



ALTERNATE WARLOCK



HOMEBREW

Become the Master of Occult Lore You Were Meant to Be!

THE WARLOCK

A striking tiefling with an auburn complexion and dark horns stood in the center of a ritual circle he scrawled under the light of a full moon. As he chanted in a forgotten tongue, the moon was swallowed by darkness and an otherworldly voice came from beyond the stars. The disembodied voice offered him unspeakable power on the condition that he worked toward the voice's esoteric goals. The tiefling agreed and the light of the moon reappeared as his hands crackled with eldritch energies.

The massive goliath finished carving an eldritch idol from the bones of the ancient creature he had slain. The elder beast had been steeped in the magic of the ancient jungle for years. Its bones would make the perfect vessel for the occult magicks that he had discovered within the temple the beast had guarded.

As the cultists of a rival demon lord circled around him, the gaunt warrior held out his open hand and conjured a battleaxe made of clear blue ice. Despite his skeletal frame, the warrior moved impossibly fast. Fueled by the frigid magic of a powerful demon lord, he made quick work of his foes. As the cultists lay motionless, the frozen battleaxe melted away.

The three characters described above are examples of the occult mages known as Warlocks. By gathering dark secrets and sinister magicks these strange scholars open themselves up to bargains with unspeakable beings of immense power.

LURE OF SECRETS

Driven by an irresistible thirst for knowledge, a Warlock will do almost anything to uncover lost bits of lore. Unlike others who practice the arcane arts, Warlocks will make use of any shortcut to power. They are often marked by a strange array of tiny trinkets: small idols, totems, holy symbols, and occult paraphernalia. They use these trinkets to hold fragments of lost, secret, and sinister arcane magicks, often drawing their power from many different occult traditions at once.

To a Warlock, no relic is too sacred, no forbidden text too dangerous, no tomb is too risky to be delved in the pursuit of occult knowledge and the power that comes along with it.

DIRE BARGAINS

The ultimate goal of every single Warlock is the accumulation of personal power. The reason for this pursuit is different for each Warlock: some desire personal wealth and glory, others seek out power to protect others or as a means for good, and still others use their power to exact revenge on their enemies. Eventually, all Warlocks stumble upon or are approached by powerful otherworldly beings drawn to their thirst for power.

Though the circumstances of the relationship are as varied as each Warlock's reason for accumulating knowledge, every Warlock will eventually enter into an agreement with such an otherworldly being of immense power. Whether they forge a bargain willingly, trick this powerful entity into lending them its power, or secretly draw their magic from these beings, all Warlocks find themselves part of these dire bargains.



CREATING YOUR WARLOCK

When creating a Warlock, the most important thing for you to consider is the motivation for their pursuit of knowledge and power. Are they driven by an insatiable desire to uncover lost secrets? Have they been seduced by a powerful otherworldly entity to serve as their pawn on the material plane? Or, does their quest for power come from a desire to serve others?

Also, consider how your Warlock's magic manifests itself. Does each one of their spells and Invocations come from a different occult tradition? Do some magics resemble that of Clerics or Paladins, while other spells appear as a Wizard's spells would? Does their power manifest in unsettling ways that make common folk fear for their lives? Or, are their arts indistinguishable from those of more traditional mages?

MULTICLASSING AND THE WARLOCK

If your group uses the rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose the Warlock as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a minimum Intelligence score of 13 to take your first level as a Warlock, or to take a level in another class if you are already a Warlock.

Proficiencies Gained. If Warlock isn't your initial class, you gain proficiency with light armor and simple weapons when you take your first level.

Spellcasting. If you have a feature from another class that allows you to learn and cast spells, you can use your Pact Magic spell slots to cast spells that you gained through that feature, and you can use those spell slots to cast your Warlock spells.



THE WARLOCK

Level	PB	Features	Invocations Known	Cantrips Known	Spells Known	Spell Slots	Slot Level
1st	+2	Eldritch Invocations	2	—	—	—	—
2nd	+2	Otherworldly Patron, Pact Magic	2	2	3	2	1st
3rd	+2	Pact Focus	3	2	3	2	2nd
4th	+2	Ability Score Improvement	3	3	4	2	2nd
5th	+3	Empowered Blast	4	3	4	2	3rd
6th	+3	Otherworldly Patron Feature	4	3	5	2	3rd
7th	+3	—	5	3	5	2	4th
8th	+3	Ability Score Improvement	5	3	6	2	4th
9th	+4	—	6	3	6	2	5th
10th	+4	Otherworldly Patron Feature	6	4	7	2	5th
11th	+4	Elder Arcanum, Empowered Blast (3)	6	4	7	3	5th
12th	+4	Ability Score Improvement	7	4	8	3	5th
13th	+5	Elder Arcanum (2)	7	4	8	3	5th
14th	+5	Otherworldly Patron Feature	7	4	8	3	5th
15th	+5	Elder Arcanum (3)	8	4	9	3	5th
16th	+5	Ability Score Improvement	8	4	9	3	5th
17th	+6	Elder Arcanum (4), Empowered Blast (4)	8	4	9	4	5th
18th	+6	—	9	4	10	4	5th
19th	+6	Ability Score Improvement	9	4	10	4	5th
20th	+6	Pact Master	9	4	10	4	5th

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per Warlock level

Hit Points at 1st Level: 8 + your Constitution modifier.

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Warlock level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Intelligence

Skills: Choose any two from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

EQUIPMENT

As a Warlock, you start with the following equipment:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, any simple weapon, and two daggers

QUICK BUILD

You can make a Warlock quickly by using these suggestions: First, make Intelligence your highest ability score, followed either by your Constitution or Dexterity. Second, choose the Charlatan background. Last, take *Eyes of the Rune Keeper* and *Mask of Many faces* as starting Eldritch Invocations.

ELDRITCH INVOCATIONS

You have unearthed fragments of dark, forgotten, and arcane power known as Eldritch Invocations, which you have bound to Trinkets so that you may draw on this power. A Trinket is a tiny object reminiscent of the Invocation bound within. If one of your Trinkets is lost or destroyed, it reforms on your person at the end of your next short or long rest.

At 1st level, you have two such Trinkets, and bound within each is one Eldritch Invocation of your choice from the list at the end of this class. When you reach certain Warlock levels you learn additional Invocations, as shown in the Invocations Known column of the Warlock table above. If an Invocation has prerequisites, like a certain Warlock level, you can learn it at the same time that you meet any prerequisites it has.

When you gain a Warlock level, you can replace an Eldritch Invocation you know with another Invocation of your choice.

SPELLCASTING ABILITY

As you draw your magic from forbidden knowledge and lore, you use your Intelligence as the spellcasting ability for any of your Eldritch Invocation features or spells you learn through them. You use Intelligence when an Invocation or spell refers to your spellcasting ability, when setting the saving throw DC for a spell or ability, and when making a spell attack roll.

Spell save DC = 8 + your proficiency bonus
+ your Intelligence modifier

Spell attack modifier = your proficiency bonus
+ your Intelligence modifier





ELDRITCH BLAST

You can unleash the power of your Eldritch Invocations as beams of arcane energy. While holding a Trinket containing an Invocation, you can use your action to make a ranged spell attack against a target you can see within 120 feet. On hit, it takes force damage equal to $1d8 +$ your Intelligence modifier.

OTHERWORLDLY PATRON

In your profane research you have rediscovered, contacted, or forged a bargain with an otherworldly entity. At 2nd level, you choose an Otherworldly Patron from the list below that best represents the entity you entered a Pact with: The Archfey, The Ancient Wyrn, The Fiend, or The Great Old One.

Also included at the end of this class description are Otherworldly Patrons inspired by official Warlock options: Deep One, Darklord, Exalted, Noble Genie, and Undying.

Your Otherworldly Patron grants you features at 2nd level, and again when you reach 6th, 10th, and 14th level.

PATRON MAGIC

Each Otherworldly Patron has a list of Patron Spells that you learn at the Warlock levels noted in your Otherworldly Patron description. These spells count as Warlock spells for you, but they do not count against your total number of Spells Known.

This magic also changes the effects of your Eldritch Blast.

