

Alan Venic's Redbook

TOME OF THE
WARLOCK



A pack of new class options for the warlock
of the world's greatest role playing game



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WARLOCK



INTRODUCTION

The RPG is a game that promotes imagination and logical reasoning, developing creativity, interpersonal relationship, and mutual cooperation. As pioneer of this game style, D&D brings an atmosphere of mysticism and fantasy to DM and players, allowing them to create and live epic stories and adventures worthy to be told on books or even in movies.

Several memorable and epic sagas known can be revived and even take a different course in the hands of an experienced DM and dedicated players. However, the game is not about only will and storytelling. There are factors that must not be decided only by the desire of the DM or the players.

The game rules are fundamental to keep a level of coherency and logic on game tables. A player may want his character knock a huge iron door to the ground with a kick, but the success or the failure of this action is impacted by the physical strength of the character and a die roll.

The D&D 5th edition core books present the basic rules to act in an universe create by a DM or in the official campaign setting, like *Forgotten Realms*. Whereas the core rulebooks are limited in the diversification of races, classes, items, spells, feats, monsters and so on, I decide to create a pack of supplemental rulebooks to expand the options presented on the basic books.

To have better use of the supplemental rulebooks of the *AlanVenic's Redbook* line, you need the three D&D 5th edition core rulebooks: *The Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*. In

certain moments, some features presented here, will refer a given chapter of this books, or just the book itself. When you are consult this supplemental rulebook, you should have access to the determined book to delve into the topic discussed by the given feature.

At this specific supplemental rulebook will be approached the warlock class. Here we have a brief discuss of his abilities and powers, focusing on class gameplay. Additionally, are presented here new class options to players that consider the class options presented in the *Player's Handbook* doesn't fit on the concept they pictured to their characters.

You would like to play as a warlock that undertake a pact with the death itself and gain control over creatures of night. Or you could play as a warlock that seal a pact with a legendary powerful creature from the Netherese age – the Phaerimm. Or you could be a warlock that gain its powers through a pact made with a genie of the elemental planes. Or even a warlock that discover the existence of an hidden entity known as the Void, and seal a pact with it.

At this supplemental rulebook are presented ten new otherworldly patrons. Certainly, one of them will fit the concept you imagine for your warlock. Explore all the possibilities and have fun.

Long live to the RPG!

AlanVenic Gonçalves
March 2016

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THE WARLOCK

At the center of a huge pentagram drawn on the floor with blood, a pale and gaunt human rise a skull and drink blood from it. Uttering mystical words and beseeching for the powers of the occult, this human summon the presence of a powerful evil entity. When he finish its plea, a gate opens in front of him, and an imposing redskin humanoid with long horns on the forehead appears and start to set the terms of the pact. When the humanoid finish its explanation, he gives the infernal contract to the young man greedy for power that sign it and give back to the devil. The powerful archdevil gives unspeakable powers to the young man and demands his loyalty and his soul when the boy dies in exchange...

Therefore, a warlock comes up. Sealing a pact with an occult and powerful entity that usually cannot directly influence the Material Plane. For power, the warlock swear serve the entity and its purposes, so the warlock get its otherworldly patron.

CLASS FEATURES

As a warlock, you gain your powers from a powerful occult entity who you call patron. You gain a singular spellcasting style and powers related to the pact you made with your patron and other kinds of pact you did for more and more power.

OTHERWORLDLY PATRON

Your powers doesn't came from study or an inherent power inside you. The origin of your powers are darkest and came from a pact you seal with a powerful entity. Since the multiverse has countless powerful entities, you have an indefinite number of possible patrons. In the *Player's Handbook* are presented three patrons. Here are presented ten new slopes of this class feature, bringing a huge variety for the kind of warlock you want to be. The new otherworldly patrons are presented in the final of this brief description of the warlock class features.

PACT MAGIC

Your spells are granted by your patron. Unlike traditional arcane and divine spellcasters, you can recover your magical powers when you finish a short rest, when you pray to your patron for its gifts. You have powerful exclusive spells that can be modified by invocations you gain at the beginning of your career.

ELDRITCH INVOCATIONS

When you deepen into occultism, you uncover magical invocations that grants singular powers to you. These invocations can simulate spells or fuse your pact powers with permanent magical effects.

