Now, Time to Count Your sins!

A Subclass by My Wife is the MC inspired by the Kamen Rider franchise.

Homebrew Subclass

The following subclass is designed for the 2024 version of Dungeons and Dragons 5th Edition.

Warlock

At level 3, a Warlock gains the subclass feature. The Planesmind is inspired by the bond between Shotaro and Philip from Kamen Rider W.

Homebrew Material
This subclass is homebrew content, created with care and refined through multiple design passes. While it hasn't been through full-scale playtesting, it's built with balance, clarity, and fun in mind. You may still encounter the occasional edge case or moment of friction during play, so feel free to adjust anything to fit your table's needs. If you find issues or have feedback, please share it **[here]**. As with all unofficial content, this material isn't legal for D&D Adventurers League or other official events. Getting your GM's approval or working with your GM to use this document in your home games is highly recommended.

The Planesmind

Bond with the Knowledge of the Realm

You've made a pact with an entity that holds all knowledge of the plane. This entity could be an eldritch observer, a unique archfey who roamed the plane throughout the eons, or an avatar of the plane's knowledge who was once mortal. This entity's power has greatly diminished in the process of becoming a Planesmind, needing to bond their essence with you in order to provide their power.

Level 3: Esoteric Memories

Your bond with your patron inundates you with the magical manifestations of the plane's memories.

Additional Invocation. You gain one new invocation of your choice. This doesn't count against the number of invocations you know. Aspect Drive (see "New Invocations" below) or Pact of the Blade is recommended.

Esoteric Warrior. Whenever you make an Unarmed Strike, you can use your Charisma modifier for the attack and damage rolls instead of using Strength. If you have the Pact of the Blade invocation, you can conjure a Simple or Martial Ranged weapon, or turn a Ranged weapon into your pact weapon. Similarly, your Unarmed Strikes are considered your pact weapon, provided you're not holding any other pact weapon.

Knowledge of the Plane. You know the *Guidance* cantrip. When you cast *Guidance* on yourself for an Intelligence skill, you add your Charisma modifier to the bonus granted by the spell. In addition, you gain proficiency in the Arcana skill.

Planesmind Conduit. Your patron grants you a magical device through which they can channel their power. This is a wearable item, and you choose the form this takes, such as a bracer, belt, or gloves. While wearing this item, your patron can communicate with you telepathically. You gain this item, appearing on your person in a flash of light, when you take this subclass or when you come back to life. This item cannot be destroyed, but it disappears if you break your pact or if you die. It grants the following benefits:

Spellcasting Focus. You can use the conduit as a Spellcasting Focus.

Summon and Dismiss. While touching the conduit, you can dismiss it to a pocket dimension as a Magic action. While dismissed, you can summon it to your free Bonus Action, or when you roll Initiative (no action required). You can also summon it on your person, already wearing it. While worn, the conduit can't be removed against your will.

Conduit Aspects. As part of wearing the conduit, choose one Anima Aspect and one Soma Aspect of your choice from the "Conduit Aspects" section later in this subclass's description. You gain the "Worn" benefit indicated under each chosen aspect while wearing the conduit.

Aspect Shift. As a Bonus Action, or as a Reaction immediately after you make an attack, you can replace the Anima Aspect, Soma Aspect, or both aspects with a different one of the same type.

Conduit Spells. The conduit's direct connection to your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Conduit Spells table, you thereafter always have the listed spells prepared while wearing the conduit.

Conduit Spells

Warlock Level	Spell
3	*Identify, Locate Object*
5	*Sending*
7	*Arcane Eye*
9	*Rary's Telepathic Bond*

The Patron's Knowledge

Some players may reference the source material that inspired this subclass, and may discuss the patron being a physical and active presence in the character's journey. This may present issues with delivering key information that may derail the campaign in certain ways, and may invalidate spells and features such as the Warlock's level 9 feature, Contact Patron. In such instances, consider allowing the patron to be present, but have a narrative reason as to why they can't provide plot-important details. Perhaps their power has diminished to the point of amnesia, requiring certain triggers or catalysts (such as a spell or feature) to access their wealth of information, or their personality may leave them constantly preoccupied by random flights of fancy. In essence, allow the patron to provide insights and opinions, but any greater knowledge that they may hold requires the use of appropriate features, spells, or abilities.

Level 3: Soulbound Shroud

While wearing the Planesmind Conduit, you can take a Bonus Action, or as part of rolling Initiative (no action required). When you do so, you bind your patron's mind to yours through the conduit, creating a magical shroud over your body to house its magic called the Soulbound Shroud. You determine the appearance of this shroud, such as a metallic suit of armor split into two halves of opposite colors according to your current aspects, or a translucent cloak that shows a stylized form of your patron. You can do this once, and you regain the ability to do so again when you finish a Long Rest, or by expending a Pact Magic spell slot as part of conjuring the shroud.

Duration. The shroud lasts 1 hour, and it ends early if you are reduced to 0 Hit Points, if you willingly sever the bond at the end of your turn (no action required), or if your patron willingly severs the connection during your turn. While the shroud is manifested, you can't dismiss the conduit.

Soulbound Shroud Benefits. For the duration of the shroud, you gain the following benefits:

Armor Class. For the duration of your shroud, your base AC becomes 12 plus your Charisma modifier. This AC gains a +1 bonus when you reach Warlock levels 5 (+1), 11 (+2), and 17 (+3). If you're already wearing armor, you can choose to replace its AC with the one granted by the shroud instead.

Aspect Shroud Benefits. The shroud channels the power of each aspect on your conduit. In addition to gaining the Worn benefits of your current aspects, you also gain their "Soulbound Shroud" benefits for the duration of your shroud. If an aspect's effect forces a target to make a saving throw, it uses your spell save DC. At your discretion, you may choose to have each aspect alter the appearance of your Soulbound Shroud.

Planesmind Appraisal. As a Bonus Action, you can entreat your patron to analyze one enemy you can see within 30 feet of you. When you do so, make a DC 18 Arcana (Intelligence) check and add your Charisma modifier to the roll. The first time you succeed on a check against a creature, you determine any of its Immunities, Resistances, and your next attack against it before the start of your next turn has Advantage. On succeeding successes, you only gain Advantage on your next attack against it before the start of your next turn. On a failed check, the next time you use this benefit on the same creature, the DC decreases by 2 (up to a minimum DC of 10). The DC resets when you succeed on a check, or when you finish a Short or Long Rest. You can succeed on using this benefit a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses the next time you manifest the Soulbound Shroud.

Your Patron's Safety

While your shroud is manifested, your patron's body has the Unconscious condition. If it takes damage during this time, the patron is immediately made aware of it and might choose to sever the connection immediately for their own safety. If your patron's body dies, so does your patron, and the bond is immediately severed. In such cases, you may choose a different class or Warlock subclass, or allow you to use the Lonesoul Echo under the "Optional Conduit Aspects" below at the DM's discretion.

