

## 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 SPELLWEAVER

Your patron is a spellweaver, one of a race of powerful creatures from an alternate Material Plane. Only vaguely humanoid in appearance, spellweavers have a combination of mammalian, reptilian, and insectoid features, and three pairs of arms. As strange as your patron's appearance is, his motivations are twice as mysterious. Spellweavers only reveal themselves in areas of great magical activity, but can weave powerful, exotic spells using their six arms. If your patron offers you a directive, it is a subtle voice in your mind, and it often commands you to acquire powerful magic items and long lost spells.

#### SPELLWEAVER BONUS SPELLS

Spell Level	Spells
1st	<i>detect magic, magic missile</i>
2nd	<i>alter self, locate object</i>
3rd	<i>glyph of warding, lightning bolt</i>
4th	<i>arcane eye, ice storm</i>
5th	<i>creation, telekinesis</i>

#### WEAVER'S KNOTS

At 1st level, your patron shows you the knots in the Weave of magic. You have a number of knots equal to your Charisma modifier, which you can expend to gain a variety of benefits. You regain 1 Weaver's Knot when you expend a spell slot of level 1 or higher, and you recover all of your knots when you complete a short or long rest.

You can expend 1 knot to use one of the following abilities:

- As a reaction, you gain advantage on a single Constitution check.
- As a bonus action, you recover expended hit points equal to your Charisma modifier.
- When you cast a cantrip, you can increase the damage against 1 target by your Charisma modifier.

#### WARP ARCANA

Starting at 6th level, you can use your action to reverse the polarity of magic around you. Until the end of your next turn, you take no damage from spells. Rather, you regain expended hit points equal to half the damage you would have taken, to a maximum of your warlock level. After using this ability, you must finish a short or long rest before you can do so again.

#### ARCANE BACKSTITCHING

At 10th level, when you take damage from an attack or spell, you can use your reaction and expend 1 weaver's knot to halve the damage you take.

#### ARCANE APPENDAGES

At 14th level, your patron grants you the form of a spellweaver. As an action, you can transform yourself, sprouting a pair of arms and draining your skin of color. For the next minute, your warlock spell slots are of 2nd level and you can only cast spells of 2nd level or lower. However, you can use your action to cast two warlock spells that have a casting time of 1 action, or to take the Attack action and cast a warlock spell. You also have advantage on Athletics, Acrobatics, or Sleight of Hand checks.

After using this ability, you cannot use it again until you finish a long rest.



## NEW INCOVATION

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### CHROMATIC DISK

*Prerequisite: Pact of the Tome feature*

Your Book of Shadows transforms into a chromatic disk, a small, flat, circular rock that refracts different colors depending on the light. The chromatic disk is indestructible, and cannot be read by anyone except for you. When you deal damage with a warlock cantrip while holding your chromatic disk, you can add 1d4 damage to one of the cantrip's targets. Its type is your choice of acid, cold, fire, lightning, poison, or thunder damage.