PACT BOON

Thanks to your services, your patron entity gives you a boon that directs the way you acts. This boon can gives you a loyal companion, the ability to summon a powerful weapon of pure energy, or a book of spells that improves your occult lore.

ABILITY SCORE IMPROVEMENT

Although you are a distinct spellcaster, your unmatched ability to recover your mystical energy with a short rest makes your spellcasting ability very important. Wherefore, increase your Charisma score seems the best choice for you. However, if you choose the pact of the blade, increase your Strength or Dexterity score can be a wise option to improve your chance to hit your foes. Nevertheless, you can find some feats that can expand even more your versatility, or improves the focus in some aspect you wish to exalt on your character (see chapter 6 on *Player's Handbook*).

MYSTIC ARCANUM

When you reach a high experience serving your patron, you are blessed with the ability to cast spells more powerful. You unlock high circles of magic that you can cast daily.

ELDRITCH MASTER

At apex of your warlock powers, your otherworldly patron favors you. Your patron is always watching over you, and answer your pleas whenever it can. In moments of need, you can pray to your patron to gives your expended mystical energy back to you, so you can go on at your journey in its name.

OTHERWORLDLY PATRON

At this supplemental rulebook are presented ten new otherworldly patrons you can choose instead of the otherworldly patrons presented in the *Player's Handbook*. The Avenger Archangel, the Death, the Fallen Titan, the Great Wyrm, the Heroic Spirit, the Moon, the Prime, the Revered Phaerimm, the Supragenie, and the Void.

THE AVENGER ARCHANGEL

Your patron is a celestial being of the highest echelon in the upper planes. Above an archangel are only the good gods and these celestials serve straightly such gods. However, when an archangel become obsessed in fulfill its divine mission to smite evil, he can become oblivious to the causes of compassion, mercy, and justice, focusing only in punish underworld beings. When it happens, the god who the archangel serve call him back to the celestial realms, preventing him to go on with his blood thirst dressed up as justice. This archangel cannot come down to the lower planes anymore, but he has enough power to patronize a being he consider strong enough to continue his duty – smite the evil of the world.

Among the most notorious avenger archangels are Kahrash, the Stalker; Gwynharwyf, the Whirling Fury; Sathia, the Sky Duchess; Raziell, the Crusader; and other powerful celestials.

EXPANDED SPELL LIST

The Avenger Archangel 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.

AVENGER ARCHANGEL EXPANDED SPELLS

Spell Level	Spells
1st	<i>detect evil and good, guiding bolt</i>
2nd	<i>branding smite, zone of truth</i>
3rd	<i>blinding smite, remove curse</i>
4th	<i>death ward, staggering smite</i>
5th	<i>destructive smite, dispel evil and good</i>

SERVANT OF THE ANGELS

At 1st level, your patron grant you celestial traits, bonding your personality to its own. You know speak, read, and write Celestial. You also gain resistance to radiant damage and proficiency in the Intuition skill. Additionally, you add the *sacred flame* cantrip to your warlock cantrip known list. This cantrip doesn't count on the number of warlock cantrips you can know.

ANGELIC POWER

Starting at 6th level, your patron imbue luminous energy upon your attacks. The first weapon or spell attack you hit on your turn cause 1d8 extra radiant damage to the target. If the target is a fiend or undead, the extra radiant damage increases to 2d8.

At 12th level, the extra radiant damage increase to 2d8. If the target is a fiend or undead, the extra radiant damage increases to 4d8.

CELESTIAL VIRTUES

At 10th level, you gain features that exposes even more your bond with your patron. You gain advantage on saving throws against be charmed, frightened, or exhaustion. Additionally, you gain advantage on Wisdom (Intuition) checks to cognize when a creature is lying.

BRAND OF VENGEANCE

When you reach the 14th level, your patron allow you to put a brand of vengeance upon your enemies, empowering the power of light against them. As an action, you choose a creature you can see within 60 feet of you. The target must be successful in a Charisma saving throw or be branded for 1 minute. While branded this way, the target lose resistance or immunity to radiant damage, if it has, and gain vulnerability to radiant damage. Additionally, the target cannot activate any teleportation spell or effect while branded. The target can make a new saving throw at the end of each of its turns, ending the brand effect with a success. If the target is a fiend or undead, it suffer disadvantage on its saving throws.