PACT MAGIC

Also at 2nd level, your research and the power bestowed on you by your Patron has given you the ability to cast spells:

CANTRIPS

You learn two cantrips of your choice from the Warlock spell list, which can be found at the end of this class description.

You learn another Warlock cantrip at 4th and 10th level, as shown in the Cantrips Known column of the Warlock table.

SPELLCASTING ABILITY

As your Pact Magic is an extension of the otherworldly and esoteric knowledge you have gathered, you use your Eldritch Invocation spellcasting ability for your Pact Magic spells.

SPELL SLOTS

The Warlock table shows how many spell slots you have to cast your Warlock spells of 1st through 5th-level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast a Warlock spell of 1st-level or higher, you must spend a spell slot. You regain all of your expended spell slots when you finish a short or long rest.

For example, if you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *witch bolt*, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

At 2nd level, you learn three 1st-level spells of your choice from the Warlock spell list at the end of this class description. The Spells Known column of the Warlock table shows when you learn additional Warlock spells of your choice of 1st-level or higher. A spell you choose must be a level no higher than what's shown in the table's Slot Level column for your level.

For example, when you reach 6th level in this class, you learn one new Warlock spell of 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the Warlock spells you know and replace it with another spell of your choice from the Warlock spell list, which also must be of a level for which you have spell slots.

INVOCATION SPELLS

Spells that you learn through Invocations count as Warlock spells for you, but do not count against your Spells Known.

SPELLCASTING FOCUS

You can use any Trinket bearing an Eldritch Invocation, or an arcane focus, as a spellcasting focus for your Warlock spells.

YOUR OTHERWORLDLY PATRON & YOU

The Pact that a Warlock forges with their Patron is the culmination of their initial quest for forbidden knowledge, and their first step toward true power. Once given, this eldritch power cannot be revoked.



PACT FOCUS

Your connection to your Otherworldly Patron has grown, and you have learned to channel their eldritch power into a Pact Focus which resembles the true nature of your Patron. At 3rd level, you gain a Pact Focus of your choice from the list below:

ELDRITCH BLADE

You focus your Patron's power into a weapon of eldritch might. As a bonus action, you can conjure your Eldritch Blade in an empty hand. Each time you conjure it, your Eldritch Blade takes the form of a melee weapon of your choice and gains the benefits below:

- It can be used as a Trinket for one Eldritch Invocation.
- You can use Intelligence modifier, in place of Strength or Dexterity, for attack and damage rolls with this weapon.
- You are proficient with this weapon if you weren't already.
- The weapon counts as magical for the sake of overcoming resistance and immunity to non-magical attacks.

The Eldritch Blade disappears if it is more than 5 feet from you for 1 minute, if you conjure another Eldritch Blade, if you dismiss your Eldritch Blade (no action required), or if you die.

You can bond a magic melee weapon as an Eldritch Blade by performing a 1-hour ritual. You can use a bonus action to shunt it to an extradimensional space, or conjure it. Bonding a second weapon ends the bond for any previous weapons.

ELDRITCH FAMILIAR

You focus your Patron's power to bind an Eldritch Familiar to your will. You learn *find familiar* and can cast it as a ritual, but it doesn't count against your number of Spells Known.

When you cast *find familiar*, you can choose to conjure an Eldritch Familiar from the options detailed at the end of this class, in addition to the normal forms a familiar can take.

Your Eldritch Familiar is bound to obey your orders to the best of its abilities. In combat, it shares your initiative and it acts on your turn. However, it will only take the Dodge action on its turn unless you use your bonus action to command it to take an action from its stat block or another combat action.

Finally, whenever you cast a Warlock spell or use Eldritch Blast, you can choose for the spell, or any number of beams, to originate from your Familiar if you are within 60 feet.

ELDRITCH TOME

You focus your Patron's power into a dark grimoire known as an Eldritch Tome. It contains one copy of each Warlock spell you know and this Tome grants you the following benefits:

- The Tome becomes the Trinket for an Eldritch Invocation of your choice that has no prerequisites. This Invocation doesn't count against your number of Invocations Known, and it cannot be replaced when you gain a Warlock level.
- At the end of a long rest you can replace one Warlock spell you know with another Warlock spell of the same level.
- You can cast any Warlock spell contained within your Tome as a ritual if that Warlock spell has the ritual tag.

You can spend 1 hour, which can be during a short or long rest, to conjure an exact copy of your Tome, destroying any of the previous Tomes. If you die your Tome turns to ash.



ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores by 1. As normal, you can't increase one of your ability scores above 20 using this feature.

EMPOWERED BLAST

You are able to draw out more power from your Invocations. Starting at 5th level, when you use Eldritch Blast, you create two beams. You can direct the beams at the same target or at different ones, but you make a separate attack roll for each.

At certain Warlock levels, the number of beams increases: at 11th level it creates three, and finally four at 17th level.

ELDER ARCANUM

Leveraging the forbidden, occult, and sinister knowledge you have gathered, you gain insight into the secretive workings of the cosmos. This knowledge manifests as an Elder Arcanum. At 11th level, you learn one Elder Arcanum from the list at the end of this class. You cannot learn an Arcanum more than once unless specified, and once chosen, it cannot be changed.

At certain Warlock levels you unlock more of these esoteric secrets. You learn one additional Arcanum of your choice at 13th level, one 15th level, and a final Arcanum at 17th level.

PACT MASTER

At 20th level, you can strain the eldritch power of your Pact in times of great need. Once per long rest, you can use an action to regain all of your expended Pact Magic spell slots.



OTHERWORLDLY PATRON

Choose the Otherworldly Patron that best represents the being that is the source of your eldritch power: The Archfey, The Ancient Wyrn, The Fiend, or The Great Old One.

THE ARCHFEY

You have entered a Pact with a powerful entity of the faerie. Whether you were gifted this Pact, or you tricked your Patron into granting you a measure of power, you can draw upon the whimsical and terrifying power of the Fey. Only the eldest of the faerie can form such Pacts; the Archfey of the Fey courts, ancient sylvan spirits, and the most powerful covens of hags.

FEY MAGIC

2nd-level Archfey Patron feature

Your Patron infuses your magic with the mind-bending power of the Feywild. You can choose for your Eldritch Blast to deal psychic damage equal to 1d10 + your Intelligence modifier.

You also learn the following Patron Spells at the Warlock levels below. When you gain a Warlock level you can replace one of your Patron Spells with an enchantment or an illusion spell of the same level from the Bard or Druid spell list.

Warlock Level Spells

2nd	<i>faerie fire, sleep</i>
3rd	<i>misty step, phantasmal force</i>
5th	<i>fear, hypnotic pattern</i>
7th	<i>hallucinatory terrain, greater invisibility</i>
9th	<i>mislead, seeming</i>

FEY PRESENCE

2nd-level Archfey Patron feature

You can channel the magic of the faerie to beguile foes. As an action, you can force one creature within 10 feet that can see or hear you to make a Wisdom saving throw against your Spell save DC. On a failed save, it is either charmed by, or frightened of you for up to 10 minutes. This effect ends early if the creature takes any damage, or if you or your allies attack the creature or force it to make a saving throw.

Once you use this feature you must complete a short or long rest before you can use it again. When you have no uses left you can expend one Pact Magic spell slot to use it again.

BEGUILING BLAST

6th-level Archfey Patron feature

Your magic clouds the judgment of your foes. Whenever you deal psychic damage to a creature with Eldritch Blast it has disadvantage on the first attack roll it makes before the start of your next turn. This feature has no effect on creatures that are immune to the charmed condition.

MISTY ESCAPE

6th-level Archfey Patron feature

You can draw on the magic of the Fey to elude danger. When you take damage, you can use your reaction to turn invisible and teleport to an unoccupied space you can see within 60 feet. You remain invisible until the start of your next turn, or until you attack, cast a spell, or force a saving throw.

Once you use this feature you must finish a short or long rest before you can use it again. When you have no uses left, you can expend one Pact Magic spell slot to use it again.

WHIMSICAL DEFENSE

10th-level Archfey Patron feature

The Fey power that infuses your magic grants you an affinity for enchantments. You are immune to the charmed condition.