Level 6: Tenuous Partnership

Your conduit has deepened your connection with your patron, albeit the connection remains tenuous.

Soma Aspect Improvement. You attack twice instead of once when you take the Attack action while your Soulbound Shroud is active. If you have the Thirsting Blade invocation, you instead gain a +1 bonus to attack and damage rolls of certain attacks and weapons, depending on your current Soma Aspect: Joker (Unarmed Strike), Metal (Metal Shaft), or Trigger (Trigger Iron). This bonus increases by +1 when you reach Warlock level 11 (+2) and 17 (+3).

Anima Guardian. You learn the *Find Familiar* spell, which you can cast as a ritual. When you cast the spell using this feature, it doesn't require Material components, and you can only choose the Anima Guardian form instead of any of the other forms granted by the spell, which is based on your patron's ideas of ferocious fanged guardians. Its game statistics use the Anima Guardian stat block below. In addition, this familiar has special Warlock Actions, which you can take while within a certain range of the familiar. If you have the Esoteric Familiars invocation, this becomes one of the Esoteric Familiar forms.

Anima Guardian

Tiny Construct, Unaligned

AC 12 + your Cha modifier
HP 2 + five times your Warlock level (the familiar has a number of Hit Dice [d8s] equal to your Warlock level)
Speed 30 ft.

Initiative +2 (12)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	**DEX**	12	+1	+1	**CON**	14	+2	+2
INT	4	-3	-3	**WIS**	10	+0	+0	**CHA**	6	-2	-2

Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages Understands the languages you know but can't speak
Challenge None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Lifting Strength. The familiar doesn't spend extra movement to move a Medium or smaller creature Grappled by it.

Immutable Form. This familiar is immune to any spell or effect that would alter its form.

WARLOCK ACTIONS

Anima Aspect. When you conjure your Soulbound Shroud or when you use Aspect Shift while the shroud is active, you can choose to replace your current Anima Aspect with this familiar, provided it is within 30 feet of you. When you do so, the familiar vanishes into your Planar Conduit, becoming your Anima Aspect. As an Anima Aspect, it grants the following effects:

Fossilized Fang (Soulbound Shroud). As part of manifesting the shroud or as a Bonus Action while the shroud is active with this aspect, or as part of using Aspect Shift to change into this aspect, you conjure a magical Dagger called the Fossilized Fang into your free hand. You can use its Mastery property. In addition, if you make a ranged attack with this weapon, it immediately returns to you the moment it hits or misses a target. The weapon vanishes when the shroud ends, when you replace this aspect with a different Anima Aspect, or if you attempt to conjure a second Fossilized Fang. If you have the Pact of the Blade invocation, it counts as a pact weapon even if you already have one.

Primal Dash (Soulbound Shroud). You can take the Dash action as a Bonus Action, but you can only move closer to another enemy during this movement.

Prehistoric Ferocity (Soulbound Shroud). Whenever you deal damage with a weapon or Unarmed Strike, you roll the damage twice and take the higher result.

Primal Frenzy (Soulbound Shroud). At the start of each of your turns, make a DC 10 Wisdom saving throw. On a successful save, you take your turn as normal, and the DC increases by 1 (up to a maximum of 20). On a failed save, all creatures you can see are considered enemies to you until the start of your next turn, and you must spend this turn to attack the creature nearest you. During this time, your attacks have Advantage, while attacks against you have Advantage, and you cannot change your Anima Aspect or willingly end your shroud. If you are under the effects of the *Calm Emotions* spell, you automatically succeed on the save.

Anima Protection (Planar Saturation). After finishing a Long Rest, the first time you conjure the shroud with this aspect, or change into this aspect while the shroud is active, you gain Temporary Hit Points equal to twice your Warlock level. While you have Temporary Hit Points, you can choose to succeed on the saving throw against Primal Frenzy.

When your shroud ends, or if you change your Anima Aspect, the familiar reappears in the nearest unoccupied space within 10 feet of you.

ACTIONS

Bite. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d6 + your Charisma modifier Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC uses your spell save DC) from its mouth.

Claws. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d4 + your Charisma modifier Slashing damage. If the target is a Medium or smaller creature, and the familiar moved 10+ feet straight toward it immediately before the hit, the target has the Prone condition, and the familiar can make one Bite or Tail attack against it.

Tail. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 + your Charisma modifier Bludgeoning damage.

Level 10: Soma Convergence

Your time with your patron has saturated your body with the magic of the planes.

Planar Saturation. While your Soulbound Shroud is active, you gain the "Planar Saturation" benefit of your current aspects. If both Planar Saturation benefits of your current aspects require a Bonus Action, choose which Planar Saturation benefit to use.

Soul Overlap. When you conjure the Soulbound Shroud, or as a Bonus Action while the shroud is active, you can overlap your soul with your patron's to create special armaments. You can use this once, and you can't do so again until you finish a Long Rest. Until your shroud ends, you gain the following benefits:

Improved Appraisal. When you succeed in using Planesmind Appraisal, you also learn whether the target has any Vulnerabilities, if it can cast spells, and if it has any magic items in its possession. In addition, when a creature targets you with an attack or effect, you can take a Reaction to use Planesmind Appraisal. When you do so and succeed on the check, the attack has Disadvantage, or you gain Advantage on the saving throw against the effect.

Prism Buckler. As part of fusing with your patron, or as a Bonus Action while Soul Overlap is active, you conjure a magical Shield called the Prism Buckler and don it immediately. You have training with this Shield. If you already have a Shield when you conjure the Prism Buckler, you replace it immediately, with the previous Shield falling to the ground. The Prism Buckler vanishes when the shroud ends, if you doff it, or if you attempt to conjure a second Prism Buckler.

Prism Armament. Sheathed within the Prism Buckler is a Shortsword called the Prism Armament. This weapon vanishes when the Prism Buckler vanishes. If you have the Pact of the Blade invocation, your Unarmed Strikes count as your pact weapon even if you already have one. If you let go of this weapon, it teleports to its sheath within the Prism Buckler. In addition, while holding this weapon, you know the *True Strike* cantrip. Finally, you gain a +2 bonus to attack and damage rolls made with this weapon. This bonus increases to +3 when you reach Warlock level 17.

Level 14: Planesmind Union

While Soul Overlap is active, you gain the following additional benefits:

World Recall. While the Prism Buckler is donned, you can take a Bonus Action and choose one Anima or Soma Aspect you're currently not using. When you do so, choose one benefit from the chosen aspect (Worn, any Soulbound Shroud, or Planar Saturation), gaining its effects until the start of your next turn. If the benefit requires a Bonus Action, you use it as part of using World Recall. You can also use this benefit as part of the same Bonus Action when you use Aspect Shift. Similarly, you can choose to sheathe the Prism Armament into the Prism Buckler as part of using this benefit.