Once you use this feature, you must finish a short or long rest before you can use it again.

THE DEATH

You went through a near death traumatic experience, spending a short moment on the other side of life. While there, you literally flirted with death itself and bargain with it to continue to live. To acquire Death's affection, it let proceed in your journey on the Material Plane and becomes your patron, giving you many powers that strengthen more and more your bond with Death.

Like an opposing force to life, Death wish you to spread its cold touch wherever you go, sending as many lives as you can to its sweet and quiet embrace.

EXPANDED SPELL LIST

The Death 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.

DEATH EXPANDED SPELLS

Spell Level	Spells
1st	<i>false life, ray of sickness</i>
2nd	<i>gentle repose, ray of enfeeblement</i>
3rd	<i>animate dead, speak with dead</i>
4th	<i>blight, phantasmal killer</i>
5th	<i>antlifer shell, cloudkill</i>

UNDEATH SPAWN

At 1st level, you create strong ties with your patron, and you become more like an undead. You gain resistance to necrotic and poison damage.

Undead creatures seem you like an ally and will not be hostile toward you while you don't attack or do anything harmful against them. They still hostile to your companions as normal.

DEATH TOUCH

Starting at 6th level, you can drain the life energy of creatures near death, turning them in walking corpses. As an action, you can touch a living humanoid with 0 hit points that are unconscious to instantaneously kill it. Your touch also makes the creature rise as a zombie at the start of your next turn. This zombie is under your control and you can issue verbal orders to it as a bonus action, if it can understand your language. Otherwise, the zombie will defend you as best as it can, attacking enemies that are within 20 feet of you. You can keep up to two zombies at same time created through this feature.

Once you use this feature, you must finish a short or long rest before you can use it again. At 12th level, you can use this feature twice before a rest.

RIGOR MORTIS

Starting at 10th level, you enter in a stage so close to death that your body starts to seems like a walking corpse. You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered. Additionally, you automatically stabilize when you drop to 0 hit points and you doesn't require air, food, drink, or sleep anymore.

DANCE OF DEATH

At 14th level, you reach a deeper bond with your patron that turns you in an undead and you don't age anymore. Your type change to undead and you become immune to necrotic and poison damage. You also become immune against be charmed, poisoned or exhaustion levels. Undead seem you as a born leader and are friendly to you and to your allies while neither you nor your allies attack or make anything harmful against them.

At your turn, you can issue a verbal command (as a bonus action) to an undead you can see that can hear you and share a language with you. Make a Charisma (Persuasion) check (DC 10 + creature's challenge rating, minimum of 1). If you are successful, the creature will take the action you order as if were under effect of a *command* spell.

THE FALLEN TITAN

Your patron is a wanderer empyrean that deeply anger its progenitor. It is a bastard son of the gods. Although usually lives forever, when an empyrean lose the favors of its divine parents, it go back to its homeland, if it killed and spend eternity there trying to find a way to return to the Material Plane. However, without the concern of its parents, is a task near impossible. With no hope to return in bone and flesh, the only thing the titan can do is send its spirit in form of a patron of a being it considerer deserver of its tutelage.

Some fallen empyrean are Atlas, Prometheus, Epimetheus, and Menoetius, all murdered and imprisoned by entities of the Upper Planes. However, their spirit still powerful enough to travel through the entire multiverse.

EXPANDED SPELL LIST

The Fallen Titan 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.

FALLEN TITAN EXPANDED SPELLS

Spell Level	Spells
1st	<i>heroism, protection from evil and good</i>
2nd	<i>enlarge/reduce, longstride</i>
3rd	<i>water walk, water breathing</i>
4th	<i>dimension door, polymorph</i>
5th	<i>commune, dispel evil and good</i>

MANIPULATE ENERGY

At 1st level, your patron allow you to channel elemental energy upon your magical attacks. When you cast a cantrip or a spell that require a spell attack roll and that cause elemental damage (acid, cold, fire, force, lightning, radiant, or thunder), you can convert the damage type of this spell to another type among the described as a bonus action. Additionally, your attack cause 1d8 extra damage of the same type, if you hit. If the spell allow multiple attacks, only the first will cause the extra damage.

You can use this feature twice. After that, you must finish a short or long rest before you can use it again.

