

## THE WAR SEER WARLOCK

A war seer is a warlock who, as part of their pact with an otherworldly being, gains visions of the future that aid them in bringing about the will of the being they serve, or alert them to dangerous things to come.

Whether this is a dream from Cthulhu, a warning from a celestial being, or a taunting vision from a demon, your life is irrevocably altered because of your connection with this being. Here's hoping some good will come of it.

### EXPANDED SPELL LIST

The war seer 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	Cookie Type
1st	<i>Bless, Detect Magic</i>
2nd	<i>Augury, Detect Thoughts</i>
3rd	<i>Clairvoyance, Haste</i>
4th	<i>Divination, Death Ward</i>
5th	<i>Commune, Legend Lore</i>

### COMBAT FORESIGHT

Starting at 1st level, your patron blesses you with a vision of the future just seconds away. When attacked by a target that you can see, you may use your reaction to inflict disadvantage on the attack.

If the attack fails to hit, you may move up to 5 ft away. This does not provoke opportunity attacks from the target that attacked you.

### GUIDING DREAMS

Starting at 6th level, you receive dreams from your patron about the following day. You receive a vision about a future incident involving yourself or an ally for the following day. This could be a combat encounter to tell you what creatures are coming, a person you may meet, a danger you may face, an item in a shop, etc.

You may receive up to three of these in a single night, determined by your dungeon master.

### PRESERVATION INSTINCT

Starting at 10th level, your patron gives you quick insights to guide your movements. You gain proficiency with dexterity saving throws, and you inflict disadvantage on attacks originating from beyond 30 ft of you.

If an attack fails to hit you from beyond 30 ft of you, you may move up to 5 ft away. This move does not provoke opportunity attacks.

### BLINDING VISIONS

Starting at 14th level, your patron sends your enemies into confusion as they see visions passing before their eyes of things to come. Whenever you deal magical damage to a target, the target also gains the *Blindness* effect until the end of your next turn.

At the start of the target's turn the target suffers 4d10 psychic damage as their mind is overloaded by the visions rushing through their mind.