

## OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

### THE TOON

Out on the edge of the multiverse is a demiplane called Toontown, a wacky place inhabited by toons, creatures of ink and magic that defy logic. In Toontown, the laws of space and time take a wrong turn and dive straight off a cliff; it's an eternity of loony hijinks, a torrent of silliness, a plane that despises seriousness.

Toons take many forms -- often little critters or animate objects with exaggerated eyes drawn on them -- but the Barons of Toontown are known far and wide. These powerful (and copywritten) toons can let you bend the laws of space and time, provided that you leave a trail of slapstick jokes and utter silliness in your wake.

#### TOON EXPANDED SPELLS

Spell Level	Spells
1st	<i>feather fall, hideous laughter</i>
2nd	<i>blur, rope trick</i>
3rd	<i>haste, stinking cloud</i>
4th	<i>confusion, freedom of movement</i>
5th	<i>mislead, passwall</i>

#### BIG POCKETS

Starting at 1st level, you scoff at lengthy encumbrance rules. When you open a pocket, bag, or other container that you touch, you can choose for it to lead to your personal extradimensional space, which is 64 cubic feet in volume. The container's opening stretches to accommodate items of any size which can fit within the space, and items within the space are weightless until removed. When you reach into this space, any item you intend to take is magically on top. A container loses this property when you are no longer touching it.

#### ZANY LIMBS

At 1st level, you have elastic, fantastic limbs. You can stretch your arms and legs up to 5 feet beyond their normal

length, allowing you to interact with distant objects or creatures, and your melee weapon attacks have the Reach property.

Additionally, you can ignore the Heavy property of weapons.

#### SLAPSTICK

By at 6th level, you have a knack for cartoon violence. When you take bludgeoning, piercing, or slashing damage while you are standing, you can use your reaction to halve the damage taken and also be knocked prone, as you are either squashed flat, deflated like a balloon, or momentarily chopped in half.

#### TWO-DIMENSIONAL

At 10th level, when comically convenient, you can use your bonus action to turn sideways and become completely flat or to return to return to three-dimensions. While two-dimensional, you can fit through passages as narrow as 1/2 inch across, and you have half cover from ranged attacks. Additionally, you can also glide on the wind when you fall, floating 2 feet horizontally for each foot downward you fall. However, you are far more fragile, and have vulnerability to bludgeoning, piercing, and slashing damage.

#### ANVIL ON HEAD

Starting at 14th level, you can employ the oldest trick in the animator's book: dropping a heavy anvil right on your enemies! As an action, choose a 5-foot square that you can see within 30 feet of you. A heavy, oversized anvil materializes up to 100 feet above the square and falls to the ground, crashing through any obstacle it meets on its way. A creature hit by the anvil must make a Dexterity saving throw. On a failed save, a creature takes 10d10 bludgeoning damage and is knocked prone and stunned until the beginning of your next turn, while literal stars orbit its head. On a successful save, the creature takes half as much damage and is not stunned.

Once you use this feature, you can't use it again until you finish a long rest.