TITANIC STIMULUS

Starting at 6th level, your patron imbue you with motivational energy that can be shared with your companions. As an action, you can speak motivational words and any friendly creature within 60 feet of you that can hear you cannot be frightened or charmed until the end of your next turn. Additionally, any affected creature gain advantage on ability checks and saving throws for the duration.

Once you use this feature, you must finish a short or long rest before you can use it again.

EMPYREAN BLESSING

At 10th level, you are blessed by your patron and gain a spark of the inextinguishable vital energy of the empyreans. You don't age anymore and gain advantage on saving throws against spells and other magical effects.

PSEUDOTITAN

Starting at 14th level, you can alter your physical structure enlarging your size and taking an aspect similar to your patron. As a bonus action, you undergo a transformation in a titan of smaller size, gaining the following benefits for 1 minute:

- Your size change to Large, if is not yet.
- Your Strength score change to 21, if is not 21 or higher.
- You cause 1d8 extra damage on your weapon damage rolls.
- If you hit a creature with a melee weapon attack, the target must be successful in a DC 15 Constitution saving throw or be stunned until the end of your next turn.
- You gain fly speed and swim speed equal to your walking speed.
- You can use your Manipulate Energy at will while remain in this form.

Once you use this feature, you must finish a long rest before you can use it again.

THE HEROIC SPIRIT

Your patron is a great hero of the old times. He is resting in peace on Ysgard, the Plane of the Heroes. Likely, your patron performed memorable deeds in life, like expunge a great threat to the Material Plane or even to the Multiverse itself. Its epic deeds echoes into eternity and are sung by bards and are written in many books stored at the greatest libraries of the world. This being once mortal, can teach and donate a spark of its power and a flicker of its immortal life to who he consider deservers to trail the path of the great hero.

Spirits like these are Aribeth of Tylmarande; Anomen Delryn; Korgan Bloodaxe; Nasher Alagondar; among other powerful mortals that rest on the Upper Planes now.

EXPANDED SPELL LIST

The Heroic Spirit 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.

HEROIC SPIRIT EXPANDED SPELLS

Spell Level	Spells
1st	<i>heroism, longstride</i>
2nd	<i>enhance ability, spiritual weapon</i>
3rd	<i>spirit guardians, beacon of hope</i>
4th	<i>guardian of faith, freedom of movement</i>
5th	<i>planar binding, Bigby's hand</i>

RESOLUTE RETALIATION

At 1st level, your patron watch over you and can grant you a great advantage in moments of difficult. When you suffer an attack that are a critical hit or that drops you to 0 hit points, you can use your reaction to reduce the damage of this attack to half or you can drop to 1 hit points instead. Additionally, you gain advantage on attack rolls and cause 1d8 extra damage on any attack you hit on the creature that make this attack against you until the end of your next turn.

Once you use this feature, you must finish a short or long rest before you can use it again.

HERO'S VITALITY

Starting at 6th level, the heroic surge given by your patron allow you to resist more punishment than normal. When you suffer a weapon attack, you reduce 3 bludgeoning, piercing, and slashing damage from nonmagical attacks. At 10th level, you reduce 5 damage instead of 3.

HEROIC PALLADIUM

At 10th level, you can counter an enemy's action with arcane power when an ally is in danger. When a creature within 30 feet of you attack an ally of yours, you can cast a harmful spell or cantrip against this creature as your reaction.

You can use this feature twice. After that, you must finish a short or long rest before you can use it again.

SPIRITUAL AVATAR

Starting at 14th level, you can plea to your patron to descend to the earth in form of spirit and possess your body, giving you great powers. As an action, you gain the following benefits for 1 hour:

- You has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You gain advantage on weapon attack rolls.
- As a bonus action, you can make an extra attack with a weapon you are wielding.
- You gain a bonus on any saving throw you make equal to your Charisma modifier (minimum of +1).

Once you use this feature, you must finish a short or long rest before you can use it again.

THE GREAT WYRM

A powerful great wurm spare your life when you was young. Maybe it has seem something special on you that you don't know what is it. However, the dragon let you live and seal a pact with you. It becomes your patron and gives you many powers related to the powerful winged reptilian. As you become stronger, your bond with your patron strengthen and it influence more and more your actions and thoughts. You assume the peculiar attitudes of your patron, becoming covetous, selfish, nihilistic, and boastful. For you, the other mortal born to serve and must obey your desires without contesting.

