

CHAMPIONS OF THE OUTER PLANES

WARLOCK PATRON: THE BORNLESS ONE



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ANCIENT AND FORGOTTEN

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WARLOCK PATRON:

THE BORNLESS ONE

(ALTERNATIVE THE GREAT OLD ONE)

You have made a pact with the Bornless One. The entity known as the Bornless One is an ancient and immortal sage who was said to be old when the Gods were new. Alien and long forgotten by all but the most ancient of beings, the Bornless one resides in the Ethereal Plane, contemplating the multiverse and sending its agents to hunt down artifacts of power and creatures that threaten to destroy the balance between law and chaos. The Bornless One seeks to keep balance in the universe, sometimes helping the forces of law or chaos and sometimes hindering them.

Spell Level	Spells
1st	<i>dissonant whispers, psychic bolt</i>
2nd	<i>eldritch shield, detect thoughts</i>
3rd	<i>eldritch nightmare, true seeing</i>
4th	<i>dominate beast, eldritch storm</i>
5th	<i>dominate person, visions of madness</i>

AWAKENING OF A SAGE

Beginning at 1st Level you gain advantage on an Arcana, History, or Religion skill check once per long rest. At 7th you can use this ability twice per long rest and at 15th level you can use this ability three times per long rest.

SHIELD OF THE MIND

Starting at 6th level, as an action you can erect a shield of psychic energy. You gain a +3 bonus to your AC for 1 minute. Once you use this ability you can't use it again until you finish a short or long rest.

MIND STRIKE

When you reach 10th level the knowledge given to you by the Bornless One enables you to unleash a blast of psychic energy at a creature's mind. You can cast the spell *psychic blast* without expending spell slot. Once you use this feature, you can't use it again until you finish a long rest.

LIMITLESS MIND

At 14th Level, you gain the ability to cast the spell *sage mind* without expending spell slot. Once you use this feature, you can't use it again until you finish a long rest.



NEW SPELLS

DEVOURING THOUGHTS

6th-level evocation

Casting time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

You psychically attack the mind of a target creature, taking the creature's thoughts and memories, leaving stunned and unable to act.

Pick a creature you can see within range. The target must make Wisdom saving throw. On a failed save the creature is stunned for the duration and you gain the memories and thoughts of the creature for the last day of its life. On a successful save the creature is not stunned and the spell ends.

FRAGMENT THE MIND

5th-level evocation

Casting time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 minute

Lashing out with your mind, you blast apart the memories of a target creature.

Pick a creature you can see within range. The target must make a Wisdom saving throw. On a failed save the target has disadvantage on attack rolls, saving throws, and skill checks for the duration. On a successful save the target is unaffected and the spell ends.

MIND PUSH

4th-level evocation

Casting time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

You send out a psychic lance from your mind, smashing a target creature with psychic force and knocking them off their feet.

Pick a creature you can see within range. The target must make Strength saving throw. On a failed save the creature takes 4d10 bludgeoning damage and

is knocked prone. On a successful save the creature takes half as much damage and isn't knocked prone.

MIND WIPE

4th-level enchantment

Casting time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration up to 1 minute

Reaching out with your mind, you tear memories away from a creature's mind.

Pick a creature you can see within range. The target must make a Wisdom saving throw. On a failed save the creature is incapacitated for the duration. On a successful save the creature is not incapacitated and the spell ends.

PSYCHIC BOLT

1st-level evocation

Casting time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You unleash a blot of pure psychic energy at a creature's mind.

Make a ranged spell attack against a creature you can see within range. On a hit, the target takes 2d10 psychic damage.

PSYCHIC BLAST

5th-level evocation

Casting time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You dig deep within your mind, calling up psychic energy and forming it into a blast of psychic force.

Pick a point on the ground you can see within range. All creatures within 20 feet of this point must make a Wisdom saving throw. On a failed save, a creature takes 7d10 psychic damage and is stunned until the end of the creature's next turn. On a successful save the creature takes half as much damage and isn't stunned.

PSYCHIC STRIKE

3rd-level evocation

Casting time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You channel the energy of your mind into lance of psychic energy and cast it at your target.

Make a ranged spell attack against a creature you can see within range. On a hit, the target takes 4d10 psychic damage and is stunned by the psychic backlash until the end of its next turn.

SAGE MIND

3th-level transmutation

Casting time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You dive deep into your memories to empower and strengthen your mind.

For the duration, you gain a +3 bonus to your Wisdom score, up to a maximum of 20.

WEAKEN THE MIND

3rd-level transmutation

Casting time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 minute

Reaching out with your mind, you drain away the mental energy of the target creature.

Pick a creature you can see within range. The target must make Wisdom saving throw. On a failed save the creature has disadvantage on all saving throws for the duration. On a successful save the creature suffers no ill effects and the spell ends.

WISDOM'S BOON

5th-level transmutation

Casting time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You channel the energies of your mind to gain great wisdom.

For the duration you gain a +5 bonus to your Wisdom score, up to a maximum of 22.

NEW ELDRITCH EVOCATIONS

EMPOWERED MINION

Prerequisite: Pact of the Chain feature

You can cast *strengthen familiar* at will, without expending a spell slot.

TONGUE OF THE RUNE KEEPER

Prerequisite: Eyes of the Rune Keeper

You can read and speak all languages.

GREATER BOOK OF SHADOWS

Prerequisite: Pact of the Tome feature

You gain 2 additional cantrips for your Book of Shadows.

OCCULT KNOWLEDGE

Prerequisite: 5th level, Pact of the Tome feature

You gain 1 additional 1st level spell slot.

VISIONS OF TORMENT

Prerequisite: 9th level

You can cast *eldritch nightmares* once per day without expending a spell slot.

PSYCHIC WEAPON

Prerequisite: 12th level, Pact of the Blade feature

When you hit a creature with your pact weapon, the creature takes extra psychic damage equal to your Charisma modifier (minimum 1).

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PLAYERS GUIDE TO THE BLOOD WAR VOL 1.

<https://www.dmsguild.com/product/262575/Players-Guide-to-the-Blood-War-Vol-1?filters=45469>

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