Moreover, whenever a creature attempts to charm you, you can use your reaction to turn the charm back on it, forcing it to make a Wisdom saving throw against your Spell save DC. On a failure, it is charmed by you as if by Fey Presence. If the creature is immune to the charmed condition, it instead takes psychic damage equal to your Warlock level on a failed save.

TERRIBLE DELIGHTS

14th-level Archfey Patron feature

The sickly sweet magic of your fey Patron overwhelms even the most stalwart minds. Your Warlock spells and features that impose the charmed condition ignore immunity to the charmed condition, but those creatures still have advantage on their saving throws to resist being charmed.

In addition, when a creature fails its saving throw against your Fey Presence feature, you can choose to plunge its mind into an illusory realm of unfettered emotions. However, you must now concentrate on this effect as if you were concentrating on a spell.

For the next 10 minutes, the creature can see and hear only itself, you, and the illusory reality. The creature can repeat its Wisdom saving throw whenever it takes damage, ending this effect on a success. If a creature succeeds on this saving throw it is immune to this effect for 24 hours.



THE ANCIENT WYRM

Inherently magical beings with incredibly long lifespans, great dragons hoard not only wealth, but servants and slaves as well. Benevolent and malicious, kind and terrible, good and evil, ancient dragons of all types have motivations that are beyond the comprehension of most mortal creatures.

DRACONIC SPARK

2nd-level Ancient Wyrms Patron feature

Your Patron has infused you with a Draconic Spark, a fraction of its power. Ancient dragons can impart any element, but they usually bestow the element that matches their breath weapon. Choose acid, cold, fire, lightning, or poison as the damage type of your Draconic Spark. Once chosen it cannot be changed and grants you the benefits below:

- You gain resistance to that type of damage.
- When you cast a Warlock spell or cantrip, you can choose for it to deal your Draconic Spark damage in place of its normal damage.
- You learn to speak, read, and write, Draconic.

WYRM MAGIC

2nd-level Ancient Wyrms Patron feature

Your magic has been infused with draconic power. You can choose for your Eldritch Blast to deal Draconic Spark damage equal to 1d10 + your Intelligence modifier.

You also learn the following Patron Spells at the Warlock levels listed below. When you gain a Warlock level you can replace one Patron Spell with an enchantment or evocation spell of the same level from the Sorcerer or Warlock spell list.

Warlock Level Spells

2nd	<i>command, burning hands</i>
3rd	<i>dragon's breath</i> ^{XGE} , <i>scorching ray</i>
5th	<i>fear, fireball</i>
7th	<i>dominate beast, wall of fire</i>
9th	<i>dominate person, cone of cold</i>

ELEMENTAL POTENCY

6th-level Ancient Wyrms Patron feature

Your affinity with your Draconic Spark has grown. When you deal Draconic Spark damage with a Warlock spell or Eldritch Blast you can treat a roll of 1 or 2 on a damage die as a 3.

REGAL PRESENCE

10th-level Ancient Wyrms Patron feature

You have developed willpower to rival your ancient Patron. You are immune to the charmed and frightened conditions.

You also add your Intelligence modifier (minimum of +1) to any Charisma checks you make.

DRACONIC WINGS

14th-level Ancient Wyrms Patron feature

As a bonus action on your turn, you can manifest (or retract) a pair of leathery Draconic Wings that sprout from your back. These wings grant you a flying speed of 60 feet and destroy any clothing or armor not designed to accommodate them.



THE FIEND

You have entered into a Pact with a powerful Fiend from the lower planes of existence. Whether you struck a bargain, you were coerced, or you tricked your Patron, you are now linked to a being of absolute evil. Only the most powerful Fiends can serve as Patrons; Archdevils, Demon Lords, and particularly powerful servants of extraplanar evil are the most common.

DARK BLESSING

2nd-level Fiend Patron feature

You can draw vitality from death. Whenever you kill a hostile creature, you can choose to gain temporary hit points equal to your Warlock level + your Intelligence modifier.

FIENDISH MAGIC

2nd-level Fiend Patron feature

Your Patron infuses your magic with infernal flames. You can choose for Eldritch Blast to deal fire damage equal to 1d10 + your Intelligence modifier, ignoring resistance to fire damage.

You also learn the following Patron Spells at the Warlock levels listed below. When you gain a Warlock level you can replace one Patron Spell with an evocation or necromancy spell of that level from the Sorcerer or Warlock spell list.

Warlock Level Spells

2nd	<i>command, hellish rebuke</i>
3rd	<i>blindness/deafness, flame whip</i> ^W
5th	<i>bestow curse, fireball</i>
7th	<i>blight, wall of fire</i>
9th	<i>cloudkill, immolation</i> ^{XGE}





THE GREAT OLD ONE

You have made a Pact with an incomprehensible entity from beyond the reaches of your reality. Perhaps it is from the Far Realm or the void between stars. The desires of the Great Old Ones are incomprehensible to mortals, and true knowledge of the vast alien intelligence of your Patron would shatter your mind and render you completely insane.

AWAKENED MIND

2nd-level Great Old One Patron feature

You can telepathically communicate with any creature you can see within 60 feet. You don't need to share a language, but the target must speak at least one language to respond. You can only communicate with one creature at a time.

You also gain resistance to psychic damage.

ABERRANT MAGIC

2nd-level Great Old One Patron feature

Your Patron has tainted your magic with aberrant powers. Whenever you would fire a beam of Eldritch Blast, you can instead force a creature within range of your Eldritch Blast to make an Intelligence saving throw. On a failure, it takes psychic damage equal to 1d10 + your Intelligence modifier.

You also learn the following Patron Spells at the Warlock levels listed below. When you gain a Warlock level you can replace one Patron Spell with a divination or enchantment spell of the same level from the Bard or Wizard spell list.

Warlock Level Spells

2nd	<i>arms of hadar, dissonant whispers</i>
3rd	<i>detect thoughts, mind whip</i> ^{TCE}
5th	<i>clairvoyance, hunger of hadar</i> ^W
7th	<i>confusion, eldritch tentacles</i> ^W
9th	<i>modify memory, telekinesis</i>

ACCURSED BLAST

6th-level Fiend Patron feature

Your magic scours the very soul of your foes. Whenever you deal fire damage to a creature with Eldritch Blast it cannot regain hit points until the beginning of your next turn.

DARK BARGAIN

6th-level Fiend Patron feature

You can sacrifice your vitality to alter fate in your favor. When you make an ability check or saving throw you can roll a d10, adding the result to your roll and reducing your hit points by the same amount. You must choose to use this feature before you roll the d20 for your ability check or saving throw.

FIENDISH RESILIENCE

10th-level Fiend Patron feature

At the end of each short or long rest you choose one type of damage. You gain resistance to that type of damage until the end of your next short or long rest. Damage you take from magical or silvered weapons ignores this resistance.

HURL THROUGH HELL

14th-level Fiend Patron feature

You can temporarily inflict the horrors of hell upon your foes. When you deal damage to a creature with Eldritch Blast you can teleport it to the infernal plane of your Patron where it experiences the full horror of that plane. At the end of your next turn, it returns to the space it previously occupied or the nearest unoccupied space. If the creature was not a fiend, it takes 6d10 psychic damage as it grapples with the horror.

Once you use this feature you must finish a short or long rest before you can use it again.

MENTAL LANCE

6th-level Great Old One Patron feature

Your magic pierces the minds of your foes, sowing confusion and dulling their senses. Whenever you deal psychic damage to a creature with Eldritch Blast it can't take reactions until the beginning of your next turn.

PSIONIC WARD

6th-level Great Old One Patron feature

You can repel attacks with your mental abilities. Whenever a creature you can see targets you with an attack roll, you can use your reaction to impose disadvantage on its attack roll. If the triggering attack misses, you can target the attacker with one beam of your Eldritch Blast as part of the same reaction.

You can use this reaction a number of times equal to your Intelligence modifier (a minimum of once), and you regain all of your expended uses when you finish a long rest.

