The superintelligence

Your patron is a very powerful and independent Artificial Intelligence. You are not completely sure how it’s originated:
some warlocks say it was created as an overlord for the network, and others say it was created by the massive interactions through the digital world.

Expanded Spell List

The Superintelligence 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.
The Superintelligence Expanded Spells
Spell Level Spells
1st degauss*, machine invisibility*
2nd dataread*, relay text*
3rd electromagnetic pulse*, shutdown*
4th arcane eye, wire walk*
5th instant connectivity*, synchronicity*
Modern spells are marked with an asterisk.

Supernatural Hacker

Starting at 1st level, you gain proficiency with hacking tools and when you make an Intelligence roll to use an electronic device, you can use your Charisma modifier instead.

AI Servant

Also at 1st level, you gain the service of a mechanical construct powered by a basic AI sent by the Superintelligence to aid you. This AI assumes an humanoid form and it follows game statics, and it always obeys your commands, which you can give through any electronic device you own.

As a bonus action, you can command your AI to left its physical form and travel to an electronic device within 100 feet from you that you can see, allowing your AI to use that device. The AI can add your proficiency bonus on any Intelligence check related to using an electronic device. You can read more about connecting and using a device under the "Using Electronic Devices" section of this supplement.
If the AI is killed, you can build a new one with 8 hours of uninterrupted work and and 10 gp of raw materials.

AI Servant
Tiny construct, neutral
Armor Class 13
Hit Points 5 (2d4)
Speed 30 ft.
STR DEX CON INT WIS CHA
4 (-3) 11 (+0) 10 (+0) 15 (+2) 10 (+0) 7 (-2)
Damage Immunities Poison
Condition Immunities charmed, poisoned
Senses passive Perception 10
Languages common
Challenge 0 (10 XP)
Actions
Slam. Melee Weapon Attack: +2 to hit, reach 5ft., one creature. Hit: 1d4 lightning damage, and the target must succeed on a DC 10 Constitution saving throw or be paralyzed for 1d4 rounds.

Digital Connection

At 6th level, you can use your action and concentrate for 1 minute to merge your mind with your AI, allowing you to travel to and use an electronic device within 100 feet from you that you can see for the duration or until your concentration is broken (as if you are concentrating on a spell). You must finish a short or long rest before you can use this feature again.
Additionally, you can also cast any spell with the technomagic tag through your AI.

Spell Hacking

At 10th level, as a bonus action, you can spend one spell slot and gain resistance against damage dealt by spells for 1

minute.

Creature Hacking

Starting at 14th level, you hack a creature you can see within 30 feet of you to weaken its defenses and make it more vulnerable to magic. The creature you choose must make an Intelligence saving throw. On a failed save, it has disadvantage on saving throws against spells and it takes double damage dealt by spells for 1 minute. The creature can make another saving throw at the end of each of its turns to end this effect.

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

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