

OTHERWORLDLY PATRON

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 WATCHER

Prerequisite: *eldritch blast* cantrip

A beholder is an aberration of terrible might, possessing chaotic and destructive powers, rivaled only by a few horrible creatures. Their hatred of all other beings, especially other beholders, is legendary. There are, however, documented cases of beholders empowering a minion to do their bidding, typically, to assassinate a rival beholder or to commit some atrocity in the beholder's name. In addition to manifesting beholder-like powers, the personality of a beholder's warlock might also warp to become more like that of their patron, making them more xenophobic, covetous, and utterly hateful.

EXPANDED SPELL LIST

The Watcher 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.

WATCHER EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>magic missile, sleep</i>
2nd	<i>blindness/deafness, see invisibility</i>
3rd	<i>hypnotic pattern, slow</i>
4th	<i>arcane eye, locate creature</i>
5th	<i>legend lore, telekinesis</i>

RAYS OF THE ELDRITCH EYE

Starting at 1st level, your *eldritch blast* is warped by your patron. When you cast your *eldritch blast* cantrip, you add an additional effect to the spell, determined by the number that you rolled on the damage die. You can only apply one



effect to each creature you hit with *eldritch blast*. If you hit a creature with multiple beams of your *eldritch blast* or roll a critical hit with one, you can choose which d10's damage value you use for the effect applied to your target.

RAYS OF THE ELDRITCH EYE

Damage Roll	Effect
1	Charm Ray. The creature has disadvantage on attack rolls against you until the beginning of your next turn.
2	Paralyzing Ray. The creature has disadvantage on Dexterity checks and saving throws until the beginning of your next turn.
3	Fear Ray. The first attack the creature makes on its next turn has disadvantage.
4	Slow Ray. The creature's speed is reduced by 10 feet until the beginning of your next turn.
5	Enervation Ray. The creature can't regain hit points until the beginning of your next turn.
6	Telekinetic Ray. The creature is pushed 10 feet away from you or pulled 10 feet closer.
7	Sleep Ray. The creature becomes drowsy and sluggish. On their next turn, they can take an action or a bonus action, but not both.
8	Petrification Ray. The creature cannot take reactions until the end of your next turn.
9	Disintegration Ray. One nonmagical object that the creature is carrying is destroyed.
10	Death Ray. The target takes an additional 1d6 necrotic damage.



PARANOIA OF THE EYES

Starting at 6th level, you constantly perceive enemies in all directions, just as your patron does. If you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn. Once you use this ability, you can't use it again until you finish a short or long rest.

Additionally, your patron has granted you a potent weapon to slay its rivals: your *eldritch blast* is unaffected by areas of antimagic generated by the *antimagic field* spell, or a monster's ability such as a beholder's antimagic cone.

GAZE OF THE ELDRITCH EYE

Starting at 10th level, your patron's dreadful stare suffuses all the spells that you cast. When you cast a spell of 1st-level or higher that requires a spell attack roll, roll a d10. If you hit with your spell attack, apply the effect on the Rays of the Eldritch Eye table that corresponds to the result of your d10 roll to the target.

In addition, you gain one spell of 1st-level or higher from any spell list that requires a spell attack roll, such as *ray of sickness* or *scorching ray*. This spell counts as a warlock spell for you, and does not count against your warlock spells known.

ANTIMAGIC AURA

Starting at 14th level, you can use an action to ward yourself against the magic of other spellcasters. You create an *antimagic field* (as per the spell) with a 15-foot radius, centered on yourself. This *antimagic field* moves with you. Spells cast through your Pact Magic or warlock class features, as well as objects created by your warlock class features, are not affected by this *antimagic field*. This *antimagic field* persists for 1 minute and does not require your concentration.

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

ELDRITCH INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

WRATH OF THE ELDRITCH EYE

Prerequisite: 15th level

You can cast the spell *disintegrate* without expending a spell slot. Once you do so, you can't cast the spell again in this way until you finish a long rest.