

THE OVERSEER

You have made a pact with an all seeing being of the outer planes, an infamous creature whose very name is forbidden from being put to text by almighty coastal wizards, most known for its all seeing eyes, great paranoia, and reality warping dreams. The nature of your pact may be down to madness (yours, its, or both), or working toward some greater plan or scheme that lesser minds cannot hope to delve the brilliance of.

OVERSEER EXPANDED SPELLS

Spell Level	Spells
1st	<i>ray of sickness, sleep</i>
2nd	<i>blindness/deafness, see invisible</i>
3rd	<i>clairvoyance, slow</i>
4th	<i>arcane eye, fabricate,</i>
5th	<i>creation, telekinesis</i>

OVERSEER'S GAZE

Starting at 1st level, as a bonus action, you can summon a spectral eye that immediately fires on ray at a creature of your choice, rolling on the Eye Ray Effect table below, after which the spectral eye fades away.

EYE RAY EFFECTS

1d6	Effect
1. Fear Ray	The targeted creature must make a Wisdom saving throw or become frightened of you until the start of your next turn.
2. Telekinetic Ray	The target creature must make a Strength saving throw or be moved 10 feet in a direction of your choice.
3. Slowing Ray	The targets movement speed is halved until the start of your next turn.
4. Petrification Ray	The target must succeed a Constitution saving throw or be affected by the <i>slow</i> spell until the start of your next turn.
5. Enervation Ray	The target must succeed a Constitution saving throw or take 1d8 + your Charisma modifier necrotic damage.
6. Disintegration Ray	The target must succeed a Constitution saving throw or take 1d10 + your Charisma modifier force damage.

You can do this a number of times equal to your Proficiency bonus, regaining all uses on a long rest.

LINGERING GAZE

At 6th level, when you invoke your Patron's Gaze, the spectral eye lasts for 1 minute of before fading away, and you use your bonus action on each of turns to cause it to fire again, rolling on the table anew. Once during the duration of each eye, you can pick the effect it fires instead of rolling.

While you have the spectral eye with you, have advantage on Wisdom (Perception) checks and can perform the Search action as a bonus action (instead of firing an eye ray).

PATRON'S PARANOIA

Beginning at 10th level, your patrons paranoia affects and benefits you with constant vigilance. You can no longer be surprised, benefit from your normal passive perception even while sleeping, and can add your Charisma modifier to your initiative rolls.

SUPPRESSOR'S SIGHT

Starting at 14th level, you can conjure the full power of your patrons magic suppressing eye. As an action, you manifest a giant spectral eye which creates an antimagic field (as per the spell) in a 150 foot cone until the start of your next turn.

Once you use this feature, you can't use it again until you finish a long rest.

ADDITIONAL INNOVATIONS

When you select The Oversee as your Otherworldly patron, the following become additional options for your Warlock invocation selections.

CONTROLLED CHAOS

Prerequisite: The Overseer subclass

When you roll on the Eye Ray Effects table, you can roll twice and choose between the two effects. If you roll the same value on both dice, you can pick any effect from the table.

OVERSEER'S SIGHT

Prerequisite: The Overseer subclass

You gain truesight with a range of 30 feet. This range is doubled while you have a spectral eye manifested from Lingering Gaze.