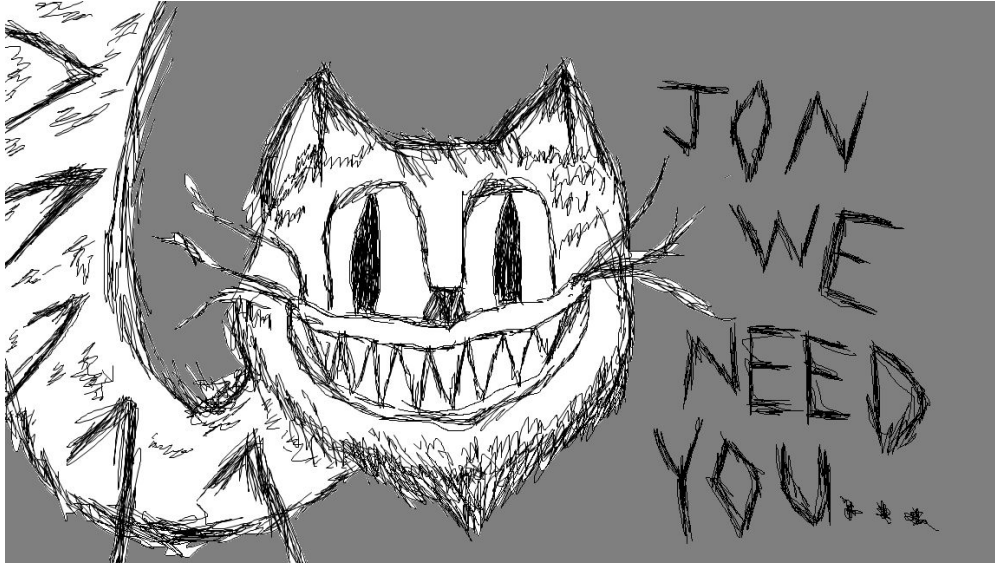


The Great Devourer Gorefield

(Warlock Patron for 5e)

By: Tristan D.



In the darkness there was only me and him. His voice echoed out in the cave, calling to me, he offered me a deal... Feed him and be given a fraction of his power, or perish in the gore filled cave, alone and forgotten. I took the deal and prepared his meal...

-Grand Warlock Jim D.

Lore:

Throughout the material plane many creatures of immense power were born and ruled for eons, creating tales which carried from kingdom to kingdom, tales of creatures wielding horrific powers and bringing immense destruction. Yet like every tale over time they become heard less and less, becoming nothing more than forgotten whispers in the waves of history. Yet some things long since disappeared from this plane make murmurs from the edges of the darkness. One such creature, a grand feline of flesh and bone who craves endlessly for decadent meals made from dubious means, goes by the name Gorefield. This creature calls out to those who wish to dedicate themselves to The Great Devourer for his aid and gifts from his twisted underrealm. He is the embodiment of endless hunger and is deeply self centered only looking to please his endless itch to consume and grow, though The Great Devourer shows some form of kinship for his mortal playthings.

The Pact:

When The Great Devourer finds a proper servant or if some mortal contacts Gorefield successfully and asks to pledge themselves to him, he will ask them to seal the pact with a meal. This meal must consist of the flesh of the participant and must be cooked by the participant into a meal then given to The Great Devourer by placing the meal into a cauldron of boiling offal and viscera from a living creature. This will seal the pact and Gorefield shall bestow his gifts upon the individual. Then from that point on the individual must kill, cook and sacrifice one creature to Gorefield or painfully begin to morph into a flesh mound which takes 3 days. If the morphing begins the person has 1 day to complete their sacrifice before they are fully paralyzed due to pain.

What Was Sacrificed (roll 1d10):

1. Right Leg
2. Left Leg
3. Right hand
4. Left hand
5. Left eye
6. Right eye
7. Right arm
8. Left arm
9. Nose
10. Both ears

Expanded Spell List:

Spell Level:	Spells:
1st	Gore Puddle, Inflict Wounds
2nd	Darkvision, Flesh meld
3rd	Hunger of Gorefield, Stinking Cloud
4th	Polymorph, Grasping Flesh (grasping vine)
5th	Insect plague, Contagion

The Great Devourers Appetite:

Starting at 1st level, when you reduce a hostile or innocent creature to 0 hit points you may spend a turn to eat the flesh and offal of the creature to regain temporary hit points equal to Your Charisma modifier + your warlock level + your proficiency bonus.

Viscera Discharge:

Starting at 6th level you can spew out of your mouth a putrid collection of gore and viscera up to 15ft in a cone, the targets must make a successful dexterity saving throw or be coated in fetid blood dealing 9d6 poison damage.

Twisted Immunity:

Starting at 10th level your body has become warped with the bizarre flesh of which you consume. Your body has adapted to your putrid life and sinister appetite, you now can eat rotten food and drink, you no longer can be poisoned or be infected with disease, and you only need to sleep every two days without suffering exhaustion.

The Flesh Hungers:

Starting at 14th level your body has been serving as a living vessel of Gorefield and now your body acts as a portal to his realm. When you grapple a creature your chest cavity bursts open and your rib cage turns into the maw of Gorefield as it begins to consume the creature it does 5d6 damage per turn its grappled which half of the damage you inflict, you restore in hit points. After the creature breaks free from the grapple or perishes, you can't use this ability again until you take a long rest.

Gorefield Spells:

Gore Puddle:

Casting Time: 1 action

Range: 60 feet

Components: V,S,M (a bit of pork rind or butter)

Duration: 1 minute

The caster summons from his master's dark realm flammable entrails and gore which coats the ground or surface in a 10 square turning that surface into difficult terrain for the duration of the spell. If an entity is reduced to 0 hit points on this square their bodies get consumed into the gore and expands the gore puddle to another 10ft square of the casters choosing.

Flesh Meld:

2nd-level Evocation

Casting Time: 10 minutes

Range: 30 feet

Components: V, M (A small chunk of flesh)

Duration: Instantaneous

You now may call out to your twisted deity and up to six creatures of your choice that you can see within range each regain hit points equal to $2d8 +$ your spellcasting ability modifier. This spell has no effect on undead or constructs that were not created by the caster. This spell only works if the targets are composed of flesh.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.

Hunger of Gorefield:

3rd-level Conjunction

Casting Time: 1 action

Range: 150 feet

Components: V,S,M (a chunk of entrails)

Duration: Concentration, up to 1 minute

You open a gateway to the realm of The Great Devourer. A 20-foot-radius sphere of blackness and rancid fumes appears, centered on a point with range and lasting for the duration. This void is filled with a cacophony of twisted laughter, grim insults and slurping noises that can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within the area are blinded.

The void creates a warp in the material plane, and the area is difficult terrain as if a creature is walking through waves of flesh and fat. Any creature that starts its turn in the area takes 2d6 poison damage. Any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 2d6 slashing damage as a sharp feline esque claw slashes the person inside the void.

Grasping Flesh:

4th-level Conjunction

Casting Time: 1 bonus action

Range: 30 feet

Components: V,S

Duration: Concentration, up to 1 minute

You conjure a fleshy tendril from the plane of Gorefield that sprouts from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the fleshy tendril to lash out at a creature within 30 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the tendril. Until the spell ends, you can direct the tendril to lash out at the same creature or another one as a bonus action on each of your turns.