Prism Strike. When you use World Recall while the Prism Armament is sheathed, the weapon becomes empowered until the start of your next turn. During this time, you can replace one of your attacks when you take the Attack action and instead cast *True Strike*, drawing the Prism Armament and using it as the spell's Material component.

Prism Release. After using World Recall four times before the shroud ends, you can take a Magic action to cast the *Prismatic Spray* spell. It counts as a Warlock spell for you. When you cast the spell using this benefit, any creation of magical force within the spell's range, such as ones created by the *Forcecage* or *Wall of Force* spell, is automatically disintegrated. Alternatively, you can cast *Forcecage* spell instead without Material components. Once you cast either spell, you can't do so again until you finish a Long Rest, or after you use World Recall four times again before your shroud ends.

Golden Union. As part of fusing with your patron, or at the start of your succeeding turns while Soul Overlap is active (no action required), you can expend a Pact Magic spell slot to further deepen your union with your patron. Until your shroud ends, you gain a Fly Speed of 60 feet, and your shroud's AC increases by 2. In addition, you can immediately cast one of the spells granted by Prism Release once without having to use World Recall. Once you activate this benefit, you can't do so again until the next time you activate Soul Overlap.

Conduit Aspects

The following Conduit Aspect options are presented alphabetically.

Cyclone (Anima Aspect). This aspect is the magical manifestation of the plane's memories of storms. It grants the following benefits:

Cyclone Spells (Worn). When you reach a Warlock level specified in the Cyclone Spells table, you thereafter always have the listed spells prepared while this aspect is active.

Storm Push (Soulbound Shroud). Once per turn, when you hit a Large or smaller creature with an attack, you can choose to force it to make a Strength saving throw or be pushed 10 feet away from you. When you reach Warlock level 9, you can choose to cause the creature to have the Prone condition instead.

Windward Leap (Soulbound Shroud). You use your Charisma instead of your Strength when determining the height or distance of your High Jump or Long Jump, respectively. In addition, you reduce any damage you take from falling by an amount equal to your Charisma score.

Cyclone Aura (Planar Saturation). As a Bonus Action, you emit an aura of wind in a 10-foot Emanation until the start of your next turn. You can also do so as part of conjuring the Soulbound Shroud with this aspect, or changing your Anima Aspect to Cyclone while the shroud is active. Ranged attacks that target a creature within the Emanation have Disadvantage. In addition, the Emanation is Difficult Terrain for enemies.

Cyclone Spells

Warlock Level	Spells
3	*Gust of Wind, Longstrider*
5	*Wind Wall*
7	*Freedom of Movement*
9	*Conjure Volley*[1]

[1] Wizards of the Coast LLC, Player's Handbook, 2024.

Heat (Anima Aspect). This aspect is the magical manifestation of the plane's memories of thermodynamic phenomena. It grants the following benefits:

Heat Spells (Worn). When you reach a Warlock level specified in the Heat Spells table, you thereafter always have the listed spells prepared while this aspect is active.

Cold Resistance (Soulbound Shroud). You have Resistance to Cold damage.

Heated Strikes (Soulbound Shroud). When you hit with a weapon or Unarmed Strike, you can choose to deal an extra 1d4 Fire damage. You can deal this damage no more than once per turn. This Fire damage increases when you reach Warlock levels 9 (1d6) and 17 (1d8).

Heat Aura (Planar Saturation). As a Bonus Action, you emit an aura of heat in a 10-foot Emanation until the start of your next turn. Enemies can't benefit from Resistance to Fire damage while inside the Emanation. You can also do so as part of conjuring the Soulbound Shroud with this aspect, or changing your Anima Aspect to Heat while the shroud is active. In addition, allies within the Emanation have Resistance to Cold damage. Finally, whenever an enemy within the Emanation hits you or an ally within the Emanation, it takes Fire damage equal to your Charisma modifier.

Heat Spells

Warlock Level	Spells
3	*Fire Bolt, Searing Smite, Flaming Sphere*
5	*Fireball*
7	*Fire Shield* (Warm Shield Only)
9	*Flame Strike*

Joker (Soma Aspect). This aspect is the magical manifestation of the plane's memories of unpredictable upsets. It grants the following benefits:

Unpredictable Skills (Worn). When you cast *Guidance* on yourself to improve a skill that uses Strength or Dexterity, you add your Charisma modifier to the bonus granted by the spell.

The Devil's Luck (Soulbound Shroud). When you fail a D20 Test, you can take a Reaction to reroll it and add your Charisma modifier to the new roll, potentially causing it to succeed. You can do this once, and you can't do so again until you roll a 1 on the d20 of a D20 Test, or until the next time you manifest the Soulbound Shroud.

Wildcard Warrior (Soulbound Shroud). The damage of your Unarmed Strike becomes a d4. This increases when you reach Warlock levels 9 (d6) and 17 (d8). In addition, if you have the Pact of the Blade invocation, you can change your pact weapon to your Unarmed Strikes as part of manifesting the shroud or changing to this aspect. Finally, when you take the Attack action, and at least one of your attacks is an Unarmed Strike that hits, you can immediately take a Bonus Action to make one additional Unarmed Strike.

Upset Motion (Planar Saturation). The first time you hit an enemy with an Unarmed Strike in a turn, the next 10 feet you move before the end of the current turn doesn't provoke Opportunity Attacks.

Luna (Anima Aspect). This aspect is the magical manifestation of the plane's memories of fantastical phenomena. It grants the following benefits:

Luna Spells (Worn). When you reach a Warlock level specified in the Luna Spells table, you thereafter always have the listed spells prepared while this aspect is active.

Fantastical Warrior (Soulbound Shroud). The reach of your Unarmed Strikes and Melee weapons increases by 5 feet. In addition, your attacks using Ranged weapons ignore Half Cover.

Malleable Motion (Soulbound Shroud). Difficult Terrain doesn't cost you extra movement.

Brilliant Aura (Planar Saturation). As a Bonus Action, you emit a brilliant aura in a 10-foot Emanation until the start of your next turn. You can also do so as part of conjuring the Soulbound Shroud with this aspect, or changing your Anima Aspect to Luna while the shroud is active. You and allies within the Emanation gain a bonus to saving throws against spells and other magical effects equal to your Charisma modifier.

Luna Spells

Warlock Level	Spells
3	*Magic Missile, Blur*
5	*Spirit Guardians*
7	*Leomund's Secret Chest*

Metal (Soma Aspect). This aspect is the magical manifestation of the plane's memories of steel processes. It grants the following benefits:

Weighted Body (Worn). You add your Charisma modifier to any Strength saving throw you make.

Metal Shaft (Soulbound Shroud). As part of manifesting the shroud or as a Bonus Action while the shroud is active with this aspect, or as part of using Aspect Shift to change into this aspect, you conjure a magical Quarterstaff called the Metal Shaft into your free hand. You can use its Mastery property. The weapon vanishes when the shroud ends, when you replace this aspect with a different Soma Aspect, or if you attempt to conjure a second Metal Shaft. If you have the Pact of the Blade invocation, you can change your pact weapon into the Metal Shaft as part of conjuring it.

