

The Many-Formed One

A WARLOCK SUBCLASS FOR 5E

Your patron is a being from the chaos realms. The foremost thinkers of the arcane might mistake your patron for a type of mimic, but they're wrong. It's so much stronger, so much worse. And its very, very close.

Your connection to this powerful entity makes it easy for you to slip in and out of new personalities, and you can change your sex and gender on the fly, and it is pleased the most when the changes you make to your form are extreme.

EXPANDED SPELL LIST

Spell Level, Spells

- 1, Catapult, Chaos Bolt
- 2, Earthbind, Alter Self
- 3, Blink, Flame Arrows
- 4, Guardian of Nature, Elemental Bane
- 5, Transmute Rock, Passwall

TOUCH OF THE MANY-FORMED ONE

Starting at first level, you can disguise yourself as inanimate objects. The illusion lasts until you move (or are moved), perform an action, or until a creature touches you or attacks you. If you are disguised as an object before initiative is rolled, you go first on the first round regardless of your initiative, and you treat creatures as if they are surprised.

ILLUSION GIVEN FLESH

Starting at sixth level, whenever you use a class feature or magic to disguise yourself, your illusions are solid to the touch and you gain temporary hit-points equal to your charisma modifier.

VILE SECRET

Starting at tenth level, you can move (or be moved) when you're disguised as an inanimate object.

Additionally, you can form a massive mouth as part of this disguise, which you can use as an attack action to perform a special bite attack. If the bite is successful, you deal 2D8 + charisma modifier as piercing damage. You may expend a spell slot to add 1D8 per level of the spell slot to this damage. After performing this attack, your disguise is broken.

If you kill a creature with this attack, you regain hit-points equal to half of the damage you dealt. If this would give you more hit points than your maximum hit point total allows, you gain the excess as temporary hit points.

SECRET OF THE AMBUSER

Starting at fourteenth level, while you are disguised your skin becomes a strong adhesive, and creatures that touch you are automatically grappled. You may cast spells without using components and without breaking your disguise, so long as the target is a creature you have grappled or yourself. If the target is the creature you have grappled in this manner, then the range of the spell changes to "one grappled creature" and it can only affect that creature. If the target of the spell is yourself, then the spell functions normally.

You may do this once per day without expending a spell slot. After this, you may use this feature while expend spell slots normally.

To break this grapple, creatures must beat your warlock spell save DC.

INVOCATIONS

LIES OF THE CHAOTIC REALMS

Requires: Sixth level, Many-Formed One Patron

You may touch a number of corpses equal to your warlock level and disguise them as inanimate objects for 1D4 days. They will not emit a smell or otherwise decay during this time. Breaking the illusion requires a perception check versus your spell save DC.

CLOAK OF MANY FORMS

Requires: Many-Formed One Patron

You may choose a willing ally within 200 feet. As long as you have not moved on your turn, you may immediately swap places with this ally. You have zero movement remaining after performing this swap.

As long as the ally expects this action, you do not need to be able to see them. If you can see them, it doesn't matter that they expect it, so long as they are willing.

After the swap, you are invisible until the end of your next turn, and creatures nearby must pass an insight or arcana check versus your spell save DC or assume that the ally you swapped places with is an illusory disguise.

You may use this ability while disguised.

After you've used this ability, you may not use it again until after a long or short rest.

LIMITED FANTASIA

Requires: Sixth level, Many-Formed One Patron

You may cast Tiny Servant at will without expending a spell slot, but you may only affect one object at a time. If you are disguised as an object, you may expend a spell slot to cast Tiny Servant on top of a Tiny Servant you may already command. Any Tiny Servants you command vanish when you change shapes or change disguises, fall unconscious, or lose your temporary hit points associated with your sixth level warlock feature. If you have more than one Tiny Servant under your command when taking a long or a short rest, you may choose which Tiny Servant remains animate. The rest become inanimate.

VERSION HISTORY:

1.00 - October 18, 2018 - Released.

1.01 - October 22, 2018 - Added New Invocation, Fixed Mechanical issues, Adjusted Spell List.

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