

The Awakened One - an Otherworldly Patron option for warlocks in D&D 5th Edition

Your patron is a construct that has not only gained awareness and independence, but also arcane power not normally possessed by the Created. This evolution may have been intentional or accidental, with the source often being in question. This change has given some of them the ability to make pacts with would-be warlocks. The reasoning for such a pact varies. The Awakened One may wish the warlock to gather information and explore locations in which the construct would be unwelcome. Those consumed by darker emotions may want the warlock as a device by which they can exact vengeance.

Examples of the Awakened One are typically golems, scarecrows, and homunculi. In even rarer cases, ancient artifacts with sentience but no mobility may seek out warlocks for their mysterious purposes.



The Awakened One Expanded Spells

1st: *identify, earth tremor*

2nd: *locate object, knock*

3rd: *revivify, life transference*

4th: *fabricate, stonewood*

5th: *animate objects, Rary's telepathic bond*



Unnatural Resilience

At 1st level, you gain a construct's immunity to the poisoned condition. You also gain advantage on saves against being paralyzed and petrified.

Quick Fix

At 1st level, you learn the *mending* cantrip. This does not count against your number of cantrips known.

Guardian's Absorption

At 6th level, your body gains access to a golem's damage absorption ability. When subjected to lightning, acid, or fire damage, you can use your reaction to instead take no damage and regain hit points equal to the damage dealt. Once used, this feature can't be used again until you finish a short or long rest.

Constructed Resistance

At 10th level, you gain a construct's immunity to the paralyzed and petrified conditions. You have advantage on saves against the charmed and frightened conditions. You also gain resistance to psychic and poison damage.

Iron and Stone

At 14th level, you can call upon the near invulnerability of certain constructs. As a bonus action, your body takes on an iron-like quality. For ten minutes, you are immune to piercing, slashing, and bludgeoning damage from weapon attacks that are not magical or adamantine. You gain advantage on saves against magic spells or spell effects. Once used, this feature cannot be used again until you complete a long rest.