EXPANDED SPELL LIST

The Great Wurm 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.

GREAT WYRM EXPANDED SPELLS

Spell Level	Spells
1st	<i>chromatic orb, color spray</i>
2nd	<i>enlarge/reduce, darksivion</i>
3rd	<i>hypnotic pattern, protection from energy</i>
4th	<i>fire shield, locate creature</i>
5th	<i>dominate person, legend lore</i>

DRACONIC AWAKENING

At 1st level, you can unleash a breath of elemental energy. As an action, you can expend a spell slot to unleash a 30-foot cone that cause acid, cold, fire, or lightning damage at your choice. Any creature within the area must make a Dexterity saving throw. A target takes 3d6 damage of the chosen type on a failed save, or half as much damage on a successful one. This damage increase by 2d6 for each level of the spell slot expended above 1st.

Additionally, you can speak, read, and write Draconic.

IMPOSING PRESENCE

Starting at 6th level, your patron giver you with a powerful presence of imposing. You gain advantage on Charisma checks and Charisma saving throws. Additionally, you can't be frightened.

KEEN SENSES

At 10th level, your patron improves your primary senses in a supernatural way. You gain advantage on Wisdom (Perception) checks and gain blindsight out to a range of 30 feet.

Starting at 18th level, the range of your blindsight increase to 60 feet.

SUMMON DRAGON

When you reach the 14th level, you pray for the help of your patron that send a draconic ally to aid you. As an action, you choose an unoccupied space that you can see within 60 feet of you. A dragon with a challenge rating equal or lower half your warlock level appears in the

chosen space and remain for 1 hour or until you lose your concentration (as if you were casting a concentration spell). The dragon disappear when it drops to 0 hit points or when the duration end.

The dragon is friendly to you and to your companions for the duration. Roll initiative for the dragon, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the dragon, it defends itself form hostile creatures but otherwise takes no actions.

If your concentration is broken, the dragon doesn't disappear. Instead, you lose control of the dragon, it becomes hostile toward you and your companions, and it might attack. An uncontrolled dragon can't be dismissed by you, and it disappears 1 hour after you summoned it.

The DM has the dragon's statistics.

THE MOON

The Moon is a mysterious and enigmatic entity that many consider as a distant star. However, the Moon is actually a sentient being that has power to turn creatures through a gift or curse known as lycanthrope. The prime lycanthropes born eons ago and possess unbelievable powers given by the Moon itself. You made a pact with the Moon that becomes your patron granting you supernatural powers. As you become stronger, you gain more and more graces from the Moon, and can even become a prime lycanthrope.

EXPANDED SPELL LIST

The Moon 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.

MOON EXPANDED SPELLS

Spell Level	Spells
1st	<i>animal friendship, speak with animals</i>
2nd	<i>beast sense, moonbeam</i>
3rd	<i>conjure animals, spirit guardians</i>
4th	<i>dominate beast, polymorph</i>
5th	<i>commune with nature, reincarnate</i>

MOON BOON

At 1st level, your patron grant you very keen senses. You gain proficiency in the Perception skill. You can see in dim light within 60 feet of you as if were bright light, and in darkness as if were dim light. You can't discern color in darkness, only shades of gray.

When outdoor during the night, you gain advantage on Wisdom (Perception) checks and the range of your darkvision increase to 120 feet.

LYCANTHROPE FORM

Starting at 6th level, you can assume a form of a true lycanthrope. As an action, you can expend a warlock spell slot to assume a hybrid form of a lycanthrope with a challenge rating equal or lower half your warlock level, at your choice (see *Monster Manual* for the statistics). While in the lycanthrope's form, you cannot use its Shapechanger trait to polymorph into a humanoid or animal. Your game statistics are replaced by the statistics of the chosen lycanthrope, though you retains your alignment and Intelligence, Wisdom, and Charisma scores. You assume the hit points of your new form, and when you reverts to your normal form, you returns to the number of hit points you had before you transformed. If you reverts as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You are limited in the actions you can perform by the nature of your new form, but you can speak and cast spells normally. Any equipment you are wearing or carrying fall to the ground when you transform, but you can wield weapons normally.

