DUALINK

The River King

Warlock Subclass



Runeterra Edition

The River King

Some powers dominate the battlefield. Others simply refuse to leave it.

Warlocks sworn to the River King are gifted with unnatural endurance, impossible resilience, and the ability to momentarily draw creatures into a dark, silent depth beyond harm.

Pain becomes negotiable. Position becomes flexible. Defeat becomes… unlikely.

The River King teaches patience, indulgence, and inevitability. Those who carry his favor often find that the world has more difficulty removing them than it should.

Expanded Spell List

The River King lets you choose from an expanded list when you learn a warlock spell.

- 1st: heroism, shield
- 2nd: warding bond, enlarge/reduce
- 3rd: haste, protection from energy
- 4th: death ward, freedom of movement
- 5th: greater restoration, telekinesis

Indulgent Resilience

At 1st level, you gain the ability to transform harm into unnatural endurance.

When you take damage, you may use your reaction to gain temporary hit points equal to **1d8 + your warlock level**. These temporary hit points last for 1 minute.

You may use this feature once per turn.

While you have temporary hit points from this feature, you have advantage on saving throws against being frightened.

Appetite for Violence

Also at 1st level, you gain the physical confidence of something that knows it cannot easily be destroyed.

You gain proficiency with medium armor and proficiency with unarmed strikes.

Your unarmed strikes deal **1d6 bludgeoning damage**, and you may use **Charisma** instead of Strength for the attack and damage rolls.

When you hit a creature with an unarmed strike, you may push the creature 5 feet or pull it 5 feet toward you.

Devouring Embrace

At 6th level, you can briefly shelter creatures within an extradimensional depth.

As an action, choose one creature within 5 feet.

The creature must make a Strength saving throw against your spell save DC. A willing creature may choose to fail this saving throw.

On a failure, the creature is swallowed into extradimensional space for up to 1 minute (concentration).

While contained:

- the creature has total cover
- the creature cannot be targeted or affected by outside effects
- if the creature is willing, it regains hit points equal to **1d8 + your Charisma modifier** at the start of each of its turns

- the creature can choose to exit into an unoccupied space within 5 feet of you (no action required)

You may use this feature a number of times equal to your proficiency bonus per long rest.

Abyssal Passage

At 10th level, you dissolve into dark water and re-emerge elsewhere.

As an action, you sink into a pool of black water and emerge from the ground at a point you can see within **30 feet**.

Creatures of your choice within a **10-foot radius** of the emergence point must succeed on a Strength saving throw against your spell save DC or become **restrained until the end of your next turn**.

The ground briefly floods with grasping dark water before receding.

You may use this feature a number of times equal to your proficiency bonus per long rest.

Devouring Embrace

Also at 10th level, your Devouring Embrace can now be used against hostile creatures.

When Devouring Embrace is used on an unwilling creature, the effect changes:

- the duration becomes **until the end of your next turn**
- the effect does not require concentration

While swallowed this way:

- the creature is restrained
- the creature has total cover
- the creature cannot take reactions

At the end of the effect, the creature appears in an unoccupied space within **5 feet of you of your choice**.

A creature that succeeds on the Strength saving throw is immune to this use of Devouring Embrace until the end of your next turn.

Impossible to Finish

At 14th level, you refuse to fall when you are needed most.

The first time you would be reduced to 0 hit points, you instead drop to 1 hit point.

You immediately gain temporary hit points equal to **3 × your warlock level**.

For 1 minute:

- you cannot be frightened
- you have advantage on Constitution saving throws
- you regain hit points equal to your Charisma modifier at the start of each of your turns

Once this feature activates, you cannot use it again until you finish a long rest.