



WARLOCK OF THE LIVING PLANE

THE WARLOCK SUBCLASS
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THE LIVING PLANE

It's interesting that all I know is myself but the rest of the world is a mystery to me. For you, it's the opposite.

—Neth, *The Plane That Lives*

You made a pact with a sentient demiplane. Those intelligent, timeless beings have a personality, but also bears all of the characteristics of demiplane itself. Their amorphous bodies, floating in the silvery void of Astral Plane are imprisoned by their own nature. Unable to leave, they search for every opportunity to establish some kind of connection with outside worlds, even if that means an exchange of services with other beings.

One of the most known and prominent sentient demiplane is Neth, named 'The Plane That Lives'. A caprices one, willing to either explore or devour the other worlds, is especially eager to acquaint itself with a promising individual.

SUBCLASS FEATURES

Upon creating the pact, you can pick one of the two paths, that determine the best way you can serve the living plane and your own goals. You may become a nefarious herald picking the worlds to be devoured **Devourer** or a brave explorer gathering information to fulfil the living plane's curiosity **Explorer**.

Once you chose a path, it cannot be changed and you gain features accordingly.

THE LIVING PLANE SUBCLASS FEATURES

Warlock Level	Features
1st	<i>Expanded Spell List, Amorphic Mutation</i>
6th	<i>Sentinent Abscess</i>
10th	<i>Malignant Pus</i>
14th	<i>Interplanar Bowels</i>

EXPANDED SPELL LIST

Living Plane 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 regardless of the path you choose.

THE LIVING PLANE EXPANDED SPELLS

Spell Level	Spells
1st	<i>Grease, Inflict Wounds</i>
2nd	<i>Acid Arrow, Enlarge/Reduce</i>
3rd	<i>Revivify, Speak with Dead</i>
4th	<i>Phantasmal Killer, Polymorph</i>
5th	<i>Planar Binding, Cloudkill</i>

DEVOURER

He is hungry again, I can feel it. It's not about food. There is way more to be devoured before he is satisfied.

—Rhogar Nadarr

AMORPHIC MUTATION: IMMENSE HUNGER

Starting at 1st level, you gain the ability to infuse the essence of other creatures by devouring them. As an action, you can eat a portion of a creature's corpse and regain HP equal to your Charisma modifier + your Warlock level.

Once you use this feature, you cannot use it again until you complete a short or long rest

SENTINENT ABSCESS: VISCID ARMOR

If you are hit by melee attack, you can choose for the weapon to stick to your body. The attacking creature has disadvantage on its next attack and it cannot move until it breaks away from you by succeeding a Strength check against your Warlock spell DC or drops the weapon, if it's possible.

Once you use this feature, you cannot use it again until you complete a short or long rest.

MALIGNANT PUS: CORROSIVE BLOOD

Starting at 10th level, your patron enhances you with new defence mechanisms. When you are hit with a melee attack, you can use your reaction and choose to deal acid damage equal to your Charisma modifier to the attacker. If the target is wearing armor or wielding a shield, the armor or shield, your choice, takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

INTERPLANAR BOWELS: ENCAPSULATION

At 14th level, you gain the ability to introduce your patron to the plane you find yourself and bring a part of it here. As an action you release a white, translucent tissue and cause a creature of your choice that you can see within 40 feet to become encapsulated in an acid chamber. This creature must make a Dexterity saving throw against your warlock spell save DC. Creatures that fail their saving throw take 12d4 acid damage at the beginning of their turn and are restrained for 1 minute. Creatures that succeed on their saving throw take half damage and are not restrained. On its turn, a restrained creature can use its action to attempt a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to end the restrained condition.

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





EXPLORER

My job is to sniff around, find it and mark it for Her. Whatever she is after is not my concern. You have your orders, I have mine.

—Saral Gorrun, *The Relentless Seeker*

AMORPHIC MUTATION: SHAPELESS FORM

Starting at 1st level, you gain the ability to change your body into amorphous mass. While in this amorphous state, your speed is 20 feet and you can move through spaces as narrow as 1 inch.

The amorphous state lasts for 10 minutes or until you drop it as a bonus action.

Once you use this feature, you cannot use it again until you complete a short or long rest.

SENTINENT ABSCESS: POTENT OOZE

As a bonus action, you can detach part of the mucus residing in your body

that assumes your appearance. The simulacrum looks, feels, and sounds exactly like you. It emerges from a pool of mucus in an unoccupied space on the ground within 10 ft. range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. It can move in a range of 120 ft. and lasts 1 hour.

Once on each of your turns as a bonus action, you can mentally command the simulacrum to move up to 15 feet and interact with an object. It can perform simple tasks and grapple a creature. Creatures that fail their saving throw are grappled for 1 minute. The simulacrum Strength (Athletics) bonus is 2+ your proficiency bonus.

The simulacrum dissolves as soon as the duration of the spell ends or it moves away more than 120 feet.

Once you use this feature, you cannot use it again until you complete a short or long rest.

MALIGNANT PUS: ACID INDIGENOUS

Starting at 10th level, your patron enhances you with new defence mechanisms. You gain immunity to acid damage. When your immunity is reduced to 0, as a reaction you can spit a handful of acid and cause a creature of your choice that you can see within 30 feet of you to take acid damage equal to your Charisma modifier + your proficiency bonus.

INTERPLANAR BOWELS: LIVING LABYRINTH

At 14th level, you are gifted by your patron with an ability to manifest and manipulate its body on the plane you find yourself. As an action you release a white, translucent tissue in a range of 150-foot cube centered on you, creating a labyrinth, that fills as much space as it can and adjusts itself to the surrounding environment. You control the layout of the labyrinth. The labyrinth walls have AC 13 and 10 HP per segment. Each segment is 10 ft. wide.

In the labyrinth your speed is doubled and as a bonus action you can do one of the following:

Detection. By focusing on the vibrations of the tissue you can sense the location of your allies and enemies.

Living Maze. By giving a nonverbal command you can force a 10 ft. wide part of the labyrinth wall to extend or retract, creating a door to move through, anywhere in the maze.

Unreachable. By giving a nonverbal command you can force a 30 ft. long and 10 ft. wide of terrain to turn into difficult terrain.

Obscured. By giving a nonverbal command you can change the opacity of the walls, obscuring the whole labyrinth and allowing only a dim light to reach inside.

The labyrinth lasts for 10 minutes, until is cancelled or you become unconscious.

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