You remain on lycanthrope's form for 10 minutes, until you use a bonus action to back to your normal form, you fall unconscious, you drop to 0 hit points, or you die.

MOON LIGHT

At 10th level, you can create an area of dim light with a pale illumination that comes straightly from your patron. As an action, you create an area of dim light within a 20-foot sphere centered on you for 1 minute. You gain the benefits of your features as if you were outdoor during the night while you remain in this area.

If any area of darkness created by a 5th level or higher spell overlaps the area created by this feature, the effects of this feature are dispelled.

Once you use this feature, you must finish a short or long rest before you can use it again.

PRIME LYCANTHROPE

Starting at 14th level, you become a prime lycanthrope. Choose one kind of lycanthrope from the *Monster Manual*. You gain the lycanthrope's speeds in nonhumanoid form, damage immunities, traits, and actions that doesn't involve equipment. You are proficient with the lycanthrope's natural attacks, such as its bite or claws, which deal damage as shown in the lycanthrope's statistics. You cant speak while in animal form.

If you hit a humanoid with an attack that carries the curse of lycanthropy, it must be successful on a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be cursed. You take no risk of your alignment change to the chosen lycanthrope alignment.

When outdoor during the night, you has immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered, and has resistance to bludgeoning, piercing, and slashing damage from magical attacks that aren't silvered. Additionally, you recover 1 hit point at the start of each of your turns.

THE PRIME

Your patron is a godlike being creator of Mechanus, a realm of clockwork and gears and its dwellers. This powerful being has full omniscience of each construct it fabricate that are responsible to keep the gears of the Great Machine working. Locked in its homeplane, Primus, the prime, try to expand its domain sending its modrons to other planes of existence. Other way Primus use to expand its influence is making a pact, what he did with you. Through this pact, Primus has full omniscience where you are and what you thinking and as you evolve, you become more like the dwellers of Mechanus fabricated by Primus.

EXPANDED SPELL LIST

The Prime 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.

PRIME EXPANDED SPELLS

Spell Level	Spells
1st	<i>expeditious retreat, Tenser's floating disk</i>
2nd	<i>alter self, enlarge/reduce</i>
3rd	<i>fly, haste</i>
4th	<i>fabricate, polymorph</i>
5th	<i>animate object, creation</i>

LIVING CONSTRUCT

At 1st level, your patron gives you the features of a living construct. Your skin harden become as hard as alloy. When you are wearing no armor, your AC is 13 + your Constitution modifier.

Additionally, you add the *mending* cantrip to your warlock cantrip known list. This cantrip doesn't count on the number of warlock cantrips you know.

MACHINE RESILIENCE

Starting at 6th level, your joints are replaced by gears, your blood by oil, and your vital organs by engines that fully supply your basic functions. You doesn't require food, air, drink, or sleep, and you are immune to exhaustion effects.

You are considered a construct and can't be healed by spells like *cure wounds* or similar magic. However, you can expend a warlock spell slot to recover a number of hit points equal to five times the spell slot level. Alternatively, you can cast the *mending* cantrip to recover 1 hit point up to half your hit point maximum.

Starting at 12th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine.

SUMMON MODRONS

At 10th level, you can summon modrons from Mechanus to aid you. As an action, you summon modrons (see on *Monster Manual* for statistics) that appear in unoccupied spaces that you can see within 60 feet of you. Choose one of the following options for what appear:

- A pentadron
- Two quadrones
- Four tridrones
- Six duodrones
- Eight monodrones

A modron summoned remain at your side while you hold concentration up to 10 minutes.

Each modron are friendly to you and to your companions. Roll initiative for the summoned modrons as a group, which has its own turns. They obey any mental commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

Modrons summoned by you gain a bonus on attack rolls, saving throws, and CA equal to your proficiency bonus. Additionally, they share senses with you, allowing you to see and listen anything they see or listen.

Once you use this feature, you must finish a short or long rest before you can use it again.

AXIOMATIC MIND

Starting at 14th level, you start to think in an entire logical form with no emotions, like a machine. You are immune to psychic damage and to the charmed, and frightened conditions. Additionally, as a bonus action, you can take 10 on a d20 roll on any Intelligence check or attack roll you make against a target you can see.