Steel Grasp (Soulbound Shroud). Your AC increases by 1 if you're holding the Metal Shaft with both hands. This bonus increases by +1 when you reach Warlock level 9 (+2) and 17 (+3).

Unstoppable Shroud (Planar Saturation). As a Bonus Action, you gain Resistance to Bludgeoning, Piercing, and Slashing damage until the start of your next turn. During this time, or until your shroud ends or you change this aspect, you have Advantage on saving throws against the Prone condition, you can't be moved against your will, and your Speed is halved.

Trigger (Soma Aspect). This aspect is the magical manifestation of the plane's memories of ranged weaponry. It grants the following benefits:

Eye Spy (Worn). You add your Charisma modifier to any Perception check you make. In addition, you add your Charisma modifier to your Passive Perception.

Trigger Iron (Soulbound Shroud). As part of manifesting the shroud or as a Bonus Action while the shroud is active with this aspect, or as part of using Aspect Shift to change into this aspect, you conjure a magical Hand Crossbow called the Trigger Iron into your free hand. You can use its Mastery property. The weapon vanishes when the shroud ends, when you replace this aspect with a different Soma Aspect, or if you attempt to conjure a second Trigger Iron. If you have the Pact of the Blade invocation, you can change your pact weapon into the Trigger Iron as part of conjuring it.

Unending Shots (Soulbound Shroud). Whenever you attack using the Trigger Iron, you magically produce its ammunition, which vanishes the moment it hits or misses a target. In addition, you ignore the weapon's Loading property. Finally, when you miss a ranged attack using the Trigger Iron, you can take a Reaction and make an attack against a different creature using the Trigger Iron.

Pinpoint Snipe (Planar Saturation). When you hit a creature with your Trigger Iron, you can take a Bonus Action to hit a body part. When you do so, choose from one of the following body parts (or their closest equivalent) that the creature has: Arm, Chest, Head, Leg. The creature then makes either a Strength saving throw (Arm or Leg) or a Constitution saving throw (Chest or Head). On a success or fail, the target's next attack before the start of your next turn has Disadvantage.

On a failed save, the target suffers one of the following effects according to the chosen body part: **(Arm)** The target drops one item of your choice that it is holding, **(Chest)** the target has Disadvantage on saving throws to maintain Concentration until the start of your next turn, **(Head)** the target has the Blinded condition until the start of your next turn, or **(Leg)** the target has the Prone condition.

Optional Conduit Aspects

The following aspects are optional, and are meant for players who are familiar with the source material. These are presented in alphabetical order.

Accelerator (Soma Aspect). This aspect is the magical manifestation of the plane's memories of speed. It grants the following benefits:

Purposeful Gait (Worn). When you move up to half your Speed toward an enemy, you have Advantage on your next attack roll or ability check against that enemy, provided you don't use any more movement before the attack or check. You can gain Advantage in this way only once per turn.

Engineblade (Soulbound Shroud). As part of manifesting the shroud or as a Bonus Action while the shroud is active with this aspect, or as part of using Aspect Shift to change into this aspect, you conjure a magical Longsword called the Engineblade into your free hand. You can use its Mastery property. The weapon vanishes when the shroud ends, when you replace this aspect with a different Soma Aspect, or if you attempt to conjure a second Engineblade. If you have the Pact of the Blade invocation, you can change your pact weapon into the Engineblade as part of conjuring it.

Accelerated Gait (Soulbound Shroud). Your Speed increases by 10 feet.

Accelerated Metabolism (Planar Saturation). When you start your turn Bloodied, you regain a number of Hit Points equal to your Constitution modifier plus your Charisma modifier.

Aspect Drive: Anima Guardian, Accelerator. As a Bonus Action, you line your Engineblade with fangs and claws until the start of your next turn. During this time, your attacks deal an extra 3d4 Piercing damage. If you're under the effects of Primal Frenzy, you can make one attack using your Engineblade as part of the same Bonus Action.

Aspect Drive: Cyclone, Accelerator. As a Magic action, you cast the *Fog Cloud* spell. When the spell is cast using this invocation, it doesn't require Concentration and it ends at the start of your next turn. When the fog appears, each creature in the fog makes a Constitution saving throw, taking Lightning damage equal to a number of d6s equal to your Pact Magic spell slot level on a failed save, or half as much on a successful one. A creature that enters the fog for the first time in a turn, or ends its turn there, makes the same saving throw.

Aspect Drive: Heat, Accelerator. As a Bonus Action, you take the Dash action and emit a fiery aura in a 5-foot Emanation until the start of your next turn. Once per turn, when the Emanation enters a creature's space, it takes Fire damage equal to twice your Pact Magic spell slot level. In addition, the next time you hit with the Engineblade before the start of your next turn deals extra Fire damage equal to 2d6 plus a number of d6s equal to half your Pact Magic spell slot level (minimum of 1d6).

Aspect Drive: Luna, Accelerator. As a Bonus Action, you cast the *Mirror Image* spell on yourself. When you cast the spell with this invocation, the spell's duration lasts until the start of your next turn. In addition, whenever a creature within 5 feet of you destroys an illusory duplicate, you make one Engineblade attack against it (no action required). When this attack hits, you deal an extra 2d4 Force damage.

Lonesoul Echo (Anima Aspect). This special Anima Aspect serves as a facsimile of the Planesmind's essence. It grants the following benefits:

Quiet Solitude (Worn). As a Bonus Action, you grant yourself Advantage on your next ability check or attack roll before the end of the current turn. You can only use this while you have no allies within 5 feet of you.

Lonely Shroud (Soulbound Shroud). While you have no allies within 5 feet of you, you gain a +1 bonus to your AC. This bonus increases by +1 when you reach Warlock levels 9 (+2) and 17 (+3).

Soma Empowerment (Soulbound Shroud). Your attack rolls for certain attacks and weapons gain a 1d4 bonus depending on your current Soma Aspect: Joker (Unarmed Strikes), Metal (Metal Shaft), and Trigger (Trigger Iron). You gain this bonus while you have no allies within 5 feet of you.

Fearless in Solitude (Planar Saturation). You have Immunity to the Charmed and Frightened condition, provided you have no allies within 5 feet of you.

Flames of the One (Aspect Drive: Any Soma Aspect). As a Bonus Action, you empower yourself until the start of your next turn. During this time, certain attacks and weapons deal extra Force damage equal to 1d6 plus your Pact Magic spell slot level, depending on your current Soma Aspect: Joker (Unarmed Strike), Metal (Metal Shaft), or Trigger (Trigger Iron).

Skull (Soma Aspect). This aspect is the magical manifestation of the plane's memories of death. It grants the following benefits:

Stare Death in the Face (Worn). You add your Charisma modifier to Death Saving Throws. In addition, you know the *Chill Touch* cantrip. If you took the Agonizing Blast at least once, you add your Charisma modifier to the damage rolls of *Chill Touch*, provided you don't already do so from another feature.

