DUALINK

The Great Conspirator

Warlock Subclass



Warhammer 40K Edition

The Great Conspirator

Tzeentch is the god of change, ambition, and impossible foresight. He does not grant power to the faithful, but to those clever enough to believe they are acting of their own will. As a Great Conspirator warlock, you do not overpower fate; you edit it, accepting that every correction creates a contradiction that will demand payment later.

This subclass focuses on fate manipulation, delayed consequences, and dangerous certainty, and is intentionally distinct from damage-driven or durability-focused patrons.

Expanded Spell List

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

- **1st**: *detect magic, dissonant whispers*
- **2nd**: *augury, mind spike*
- **3rd**: *clairvoyance, enemies abound*
- **4th**: *divination, confusion*
- **5th**: *modify memory, synaptic static*

Threads of Fate

At 1st level, you can glimpse outcomes before they fully resolve. When a creature you can see within 60 feet makes an attack roll, saving throw, or ability check, you may use your reaction to roll a d20 and secretly record the result.

Before the end of your next turn, you may replace any one d20 roll made by that creature with the

recorded result (no action required).

- You may have only one recorded result at a time.
- You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

If the replaced roll results in a success, you immediately take psychic damage equal to your warlock level. This damage cannot be reduced or prevented.

"You may choose the future, but not without consequence."

Mutable Outcome

At 6th level, you no longer accept outcomes as fixed. When you cast a warlock spell that forces a saving throw, you may alter one of the following aspects of the spell:

- Change the saving throw to **Intelligence, Wisdom, or Charisma**
- Change the spell's damage type to **psychic or force**
- Delay the spell's effects until the **start of your next turn**

You can use this feature a number of times equal to your **Charisma modifier** (minimum of 1), regaining all expended uses when you finish a long rest.

If you delay a spell this way:

- You must concentrate on it
- The target is aware that something is wrong, but not what effect will occur

Costly Certainty

Starting at 10th level, you can force

fate to comply, at the cost of accumulating paradox. When you fail an attack roll, saving throw, or concentration check, you may choose to reroll the die potentially turning the failure into a success.

When you do succeed using this feature, you gain **1 Paradox Die** (a d6). You can have a maximum number of Paradox Dice equal to your **Charisma modifier** (minimum of 1).

Resolving Paradox Dice

At the end of each long rest, roll all Paradox Dice you currently have.

For each die rolled:

- **Odd result (1, 3, or 5):** you suffer one paradox complication that day
- **Even result (2, 4, or 6):** no effect

Paradox Dice are not removed when rolled unless another feature says otherwise. The DM determines when complications occur, choosing moments that are narratively appropriate.

Paradox Complications

The DM may choose or roll a complication for each odd result:

- You have disadvantage on the first saving throw you make that day
- The first spell you cast that day misfires harmlessly, but the spell slot is expended
- You take **2d6 psychic damage** that ignores resistance and immunity
- A hostile creature of the DM's choice gains advantage on its first roll against you that day

Reckless Certainty

Also at 10th level, as a bonus action, you may **consume any number of Paradox Dice**, removing them immediately.

Until the end of your current turn, you gain a **+1 to all attack rolls, saving throws, and ability checks** for each Paradox Die removed.

After your next long rest, you roll **twice as many Paradox Dice** as you consumed this way.

All of these dice automatically result in paradox complications, regardless of whether the rolls are odd or even.

You didn't escape fate. You took out a loan against it.

Architect of Inevitability

At 14th leve, you no longer wait to see how events unfold , you declare how they must end.

Once per long rest, when initiative is rolled, you may choose **one inevitable outcome**. The chosen effect lasts until the end of the encounter.

- **Foretold Failure.** The first time each round a creature succeeds on a saving throw, it instead fails.
- **Delayed Doom.** The first time each round a creature avoids damage, it takes half of that damage at the end of its next turn.
- **Thread Severed.** One creature of your choice cannot benefit from advantage.

When the encounter ends, you immediately gain **2 Paradox Dice**,

ignoring your normal maximum.

Eldritch Invocations

Fate Has Already Decided

Prerequisite: Tzeentch patron, 5th level

When you roll initiative, you may roll a d20 and record the result.

At any point during the encounter, you may replace **any one d20 roll** made by a creature you can see with this result. When you do, if you are level 10, you gain **1 Paradox Die.**

The Plan Adjusts

Prerequisite: Tzeentch patron, 7th level

When a creature succeeds on a saving throw against one of your warlock spells, you may choose one:

- You learn one damage resistance or immunity the creature has, or
- The creature cannot benefit from advantage until the end of its next turn

The Future Refuses

Prerequisite: Tzeentch patron, 12th level

When a creature succeeds on a saving throw against your spell, you may use your reaction to force it to reroll and take the lower result.

If the save fails, gain **1 Paradox Die**.