THE REVERED PHAERIMM

During your dreams, you had a vision of a huge monstrous creature from the ancient times. This creature lives since the age of the Netherese empire and possess unmatched powers over the Weave. Even when you are sleeping and without notice, you make a pact with this powerful creature that give you unbelievable powers over the Weave. You don't know the dark planes of your patron, but whichever they are, involve domination, destruction and control over the mortals and beings of other planes that had try to destroy the phaerimm.

EXPANDED SPELL LIST

The Revered Phaerimm 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.

REVERED PHAERIMM EXPANDED SPELLS

Spell Level	Spells
1st	<i>disguise self, unseen servant</i>
2nd	<i>levitate, see invisibility</i>
3rd	<i>blink, protection from energy</i>
4th	<i>arcane eye, polymorph</i>
5th	<i>dominate person, telekinesis</i>

ARCANE PERCEPTION

At 1st level, your patron amplifies your senses, allowing you to see the Weave clearly. You gain proficiency in the Arcana and Perception skills.

DRAIN THE WEAVE

Also at 1st level, your patron teach you a singular form to train the power of the Weave. As an action, you can make a DC 15 Intelligence (Arcana) check. If you succeed, you recover a warlock spell slot.

Once you use this feature, you must finish a short or long rest before you can use it again.

FULL VISION

At 6th level, your vision improves to maximum. You can see in dim light within 60 feet of you as if were bright light, and in darkness as if were dim light. You can't discern color in darkness, only shades of gray. Additionally, you can expend a warlock spell slot to see creatures and objects invisible, incorporeal, or to detect magical auras within 60 feet of you for 1 minute.

CONTROLLED FLYING

Starting at 10th level, you can manipulate the Weave to take flight whenever you want. As a bonus action, you can focus your mind to gain fly speed with 50 feet until the start of your next turn. On subsequent turns, you can use a bonus action to maintain your fly speed until the start of your next turn.

PHAERIMM MAGIC

When you reach the 14th level, you can cast your spells on a fully spontaneous way. Your warlock spell require no verbal, somatic or simple material components. Simples material components for this purpose are any components with a cost equal or bellow 1 gp.

Additionally, you are immune to effects that can change your shape and to the petrified condition. You also has advantage on saving throws against spells and other magical effects.

THE SUPRAGENIE

Your patron is a being of magnificent powers that came from one of the four elemental planes. He is a singular genie with unmatched mystical powers known as supragenie. A legendary being capable to shape reality and its entire homeplane through its own will. He is an emperor at its plane, commanding other genies as they own command their slaves. The origin of a supragenie is uncertain but possible they became so powerful stealing power of other genies for countless eons.

EXPANDED SPELL LIST

The Supragenie 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.

SUPRAGENIE EXPANDED SPELLS

Spell Level	Spells
1st	<i>detect evil and good, disguise self</i>
2nd	<i>detect thoughts, rope trick</i>
3rd	<i>blink, clairvoyance</i>
4th	<i>conjure minor elementals, hallucinatory terrain</i>
5th	<i>conjure elemental, legend lore</i>

PLANAR SULTAN TRAITS

At 1st level, you must choose one of the four kind of genie as your patron: dao, djinni, efreeti, or marid. You gain the following benefits, depending on the kind of genie you choose as patron.

Dao. You can speak, read, and write Terran. Additionally, you have advantage on Strength (Athletics) checks and has resistance to acid damage.

Djinni. You can speak, read, and write Auran. Additionally, you have advantage on Dexterity (Acrobatics) checks and has resistance to acid lightning.

Efreeti. You can speak, read, and write Ignan. Additionally, you have advantage on Charisma (Intimidation) checks and has resistance to fire damage.

Marid. You can speak, read, and write Aquan. Additionally, you can breathe air and water and has resistance to cold damage.

ELEMENTAL SPELLCASTING

Starting at 6th level, you become able to empower the damage of your spells. When you cast a spell or cantrip that cause damage, as a bonus action, you can convert the damage of the spell to the element you gain resistance with your Planar Sultan Traits. You also increase the spell damage by 1d6 extra damage of the same type. If the spell allow multiple attacks, only the first cause the extra damage.

Starting at 12th level, the damage of a spell increase by 2d6 extra damage when you use this feature.