Fateful Fists (Soulbound Shroud). The damage of your Unarmed Strike becomes a d4. In addition, if you have the Pact of the Blade invocation, your Unarmed Strikes count as your pact weapon even if you already have one. Finally, when you take the Attack action, and at least one of your attacks is an Unarmed Strike that hits, you can immediately take a Bonus Action to cast the *Chill Touch* cantrip.

Vengeful Derringer (Soulbound Shroud). As part of manifesting the shroud or as a Bonus Action while the shroud is active with this aspect, or as part of using Aspect Shift to change into this aspect, you conjure a magical Hand Crossbow called the Vengeful Derringer into your free hand. You can use its Mastery property. The weapon vanishes when the shroud ends, when you replace this aspect with a different Soma Aspect, or if you attempt to conjure a second Vengeful Derringer. If you have the Pact of the Blade invocation, you can change your pact weapon into the Trigger Iron as part of conjuring it. Whenever you attack using this weapon, you magically produce its ammunition, which vanishes the moment it hits or misses a target. In addition, you ignore the weapon's Loading property. Finally, when you take the Attack action, and at least one of your attacks with the Vengeful Derringer hits, you can immediately take a Bonus Action to cast the *Chill Touch* cantrip.

Planar Saturation (Planar Saturation). When you make a Death Saving Throw, and your Charisma modifier brings the total to 20 or higher, you treat it as if rolling a 20 on the d20. You can use this benefit once, and you can't do so again until you finish a Short or Long Rest.

Aspect Drive: Anima Guardian, Skull. As a Bonus Action, you conjure a Large, translucent skeletal dinosaur skull above you that bellows in a 15-foot Cone. Each enemy in the Cone makes a Wisdom saving throw. If you're under the effects of Primal Frenzy, a creature has Disadvantage on the save. On a failed save, a creature has the Frightened condition until the start of your next turn. During this time, your attacks against a creature with the Frightened condition deal extra Psychic damage equal to 2d8 plus twice your Pact Magic spell slot level.

Aspect Drive: Cyclone, Skull. As a Bonus Action, you empower yourself with dreadful wails carried by the wind. Until the start of your next turn, your Unarmed Strikes and Vengeful Derringer attacks deal extra Psychic damage equal to 2d10 plus your Pact Magic spell slot level. Whenever an enemy starts its turn within 15 feet of you during this time, it must make a Wisdom saving throw or have the Frightened condition until the start of your next turn.

Aspect Drive: Heat, Skull. As a Magic action, you launch a 5-foot-radius flaming skull to a point you can see within 30 feet of you. The skull travels in a straight line toward the point. Whenever the ball would enter the space of another creature, that creature makes a Wisdom saving throw. On a failed save, it has the Frightened condition until the start of your next turn. When the skull reaches its destination, it explodes in a 15-foot-radius Sphere. Each creature in the sphere makes a Dexterity saving throw, taking a number of d6s of Fire damage equal to your Pact Magic spell slot level on a failed save, or half as much on a successful one. In addition, each creature with the Frightened condition within 30 feet of the skull takes a number of d6s of Psychic damage equal to your Pact Magic spell slot level. The skull explodes early if it would hit a Large or larger creature, or if it would hit a 10-foot-by-10-foot surface.

Aspect Drive: Luna, Skull. As a Bonus Action, you cast the *Blur* spell on yourself. When you cast the spell with this invocation, the spell's duration lasts until the start of your next turn and doesn't require Concentration. During this time, your next attack with an Unarmed Strike or Vengeful Derringer deals extra Psychic damage equal to a number of d8s equal to your Pact Magic spell slot level.

New Invocations

Whenever you gain a new invocation, you can choose from one of the following new options. The following invocations are presented in alphabetical order.

Aspect Drive

Prerequisites: Level 3+ Warlock, Planesmind Subclass

You unleash the power of your shroud's aspects to produce a powerful effect called an Aspect Drive. The Aspect Drive's effect is determined by your current combination of Anima and Soma Aspects. If an Aspect Drive's effect forces a target to make a saving throw, it uses your spell save DC. In addition, if an Aspect Drive's effect has a duration, it ends early if you change your aspects or if your shroud ends.

You can use an Aspect Drive once, and you can't do so again until the next time you manifest the shroud, or if you expend a Pact Magic spell slot as part of the same Bonus Action.

Anima Guardian, Joker. As a Bonus Action, you conjure a translucent maw at a creature you can see within 15 feet of you. The target must make a Dexterity saving throw. On a failed save, the target has the Restrained condition from the maw until the start of your next turn. On a successful save, the target's Speed is halved until the start of your next turn. The next time you hit with the Fossilized Fang during this time, you deal extra Force damage equal to 2d8 plus your Pact Magic spell slot level. If you're under the effects of Primal Frenzy, the Force damage increases by an amount equal to your Pact Magic spell slot level.

Anima Guardian, Metal. As a Bonus Action, you cover yourself in translucent fangs and spikes, and you take the Dash action. Until the start of your next turn, any creature that hits you with a melee attack within 5 feet of you takes 2d4 Force damage. In addition, your attacks with your Fossilized Fang or Metal Shaft during this time deal extra Force damage equal to 1d4 plus your Pact Magic spell slot level. If you're under the effects of Primal Frenzy, the d4s increase to d6s.

Anima Guardian, Trigger. As a Magic action, you fire a large translucent bolt in a 60-foot-long, 5-foot-wide Line from your Trigger Iron. Each creature in the Line makes a Dexterity saving throw, taking Force damage equal to 2d6, plus a number of d6s equal to your Pact Magic spell slot level on a failed save, or half as much on a successful one. If you're under the effects of Primal Frenzy, this damage increases to d8s.

Cyclone, Joker. As a Magic action, you momentarily split into a pair of cyclones and teleport to two unoccupied spaces you can see within 20 feet of you. Each creature within 5 feet of the two spaces makes a Dexterity saving throw. On a failed save, a creature takes a number of d8s of Thunder damage equal to your Pact Magic spell slot level and has the Prone condition. On a successful save, a creature takes half as much damage. Your two halves then merge back into one of the two spaces.

Cyclone, Metal. As a Magic action, you generate a violent tornado in a 10-foot-radius, 20-foot-high Cylinder. Each creature in the Cylinder makes a Constitution saving throw, taking 2d8, plus a number of d8s of Bludgeoning damage equal to your Pact Magic spell slot level on a failed save, or half as much on a successful one.

Cyclone, Trigger. As a Bonus Action, you infuse your Trigger Iron with the power of wind until the start of your next turn. During this time, you make one additional attack using the Trigger Iron immediately after you take the Attack action (no action required). In addition, you deal an extra 2d8 Thunder damage whenever you hit with the Trigger Iron for the duration.

