DUALINK

The Inkspren

Warlock Subclass



Stormlight Archive Edition

The Inkspren

You have formed a bond with an inkspren, a being of logic, transformation, and hidden truths. Through this pact, you gain the ability to slip between realms, reshape matter, and perceive the deeper structure of reality itself.

Expanded Spell List

The Inkspren lets you choose from an expanded list of spells when you learn a warlock spell.

- 1st: *identify, shield*
- 2nd *mirror image, misty step*
- 3rd *blink, counterspell*
- 4th *dimension door, stoneskin*
- 5th *passwall, wall of force*

Nahel Bond

At 1st level, your bond with your inkspren grants you heightened awareness and precision. When you make an attack roll, ability check, or saving throw, you can add your Charisma modifier to the roll after seeing the result, but before knowing whether it succeeds.

You can use this feature a number of times equal to your proficiency bonus, regaining all uses on a long rest.

Elsecalling

At 1st level, you learn to transition between spaces as if moving through the Cognitive Realm.

When you cast a warlock spell of 1st level or higher, you can teleport up to 10 feet to an unoccupied space you can see.

At 10th level, this distance increases to 20 feet.

Additionally, as a bonus action, you can heighten your perception for 1 minute:

- You have advantage on Intelligence checks
- You can see invisible creatures within 10 feet of you

You can use this feature a number of times equal to your proficiency bonus, regaining all uses on a long rest.

Surge of Transformation

At 6th level, you gain the ability to Soulcast matter, reshaping its essence through will. As an action, choose a nonmagical object you can see within 30 feet. For 1 minute, you transform it into a different substance.

Choose one of the following categories:

- Solid (stone, crystal, metal): The object becomes durable. It gains resistance to all damage and can provide cover.
- Liquid (water, oil): The object spreads into a 10-foot radius area centered on it. The area becomes difficult terrain. A creature that enters the area for the first time on a turn or starts its turn there must succeed on a Dexterity saving throw against your spell save DC or fall prone.
- Gas (smoke, mist): The object becomes intangible and heavily obscures a 10-foot radius area centered on it.
- Energy (fire, light): The object emits bright light in a 20-foot radius and dim light for an

additional 20 feet. A creature that starts its turn within 5 feet of the object takes 2d6 damage of a type appropriate to the form, such as fire or radiant.

You can use this feature once per long rest, or expend a warlock spell slot to use it again.

Flexible Soulcasting

You can attempt more complex transformations beyond the options listed above.

When you do so, the DM determines the result using the categories above as a guideline. Particularly drastic or combat-effective transformations may require a Charisma check using your spellcasting ability.

Cognitive Realm Transition

At 10th level, your connection to the Cognitive Realm allows you to partially exist between realms granting you the following benefits:

- You gain resistance to force damage
- You can move through creatures and objects as if they were difficult terrain. If you end your turn inside an object, you are pushed to the nearest unoccupied space and take force damage equal to twice your warlock level

Additionally, whenever you teleport using Elsecalling or a spell, you gain a +2 bonus to AC until the start of your next turn.

Master Elsecaller

At 14th level, you can shift your

existence between the Physical and Cognitive Realms. As a bonus action, you enter a shifted state for up to 1 minute. While in this state:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks
- You can move through creatures and objects as if they were difficult terrain
- Opportunity attacks against you are made with disadvantage

If you end your turn inside an object, you are pushed to the nearest unoccupied space and take force damage equal to twice your warlock level.

Elsecalling Step

While this state is active, you can use a bonus action to teleport up to 30 feet to a space you can see.

Reentry

When this state ends, each creature of your choice within 10 feet of you must make a Dexterity saving throw against your spell save DC. On a failed save, a creature takes 4d10 force damage and is knocked prone. On a successful save, it takes half as much damage and is not knocked prone.

Once you use this feature, you cannot use it again until you finish a long rest.