PRODIGIOUS SHAPE

At 10th level, you can assume a form similar to your patron, gaining traits inherent to him. As an action, you can assume a form misty the waist down that has fly speed equal to your walking speed for 10 minutes. Additionally, while under this form, you are immune to

the damage you gain resistance with your Planar Sultan Traits.

Once you use this feature, you must finish a short or long rest before you can use it again.

YOUR WISH IS AN ORDER

Starting at 14th level, you can try to summon your patron from his elemental plane to the plane you currently are to make a single request to him. As an action, you must roll a percentile dice. If you roll a number equal to or lower than your warlock level + your Charisma modifier, your patron appears in an unoccupied space within 5 feet of you and remain until the end of your turn. During your turn, your patron grant you a wish, similar to a *wish* spell. To have a wish granted, you must be within 60 feet of your patron and states a desired effect to it. Your patron can then cast the *wish* spell on your behalf to bring about the effect. Your patron answer your wish as best as it can, without try to pervert the intent of the wish.

If your patron grant you a wish this way, you can't use this feature again for 7 days. Additionally, if you try to produce any effect other than duplicating another spell with this *wish*, there is a 33 percent chance that you are unable to summon your patron with this feature again.

At 20th level, your summons succeed automatically, no roll required.

THE VOID

The Void, or the Nothing, also known for some scholars as the Vacuum, is a kind of matter that fills the most remote and desolate spaces of the multiverse. For most beings, the vacuum is just the lack of something, a substance named by the alchemists as antimatter. However, you know that in true, the Void is something deepest and mysterious than is thinking. The Void is a powerful entity that exists on the multiverse, and fills anything that has not created yet, and it expands as the matter is destroyed and retract as matter is created. This being formed by pure black energy is omniscient and omnipresent, and can grant power virtually unlimited for those can forge a pact with it.

EXPANDED SPELL LIST

The Void 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.

VOID EXPANDED SPELLS

Spell Level	Spells
1st	<i>fog cloud, inflict wounds</i>
2nd	<i>blindness/deafness, silence</i>
3rd	<i>blink, nondetection</i>
4th	<i>greater invisibility, phantasmal killer</i>
5th	<i>cloudkill, passwall</i>

VOID'S TOUCH

At 1st level, your patron grant you the ability to spread the obliterating cold of vacuum through your touch. As an action, make a melee spell attack against a creature or an object. If you hit, the target takes cold damage equal to $1d8 +$ your Charisma modifier. Besides suffer damage, if the target is a creature, is must be successful in a Constitution saving throw or be restrained until the end of your next turn.

When you reach the 8th level, whenever you hit a melee spell attack, you can add the effect of your Void Touch to the effect of the spell as a bonus action.

VACUUM PROTECION

At 6th level, you can momentarily create a thin layer of antimatter that wards you from countless effects. When you are hit by an attack or an effect that cause damage, you can use your reaction to create a coat of vacuum around you, taking no damage from this source. You must use this feature before you know the damage taken.

Once you use this feature, you must finish a short or long rest before you can use it again. At 13th level, you can use this feature twice before a rest.

MANTLE OF OBLIVION

Starting at 10th level, you gain the ability to introduce the void in the mind of a creature through the power granted by your patron. As an action, you choose a creature that you can see within 60 feet of you. The target must be successful in an Intelligence saving

throw or forget any events that happens in the last 24 hours.

Once you use this feature, you must finish a short or long rest before you can use it again.

OBLITERATION SPHERE

When you reach the 14th level, you can concentrate all your power granted by your patron in a single spot on the space to create a small sphere of raw antimatter that obliterates all matter it passes through and all matter that passes through it. As an action, choose a space that you can see within 60 feet of you. An 2-foot-diameter black sphere appears hovering in space in the chosen space. Any creature or object that are in the space of the sphere in the moment it appear, or that end its turn in the space of the sphere, takes $4d6$ force damage. Any creature or object that are in a space within 5 feet of the space of the sphere in the moment it appear, or that end its turn at 5 feet of the sphere, takes $4d6$ force damage, or half as much damage if succeed in a Dexterity saving throw. A creature or object reduced to 0 hit points by the sphere is sucked into it leaving nothing behind. You can move the sphere up to 30 feet with a bonus action. The sphere remain while you hold concentration up to 1 minute. You are immune to the effects of your own Obliteration Sphere.

Once you use this feature, you must finish a short or long rest before you can use it again.