Heat, Joker. As a Bonus Action, you infuse your Unarmed Strikes with explosive power until the start of your next turn. During this time, whenever you hit with an Unarmed Strike, the target, as well as each enemy within 5 feet of it, takes extra Fire damage equal to twice your Pact Magic spell slot level.

Heat, Metal. When you hit with your Metal Shaft, you can take a Bonus Action to infuse the strike with explosive energy. When you do so, the target makes a Dexterity saving throw, taking a number of d10s of Fire damage equal to your Pact Magic spell slot level on a failed save, or half as much on a successful one.

Heat, Trigger. As a Magic action while holding the Trigger Iron, you fire a 5-foot-radius ball of flaming energy to a point you can see within 120 feet of you. The ball travels in a straight line toward the point. Whenever the ball would enter the space of another creature, that creature makes a Dexterity saving throw, taking 2d8 Fire damage on a failed save, or half as much on a successful one. When the ball reaches its destination, it explodes in a 15-foot-radius Sphere. Each creature in the sphere makes a Dexterity saving throw, taking a number of d6s of Fire damage equal to your Pact Magic spell slot level on a failed save, or half as much on a successful one. The ball explodes early if it would hit a Large or larger creature, or if it would hit a 10-foot-by-10-foot surface.

Luna, Joker. As a Bonus Action, you cast the *Mirror Image* spell on yourself. When you cast the spell with this invocation, the spell's duration lasts until the start of your next turn. During this time, your Unarmed Strikes deal an extra 1d6 Force damage.

Luna, Metal. As a Bonus Action, you infuse the Metal Shaft with luminous rings. The next time you hit a creature with the Metal Shaft before the start of your next turn, it takes a number of d8s of Force damage equal to your Pact Magic spell slot level. The target must then make a Strength saving throw or have the Restrained condition until the end of your next turn on a failed save. If the target is a Huge or larger creature, it automatically succeeds on the save.

Luna, Trigger. As a Magic action while holding the Trigger Iron, you fire numerous homing bolts at a number of targets you can see within 60 feet of you up to your Charisma modifier (minimum of one target). Each creature makes a Dexterity saving throw, taking Force damage equal to 2d4, plus a number of d4s equal to twice your Pact Magic spell slot level on a failed save, or half as much on a successful one.

Chain Break

Prerequisites: Planesmind Subclass, Esoteric Familiars

While your Esoteric familiar is within 30 feet of you, and while your shroud is active, you can take a Bonus Action to fuse it with the weapon you're currently holding. The weapon gains additional effects according to the Esoteric familiar's form. If an effect forces a target to make a saving throw, it uses your spell save DC. Once the effect is used, the familiar dies, and you can't use this invocation again until you finish a Short or Long Rest. The

familiar separates from your weapon early if you let go of the weapon, your shroud ends, or if you end your next turn without using its effect.

Anima Guardian. The next time you hit with the fused weapon, the target takes a number of d6s of Piercing damage equal to your Pact Magic spell slot level. The target then makes a Dexterity saving throw. On a failed save, the target has the Restrained condition until the start of your next.

Lens Bat. You can replace one of your attacks when you take the Attack action and instead release a flash of light in a 15-foot Cone. Each creature in the Cone makes a Constitution saving throw. On a failed save, a creature takes a number of d6s of Radiant damage equal to half your Pact Magic spell slot level (minimum of 1d6), and it can't benefit from the Invisible condition until the end of your next turn. On a success or fail, the next attack against the creature has Advantage.

Sending Beetle. The next time you hit with the fused weapon, the target makes a Strength saving throw. On a failed save, it takes Piercing damage equal to 2d6, plus a number of d6s equal to half your Pact Magic spell slot level (minimum of 1d6). On a successful save, the target takes half as much damage. On a success or fail, the target's Speed is halved until the start of your next turn.

Sensing Snail. The next time you hit with the fused weapon, the target takes Lightning damage equal to 2d8, plus a number of d8s equal to half your Pact Magic spell slot level (minimum of 1d8). In addition, the target's next attack has Disadvantage, and the next attack against the target has Advantage.

Speaking Toad. As a Magic action, you release a deafening sound from your weapon in a 15-foot Cone. Each creature in the Cone makes a Constitution saving throw. On a failed save, a creature takes a number of d6s of Thunder damage equal to twice your Pact Magic spell slot level, and has the Deafened condition until the start of your next turn. On a successful save, a creature takes half as much damage.

Wrist Spider. The next time you hit with the fused weapon, the target makes a Dexterity saving throw or has the Restrained condition from the webbing for 1 minute. The webbing is destroyed when the target takes Fire or Slashing damage, or when the target succeeds on a Strength saving throw at the end of each of its turns.

Esoteric Familiars

Prerequisites: Level 3+ Warlock, Pact of the Chain

When you cast the *Find Familiar* spell, you can choose from the following new special forms: Lens Bat, Sending Beetle, Sensing Snail, Speaking Toad, and Wrist Spider (see the "Stat Blocks" section below for each familiar's stat block). When a familiar takes on any of these forms, it becomes your Esoteric Familiar.

Warlock Actions. Each Esoteric Familiar has special Warlock Actions in its game statistics. These are special actions you can take while interacting with the Esoteric Familiar.

Familiar Shift. By performing a 1-minute ritual, you can change the form of your Esoteric Familiar within 5 feet of you into a different Esoteric Familiar form.

Pact Strider

Prerequisites: Level 3+ Warlock

As a Magic action, you conjure a Medium vehicle on any unoccupied space within 5 feet of you. You can mount it as part of the same action. Conversely, you can dismiss the vehicle to a pocket dimension by touching it as a Magic action. You determine the appearance of this vehicle, such as a pair of wheels on opposite ends, or a clockwork horse made with arcane markings. It uses the Pact Strider stat block, which you can find in the "Stat Blocks" section below. The Pact Strider has special Rider Actions in its game statistics, which you can use while mounted on the vehicle.

The Pact Strider is infused with certain elements, letting you alter its traits and actions according to its current element. When you conjure the vehicle, choose between Blaze, Gale, or Tides. You can change your Pact Strider's element as a Bonus Action while mounted on it.

If the vehicle is reduced to 0 Hit Points, you cannot conjure it again until you finish a Long Rest, or if you expend a Pact Magic spell slot as part of the same Magic action. You can only have one Pact Strider at any given time. Any attempt to conjure a second one automatically fails.

Stat Blocks

The following stat blocks are presented in alphabetical order.

Lens Bat

Tiny Construct, Unaligned

AC 10 + your Cha modifier
Initiative +2 (12)
HP two times your Warlock level (the familiar has a number of Hit Dice [d4s] equal to your Warlock level)
Speed 5 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	2	-4	-4	**DEX**	15	+2	+2	**CON**	8	-1	-1
INT	2	-4	-4	**WIS**	12	+1	+1	**CHA**	4	-3	-3

Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Blindsight 60 ft., Darkvision 60 ft., Passive Perception 11
Languages Understands the languages you know but can't speak
Challenge None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Image Storage. The familiar can capture up to 10 images. If you try to capture an 11th image, choose whether to replace the earliest image or forfeit storing the new one. If the familiar's form changes, or if it dies, all of its stored images are lost.

