

The Chameleon God

BY MICAH MULDOWNEY

*AN OTHERWORLDLY WARLOCK PATRON FOR PLAYERS
WHO WISH TO SOLVE THEIR PROBLEMS WITH A BAG OF RATS*



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ON THE COVER

Zhania, a halfling warlock of Malar the Wild Hunter, takes on the aspect of her prey so that she can predict and counteract their every move during the chase.

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The Chameleon God

You've made a pact to become a hunter of unmatched prowess. Your patron may include a deity of the hunt like Malar, Artemis or Uller – or a diety of justice like Forseti or Tyr. Whoever your chosen patron, they have imbued you with the power to adapt to match your quarry, resisting their most powerful attacks and turning their own strengths against them.



Expanded Spell List

At 1st level, The Chameleon God Otherworldly Patron 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.

Sorcerer Level Spells

1 st	<i>Bane, Hunter's Mark</i>
2 nd	<i>Find Traps, Silence</i>
3 rd	<i>Counterspell, Slow</i>
4 th	<i>Compulsion, Locate Creature</i>
5 th	<i>Dominate Person, Hold Monster</i>

Soul Anchor

Starting at level 1, you gain the ability to magically anchor yourself to a creature in preparation for the chase. As a bonus action, choose one creature you can see within 30 feet of you. You transform physiologically to sync with the powers and abilities of the anchored creature for 2 minutes, taking on some of their outward physical attributes. The anchoring ends early if the target dies, you die, or you are incapacitated. Until the anchoring ends, you gain the following benefits:

- You know where the creature is as long as it is in the same plane of existence, and it cannot hide from you.
- You know its attack and saving throw bonuses, and any class or race abilities that it possesses, as well as the types of damage it can deal.
- You gain advantage on all insight and perception checks against the creature, and it can't have advantage on attacks against you.

Impunity

Starting at 6th level, when you are able to use your souls anchor to imitate or neutralize the threats your prey throws at you. Choose one damage type that the creature deals. You have resistance to that type of damage while anchored. Further, the target cannot target you with conditional abilities (i.e. abilities that have to have certain conditions to work, like pack tactics, sneak attack, etc.), and you may use your reaction to grant yourself advantage on saves against their magic or in skills checks against them.

Venerable

Starting at level 10, you can match your prey stride for stride and trick for trick. When anchored to a target, you share any form of movement and speed they may have (i.e. flying speed, spider climb, waterwalk, etc.), and may use your reaction to follow them if they try to move away from you on their turn. You may use the dash action as a part of this reaction if they use the dash action, and can duplicate any magic forms of transportation that they use to escape, like misty step, dimension door, etc.

Soul Siphon

Starting at 14th level, you learn to mimic the abilities and traits of your chosen prey. As a result, you may:

- Gain proficiency in any one skill that they have. They cannot use this skill while you possess it.
- Add one damage rider to your attacks that the anchored creature has (elemental damage, sneak attack damage, divine strike damage, etc.). The target cannot use this damage rider as long as you do.
- Gain the use of one ability or trait that the anchored creature has. They lose the use of that trait for the duration.