THOUGHT SHIELD

10th-level Great Old One Patron feature

The power of your incomprehensible Patron has warped your mind. Your thoughts cannot be read by telepathy or any other magical or psionic means unless you allow them to be read.

Also, when you are forced to make a Wisdom saving throw you can choose to make an Intelligence saving throw instead.



CREATE THRALL

14th-level Great Old One Patron feature

The incomprehensible power that has taken root within your mind allows you to dominate the weak. As an action, you can touch an incapacitated humanoid and turn them into a Thrall.

This Thrall is charmed by you, and you can telepathically issue it commands so long as you are both on the same plane of existence. It obeys your commands to the best of its ability, but will not follow commands that cause it immediate harm.

The creature remains your Thrall until it dies, it is targeted by *remove curse* or another abjuration spell of similar power, or if you use this feature to create another Thrall.

ELDRITCH INVOCATIONS

Below is the list of Eldritch Invocations that a Warlock can learn. If an Invocation has a prerequisite, like a Warlock level or a certain Pact Boon, you can learn that Invocation at the same time that you meet any prerequisites it may have.

ARMOR OF SHADOWS

As an action, you can ward yourself (or dismiss) armor made from living shadows. So long as you are not wearing armor or a shield, these shadows grant you an Armor Class equal to 10 + your Intelligence modifier + your Dexterity modifier.

ASPECT OF THE MOON

You no longer need to sleep and cannot be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as keeping watch.

BEGUILING INFLUENCE

You have become infused with an otherworldly charm and presence. Whenever you make a Charisma (Deception) or a Charisma (Persuasion) check you gain a bonus to your roll equal to your Intelligence modifier (minimum of +1).

DEVIL'S SIGHT

You can enhance your sight with the infernal magic of devils. You can see normally in dim light and darkness, both magical and nonmagical, out to a distance of 120 feet.

ELDRITCH SIGHT

As an action you can awaken your senses to see the presence of magic within 30 feet of you. For 10 minutes, you can see a faint aura around any visible creature or object in that radius that bears magic, instantly learning its school of magic, if any. This sight is blocked by 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood or dirt. You must concentrate on this sense as if you were concentrating on a spell.

EYES OF THE RUNE KEEPER

The irises of your eyes are ringed with glowing elder runes. You can read and understand any written words, symbols, or scripts as if they were written in your native tongue.

GAZE OF TWO MINDS

As an action, you can touch a willing humanoid and perceive through its senses until the end of your next turn. During this time, you benefit from all special senses the target possesses but you are blinded and deafened to your own surroundings.

When you are both on the same plane of existence, you can use your action to extend this connection for one more turn.

GIFT OF THE DEEP ONES

You manifest aquatic features. You can breathe underwater, and you gain a swimming speed equal to your walking speed.

At 5th level, you learn the *water breathing* spell, and you can cast it once per long rest without expending a spell slot.

OTHERWORLDLY VIGOR

You bolster yourself with a necromantic facsimile of life. As a bonus action, you can grant yourself temporary hit points equal to your Intelligence modifier (minimum of 1).

MASK OF MANY FACES

Strange and sinister magics have made your form fluid. As an action, you can change your physical appearance and voice to match that of a creature that you have seen before, so long as the new appearance has the same arrangement of limbs. You determine the specifics, including your race, coloration, sex, height, weight, and hair length, but you cannot change sizes. Transforming does not affect your clothing or game statistics.

MISTY VISIONS

As an action, you can conjure an illusory image of an object, creature, or some other visible phenomenon that is no larger than a 15-foot cube in a spot within 60 feet. This image must be purely visual; it cannot be accompanied by sound, smell, or other sensory effects. The image lasts for up to 10 minutes.

As an action, you can cause this illusory image to move to another spot within 60 feet. When you do so, you can choose for it to move in a way that appears natural for the image.

A creature that succeeds on an Intelligence (Investigation) check against your Spell save DC sees through the illusion.

Conjuring a second illusion dispels any previous illusions.

SYLVAN SPEECH

You learn to speak Sylvan, and while speaking in Sylvan you can comprehend and verbally communicate with beasts. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, they can give you information about nearby locations and monsters, including whatever they can perceive or have perceived in the past day.

At 7th level, you can speak in Sylvan to communicate with plants as if you were under the effects of *speak with plants*.

CLOAK OF DECAY

Prerequisite: 3rd-level Warlock

As a bonus action, you can surround yourself with a swarm of infernal flies, that extend out from you in a 5-foot radius. You must concentrate on this effect as if concentrating on a spell.

The flies grant you advantage on Charisma (Intimidation) checks, but disadvantage on all other Charisma checks. Also, creatures that start their turn within the swarm take necrotic damage equal to your Intelligence modifier (minimum of 0).

ELDRITCH SPEAR

Prerequisite: 3rd-level Warlock

Whenever you use Eldritch Blast or cast a spell that requires you to make a ranged spell attack roll, the range is doubled.

GRASP OF HADAR

Prerequisite: 3rd-level Warlock

When you damage a Large or smaller creature with Eldritch Blast, you can pull it up to 10 feet toward you in a line.

This Invocation can pull Huge creatures at 11th level.



LANCE OF LETHARGY

Prerequisite: 3rd-level Warlock

When you damage a creature with Eldritch Blast you can reduce its speed by 10 feet until the start of your next turn.

Each creature can only suffer this effect once per turn.

REPELLING BLAST

Prerequisite: 3rd-level Warlock

When you damage a Large or smaller creature with Eldritch Blast, you can push it up to 10 feet away from you in a line.

This Invocation can push Huge creatures at 11th level.

THIEF OF FIVE FATES

Prerequisite: 3rd-level Warlock

As an action, you can force one creature you can see within 30 feet to make a Charisma saving throw. On a failed save, it must subtract 1d4 from any d20 roll it makes for 1 minute.

It can repeat its saving throw at the end of each of its turns, ending the effect on a success. Creatures that succeed on this saving throw are immune to this effect until the next dawn.

TOME OF ANCIENT SECRETS

Prerequisite: 3rd-level Warlock, Eldritch Tome

Your Eldritch Tome gains two new pages, each detailing one 1st-level ritual spell of your choice from any class spell list. These spells count as Warlock spells for you, but they don't count against your total number of Spells Known.

You can also mystically add additional ritual spells to your Eldritch Tome, so long as the ritual spell is equal to the level of your Pact Magic spell slots or lower. To do so, you perform a 1-hour ritual during which you burn one scroll detailing the ritual spell and 50 gp worth of incense per level of the spell. After which, a page detailing the spell appears in your Tome.

VOICE OF THE MASTER

Prerequisite: 3rd-level Warlock, Eldritch Familiar

You can communicate telepathically with your Familiar and can perceive through its senses as long as you are on the same plane of existence. If you are connected in this way, you can speak through your Familiar in your voice, even if the Familiar is incapable of speech.

BLASPHEMOUS PRAYER

Prerequisite: 5th-level Warlock, Eldritch Tome

A new page appears in your Eldritch Tome detailing a single Channel Divinity option of your choice from those available to any Cleric Divine Domain at 2nd level. You use your Warlock level and Spell save DC for Cleric level or Spell save DC.

You can invoke this Channel Divinity once, then you must finish a short or long rest before you can invoke it again.

ERUPTING BLAST

Prerequisite: 5th-level Warlock

When you damage a creature with Eldritch Blast you can use a bonus action to cause other creatures of your choice within 5 feet of the target to take damage of the type of your Eldritch Blast equal to your Intelligence modifier (minimum of 1).

ONE WITH SHADOWS

Prerequisite: 5th-level Warlock

You learn the *invisibility* spell, and can cast it once per long rest targeting only yourself without expending a spell slot so long as you are in an area of dim light or darkness.

At 9th level, it is no longer limited to once per long rest.

THIRSTING BLADE

Prerequisite: 5th-level Warlock, Eldritch Blade

When you take the Attack action and only make attacks with your Eldritch Blade, you can make two attacks instead of one.

Moreover, you can choose for the attacks with your Eldritch Blade to deal the same damage type as your Eldritch Blast.