Immutable Form. This familiar is immune to any spell or effect that would alter its form.

WARLOCK ACTIONS

Image Capture. While holding this familiar, you can capture an image of what you can see up to a range of 60 feet as a Magic action.

Extract Images. While holding this familiar, you can perform a 1-minute ritual to paint one image from this familiar and onto one sheet of Parchment it touches. A sheet can hold up to 5 images, and you can determine whether to increase an image's size in place of other images on the same Parchment.

Alternatively, you can extract the images onto an Orb that it touches. An Orb can store up to 50 images. While holding an Orb containing images, you can take a Magic action to view one image stored in the item, with the image appearing inside the Orb.

Send Images. When you cast the *Sending* spell while holding this familiar, you can include any number of images stored in this familiar, replacing 10 words from the spell's message for each image. The target sees these images in their minds.

Image Projection. While holding this familiar, you can project one image from its storage of your choice as a Magic action. The image appears as a 5-inch-by-5-inch projection over the familiar's back.

ACTIONS

Slam. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1 + your Charisma modifier Bludgeoning damage.

Lens Flash. *Constitution Saving Throw:* DC 10, one creature of your choice within 10 feet of the familiar. *Failure:* The target has the Blinded condition until the start of the bat's next turn.

Pact Strider

Medium Vehicle

AC 13 + your Cha modifier
HP five times your Warlock level
Speed 60 ft., Fly 40 ft. (hover) while using Blaze, Swim 60 ft. while using Tides
Travel Pace 60 miles per hour or 180 miles per hour at top speed

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	12	+1	+1	**CON**	10	+0	+0
INT	4	-3	-3	**WIS**	7	-2	-2	**CHA**	3	-4	-4

Immunities Poison, Psychic; all conditions except Grappled, Invisible, Prone, and Restrained

TRAITS

Passenger Seat. Up to 2 Medium or smaller creatures can mount this vehicle. Sharing a space while mounted on the vehicle is not considered Difficult Terrain.

Top Speed. This vehicle reaches its top speed when moving at least 60 feet for 1 minute without stopping.

RIDER ACTIONS

Flame Launcher (Blaze Only). *Ranged Attack Roll:* Bonus equals your spell attack modifier, range 60/180 ft. *Hit:* 1d6 + your Charisma modifier Fire damage.

Pressure Launcher (Tides Only). *Ranged Attack Roll:* Bonus equals your spell attack modifier, range 60/180 ft. (underwater only) *Hit:* 1d8 + your Charisma modifier Thunder damage.

Wind Rider (Gale Only). You take the Dash action. Until the end of the current turn while mounted, you don't provoke Opportunity Attacks.

Sending Beetle

Tiny Construct, Unaligned

AC 13 + your Cha modifier
HP three times your Warlock level (the familiar has a number of Hit Dice [d6s] equal to your Warlock level)
Speed 10 ft., Fly 25 ft.

Initiative +1 (11)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	12	+1	+1	**CON**	10	+0	+0
INT	4	-3	-3	**WIS**	7	-2	-2	**CHA**	3	-4	-4

Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 60 ft., Passive Perception 8
Languages Understands the languages you know but can't speak
Challenge None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Sending Recipient. This familiar can be a target of the *Sending* spell. I

Message Storage. This familiar can store the last 10 messages sent to you or to this familiar. If an 11th message is stored in this familiar, choose whether to replace the earliest message or forfeit storing the new one. If the familiar's form changes, or if it dies, all of its stored messages are lost.

Immutable Form. This familiar is immune to any spell or effect that would alter its form.

WARLOCK ACTIONS

Extended Sending. When you cast the *Sending* spell while holding this familiar, you can send a message of up to 50 words or fewer, instead of 25.

Extract Messages. While holding this familiar, you can perform a 1-minute ritual to paint one message from this familiar and onto one sheet of Parchment it touches. If the message holds an image, it paints it onto the Parchment, covering 10 words' worth of space.

Alternatively, you can extract the messages onto an Orb that it touches. An Orb can store up to 100 messages. While holding an Orb containing messages, you can take a Magic action to listen to or view one message stored in the item, including any image that may be part of the message.

Far Message. While holding this familiar, you can take a Magic action to cast the *Message* spell. When you cast it using this familiar, its range increases to 1000 feet, and you don't need to point toward a creature within range. In addition, you can target any willing creature within range, provided you are familiar with the target.

Message Projection. While holding this familiar, you can project one message from any of its stored messages of your choice as a Magic action. The message appears as a 5-inch-by-5-inch projection over the familiar's back. Alternatively, you can hold the familiar next to your ear to listen to the message in the sender's voice instead.

ACTIONS

Horn. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d4 + your Charisma modifier Piercing damage.

Sensing Snail

Tiny Construct, Unaligned

AC 11 + your Cha modifier
HP two times your Warlock level (the familiar has a number of Hit Dice [d4s] equal to your Warlock level)
Speed 10 ft., Climb 15 ft.

Initiative -4 (6)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	6	-2	-2	**DEX**	3	-4	-4	**CON**	11	+0	+0
INT	3	-4	-4	**WIS**	10	+0	+0	**CHA**	3	-4	-4

Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 60 ft. (unimpeded by magical Darkness), Passive Perception 10
Languages Understands the languages you know but can't speak
Challenge None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Events Storage. This familiar can store up to 1 hour's worth of events (moving images and sounds) it saw and heard using Capture Events. If it attempts to store any additional event past this limit, choose whether to replace the earliest moving images and sounds or forfeit storing the new ones. If the familiar's form changes, or if it dies, all of its stored events are lost.

Immutable Form. This familiar is immune to any spell or effect that would alter its form.

WARLOCK ACTIONS

Capture Events. You can command this familiar to capture anything it sees in a 60-foot Cone, as well as anything it hears within 60 feet of it, from a location of your choice that you are familiar with. The familiar will head to the location to the best of its ability before attempting to capture anything. Alternatively, you can command it to follow one creature you're familiar with, and capture its activities whenever the target is within 60 feet of it.

Extract Events. While holding this familiar, you can perform a 1-minute ritual to transfer any stored events from this familiar and onto an Orb that it touches. An Orb can store up to 24 hours' worth of events.

While holding an Orb containing events, you can take a Magic action to view one event stored in the item, with the moving images appearing within the Orb. You can choose to project the event's sounds to be heard by any creature within 20 feet of the Orb, or to only project it to yourself.

Sensory Projection. While holding this familiar, you can project one event from any of its stored events of your choice as a Magic action. The event's moving images appear as a 5-inch-by-5-inch projection over the familiar's back. You can choose to project the event's sounds to be heard by any creature within 20 feet of the familiar, or to only project it to yourself.

