

Archive of Forgotten Lore:

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 Ancient Construct.

Ancient Construct

You have made a pact with ancient construct. Your patron was constructed was created by an ancient civilization in an era of high magic. What the purpose of its creation was has been lost to time, but its memory is ancient, and it has many secrets to share.

The pact you made allows you to conjure protective wards, unleash powerful magic, and even replace parts of your body with constructed ones, as you slowly become a construct yourself.

Expanded Spell List

1st-level Ancient Construct 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>Magic Missile, Shield</i>
2nd	<i>Aid, Spiritual Weapon</i>
3rd	<i>Lightning Bolt, Leomund's Tiny Hut</i>
4th	<i>Arcane Eye, Otiluke's Resilient Sphere</i>
5th	<i>Bigby's Hand, Circle of Power</i>

Construct Form

1st-level Ancient Construct feature

At 1st level, you can manifest an aspect of your patron's power. As a bonus action, you transform for 1 minutes or until you die. The appearance of your form reflects aspects of your patron. You gain the following benefits while in this form:

- You gain a +1 to your AC.
- Once during each of your turns, you can use a bonus action to cast the *Blade Ward* cantrip.
- **Eldritch Cannon.** One of your hands counts as a simple melee weapon and an arcane focus while you aren't holding anything in it. When you make a melee attack with the cannon, you use your Charisma modifier for the attack and damage. It deals 1d8 plus your Charisma modifier force damage on a hit.

You can transform a number of times equal to your proficiency bonus, and you regain all the expended uses when you finish a long rest.

Ancient Memory

1st-level Ancient Construct feature

Your patron allows you to access a small part of its memory. As a result, whenever you make an Intelligence check, you gain a bonus to the check equal to your Charisma modifier (minimum of 1).

Constructed Nature

6th-level Ancient Construct feature

Your patron's power has replaced many of your organs with constructed parts made of clay, iron, stone, or wood. You don't need to eat, or drink. Additionally, part of your brain has been replaced giving you advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Immutable

10th-level Ancient Construct feature

At 10th level, more of your body is replaced by constructed parts. You gain the following benefits:

- You no longer need to breathe.
- You have advantage on saving throws against poison, and you have resistance to poison damage.
- You are immune to any spell or effect that would alter your form unless you allow it.

Ageless Inquisitor

14th-level Ancient Construct feature

Beginning at 14th level, most of your body is now made of constructed parts, including your brain. You are able to quickly examine creatures, lore, your environment, and retain the information forever. You gain the following benefits:

- You no longer age, and you are immune to being magically aged.
- You can accurately recall anything you have ever seen or heard.
- **Inquisitor's Gaze.** As an action, you can examine a target you can see within 60 feet of you, it must make a Wisdom saving throw. On a failed save, you learn Damage Vulnerabilities, Damage Resistances, Damage Immunities, and Condition Immunities of the target. You can use this feature a number of times equal to your proficiency bonus. You gain all expended uses when you finish a long rest.