DUALINK

The Lost One

Warlock Subclass



Stranger Things Edition

The Lost One

There are minds that exist in the darkness between worlds, vast and patient, pressed flat against the thin places of reality. You did not bargain with such a presence. You did not call it by name. You simply lingered too long where the Veil was weak, and it noticed you.

Now something cold and distant resides behind your thoughts. It does not speak in words, but in pressure: in half-remembered futures, in intrusive visions, in the quiet certainty that the world is thinner than it pretends to be. Walls feel permeable. Shadows feel attentive. When you concentrate, the air around you seems to strain, as though reality itself is holding its breath.

To others, you appear haunted, distracted, perhaps touched by madness. To yourself, you know the truth is worse. You are not possessed. You are permeable. The presence beyond the Veil does not command you, nor does it guide you. It leans. And when the pressure grows too great, something always gives.

Warlocks bound to this path do not forge pacts in ink or blood. They endure proximity. They survive exposure. And in doing so, they become living fractures, points where the world may yet give way.

The Lost One Expanded Spells

- *1st level:* Detect Magic, Dissonant

Whispers

- *2nd level:* Detect Thoughts, Phantasmal Force
- *3rd level:* Fear, Sending
- *4th level:* Compulsion, Phantasmal Killer
- *5th level:* Dominate Person, Telekinesis

Veil Pressure

At 1st level, the boundary between worlds has thinned around you. Something presses constantly against your thoughts, straining to cross through you into reality.

You possess a pool of Veil Pressure points (VP), representing the growing strain of the Veil bleeding into the world through your mind. Your maximum number of Veil Pressure points equals your proficiency bonus + your Charisma modifier (minimum of 1). You begin each long rest with 0 Veil Pressure points.

Gaining Veil Pressure

You gain 1 Veil Pressure point, to a maximum of once per turn, whenever one of the following events occurs:

- A creature fails a saving throw against one of your warlock spells.
- You end your turn while concentrating on a warlock spell.
- A creature you can see within 30 feet fails an Intelligence, Wisdom, or Charisma saving throw, regardless of the source of that saving throw.

Veil Empowerment

The greater the pressure pressing

through you, the more power bleeds into your magic.

Once per turn, when you deal damage with a warlock spell, you may deal additional psychic damage equal to your current number of Veil Pressure points to one target of that spell.

While you have 4 or more Veil Pressure points, you gain a +1 bonus to your spell attack rolls and your warlock spell save DC.

While you have 8 or more Veil Pressure points, this bonus increases to +2.

Losing Veil Pressure

The Veil does not remain stretched without resistance. You lose 1 Veil Pressure point whenever any of the following occurs:

- You lose concentration on a warlock spell.
- You fail a Wisdom saving throw.
- You end your turn without concentrating on a spell and without having gained a Veil Pressure point that turn.

You cannot lose more than 2 Veil Pressure points per round in this way.

Veil Overflow

If you would gain a Veil Pressure point while already at your maximum, the strain rebounds violently through you. You immediately take 2d6 psychic damage, and you become Shaken until the end of your next turn. While Shaken, you have disadvantage on either attack rolls or saving throws (your choice when

the condition begins) and you have disadvantage on concentration checks until the end of your next turn.

Mark of the Forgotten

At 6th level, your connection to the Veil deepens, reshaping itself around the pact that binds you to your power. The pressure within you no longer builds blindly. Instead, it learns to flow through the form you have chosen.

This feature grants you a benefit based on your Pact Boon.

Pact of the Tome: Sense the Weak Point

You learn to dissect enemies through fragments of impossible knowledge.

As a bonus action, you may spend 2 Veil Pressure points to analyze one creature you can see within 60 feet. The Dungeon Master provides you with two pieces of information chosen from the following list. One of these pieces of information is true, and one is false, but you do not know which.

- A damage type the creature is resistant or immune to
- A damage type the creature is vulnerable to, if any
- One of the creature's saving throw proficiencies
- One of the creature's lowest ability scores

Until the end of your next turn, if the analyzed creature:

- takes damage of a type suggested by this feature, or
- fails a saving throw associated

with an ability score suggested by this feature,

you immediately regain 1 Veil Pressure point (this can occur only once per use of this feature).

Pact of the Blade: Veil-Leech Strikes

The Veil spills through your strikes and seals itself with stolen vitality.

Whenever you deal bonus psychic damage using your Veil Empowerment feature, you regain hit points equal to the psychic damage dealt. This healing cannot exceed the damage dealt and provides no benefit if the damage is reduced or negated.

If you are at full hit points when this effect would restore hit points, you instead gain temporary hit points equal to the psychic damage dealt. These temporary hit points last for 1 minute and do not stack with themselves; if you gain temporary hit points from this feature while you already have temporary hit points from it, you keep the higher value.

Pact of the Chain: Fractured Conduit

At 6th level, your familiar ceases to be merely a bound creature and becomes a secondary fracture in the Veil. Through it, the pressure within you learns to reach across space.

While your familiar is within 60 feet of you, you can cast your warlock spells as though you were occupying your familiar's space, using it as the spell's point of origin.

When you cast a warlock spell

through your familiar in this way, creatures targeted by the spell do not benefit from half cover or three-quarters cover, provided the familiar has a clear path to the target.

When you trigger Veil Overflow while your familiar is within 60 feet of you, your familiar immediately takes psychic damage equal to the damage you take. If this damage reduces the familiar to 0 hit points, it vanishes violently, leaving behind faint distortions in the air.

Pact of the Amulet: Anchored Fracture

Your talisman absorbs part of the strain meant for you.

When Veil Overflow would occur, you may choose to suppress it by storing the excess pressure within your amulet. If you do so, you do not take the psychic damage or become Shaken. Instead, you gain 1 Anchored Charge, up to a maximum of 2.

At the end of a long rest, all Anchored Charges fade harmlessly.

If you ever gain a third Anchored Charge, all charges are released at once, immediately triggering Veil Overflow as though you had exceeded your maximum Veil Pressure by 2.

Veil-Hardened Mind

At 10th level, your mind has grown accustomed to the invasive pressure of the Veil, learning to endure strains that would shatter lesser wills.

You gain resistance to psychic

damage.

In addition, once per long rest, when you cast a warlock spell that requires concentration while you are already concentrating on a warlock spell, you may maintain concentration on both spells simultaneously until the end of your next turn.

At the end of that turn, one of the two spells of your choice immediately ends.

Mind Beyond the Veil

At 14th level, your thoughts no longer move alone. The Veil corrects your failures and whispers fragments of alien understanding into your waking life.

When you fail an Intelligence, Wisdom, or Charisma saving throw, you may choose to succeed instead. Once you use this feature, you cannot use it again until you finish a short or long rest.

At the end of each long rest, you gain proficiency in two skills of your choice. These proficiencies last until you finish your next long rest, at which point you may choose two different skills.

