

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 COSMIC MACHINE

Your patron is a cosmic machine that claims to have generated, continuously sustains, and will ultimately disassemble the multiverse. Your patron might originate from Mechanus or it could be hidden amongst the ruins and forgotten places of the material realm. The cosmic machine's motivations and desires are inscrutable, even to you, its coded directions never seeming to add up to a discernible greater plan. Your physical appearance has been changed in some way by your relationship to the machine and your pact spells are all cosmetically altered to reflect the machine's technologically advanced themes. Examples of cosmic machines are Primus, the Engine of Extinction, and Panopticon.

EXPANDED SPELL LIST

The Cosmic Machine 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.

COSMIC MACHINE SPELLS

Spell Level	Spells
1st	<i>guiding bolt, identify</i>
2nd	<i>heat metal, locate object</i>
3rd	<i>lightning bolt, spirit guardians*</i>
4th	<i>arcane eye, stonkskin</i>
5th	<i>creation, telekinesis</i>

*Unless you learn this spell from another class, your spirit guardians appear as mechanical constructs rather than angelic, fey, or fiendish.

ADVANCED TARGETING SYSTEM

Starting at 1st level, you can use your bonus action to make a ranged spell attack against a creature within 120 feet of you. If you hit, your spell attacks against that creature gain advantage until the start of your next turn.

ADVANCED PROTOCOL SYSTEM

Starting at 6th level, when you fail a saving throw against a mental effect you can use your reaction to cause the saving throw to succeed instead. Once you use this feature, you can't use it again until you complete a short or a long rest.

ADVANCED INTEGRATION SYSTEM

Starting at 10th level, gain proficiency in any three tool proficiencies and add half your proficiency modifier to all tool proficiencies you do not add your proficiency modifier to. Additionally, when you spend one minute observing a written, spoken, or signed language you learn that language.

ADVANCED OVERRIDE SYSTEM

Starting at 14th level, you can integrate a creature into the cosmic machine's directives, overriding the creature's normal impulses with your own will. The creature must make an Intelligence saving throw against your warlock spell saving throw DC. If the creature fails, you dictate the creature's actions on each of its turns for the next minute. At the end of each of its turns it can make a new saving throw to end this effect.

You must finish a short or a long rest before you can use this feature again.



THE CRONE

Your patron is a elder evil force in the world that veers capriciously between its maternal and destructive instincts. Such creatures smother those they hold dear with doting attention and reject those set against her with ruthless cruelty, often times vacillating between these extremes seemingly without prompt. You have chosen a spiteful and suffocating patron, one whose nature you find yourself more and more mimicking.

Beings of this sort include; Aradia, mother of witchcraft, Baba Yaga, the evil woman, and Hecate, queen of witches.

EXPANDED SPELL LIST

The Crone 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.

CRONE SPELLS

Spell Level	Spells
1st	<i>animal friendship, bless</i>
2nd	<i>augury, enhance ability</i>
3rd	<i>bestow curse, remove curse</i>
4th	<i>conjure woodland beings, locate creature</i>
5th	<i>contagion, hallow</i>

TOIL & TROUBLE

Starting at 1st level, you can prepare an enchanted brew during a short or long rest. When you do select one of the following potions to create;

Everdream. When consumed as a bonus action this tonic puts its drinker under a heavy lethargy as if you had cast the spell *sleep* with your highest level Pact Magic spell slot.

Hale & Hearty. When consumed as a bonus action this tonic heals its drinker as if you had cast *healing word* equivalent to your highest level Pact Magic spell slot.

Love Potion. When created you make a number of these potions equal to the highest spell level Pact Magic spell slot you have. When consumed as a bonus action the drinker falls under the effect of a *charm person* spell as if you had cast it.

Each of the brews smells delicious and sweet. When you offer a brew to a creature you make a Charisma (Deception) skill check against their Wisdom (Insight). If you succeed, they take and consume the potion. If you fail, they choose whether to take the potion and consume it or not.

These brews only stay potent until your next short or long rest, whichever comes first. After that they turn putrid, foul and impotent. You can use this feature again during your next short or long rest.

BLOOD OF THE COVEN

Starting at 6th level when you cast a spell you can call out to your companions to shed blood for your power. One ally within 30 feet of you can spend their reaction to take 1d6 necrotic damage per level of the spell slot and your spell is empowered. If your spell includes a spell attack roll it gains advantage. If your spell includes a saving throw, the target creatures gain disadvantage on that roll.

WALKING HOVEL, FLYING BROOM

Starting at 10th level you can cast the spell *animate objects*. You can use this feature again after a short or long rest.

FAMILIAR CURSE

Starting at 14th level you can touch an unconscious creature and turn it into any beast with a CR of 1 or lower. That beast then acts as your familiar as if you had cast the *find familiar* spell. As your familiar the creature fears your mystical power and cannot summon the courage to do anything to defy your will. This effect ends when someone casts *remove curse* on the target or you use this feature again. In addition, you must name a condition that, if it comes to pass, functions as if a *remove curse* spell had been cast on the target. Choose one of the following conditions;

Devotion. If the target has a sincere change of heart and is repentant for his transgression against you, a loyal servant to you for a year and a day, and begs your forgiveness. The Familiar Curse returns if they transgress you again and you have not used the feature again. In this case you do not select a condition.

Sacrifice. If someone who cares for the target sheds tears over them and begs to serve their fate instead. The person who was pleading then takes over the Familiar Curse but you do not select a condition.

True Love. If the target is recognized for who they are and kissed by someone who sincerely loves them and who they sincerely love. The Familiar Curse returns if they betray that person romantically and you have not used the feature again. In this case you do not select a condition.

If the effect ends due to a *remove curse* the creature reverts to its normal form and is conscious, if the effect ends due to you using this feature again the creature reverts to its normal form and remains unconscious until they are stirred awake or they have slept one hour for every month they lived as your familiar.

The Cosmic Machine and The Crone Patron by /u/coolgamertagbro

Art Credits in Order of Appearance

“The Vision, Knowledge incarnate” by theDURRRRIAN
“Mambabarang” by Pervandr

