those seeking power. Those who have read the details of their pact and understand what lies ahead take great risk for even greater rewards.

### LEVEL 3: HORNED DEVIL SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Horned Devil Spells table, you thereafter always have the listed spells prepared.

#### HORNED DEVIL SPELLS

Warlock Level	Spells
3	<i>Hellish Rebuke, Charm Person, Hold Person, Flaming Sphere</i>
5	<i>Fireball, Tongues</i>
7	<i>Fire Shield, Private Sanctum</i>
9	<i>Dream, Modify Memory</i>

### LEVEL 3: INFERNAL FORK

You receive the weapon of the Horned Devils, an Infernal Fork. You gain the Pact of the Blade invocation if you do not have it already, and does not count against your number of invocations known. When you summon or bond with a melee weapon that deals Piercing damage, you can make it your Infernal Fork.

Once per turn, when you hit a creature with your Infernal Fork, you can force the creature to make a Constitution saving throw against your spell save DC. On a failure, the creature gains an Infernal Wound and takes Necrotic damage at the start of its next turn equal to a number of d4's equal to half your Proficiency Bonus. The wound then dissipates.

### LEVEL 6: HURL FLAME

You can control the flames of the Many Hells in your hand and hurl them at your enemies. As a Bonus Action, you are able to make a ranged spell attack at a creature within 150 feet of yourself, using your Warlock spell attack modifier and dealing Fire damage on a hit. To determine the Fire damage, roll a number of d4s equal to half your Proficiency Bonus (rounded up), and add them together. If the target is a flammable object that isn't being worn or carried, it also starts Burning.

### LEVEL 10: ASPECT OF THE HORNED

You grow a pair of horns on top of your head. The horns can be designed or styled in whichever way

you feel is appropriate for your patron. You also can choose one of the following aspects to embody.

**Fiendish Mind.** You gain Telepathy out to a range of 120 feet. You also learn Infernal, gain Darkvision out to a range of 120 feet, and gain Expertise with Calligrapher's Supplies and the Deception and Persuasion skills. You can add your Proficiency Bonus a second time when you roll using any of these skills.

**Fiendish Resistance.** You gain Resistance to Fire and Cold damage and Immunity to Poison damage.

**Flying Infantry.** You gain a Fly Speed of 60 feet.

**Iron Scaled.** While not wearing armor, your AC becomes 18. If you are using a Shield, you can apply the Shield's bonus as normal.

### LEVEL 14: IMPROVED INFERNAL WOUND

The Infernal Wound you inflict no longer dissipates at the start of the creature's next turn. Any creature inflicted with your Infernal Wound must take a Utilize action to stanch the wound with a successful Wisdom (Medicine) check or suffer the effects of the Infernal Wound at the start of its next turn, regardless if it is hit again by your Infernal Fork. The DC for this check is equal to your spell save DC and the wound also closes if the target receives magical healing.

Additionally, once per turn when you hit a creature under the effects of your Infernal Wound, the damage dealt by the wound increases by 1d4.