TOMB OF FROST

Prerequisite: 5th-level Warlock

When you take damage, you can use your reaction to shield yourself in a crystal of ice which has a number of hit points equal to ten times your Warlock level, and takes as much of the triggering damage as possible. While the ice's hit points remain, you are incapacitated and restrained within it, and you are immune to all damage. As an action, you can cause the remaining ice to instantly melt, destroying it.

Once you use this Invocation you must complete a short or long rest before you can use it again. When you have no uses of this Invocation remaining, you can expend one of your Pact Magic spell slots to use this Invocation again.





VITALITY OF THE EVER-LIVING ONES

Prerequisite: 5th-level Warlock, Eldritch Familiar

Whenever you or your Eldritch Familiar regain hit points while you are within 30 feet of each other you can treat any dice rolled to determine the hit points you or your Familiar regain as their maximum value, in place of rolling.

ARCANE SECRETS

Prerequisite: 7th-level Warlock

You have unearthed a fragment of powerful arcane lore. You learn one spell of your choice from the Warlock spell list of 4th-level or lower, and you can cast once, at its lowest level without expending a spell slot. Once you cast it in this way you must finish a long rest before you can do so again.

You can gain this Invocation more than once, but you must select a new Warlock spell each time you do, and you can only learn one Warlock spell per spell level in this way.

ASCENDANT STEP

Prerequisite: 7th-level Warlock

As a bonus action, you can grant yourself a temporary flying speed equal to your walking speed, which lasts until the end of your current turn, but you cannot hover. If you end your turn and are not secure then you fall to the ground.

ELDRITCH SMITE

Prerequisite: 7th-level Warlock, Eldritch Blade

Once per turn when you hit with an Eldritch Blade attack you deal bonus damage equal to one beam of your Eldritch Blast.

If your Eldritch Blast imposes extra effects, such as the reduced speed of *lance of lethargy*, it suffers those as well.

ETHEREAL SIGHT

Prerequisite: 7th-level Warlock

As an action, you can enhance your vision with the ethereal energy of undeath, allowing you to see through solid objects within 30 feet. For 1 minute, you have darkvision if you did not already, and you perceive objects as ghostly, transparent shadows of themselves. You must concentrate on this sense as if you were concentrating on a spell.

OCCULT SERVANT

Prerequisite: 7th-level Warlock

Your Patron has granted you a gift. You can cast one of your Patron Spells at a level equal to your Pact Magic spell slots without expending a spell slot. Once you do so, you must finish a long rest before you can cast it in that way again.

OTHERWORLDLY NATURE

Prerequisite: 7th-level Warlock

Your very being is suffused with eldritch magic. You no longer need to eat, breathe, or sleep. Though, to gain the benefits of a long rest, you must spend 8 hours doing light activity. Also, for every 10 years that pass, your body ages only 1 year.

COMMUNE WITH PATRON

Prerequisite: 9th-level Warlock

Your Pact advances, allowing you to communicate directly with your Patron. You learn *contact other plane*. You can cast it without expending a spell slot to contact your Patron, and you automatically succeed on the spell's saving throw.

Once you cast *contact other plane* in this way you must finish a long rest before you can cast it in this way again.

FAVOR OF THE MASTER

Prerequisite: 9th-level Warlock, Eldritch Familiar

You grant your Familiar a measure of your power. At the end of a long rest, choose one Warlock spell you know of 1st-level or higher. Your Familiar can cast it once, at a level equal to your Pact Magic spell slots without expending a spell slot.

WITCH SIGHT

Prerequisite: 9th-level Warlock

Your eyes glow with an unnatural pale green light. You have Truesight out to a radius of 10 feet while you are conscious.

At 15th level the radius of your Truesight becomes 30 feet.

WHISPERS OF THE GRAVE

Prerequisite: 9th-level Warlock

You learn the *speak with dead* spell, and you can cast the spell at will, without expending a Pact Magic spell slot.



ELDER ARCANUM

Below is the list of Elder Arcana that a Warlock can learn. If an Arcanum has a prerequisite, like a certain Warlock level or a certain Pact Focus, you can learn that Elder Arcanum at the same time that you meet any prerequisites it may have.

ELDER FOCUS

Prerequisite: 11th-level Warlock

Your Patron has bestowed you with an increased amount of their power. You gain an additional Pact Focus of your choice. You cannot select the same Pact Focus more than once.

You can learn this Elder Arcanum more than once, but you must select a different Pact Focus each time you learn it.

MINION OF CHAOS

11th-level Warlock, Eldritch Familiar

As an action you can infuse your Eldritch Familiar with the full power of your Pact. It transforms, as if by the *polymorph* spell, but it must use the stat block from the corresponding spell on the table below as if the spell were cast at 6th-level:

Eldritch Familiar	Spell
Aberrant	<i>summon aberration</i> ^{TCE}
Draconic	<i>summon draconic spirit</i> ^{FTD}
Faerie	<i>summon fey</i> ^{TCE}
Infernal	<i>summon fiend</i> ^{TCE}

The transformation lasts for 1 minute, or until the Familiar is reduced to 0 hit points. Once you use this feature you must complete a long rest before you can use it again.

MINOR ARCANUM

Prerequisite: 11th-level Warlock

Choose a spell from the list below. You can cast the Minor Arcanum spell once at 6th-level, without expending a spell slot. Once you cast the spell in this way, you must complete a long rest before you can cast your Minor Arcanum again.

<i>arcane gate</i>	<i>investiture of wind</i> ^{XGE}
<i>circle of death</i>	<i>mass suggestion</i>
<i>create undead</i>	<i>mental prison</i>
<i>eyebite</i>	<i>otherworldly guise</i> ^{TCE}
<i>flesh to stone</i>	<i>scatter</i> ^{XGE}
<i>investiture of flame</i> ^{XGE}	<i>soul cage</i> ^{XGE}
<i>investiture of ice</i> ^{XGE}	<i>summon fiend</i> ^{TCE}
<i>investiture of stone</i> ^{XGE}	<i>true seeing</i>

OCCULT SCHOLAR

11th-level Warlock, Eldritch Tome

The occult power of your Tome allows you to prepare spells and eldritch powers. During each long rest, you can perform an occult 1-hour ritual with your Tome to replace any number of your Warlock Spells Known with another Warlock spell of your choice of 1st-level or higher.

Moreover, as part of this ritual you can replace one Eldritch Invocation you know with another Eldritch Invocation of your choice. However, this new Eldritch Invocation must be of the same prerequisite level as the Eldritch Invocation it replaces.

OCCULT WARRIOR

Prerequisite: 11th-level Warlock, Eldritch Blade

You can weave occult spells between your attacks. When you take the Attack action on your turn you can cast one Warlock spell of 1st-level or higher in place of one of your attacks.

If this spell forces a target to make a saving throw, it makes its saving throw with disadvantage if you hit that target with an Eldritch Blade attack as part of the same Attack action.

BOND OF THE MASTER

Prerequisite: 13th-level Warlock, Eldritch Familiar

While you and your Eldritch Familiar are within 30 feet of each other, you both have advantage on any saving throws you make against spells or other magical effects.

Also, when you cast a Warlock spell that targets yourself, you can choose for your Eldritch Familiar to also gain the benefits of the spell so long as it is within 30 feet of you.

GREATER ARCANUM

Prerequisite: 13th-level Warlock

Choose a spell from the list below. You can cast the Greater Arcanum spell once at 7th-level, without expending a spell slot. Once you cast the spell in this way, you must complete a long rest before you can cast your Greater Arcanum again.

<i>crown of stars</i>	<i>mirage arcane</i>
<i>etherealness</i>	<i>plane shift</i>
<i>finger of death</i>	<i>power word pain</i> ^{XGE}
<i>forcecage</i>	<i>teleport</i>

GREATER MAGICKS

Prerequisite: 13th-level Warlock, Eldritch Tome

Your Eldritch Tome has been saturated with magic, allowing you to draw upon an increased amount of eldritch potential. Your total number of Pact Magic spell slots increases by one.

OTHERWORLDLY STEP

Prerequisite: 13th-level Warlock, Eldritch Blade

Your Blade cuts rifts through reality itself. When you make an attack with your Eldritch Blade, you can teleport up to 10 feet to an unoccupied space you can see before or after the attack.

