

WARLOCK

THE INEVITABLE

Your patron is an entity of cosmic law, a perfect entity of order, charged with upholding the fundamental truths that underpin all of reality and preventing the fabric of existence from unraveling.

While such an entity is far above mortal strife, they operate on unknowable cosmic scales, and moving mortal pawns may serve a purpose that a lesser mind cannot begin to comprehend. Some will have charged their Warlocks with a specific obscure task, while others may have never spoken their Warlock, knowing inevitable wheels of fate will cause things to fall into place as they were destined to be.

The power the Warlock receives is but a fragment of the binding power of cosmic law which brings order to all things.

THE INEVITABLE FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Spoken Edict
6th	Enforced Equality
10th	Inviolable Mind
14th	Inevitable Judgement

EXPANDED SPELL LIST

Warlock Level	Spells
1st	<i>command, karmic reflection^K</i>
3rd	<i>silence, zone of truth</i>
5th	<i>clairvoyance, immutability</i>
7th	<i>arcane eye, commandment^K</i>
9th	<i>arcane hand, geas</i>

ENFORCED EDICT

At 1st level, you can cast *command* without expending a spell slot. You can do so a number of times equal to your proficiency bonus.

When you reach 5th level, you can cast the spell a higher level by expanding multiple uses of the feature to cast it at a level equal to the number of uses of the feature spent.

CONTROLLED CASUALTY

At 6th level, you gain the ability to enforce cosmic balance. When an attack roll, saving throw, or ability check is rolled by a creature within 60 feet of you, you can use your reaction to make that roll a 10.

Recharge. Once you do so, you cannot do so again until you complete a short or long rest. You regain the ability to do so again early if a creature you can see rolls 1 or 20 twice in a row on a d20 while making an attack roll, ability check, or saving throw (including rolling double 1's or 20's with advantage or disadvantage).

INVIOABLE MIND

At 10th level, you gain proficiency in the Insight skill. If you already have proficiency in the Insight skill, you gain expertise in the skill. Additionally, you have advantage on saving throws against becoming Charmed, Frightened, or having your senses deceived.

INEVITABLE JUDGEMENT

Starting at 14th level, as an action you can point to a creature you can see within 120 feet and render judgement on them. The target suffers an immediate consequence, and begins to make Charisma saving throws at the end of each of its turns, with worsening consequences on each failure.

- **Exile.** The target cannot move toward you, and each time it fails a saving throw, it is forced to spend all of its movement on its next turn moving away from you before doing anything else.
- **Imprisonment.** Ethereal chains bind the target, stretching out into the cosmos. The target's speed becomes halved. The first time it fails this save, its speed becomes 0. The second time it fails this save, it becomes Restained. The third time it fails this save, it becomes Paralyzed.
- **Death.** The target begins to break apart, taking 4d6 force damage. Each time it fails a save against this effect, the damage increases by 2d6 and it takes the full damage again.

The judgement only ends if you become Incapacitated or the target passes three saving throws against the ability (they do not need to be consecutive). You can end the judgement early at any time. Once you render a judgement this way, you cannot do so again until you complete a long rest.

ELDRITCH INVOCATIONS

Book of Transgressions (*Prerequisites: The Inevitable, Pact of the Tome*)

When you can prove a creature committed a crime (to standard determined by the DM) and know that creature's name, you can record their name within this book. While the name is recorded, you know if that creature is alive, and if they are currently on the same plane as you, and they have disadvantage on saving throws against your Enforced Edict and Inevitable Judgement.

You have a total number of names actively recorded in the book equal to your proficiency modifier. A name is crossed out if the target dies or is suitably punished for their crime. You can erase a name from the book, letting that target go, but if a name is erased it cannot be recorded in the book again.

Corporal Punishment (*Prerequisites: The Inevitable, Pact of the Blade*)

If a creature passes a save against your one your *command* or Inevitable Judgement features, you can make a single weapon attack against them as a reaction.

Mechanized Deputy (*Prerequisites: The Inevitable, Pact of the Chain*)

The Clockwork Corrector is added to the extended list of familiars you can select when casting *find familiar*.

CLOCKWORK CORRECTOR

Tiny, Construct

Armor Class 14

Hit Points 1

Speed 5 ft, Flying 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	14 (+2)	16 (+3)	17 (+3)	10 (+0)

Skills Perception +5, Investigation +5

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 15

Languages Common

Challenge 1 (200 XP)

Actions

Apprehension Ray. The Corrector targets one creature it can see within 30 feet of it. The target must make a Wisdom saving throw, or its movement speed is reduced by 15 feet until the start of the corrector's next turn.

Causality Stabilization (1/day). The Corrector selects one creature within 30 feet of it. The next ability check, attack roll, or saving throw they make loses any advantage or disadvantage it would otherwise have.