

## Otherworldly Patron: The Kami (Spirit Pact)

The Kami are divine spirits that are worshiped in the various religious traditions of Kara-Tur. They are elements of nature, animals, creationary forces in the universe, as well as spirits of the revered deceased. Many Kami are considered the ancient ancestors of entire clans, and some ancestors became Kami upon their death if they were able to embody the values and virtues of Kami in life. Traditionally, great or charismatic leaders like the Emperor could be kami. The spirit pact focuses on communing and seeking guidance from the spirits.

### Expanded Spell List

The Kami 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.

### Kami Expanded Spells

Spell Level	Spells
1 <sup>st</sup>	<i>guiding bolt, sanctuary</i>
2 <sup>nd</sup>	<i>augury, spiritual weapon</i>
3 <sup>rd</sup>	<i>speak with dead, spirit guardians</i>
4 <sup>th</sup>	<i>divination, Mordenkainen's faithful hound</i>
5 <sup>th</sup>	<i>commune, raise dead</i>

### Ancestral Guidance

Starting at 1<sup>st</sup> level, you gain the *guidance* cantrip.

### Siphon Soul

Starting at 1<sup>st</sup> level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level.

### Spiritual Boon

Starting at 6<sup>th</sup> level, you can call on the spirits to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur. Once you use this feature, you can't use it again until you finish a short or long rest.

### Hand of Protection

Starting at 10<sup>th</sup> level, you can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

### Roads of the Dead

Starting at 14<sup>th</sup> level, when you hit a creature with an attack, you can use this feature to instantly transport the target through the underworld. The creature disappears and hurtles through a nightmare landscape. At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. It takes 10d10 psychic damage as it reels from its otherworldly experience. Once you use this feature, you can't use it again until you finish a long rest.