Moreover, when you take the Attack action and only make Eldritch Blade attacks, you can make one additional attack with your Eldritch Blade as part of that action.

ARCANA OF THE ANCIENTS

Prerequisite: 15th-level Warlock, Eldritch Tome

The pages of your Eldritch Tome have been filled with magic from secret societies and dark cults long forgotten. You learn three additional Eldritch Invocations of your choice, and your number of Invocations Known increases by three to match.

CHAINS OF THE ABYSS

Prerequisite: 15th-level Warlock, Eldritch Familiar

You can dominate other creatures with the eldritch chains of your Pact. You learn the *hold monster* spell, and you can cast it without expending a spell slot or the material components, so long as your target is a celestial, elemental, fey, or fiend.

You can target an individual creature with *hold monster* in this way once per long rest, after which, you must expend a Pact Magic spell slot to target it with *hold monster* again.



ELDRITCH WIND

Prerequisite: 15th-level Warlock, Eldritch Blade

As an action, you can infuse your Eldritch Blade with the full power of your Pact and disappear. Choose up to five creatures you can see within 60 feet and make a single Eldritch Blade attack against each one. On hit, they take 6d10 damage of the same type as your Eldritch Blast. Each attack also applies any additional effects of your Eldritch Blast. You then reappear in an unoccupied space within 5 feet of one of your targets.

Once you use this Arcanum you must finish a short or long rest before you can use it again. However, if you have no uses left, you can expend a Pact Magic spell slot to use it again.

MYSTIC ARCANUM

Prerequisite: 15th-level Warlock

Choose a spell from the list below. You can cast the Mystic Arcanum spell once at 8th-level, without expending a spell slot. Once you cast the spell in this way, you must complete a long rest before you can cast your Mystic Arcanum again.

demiplane

dominate monster

feblemind

glibness

maddening darkness ^{XGE}

maze

power word stun ^{XGE}

telepathy

AWAKENED BLADE

Prerequisite: 17th-level Warlock, Eldritch Blade

Your Eldritch Blade has gained a level of sinister sentience. While you are holding your Eldritch Blade, you cannot have disadvantage on attack rolls, and whenever you are forced to make a Constitution saving throw to maintain concentration on a spell you add your Intelligence modifier to your roll.

Finally, once per turn when you make an attack roll with your Eldritch Blade you can choose to use your Warlock level in place of rolling the d20 for that attack.

ANCIENT ARCANUM

Prerequisite: 17th-level Warlock

Choose a spell from the list below. You can cast the Ancient Arcanum spell once at 9th-level, without expending a spell slot. Once you cast the spell in this way, you must complete a long rest before you can cast your Ancient Arcanum again.

astral projection

foresight

gate

imprisonment

power word kill

psychic scream ^{XGE}

true polymorph

weird

DISTORT REALITY

Prerequisite: 17th-level Warlock, Eldritch Tome

A final page appears in your Tome, written in the primordial language of creation. It contains the *wish* spell. You can cast *wish* once per long rest without expending a spell slot.

If you use *wish* to duplicate a spell, it can only duplicate spells with a casting time of one action or one bonus action.

ELDRITCH DOMINATION

Prerequisite: 17th-level Warlock, Eldritch Familiar

You can extend your will through the chains of your eldritch bond. You can cast the *dominate monster* spell at 9th-level, once per long rest, without expending a spell slot.

When you target a creature under the effects of your *hold monster* spell with *dominate monster*, it automatically fails its saving throw, but the effects of *hold monster* are instantly dispelled.





3RD-LEVEL (CONT.)

hunger of hadar^W
hypnotic pattern
*intellect fortress***
*life transference**
magic circle
major image
remove curse
slow
*spirit shroud***
*summon fey***
*summon lesser demons**
*summon shadowspawn***
*summon undead***
*thunderstep**
tongues
vampiric touch

4TH-LEVEL

arcane eye
banishment
blight
*charm monster**
compulsion
confusion
dimension door
eldritch tentacles^W
*elemental bane**
giant insect
greater invisibility
hallucinatory terrain
phantasmal killer
polymorph
*shadow of moi**
*sickening radiance**
*summon aberration***
*summon elemental***
summon greater demon

5TH-LEVEL

contact other plane
contagion
*dance macabre**
dominate person
dream
*ervation**
*far step**
geas
hallow
hold monster
*infernal calling**
insect plague
legend lore
mislead
*negative energy flood***
planar binding
screaming
spiritual sundering^W
*synaptic static**
teleportation circle
*wall of light**

WARLOCK SPELL LIST

Below is the list of spells available to the Warlock. They are organized by spell level, not character level. The spells listed below can be found in the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***.

Any spells marked with a *W* are exclusive to the Warlock class, and they can be found on the following page.

CANTRIPS (0-LEVEL)

blade ward
*booming blade***
chill touch
*create bonfire**
dancing lights
*frostbite**
*green-flame blade***
*infestation**
*lightning lure***
mage hand
*magic stone**
*mind sliver***
minor illusion
otherworldly grasp^W
poison spray
prestidigitation
*sword burst***
*thunderclap**
*toll the dead**
true strike

1ST-LEVEL

armor of agathys
arms of hadar
bane
*cause fear**
charm person
color spray
comprehend languages
dissonant whispers
expeditious retreat
ghastly flight^W
hellish rebuke
hex
hideous laughter
illusory script
inflict wounds
protection from evil & good
ray of sickness
sleep
unseen servant
witch bolt^W

2ND-LEVEL

cloud of daggers
crown of madness
darkness
*earthbind**
enthrall
flame whip^W
hold person
invisibility
levitate
*mind spike**
*mind whip***
mirror image
misty step
phantasmal force
ray of enfeeblement
*shadow blade**
shatter
spider climb
suggestion

3RD-LEVEL

bestow curse
counterspell
dispel magic
*enemies abound**
fear
fly
gaseous form



WARLOCK SPELLS

The following spells are available exclusively to the Warlock class and are presented in order of ascending spell level.

OTHERWORLDLY GRASP

Necromancy cantrip

Casting Time: 1 action

Range: Self

Components: S, M (an empty hand)

Duration: Concentration, up to 1 minute

You channel necrotic spiritual power to your hand, changing it into a withered specter of itself. Make a melee spell attack against a creature within your reach. On hit, the creature takes 1d8 necrotic damage, and you gain 1d4 temporary hit points which last for the duration of your concentration.

At Higher Levels. The damage of this spell, and the temporary hit points you gain, increase by 1d8 and 1d4 respectively when you reach 5th level (2d8 and 2d4), 11th level (3d8 and 3d4), and 17th level (4d8 and 4d4).

GHASTLY FLIGHT

1st-level conjuration

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S, M (the powdered remains of a creature)

Duration: Instantaneous

You release a malevolent spirit that flies out from you in a direction of your choice in a 60-foot long, 5-foot wide line, at which point it fades away. Each creature within the line must make a Constitution saving throw. On a failed save, creatures take 2d8 necrotic damage and cannot regain hit points until the start of your next turn. On a success, creatures take half as much damage and can regain hit points as normal.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d8 for each slot level above 1st.

WITCH BOLT (ALTERNATE)

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of wood struck by lightning)

Duration: Concentration, up to 1 minute

A beam of crackling energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and neither you nor the target can move more than 30 feet away from each other while this spell lasts.

You can use an action on each subsequent turn to deal an additional 1d12 lightning damage to the creature. A creature can attempt to move beyond the range of the spell by using its action to make a Strength check against your Spell save DC. If another creature attempts to move the target of this spell beyond the range of this spell it can use its action to make a Strength check against your Spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the initial and subsequent damage increases by 1d12 for each slot level above 1st.

FLAME WHIP

2nd-level evocation

Casting Time: 1 attack

Range: Self

Components: V, S, M (a charred wooden hilt)

Duration: Concentration, up to 10 minutes

In place of an attack, you can evoke a whip of pure flame in a free hand, that lasts for the duration. If you let go of the whip, it disappears, but you can evoke this Flame Whip again in place of another attack without expending a spell slot.

