DUALINK

The Ancient Weapon

Warlock Subclass



One Piece Edition

The Ancient Weapon

Perhaps you discovered a buried mechanism left behind by a civilization erased from history. Perhaps an intelligence older than the modern world speaks through an artifact only you can hear. Perhaps you carry a fragment of something far greater: a key, command seal, living component, damaged core, or piece of machinery whose full purpose has been deliberately forgotten.

It is even possible that your patron isn't the Ancient Weapon itself. It may be the consciousness imprisoned inside it. The architect who created it. The intelligence that once commanded it. Or something using you to rebuild it.

Whatever the truth, your pact grants you access to fragments of an impossible arsenal.

Expanded Spell List

At 1st level, the Ancient Weapon 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.

Spell Level · Spells

1st: *magic missile, shield*

2nd: *heat metal, shatter*

3rd: *lightning bolt, sending*

4th: *fabricate, Otiluke's resilient sphere*

5th: *telekinesis, wall of force*

1st Level: Ancient Interface

When you choose this patron at 1st level, your pact creates an interface between you and the Ancient Weapon. The interface might

manifest as glowing symbols beneath your skin, an artificial eye, a mechanical fragment embedded in your body, an ancient sigil that appears when you cast spells, a voice only you can hear, or some other sign appropriate to the nature of your patron.

You gain proficiency in one of the following skills of your choice: Arcana, History, or Investigation. You also learn to read, write, and understand one additional language associated with your patron or the civilization that created it, if such a language exists. If no such language exists, you instead gain proficiency with one type of artisan's tools of your choice.

Targeting Array

Also at 1st level, your patron teaches you to identify structural weaknesses, movement patterns, and points of catastrophic failure. Once on each of your turns when you deal damage to a creature with a warlock spell, you can designate that creature as Locked until the end of your next turn.

You can have only one creature Locked at a time. Designating another creature causes the previous Lock to end. While a creature is Locked, you always know its direction while it is within 120 feet of you, though you don't know the exact distance to it if you can't see it. In addition, when you damage the Locked creature with a warlock spell, you can end the Lock to activate one of the following Weapon Protocols. A Weapon Protocol is magical, but it

isn't itself a spell.
You can activate only one Weapon Protocol on a turn.

Breach Protocol. The triggering spell deals additional force damage equal to your proficiency bonus. If the Locked creature is concentrating on a spell, it has disadvantage on the Constitution saving throw it makes to maintain concentration as a result of this damage.

Repulsion Protocol. If the Locked creature is Large or smaller, it must succeed on a Strength saving throw against your warlock spell save DC or be pushed up to 10 feet directly away from you.

Suppression Protocol. The Locked creature can't take reactions until the start of its next turn.

6th Level: Defensive Countermeasure

At 6th level, the Ancient Weapon begins responding automatically when its operator is threatened. When you take damage from a creature you can see within 60 feet of you, you can use your reaction to activate one of the following countermeasures.

Barrier. A translucent field flashes into existence around you. Reduce the triggering damage by 1d10 + your warlock level.

Displacement. Immediately after taking the triggering damage, you teleport up to 30 feet to an unoccupied space you can see.

Retaliation. The creature that

damaged you becomes Locked by your Targeting Array. If another creature was Locked, that Lock immediately ends. The triggering creature then takes force damage equal to your Charisma modifier (minimum of 1).

Once you use Defensive Countermeasure, you can't use it again until you finish a short or long rest.

10th Level: Adaptive Weapons System

At 10th level, repeated exposure to hostile forces causes the Ancient Weapon's defenses to adapt. When you finish a short or long rest, choose one of the following damage types: acid, cold, fire, lightning, thunder.

You gain resistance to the chosen damage type until you use this feature again. In addition, whenever you take damage of one of those types while you don't already have resistance to it, you can use your reaction to immediately replace your current resistance with resistance to the triggering damage type. The new resistance applies to the triggering damage.

Once you change your resistance in this way, you can't do so again until you finish a short or long rest.

Perfect Acquisition

Also at 10th level, your Targeting Array improves. A creature remains Locked for 1 minute instead of until the end of your next turn. The Lock ends early if:

- you become incapacitated;

- you Lock another creature;
- the creature is more than 1 mile away from you; or
- you dismiss the Lock (no action required).

While the Locked creature is within 120 feet of you, it gains no benefit from being invisible against your warlock spells, though you must still have a clear path to the target as normal.

This feature doesn't allow you to see the creature and doesn't reveal disguises, illusions, or transformations.

14th Level: Strategic Weapon Authorization

At 14th level, your patron grants you access to an amount of power normally withheld from mortal operators. This authorization is temporary. That is probably fortunate.

As an action, choose a point you can see within 120 feet of you. A vast targeting sigil, column of light, impossible geometric formation, gathering sphere of energy, opening mechanism, or other manifestation appropriate to your patron appears around that point. The weapon begins charging. Until the start of your next turn, creatures can see the targeting phenomenon and know that something catastrophic is about to occur. At the start of your next turn, provided you aren't incapacitated, the Ancient Weapon fires. Choose one of the following firing modes when you activate the feature.

Annihilation. A blast strikes a 20-foot-radius, 100-foot-high cylinder centered on the chosen point. Each creature in the area must make a Dexterity saving throw against your warlock spell save DC. On a failed save, a creature takes 8d10 force damage. On a successful save, it takes half as much damage. Objects and structures in the area take double damage from this feature.

Eradication Line. The weapon fires in a 120-foot-long, 10-foot-wide line originating from you in a direction you choose when the weapon fires. Each creature in the line must make a Dexterity saving throw against your warlock spell save DC. On a failed save, a creature takes 7d10 force damage and is pushed up to 20 feet directly away from you. On a successful save, it takes half as much damage and isn't pushed.

Gravity Collapse. Space buckles around the target point in a 30-foot-radius sphere. Each creature of your choice in the area must make a Strength saving throw against your warlock spell save DC. On a failed save, a creature takes 6d10 force damage, is pulled up to 20 feet toward the center of the area, and falls prone. On a successful save, it takes half as much damage and isn't moved or knocked prone.

After Strategic Weapon Authorization resolves, the affected area briefly bears evidence of the discharge appropriate to the weapon:

scorched stone, fractured earth, glassed sand, geometric cuts, unnatural silence, or another cosmetic manifestation.

Once you use Strategic Weapon Authorization, you can't use it again until you finish a long rest.