See Invisibility (Charisma Modifier/Day). While holding this familiar, you can cast the *See Invisibility* spell. When you do so, the familiar transforms into a set of goggles over your eyes. It transforms back into its snail form when the spell ends. Until then, you can't use any of the other Warlock Actions granted by this familiar other than Night Lenses.

ACTIONS

Slam. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1 + your Charisma modifier Bludgeoning damage.

Speaking Toad

Tiny Construct, Unaligned

AC 10 + your Cha modifier **Initiative** +3 (13)
HP two times your Warlock level (the familiar has a number of Hit Dice [d4s] equal to your Warlock level)
Speed 20 ft., Swim 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	1	-5	-5	**DEX**	16	+3	+3	**CON**	8	-1	-1
INT	1	-5	-5	**WIS**	8	-1	-1	**CHA**	3	-4	-4

Skills Perception -1 plus PB, Stealth +3 plus PB
Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 30 ft., Passive Perception 9 plus PB
Languages Understands the languages you know but can't speak
Challenge None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Sound Storage. This familiar can store up to 1 hour's worth of sounds. If it attempts to store any additional sound past this limit, choose whether to replace the earliest sounds or forfeit storing the new ones. If the familiar's form changes, or if it dies, all of its stored sounds are lost.

Immutable Form. This familiar is immune to any spell or effect that would alter its form.

WARLOCK ACTIONS

Sound Capture. While holding this familiar, you can take a Magic action to capture any sound it hears within 60 feet of it, or up to 1 minute of words spoken by another creature of your choice within 15 feet of it (your choice).

Extract Sounds. While holding this familiar, you can perform a 1-minute ritual to transfer any stored sounds from this familiar and onto an Orb that it touches. An Orb can store up to 24 hours' worth of sounds.

While holding an Orb containing sounds, you can take a Magic action to listen to one recorded sound stored in the item. You can choose to project the recorded sounds to be heard by any creature within 20 feet of the Orb, or to only project it to yourself.

Sound Projection. While holding this familiar, you can project one event from any of its stored sounds of your choice as a Magic action. You can choose to project the sounds to be heard by any creature within 20 feet of the familiar, or to only project it to yourself.

ACTIONS

Slam. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1 + your Charisma modifier Bludgeoning damage.

Wrist Spider

Tiny Construct, Unaligned

AC 12 + your Cha modifier **Initiative** +2 (12)
HP two times your Warlock level (the familiar has a number of Hit Dice [d4s] equal to your Warlock level)
Speed 20 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	2	-4	-4	**DEX**	14	+2	+2	**CON**	8	-1	-1
INT	1	-5	-5	**WIS**	10	+0	+0	**CHA**	2	-4	-4

Skills Stealth 2 plus PB
Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 30 ft., Passive Perception 10
Languages Understands the languages you know but can't speak
Challenge None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Immutable Form. This familiar is immune to any spell or effect that would alter its form.

Spider Climb. The familiar can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Time Piece. Projected on the back of this familiar is the current date and time.

Web Walker. The familiar ignores movement restrictions caused by webs.

Wrist Partner. The familiar can wrap around your wrist. Until you command it to move (no action required) or you die, the familiar has the Incapacitated condition, it cannot take any damage, and it cannot be targeted by attacks or effects.

WARLOCK ACTIONS

Tracking Barb. While Wrist Partner is active, you can fire a tracking barb from it. Make a spell attack roll against one creature within 60 feet of you. On a hit, a small tracking barb is placed on it. The target can take a Search action against your spell save DC to find the barb. The target is unaware of the barb unless it saw you make the attack.

You can only have one barb on a creature at any given time. If you fire another Tracking Barb, the previous one vanishes. Similarly, a barb vanishes after 8 hours, and it immediately vanishes when removed from the target. The barb can be located via the *Locate Object* spell.

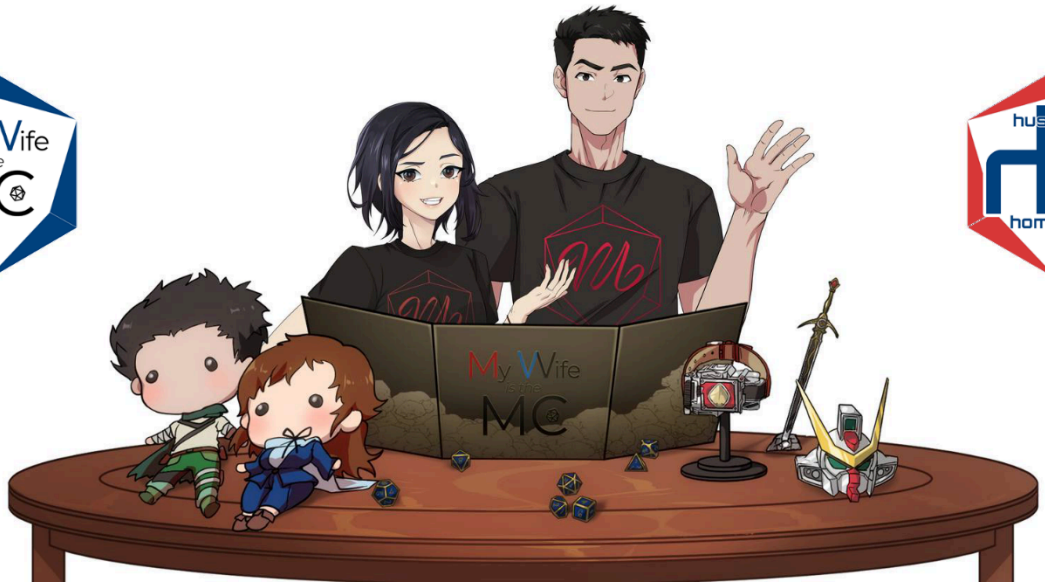
Grappling Hook. While Wrist Partner is active, you can take a Utilize action to fire a tiny Grappling Hook from the familiar at a railing, ledge, or another catch within 30 feet of yourself, catching on if you succeed on a DC 13 Dexterity (Acrobatics) check. The Grappling Hook is attached to a rope, with a length equal to 5 times your Warlock level.

You can also fire this Grappling Hook as a Reaction the moment you begin falling.

Once the Grappling Hook is dislodged, the hook and its rope immediately vanish.

ACTIONS

Bire. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1 + your Charisma modifier Piercing damage plus 2 (1d4) Poison damage.



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About My Wife is the MC

My Wife is the MC is a YouTube channel run by DM V, who creates homebrew content that translates characters from popular media into narratively themed 5e mechanics. This includes creating classes, subclasses, and magic items, or even putting homebrewed characters from various anime, movies, or video game titles into the 5e versions of their settings. By homebrewing content with the source material as a priority, we aim to capture how a pop culture character feels for any player who wants to take their favorite characters to a gaming table, all while keeping within the system's boundaries.
DM V also runs single-player campaigns with his wife, who plays the channel's titular MC.