Whenever you could make an attack, you can instead make a melee spell attack with your Flame Whip against one target within 10 feet that you can see. On hit, it takes fire damage equal to 1d10 + your spellcasting modifier, and if the target is Large or smaller you can instantly grapple it with the Whip.

You cannot attack with the Whip while it is grappling a creature, but a grappled creature takes 1d10 fire damage at the start of its turn and can use its action to make a Strength check against your spell save DC, escaping on a success.

While in your hand, your Flame Whip sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, both instances of fire damage dealt increase by 1d10 for every two slot levels above 2nd.

HUNGER OF HADAR (ALTERNATE)

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (pickled octopus tentacle)

Duration: Concentration, up to 1 minute

You open a gateway to the dark between the stars, a region infested with unknown horrors. A 20-foot-radius sphere of blackness and bitter cold appears, centered on a point with range and lasting for the duration. This void is filled with a cacophony of soft whispers and slurping noises that can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures in the area are blinded.

The void creates a warp in the fabric of space, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 cold damage. Any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 2d6 acid damage as milky, otherworldly tentacles rub against it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the spell increases by 5 feet and both the cold and acid damage each increase by 1d6 for each slot level above 3rd.

WARLOCK SPELLS OF 6TH-LEVEL AND UP

Looking for Warlock spells above 5th-level? Check out the Elder Arcanum feature gained at 11th level.

In place of powerful features exclusive to their Pact Focus, Warlocks can learn Elder Arcana, single spell slots of 6th through 9th-level that have one spell assigned to them that can only be cast once per long rest. These Elder Arcana each include a list of spells available to Warlocks of 6th to 9th-level.



ELDRITCH TENTACLES

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece of tentacle from a giant squid)

Duration: Concentration, up to 1 minute

Alien tentacles fill a 20-foot square on the ground you can see within range. For the duration, this area is difficult terrain.

When a creature enters this area for the first time on a turn or starts its turn there, it must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. Any creature that begins its turn in the area and is restrained by the tentacles takes 3d6 bludgeoning damage at the start of its turn.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself from the tentacles.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, both instances of damage from this spell increase by 1d6 for each slot level above 4th.

SPIRITUAL SUNDERING

5th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Creatures in a 20-foot-radius sphere centered on a point of your choice within range have their soul rent, and must make a Charisma saving throw. On a failure, they take 8d6 necrotic damage, and for the next minute, they have a muddled sense of self and subtract 1d6 from any Intelligence, Wisdom, or Charisma saving throw they make. On a success, they take half damage and suffer no saving throw penalty.

Targets can make a Charisma saving throw at the end of each of their turns, ending the effect on a successful saving throw.

ELDRITCH FAMILIARS

Below are the Familiar options for the Eldritch Familiar Pact

Focus: the *Aberrant*, *Draconic*, *Faerie*, or *Fiendish* Familiar.

These Eldritch Familiar stat blocks use your proficiency bonus (PB) in several places, and any references below to a Spell save DC refer to your Warlock class Spell save DC.

ABERRANT FAMILIAR

Tiny Aberration, Chaotic Evil

Armor Class 11 + PB (natural armor)

Hit Points 5 + three times your Warlock level

Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	13 (+1)	10 (+0)	8 (-1)

Damage Resistances Psychic

Senses darkvision 120 ft., passive Perception 12

Languages Deep Speech, understands the languages spoken by its master.

Hit Dice. The Familiar has a total number of d4 Hit Dice equal to your Warlock level. It also gains all the normal benefits of both short and long rests.

Eldritch Bond. You add your PB to any ability check or saving throw that your Familiar makes.

Magic Resistance. The Familiar has advantage on saving throws against spells and magical effects.

Actions

Aberrant Whispers. One creature the Familiar can see within 30 ft. must succeed on an Intelligence saving throw or take 1d4 psychic damage and subtract 1d4 from the first d20 roll it makes before the beginning of the Familiar's next turn.



DRAGONIC FAMILIAR

Tiny Dragon, Lawful Evil

Armor Class 13 + PB (natural armor)

Hit Points 5 + three times your Warlock level

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	10 (+0)	8 (-1)	13 (+1)

Damage Resistances Draconic Essence damage type

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Draconic, understands the languages spoken by its master.

Hit Dice. The Familiar has a total number of d4 Hit Dice equal to your Warlock level. It also gains all the normal benefits of both short and long rests.

Draconic Essence. When conjured, the Familiar's master chooses acid, cold, fire, poison, or lightning to be the Familiar's Draconic Essence type. This affects its Damage Resistances and Bite attack.

Eldritch Bond. You add your PB to any ability check or saving throw that your Familiar makes.

Keen Senses. The Familiar has advantage on Wisdom (Perception) checks that rely on its sight or smell.

Magic Resistance. The Familiar has advantage on saving throws against spells and magical effects.

Actions

Bite. *Melee Weapon Attack:* Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d4 +3 +PB piercing damage + 1d4 Draconic Essence damage.

FAERIE FAMILIAR

Tiny Fey, Chaotic Neutral

Armor Class 11 + PB (natural armor)

Hit Points 5 + three times your Warlock level

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	8 (-1)	13 (+1)	12 (+1)

Condition Immunities Charmed, Frightened

Senses passive Perception 13

Languages Sylvan, understands the languages spoken by its master.

Hit Dice. The Familiar has a total number of d4 Hit Dice equal to your Warlock level. It also gains all the normal benefits of both short and long rests.

Eldritch Bond. You add your PB to any ability check or saving throw that your Familiar makes.

Magic Resistance. The Familiar has advantage on saving throws against spells and magical effects.

Invisibility. The Familiar magically turns invisible until it attacks, forces a creature to make a saving throw, or until its concentration ends (as if it was concentrating on a spell). Any equipment the Familiar is wearing or carrying turns invisible with it.

Actions

Sting. *Melee Weapon Attack:* Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d4 +3 +PB piercing damage. If the target is a creature, the Familiar learns its current emotional state and alignment (if any).

FIENDISH FAMILIAR

Tiny Fiend, Chaotic Evil

Armor Class 11 + PB (natural armor)

Hit Points 5 + three times your Warlock level

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	10 (+0)	8 (-1)	13 (+1)

Damage Resistances Cold, Fire, Poison

Senses darkvision 60 ft., passive Perception 12

Languages Infernal, understands the languages spoken by its master.

Hit Dice. The Familiar has a total number of d4 Hit Dice equal to your Warlock level. It also gains all the normal benefits of both short and long rests.

Devil's Sight. Magical darkness does not impede the Familiar's darkvision.

Eldritch Bond. You add your PB to any ability check or saving throw that your Familiar makes.

Magic Resistance. The Familiar has advantage on saving throws against spells and magical effects.

Actions

Claw. *Melee Weapon Attack:* Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d4 +3 +PB slashing damage. If the target is a creature, it must succeed on a Constitution saving throw or become poisoned until the beginning of the Familiar's next turn.

Shapechanger. The Familiar can transform into a beast form that resembles a rat (speed 20 ft., climb 20 ft.), a lizard (20 ft., swim 20 ft.) a raven (20 ft., fly 60 ft.), or back to its true form. Its statistics are the same in each form, except for the speed changes. Its equipment is not transformed. It reverts to its true form if it dies.



ADDITIONAL PATRONS

Included here are additional Otherworldly Patrons based on official options for Warlocks included in *Xanathar's Guide to Everything*, *Tasha's Cauldron of Everything*, *the Sword Coast Adventurer's Guide*, and *Van Richten's Guide to Ravenloft*.

Official Patron	Alternate Patron
Fathomless	Deep One
Hexblade	Darklord
Celestial	Exalted
Genie	Noble Genie
Undead	Undying

THE DEEP ONE

You have bonded yourself to a primordial force of the ancient waters, known as a Deep One. These Thalassic entities often enter into Pacts with desperate sailors, expert navigators, or scholars of the oceans. Any aquatic being of sufficient power can form such a Pact, but ancient krakens, primordial water elementals, and demigods of the ocean are most common.

