

Eldritch Grimoire:

Warlock

This is Supplemental Material

Otherworldly Patron

At 1st level, a warlock gains the Otherworldly Patron feature. This is an option written by Odvaskar for that feature: The Parasite.

The Parasite

Your patron is an entity from the Far Realm or another eldritch reality or unknown origin. Through the pact you made with it, you have been infected with a part of its body to act as a conductor of its eldritch magic. This body part quickly spread through your body and seems to distort reality with its alien presence. The parasite requires nutrients in the form of flesh in order to grow and mature to sentience. It is always hungry. Only your patron knows the true purpose of the creature within you, but one thing is certain, removing it from your body will be extremely painful and will lead to the destruction of your body and your soul.

Expanded Spell List

1st-level The Parasite feature

Your 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.

Expanded Spell List

Spell Level	Spells
1st	<i>Dissonant Whispers, Ensnaring Strike</i>
2nd	<i>Blur, Web</i>
3rd	<i>Slow, Stinking Cloud</i>
4th	<i>Confusion, Evard's Black Tentacles</i>
5th	<i>Cloudkill, Insect Plague</i>

Reality Distortion

1st-level The Parasite feature

The parasite's aberrant presence warps reality around its host. While you are not wearing armor or holding a shield, your Armor Class equal to 10 + Dexterity modifier + your Charisma Modifier.

Parasitic Hunger

1st-level The Parasite feature

At 1st level, you can allow the parasite to rupture from your body to consume flesh. As a bonus action, you transform for 1 minute. You gain the following benefits while transformed:

You gain temporary hit points equal to your proficiency bonus + warlock level.

One of your limbs becomes a natural weapon with the Reach property, which uses your Charisma for attack rolls. If you hit with it, you deal bludgeoning, piercing, or slashing damage (your choice each turn) equal to 1d8 + your Charisma modifier.

As a bonus action you can have the parasite consume the nutrients of corpse hasn't been for longer than 1 minute. Corpse can't be from a construct, plant, or undead. When you do so you regain hit points equal to the creature's hit dice.

Once you use this feature you can't use it again until you finish a short or long rest.

Repurposed Flesh

6th-level The Parasite feature

Starting at 6th level, the parasite within you is able to infest and repurpose the flesh of a corpses into horrifying amorphous mass of flesh, bones, mouths, and eyes. As an action you can touch the flesh of at least two corpses and have them morph into a

Gibbering Mouther, the statistics for which are in the Monster Manual.

The gibbering mouter is friendly to you and your companions and obeys your mental commands. In combat, the gibbering mouter shares your initiative count, but takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one its stat block or some other action. If you are incapacitated, the gibbering mouter can take any action of its choice, not just Dodge.

The gibber mouter remains congealed until the end of your next long rest, at which point it turns into a puddle of liquified flesh.

Once you create a gibbering mouter with this feature, you can use this feature again until you finish a long rest.

the flesh of corpse to regain hit points and bring you back to consciousness.

Once you use this feature you can't use it again until you finish a long rest.

Awakened Psionics

10th-level The Parasite feature

At 10th level, the parasite within you has grown to adolescence which allows you can innately cast the *Detect Thoughts* spell, requiring no components. Using your Charisma as the spellcasting ability.

Symbiotic Consciousness

14th-level The Parasite feature

When you reach 14th level, the parasite has grown to full maturity and sentience. The parasite is neutral, has the same mental abilities as you, it can see through your eyes, and communicates with you telepathically. While you aren't incapacitated you gain advantage on saving throws being charmed, frightened, stunned, and knocked unconscious.

If you start your turn with 0 hit points the parasite immediately erupts from your body, using the Parasitic Hunger feature even if you don't have a use of it. You must still make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. The parasite takes control of your body and does everything possible to consume