

WARLOCK PACT OF THE HIVE MIND

Your patron is a group of beings which share a mind, collectively. You're psychically linked to it, and gain your magic from it, however, you are not necessarily a part of it yourself. This connection allows you to draw knowledge and magical capabilities from it in a pinch. The hive mind can be composed of hundreds, of thousands, or even of millions or more creatures. The creatures may be one race or of a variety of them. Two examples of a hive mind are a massive swarm of cranium rats or the monodrons.

This patron's especial benefit is its raw capacity for calculation, given its vast size. This allows a Warlock of the Hive Mind to become informed far beyond the capability of his/her own mind. You gain spells from your patron. The following spells are added to the Warlock spell list for you.

EXPANDED SPELL LIST

The Hive Mind 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.

HIVE MIND EXPANDED SPELLS

Warlock Level	Spells
1st	Command, Identify
3rd	Augury, Detect Thoughts
5th	Bestow Curse, Clairvoyance
7th	Dominate Beast, Locate Creature
9th	Legend Lore, Geas

WELL OF KNOWLEDGE

Starting at 1st level, you have a source of knowledge about the world through the Hive Mind. Up to a number of times equal to your Charisma modifier per short rest (minimum of 1), you are able to use an action to learn to read and write in a new language for the next hour or to gain advantage on your next Intelligence check in the next hour.

Also, unless in total cover, you have blindsight for 10 feet. This blindsight is telepathic, and does not depend of hearing or smell.

ADDITIONAL CONNECTIONS

Beginning with 6th level, you are able to psychically connect to other creatures. You have telepathy, allowing you to silently communicate with creatures within 30 feet of you. When you communicate with them this way, they may respond the same way.

In addition, whenever you charm another creature, you may choose to learn one of the following the creature's current goal or the entirety of the creature's spell list.

GREAT-MINDED ALLIES

Starting at level 10, you have access to a plethora of allies that help you in various situations. As a reaction, you may activate any of the following, up to a number of times between long rests equal to your Charisma modifier (minimum of 1).

- **The Beast.** You may activate this reaction when you make a melee attack. When you do, you may also make an unarmed strike. If this attack hits, its damage die is 1d6 and the damage type may be bludgeoning, piercing, or slashing.
- **The Calculator.** You may activate this reaction when an attack roll you made misses. Reroll it, and use this as the result.
- **The Coward.** You may activate this reaction any time you are surprised or attacked. You may also activate it as an action. You become invisible until the start of your next turn, or until you make an attack or cast a spell. If you use this reaction in response to an attack against you, the attack has disadvantage.

ENDURING CONNECTION

Starting with level 14, when you use Additional Connections, if the creature remains charmed for a minute, you may use this ability to maintain this charm for up to 24 hours, as long as you have not used this ability since you last long rested. If you or one of your allies attempts to harm this creature, this effect ends, otherwise, the spell's effects continue on this creature, though you do not have to concentrate on the spell after this minute.

After 24 hours, the creature makes a Wisdom save against your spell save DC. If the creature fails the save, it is indefinitely taken over by the Hive Mind. While taken over by the Hive Mind, it will regard you as an ally and help you, but its primary devotion is to the hive mind.

Entering an Antimagic Field or being exposed to Dispel Magic at any time will end this effect.