

Archive of Forgotten Lore:

Warlock

This is Supplemental Material

Otherworldly Patron

At 1st level, a warlock gains the Otherworldly Patron feature. This is a revision written by Odvaskar for that feature: The Great Old One.

Great Old One: Revised

Your patron is a mysterious entity whose nature is utterly foreign to the fabric of reality. It might come from the Far Realm, the space beyond reality, or it could be one of the elder gods known only in legends. Its motives are incomprehensible to mortals, and its knowledge so immense and ancient that even the greatest libraries pale in comparison to the vast secrets it holds. The Great Old One might be unaware of your existence or entirely indifferent to you, but the secrets you have learned allow you to draw your magic from it. Entities of this type include Ghaunadar, called That Which Lurks; Tharizdun, the Chained God; Dendar, the Night Serpent; Zargon, the Returner; Great Cthulhu; and other unfathomable beings.

Expanded Spell List

1st-level Great Old One Revised feature

Your patron 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.

Expanded Spell List

Spell Level	Spells
1st	<i>Command, Dissonant Whispers</i>
2nd	<i>Phantasmal Force, Tasha's Mind Whip</i>
3rd	<i>Clairvoyance, Sending</i>
4th	<i>Confusion, Phantasmal Killer</i>
5th	<i>Modify Memory, Telekinesis</i>

Awakened Mind

1st-level Great Old One Revised feature

At 1st level, the pact you made has given you the ability to telepathically communicate with others. As an action, choose one or more creatures you can see, up to a number equal to your proficiency bonus. You and the chosen creatures can telepathically communicate for a number of hours equal to your warlock level as long as they are within 1 mile of you. To understand each other, you must mentally speak the same language.

The pact you made has left you with a mental scar. Roll a d6 to determine the nature of your scar.

Psychic Scar

D6 Scar

- Nightmares of an eldritch dimension haunt you every night.
- You can hear whispers of the past in areas where mass psychosis occurred.
- You can feel a creature's mood simply by touching it with your skin.
- You have a third eye on your forehead.
- You get migraines every time you use a warlock spell or ability.
- Madness has gripped your mind. Roll on the infinite madness table to determine the nature of the madness.

Mind Piercer

1st-level Great Old One Revised feature

You can pierce the minds of others to read their thoughts. You know the *Detect Thoughts* spell. It counts as warlock spell for you, and it doesn't count against the number of spells you know. You can cast *Detect Thoughts* without expending a spell slot. You can do so a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Cosmic Insight

6th-level Great Old One Revised feature

Starting at 6th level, you begin to receive ancient cosmic lore from your patron. The lore is a muddled mess in your mind but what you can remember allows you to gain the following benefits:

- You have resistance to psychic damage.
- Whenever you make an Intelligence check, you gain a bonus to the check equal to your Charisma modifier (minimum of a +1).
- When you cast a spell that deals psychic damage, you can add your Charisma to one damage roll of that spell.

Eldritch Communion

10th-level Great Old One Revised feature

Beginning at 10th level, more of the cosmic lore in your mind unravels. Your thoughts can't be read by telepathy or other means unless you allow it.

Additionally, you can share the cosmic knowledge you've learned with others, driving them mad. As an action, you force a number of creatures equal to your proficiency bonus that you can see within 30 feet of you, to make a Wisdom saving throw. On a failed save, the creature suffers from short-term madness for up to 1 minute. Roll on the short-term madness table to determine the nature of the madness. An affected creature can reroll its saving throw at the end of its turns.

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

Short-Term Madness

1d100 Effect

01-02 The creature retreats into its mind and becomes paralyzed. The effect ends if the creature takes any damage.

21-30 The creature becomes incapacitated and spends the duration screaming, laughing, or weeping.

31-40 The creature becomes frightened and must use its action and movement each round to flee from you.

41-50 The creature begins babbling and is incapable of normal speech and spellcasting.

51-60 The creature must use its action each round to attack the nearest creature.

61-70 The creature experiences vivid hallucinations and has disadvantage on ability checks.

71-85 The creature does whatever anyone tells it to do that isn't obviously self-destructive.

76-80 The creature experiences an overpowering urge to eat something strange like dirt, slime, or offal.

81-90 The creature is stunned.

91-100 The creature falls unconscious.

Truth from Beyond

14th-level Great Old One Revised feature

At 14th level, you briefly gain an understanding of your patron's cosmic knowledge. As an action, you can gain understanding for 1 minute. For the duration you gain the following benefits:

- You gain blindsight up to 60 feet.
- Whenever you make an attack roll, an ability check, or saving throw, you can treat a roll of 9 or lower on the d20 as a 10.
- As a bonus action, you can teleport up to 30 feet to an unoccupied space you can see.

Once you use this feature, you can't use it again until you finish a long rest, unless you spend half of your hit dice to use it again.