

THE SEER PATRON

The mist falls heavy and thick around the Crone's hut, and from the trees small creatures can hear the screams as a would be devotee to the powerful seer carves their own eyes from the sockets, and offering for sight of a new kind.

A patron that quietly watches the pulling and tugging of the strings of fate on all those around them... Whose motivations and plans are often impossible to fully understand until they reach their conclusion, as they play chess with the world around you, on a dimension you cannot see nor comprehend.

EXPANDED SPELL LIST

The Seer 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.

SEER EXPANDED SPELLS

Spell Level	Spells
1st	<i>Faerie fire, Gift of alacrity</i>
2nd	<i>Augury, Detect thoughts</i>
3rd	<i>Clairvoyance, Nondetection</i>
4th	<i>Arcane eye, Locate creature</i>
5th	<i>Contagion, Hallow</i>

I WAS BLIND, BUT NOW I SEE

1st level Seer feature

As your first act of service to your patron, you offer up your eyes. Gouging your eyes from their sockets, and serving them in a silvered brazier to be consumed. In relinquishing your physical vision, your ability to percieve the *unseen* is heightened.

SOUL SIGHT

In sacrificing your sight you see what no others can. You are blind, and see only the traces of environmental features as faint white lines in the blackness. Any creature (excluding constructs) that you would normally see within 60ft now glow in soft white flames. This effect extends to invisible creatures, and creatures within the border ethereal when they are within 30ft. The blinded condition has no effect on you, however if you are deafened, you act as though under the blind condition.

Spells and effects that allow you to sense creatures or magical auras through other means allow you to see and target as if you had sight.

As you gain Warlock levels the range increases to 80ft/40ft at 6th level, 100ft/50ft at 12th level, and 120ft/60ft by 18th level.





RUNECASTING

6th level Seer feature

Your ability to read and subsequently strum the threads of fate becomes more refined. You gain a pool of magically etched runes made of ancient bone equal to your proficiency bonus, these runes glow bright white in the darkness for you, and act as d4s.

As a bonus action you target a creature within 60ft and toss a number of available runes in the air. As a reaction, within the next minute the combined result can be removed from one of the creature's attack roll or saving throws. Runes that are tossed but not applied within 1 minute are wasted.

This die size increases to d6 at 12th level, and 1d8 at 18th level.

Your pool of runes replenishes when you finish a short or long rest.

LET ME SHOW YOU

10th level Seer Feature

You peel back the veil, exposing a creature to the overlapping realities that are around them.

The Seer touches one creature, forcing it to make a wisdom save. On a failed save, a creature takes 8d8 psychic damage and is stunned until the end of the Seer's next turn. On a successful save the creature takes half as much damage and is not stunned.

You can use this feature a number of times equal to your proficiency bonus per long rest.

SOUL ILLUMINATION

14th level Seer Feature

Your insight into the threads of fate reach their pinnacle.

As an action, you can toss 4 runes to force one target within 60ft to make a wisdom save, the total amount setting the save DC. On a failed save you learn the target's true name, their role in a significant, formative event from their past (that may be secret), and details of a person that causes them significant worry or concern.

Furthermore, for the next 10 minutes the target who fails their save has disadvantage on checks against your persuasion, intimidation, and deception rolls.

If a target successful saves against this feature they are immune to its effects for 1 year.

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