

# THE ELDEST BRAIN

*An Otherworldly Patron for the Warlock Class*

You have made a pact with a great and terrible psionic power, an illithid hivemind that has transcended the material plane. Your patron is inscrutable but your role in its long term plan to command complete psychic domination of all living things is clear to you. Patrons of this type include Ilsensine and Maanzecorian.

## THE ELDEST BRAIN FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Psionic Talent
6th	Mind Blast
10th	Psionic Interference
14th	Brain Burrow

## EXPANDED SPELL LIST

The Eldest Brain 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.

## THE ELDEST BRAIN EXPANDED SPELLS

Spell Level	Spell
1st	<i>bane, dissonant whispers</i>
2nd	<i>detect thoughts, levitate</i>
3rd	<i>clairvoyance, speak with dead</i>
4th	<i>confusion, phantasmal killer</i>
5th	<i>dominate person, modify memory</i>

## PSIONIC TALENT

You harbor a wellspring of psionic power within yourself, an energy that ebbs and flows as you channel it in various ways. This power is represented by your Psionic Talent die, the starting size of which is a d6.

**Psionic Talent Options.** You can use your Psionic Talent die in the following ways:

**Collective Knowledge.** You can spend 10 minutes in meditation communing with your patron and accessing the far recesses of its collective memory. When you do, roll your Psionic Talent die and choose one skill, tool, or language. You gain proficiency with the chosen skill or tool, or can read, write, and speak the chosen language, for a number of hours equal to the result of the Psionic Talent die or you use this ability again.

**Psychic Link.** You can project some small piece of your mind into others for the purpose of psychic surveillance. As an action, choose one willing creature you can see and roll your Psionic Talent die. For a number of hours equal to the number rolled, you simultaneously experience the world through your own senses and the chosen creature's.

**Psychic Whispers.** You can use your psychic abilities to establish telepathic communication between yourself and others—perfect for establishing a network of pawns. As an action, you give yourself and at least one other creature the ability to speak telepathically with each other. When you do so, roll your Psionic Talent die, and choose creatures you can see, up to a number of creatures equal to the number rolled. For 1 hour, the chosen creatures can speak telepathically with you, and you can speak telepathically with them. To send or receive a message (no action required), you and the other creature must be within 1 mile of each other. A creature can't use this telepathy if it can't speak any languages, and a creature can end the telepathic connection at any time (no action required). You and the creature don't need to speak a common language to understand each other.

**Changing the Die's Size.** If you roll the highest number on your Psionic Talent die, it decreases by one die size after the roll. This represents you burning through your psionic energy. For example, if the die is a d6 and you roll a 6, it becomes a d4. If it's a d4 and you roll a 4, it becomes unusable until you finish a long rest.

Conversely, if you roll a 1 on your Psionic Talent die, it increases by one die size after the roll, up to its starting size. This represents you conserving psionic energy for later use. For example, if you roll a 1 on a d4, the die then becomes a d6.

Whenever you finish a long rest, your Psionic Talent die resets to its starting size. When you reach certain levels in this class, the starting size of your Psionic Talent die increases: at 5th level (d8), 11th level (d10), and 17th level (d12).

**Psi Replenishment.** As a bonus action, you can calm your mind for a moment and restore your Psionic Talent die to its starting size. You then can't use Psi Replenishment again until you finish a long rest.

## MIND BLAST

At 6th level, your mind has been sharpened into a wicked weapon by the Eldest Brain. When you cast a warlock cantrip that deals damage, you can roll your Psionic Talent die. When you do, the damage from this casting of the cantrip changes to psychic and you deal additional damage to one creature hit by the spell equal to the die result.

## PSIONIC INTERFERENCE

Starting at 10th level, you know the *synaptic static* <sup>XGE</sup> spell, which does not count against the number of warlock spells you know. You can cast the spell without expending a spell slot by decreasing your Psionic Talent die by one size. Once you cast the spell without expending a spell slot, you cannot do so again until you finish a short or long rest.

## BRAIN BURROW

At 14th level, when you deal psychic damage with a warlock spell you can choose to reroll as many damage dice as you wish but you must use the second result. If this psychic damage reduces a creature to 0 hit points, it immediately dies as its brain or equivalent organ is telekinetically ejected from its skull and your Psionic Talent die increases by one die size.

Once you use this feature, you can't do so again until you finish a short or long rest, unless you decrease your Psionic Talent die by one die size to use this feature again.

The Eldest Brain—An Otherworldly Patron for the Warlock Class  
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