

OTHERWORLDLY PATRON

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 ELDER OBLEX

Oblexes are, by any objective measure, terrifying: having the ability to both devour and then perfectly impersonate creatures they devour, oblexes are driven to consume as many different personalities as possible. Normally, when an elder oblex (the largest of their kind) devours too many creatures, the resulting personality is granted to a new oblex offspring who then will use the personality to entrap more creatures, consume them, and grow ever larger. Occasionally though, a spellcaster of prodigious ego and will can maintain their consciousness and individuality when absorbed by an oblex that is brimming with other personalities, forcing the creature to jettison it. These Oblex Scions, as they are usually known, use the oblex's latent psionic talents and physical traits to bolster their own powers.

EXPANDED SPELL LIST

The Elder Oblex 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.

OBLIX EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>color spray, thunderwave</i>
2nd	<i>calm emotions, detect thoughts</i>
3rd	<i>sending, stinking cloud</i>
4th	<i>black tentacles, polymorph</i>
5th	<i>dominate person, modify memory</i>



OBLEX SPAWN

Starting at 1st level, you take on a number of traits shared by oblexes. Through your body looks exactly as it did before you were consumed, this is only outward appearance; inside, you are all ooze. You gain the following benefits and weaknesses:

- Whenever you take bludgeoning, piercing, or slashing damage from a nonmagical weapon and you are not reduced to 0 hit points, you can use your reaction to immediately regain 1d4 hit points, up to a maximum of the amount of damage taken.
- You have an aversion to fire. Whenever you take fire damage, you have disadvantage on ability checks until the start of your next turn. As well, the DC on any concentration check made against an effect that dealt you fire damage is doubled.
- You can squeeze through spaces as narrow as 1 inch wide by becoming mostly amorphous. Your equipment does not transform with you, unless it is magical and attuned to you.
- You can slightly alter your outer appearance. While you cannot completely change what you look like, as a bonus action you can create the appearance of clothing, alter the length and color of your hair and nails, and

subtly change your height and weight (by no more than 10% in either direction).

- You smell slightly of sulfur.

DEVOUR MEMORY

Starting at 6th level, you can devour the memories of a creature within your grasp. As a action, you can grasp a creature you see within 5 feet of you. If that creature has an Intelligence score of 6 or higher, it must succeed on a wisdom saving throw or take 1d10 psychic damage for every 2 warlock levels you possess. Oozes, constructs, plants, and undead are unaffected by this ability. Until the creature completes a short or long rest, it subtracts 1d4 from all attack rolls or ability checks it makes.

Once you have drained the memories from a creature, you learn all languages it speaks and gain access to all of its proficiencies (other than saving throw proficiencies), and can alter your shape as a bonus action to exactly match the creature you drained if it was humanoid. You can return to your normal shape using a bonus action, and taking any amount of fire damage immediately reverts you to your normal form. You retain these benefits for 24 hours or until you complete a long rest, whichever is shorter.

If you reduce a creature to 0 hp using this ability, you can spend 1 hour siphoning off all of the creature's memories, allowing you to retain its languages, proficiencies, and shape permanently. You may only keep the memories of one creature drained in this fashion at a time; if you use this ability again, you do not gain access to the new creature's memories unless you also discard your old ones.

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

ELDER SPAWN

When you reach 10th level, you take on even more of the oblex's terrifying traits. You gain the following benefits:

- You no longer need to sleep or breathe. In order to gain the benefits of a long rest, you can instead spend all 8 hours doing light activity.

- You can make attacks with pseudopods that extend from your body. Your unarmed strikes deal 1d6 bludgeoning damage, gain a reach of 10 feet, and deal an additional 1d6 psychic damage on a hit. On any turn that you take the Attack action and make an unarmed strike, you can use your bonus action to make one additional unarmed strike.
- You can deliver spells with a range of touch out to 10 feet.
- You gain blindsight out to 15 feet.

CONSUME

Upon reaching 14th level, your memory devouring powers reach their peak. You can consume and maintain the memories of a number of creatures equal to half your warlock level.

