

# THE MEMORY COLLECTOR

A Warlock Patron



BY MARC ANDERSON



## THE MEMORY COLLECTOR

EVERYONE MAKES MEMORIES AS THEY GO ALONG IN LIFE. *Good, bad, everything in between. I made memories of mine own, too, though I'd say they were a bit worse than your average peasant. Comes with the territory of being a warlock, so keep that in mind if you want to go down the path I went down so long ago.*  
—Martie Copperpinch, *Warlock of the Fiend*

Memories. They hold a great deal of importance to many creatures capable of making them. These small fragments of remembered time - conquest, joy, love, despair - would never be thought of as something to be used or harnessed. At least, not by most people, or entities for that matter.

Your patron knows better, though, and thrives on the raw energy that memories provide. Even using them as a source of food when the need arises. You've never seen them but you've heard them calling out to you in your dreams, demanding that you go out into the world and gather more. It's probably a good idea not to anger something that could - and has—visited you in your memories.

Memory Collector entities include Fraz-Urb'luu, the Prince of Deception and Demon Lord of Illusions; Dendar, the Night Serpent; and various eldritch horrors whose names are too horrific to pronounce in polite company.

The place where you first struck a deal with your Patron has become ingrained in your mind, so much so that all you have to do is think of it to be transported there.

There's a catch, of course. This place is a mirror copy of what you remember, located in a private corner of the Shadowfell plane of existence. Figures are frozen in time; there are no colors, no sounds, and no movement other than yourself. Despite being in the Shadowfell there is an overall feeling of calm.

When you invoke this ability, you create a shadowy portal within range that lasts for 24 hours. The entrance shimmers faintly and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the Shadowfell memory as long as the portal remains open. You can open or close the portal if you are within 30 feet of it, and while inside the memory. While closed, the portal is invisible.

You and your party may benefit from a long or short rest while using this memory once per day.

### EXPANDED SPELL LIST

The Memory Collector 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.

#### MEMORY COLLECTOR EXPANDED SPELL LIST

| Spell Levels | Spells                                    |
|--------------|---|
| 1st          | <i>bane, Tasha's hideous laughter</i>     |
| 2nd          | <i>aid, detect thoughts</i>               |
| 3rd          | <i>life transference, sending</i>         |
| 4th          | <i>confusion, phantasmal killer</i>       |
| 5th          | <i>telepathic bond, skill empowerment</i> |

### MEMORY DRAIN

At 1st level, your Patron has given you the ability to psychically reach into a creature's mind and remove a memory from them. You do not have a choice over what memory is chosen, and the DM will not reveal what that memory contains. As an action, choose a creature you can see within 30 feet. The creature makes a Wisdom save against your spell save DC; if it fails, it takes 1d8 psychic damage. This increases by 1d8 at 6th level, 10th level, and 14th level. You can use this feature a number of times per day equal to your Charisma modifier.

### INVOKE EMOTION

At 6th level, your study of various memories has revealed that emotions are often associated with them. When you use Memory Drain, you may now attempt to invoke an emotion associated with that memory. Roll 1d6 and choose from the following table. When you deal damage to the targeted creature, you may also declare that they have the rolled condition until the start of your next turn.

#### INVOKE EMOTION

| d6 | Effect     |
|----|------------|
| 1  | Charmed    |
| 2  | Deafened   |
| 3  | Exhaustion |
| 4  | Frightened |
| 5  | Paralyzed  |
| 6  | Stunned    |

### EMOTIONAL FORTITUDE

At 10th level, your growing mastery over memories and the past opens up new ways to protect yourself in the present. When you use Invoke Emotion, you may instead give yourself or a friendly creature immunity to the rolled condition until the start of your next turn.

### BOTTLED UP INSIDE

At 14th level, you've unlocked the ultimate gift from your Patron: a set of six unbreakable glass jars, capable of storing - and unleashing - the raw power wrought within memories. When you use Memory Drain, you may choose that the drained memory is stored away in one of your glass jars, and is represented by a swirling mass of colors and lights. Roll a condition from the Invoke Emotion table; this condition is associated with that memory.

As an action, you may unbottle one of your stored jars and target a creature you can see within 30 feet. That creature must make a Wisdom saving throw against your spell save DC. If it fails, it takes damage equal to 1d8 plus your Warlock level and gains the condition associated with the unbottled memory; if it doesn't fail, it takes damage equal to half 1d8 plus your Warlock level and doesn't gain the condition associated with the unbottled memory. It also becomes immune to Invoke Emotions of the same kind for the duration of the encounter.

## CREDITS

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## OTHER WORKS

[Good Country Dyin'](#) by Mark Anderson



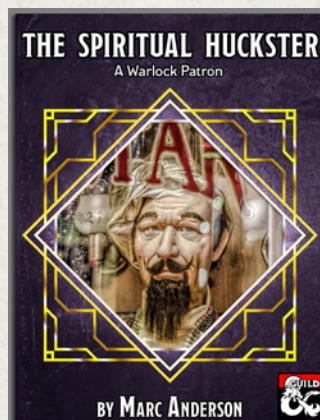
*Welcome to the dark side of Faerûn.*

The Moonsea region, while known as the stomping grounds for many budding adventurers, holds dark secrets if you know just where to look.

One of these is a seemingly abandoned farm on the edge of the Cormanthor Forest, just a little ways away from the city of Hillsfar. Dare you brave the dangers lurking within? Can you even trust your friends? Don't look behind you. You just might find Good Country Dyin'.

*A chilling adventure for 5th to 10th level adventurers.*

[The Spiritual Huckster: A Warlock Patron](#) by Mark Anderson



Have you run out of luck with the Archfey? Don't feel like taking a trip to Avernus with the Fiends? Are you weirded out by the Great Old Ones? Then perhaps you'd consider taking the "poor sinner's hand" of a Spiritual Huckster patron, and step into the role of a warlock who interprets the stars above (*not really*) to lie, cheat, and steal their way to the top. There's no need to feel guilty about reading the cards or consulting the tea leaves to your favor; as P.T. Barnum once famously said, "There's a sucker born every minute."

***Comes with two bonus Eldritch Invocations that any Warlock can use!***

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