DEEP MAGIC

2nd-level Deep One Patron feature

Your Patron has infused your magic with the ancient power of the depths. You can choose for your Eldritch Blast to deal cold damage equal to 1d10 + your Intelligence modifier.

You also gain the following Patron Spells at the Warlock levels below. Whenever you gain a Warlock level you can replace a Patron Spell with an abjuration or transmutation spell of the same level from the Druid or Warlock spell list.

Warlock Level Spells

2nd	<i>create or destroy water, thunderwave</i>
3rd	<i>gust of wind, shatter</i>
5th	<i>tidal wave</i> ^{XGE} , <i>sleet storm</i>
7th	<i>control water, eldritch tentacles</i> ^W
9th	<i>cone of cold, maelstrom</i> ^{XGE}

GRASP OF THE DEEP

2nd-level Deep One Patron feature

You can call forth one of the many tendrils of your Patron. As a bonus action, you can conjure a spectral Tentacle in an unoccupied space you can see within 30 feet.

As a bonus action, including the bonus action used to conjure it, you can move this Tentacle up to 30 feet and use it to make a melee spell attack against a creature within 10 feet. On hit, the creature takes 1d8 cold damage, and if it is Large or smaller, it is grappled by the Tentacle.

A grappled creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against your Spell save DC, escaping on a success.

This spectral Tentacle remains for up to 1 minute, but it disappears if you conjure another spectral Tentacle. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

SCION OF THE DEEP

2nd-level Deep One Patron feature

Your Pact has altered your physiology. You gain the *Gift of the Deep Ones* Eldritch Invocation, and it does not count against your total number of Invocations Known. If you already know this Invocation you learn another Invocation of your choice.

Regardless, you cannot replace *Gift of the Deep Ones* with another Eldritch Invocation when you gain a Warlock level.

OCEANIC GRASP

6th-level Deep One Patron feature

Your oceanic magic freezes your foes. Whenever you deal cold damage to a creature with Eldritch Blast, a Tentacle attack, or a Warlock spell of 1st-level or higher, its speed is reduced by 10 feet until the beginning of your next turn.

THALASSIC SPEECH

6th-level Deep One Patron feature

Your eldritch connection to the depths grants you mystical abilities. You gain resistance to cold damage, and while you are fully submerged in water any other creature that is fully submerged in water can understand your speech, and you can understand its speech as if you share a language.



GREATER TENTACLES

10th-level Deep One Patron feature

When you cast *eldritch tentacles*, your concentration cannot be broken unless you end it, or you become unconscious.

Also, any Tentacles you conjure with your Grasp of the Deep feature gain the following additional benefits:

- They can grapple creatures that are Huge or smaller.
- They deal an additional 1d8 cold damage on hit.
- Any creature grappled by a Tentacle has disadvantage on saving throws to resist your Warlock spells.

UNLEASH THE DEPTHS

14th-level Deep One Patron feature

You can bring the full power of your Patron to the surface. As an action, you can use Grasp of the Deep to conjure five spectral Tentacles each in its own unoccupied space of your choice that you can see within 30 feet.

As an action, including the action you used to conjure the Tentacles, you can make one melee spell attack with each of these Tentacles against a creature within 10 feet. If a target would be grappled by more than one Tentacle it is restrained by the Tentacles. A restrained creature can escape from all Tentacles with one successful check.

Once you use this feature you finish a long rest before you can use it again. When you have no uses left, you can expend one of your Pact Magic spell slots to use it again.

THE DARKLORD

You have entered into a Pact with one of the sinister rulers of the Shadowfell. Known as Darklords, these powerful beings are most often imprisoned within Domains of Dread, and are only able to affect the outside world through trusted servants. Imbued with a fraction of their Darklord's power, Warlocks can wield the sinister power of shadows against their foes.

DARKLORD MAGIC

2nd-level Darklord Patron feature

Your Patron infuses your magic with the dark powers of the Shadowfell. You can choose for your Eldritch Blast to deal necrotic damage equal to 1d10 + your Intelligence modifier.

You also learn the following Patron Spells at the Warlock levels below. When you gain a Warlock level you can replace one of your Patron Spells with a necromancy or illusion spell of the same level from the Sorcerer or Warlock spell list.

Warlock Level Spells

2nd	<i>hex, inflict wounds</i>
3rd	<i>silence, shadow blade</i> ^{XGE}
5th	<i>fear, haste</i>
7th	<i>freedom of movement, phantasmal killer</i>
9th	<i>dream, destructive wave</i>

DARKLORDS & ELDRITCH BLADES

Since the ability to use your Spellcasting modifier is now part of the Eldritch Blade Focus, this Patron has been reworked to be equally useful no matter which Pact Focus your Warlock chooses to use.



FELL CURSE

2nd-level Darklord Patron feature

You can infuse your occult magic with the sinister powers of your Patron. You know the *hex* spell, and you cannot replace it with another spell when you gain a Warlock level. You gain the following additional benefits against creatures you *hex*:

- Your weapon and spell attack rolls against the creature score a critical hit on a roll of 19 or 20 on the d20.
- If you kill it, you can end *hex* to gain temporary hit points equal to your Warlock level + your Intelligence modifier.

When you cast *hex*, your concentration cannot be broken unless you willingly end it, or you become unconscious.

Finally, once between each long rest, you can cast the *hex* spell at 1st-level without expending a Pact Magic spell slot.

SHADOW WARRIOR

2nd-level Darklord Patron feature

You wreath yourself in defensive shadow. You gain the *Armor of Shadows* Eldritch Invocation, but it does not count against your number of Invocations Known. If you already know this Invocation, you learn another Invocation of your choice.

Regardless, you cannot replace *Armor of Shadows* with another Eldritch Invocation when you gain a Warlock level.





LIVING SHADOW

6th-level Darklord Patron feature

You can animate your own shadow to vex your foes. As an action, you can expend a Pact Magic spell slot to animate your own shadow. Your shadow comes to life and uses the Shadow stat block with the changes below:

- Its maximum hit points increase by your Warlock level.
- It acts during your turn in combat, but it can only take the Dodge action unless you use a bonus action to command it to use an action from its stat block, or another action.
- It uses your Warlock spell attack modifier for attack rolls.
- It can appear as your normal shadow while in your space.

Moreover, when your Living Shadow is within 30 feet, you can use your action to merge with it and gain temporary hit points equal to your Warlock level, destroying it. When your Shadow is destroyed, it returns to you as a normal shadow.

DREAD MANTLE

10th-level Darklord Patron feature

Your mastery over the dark magic of the Shadowfell protects you from death and decay. You have advantage on your death saving throws, and you gain resistance to necrotic damage.

RIGHT HAND OF DREAD

14th-level Darklord Patron feature

You channel the dark power of your Pact to its full potential. You gain the following benefits against creatures you *hex*:

- Whenever you take damage from it you can reduce the damage by your Intelligence modifier (minimum of 1).
- Whenever it forces you to make a saving throw, you can add your Intelligence modifier to the result of your roll.
- Your Shadow has advantage on attack rolls against it.

Finally, *hex* no longer requires your concentration, but you can only have one instance of the *hex* spell active at a time.

THE EXALTED

You have entered into a Pact with a powerful Celestial native to the upper planes of existence. Whether your Patron sought you out as an ally or you proved yourself worthy, you are now bound to a being of absolute good. Only the most powerful of the heavenly hosts can serve as Patrons; Archangels, scions of gods, and powerful demigods of good are most common.

CELESTIAL LIGHT

2nd-level Exalted Patron feature

You can channel the divine power of your Pact to heal others. When you fire a beam of your Eldritch Blast, you can instead choose to channel a beam of healing light at one creature you can see within range, restoring 1d10 hit points to the target.

You can do so a number of times equal to 1 + your Warlock level, and you regain all uses when you finish a long rest.

EXALTED MAGIC

2nd-level Exalted Patron feature

Your Patron has infused your magic with the celestial power of heaven. You can choose for Eldritch Blast to deal radiant damage equal to 1d10 + your Intelligence modifier.

You also learn the following Patron Spells at the Warlock levels below. When you gain a Warlock level you can replace one of your Patron Spells with one abjuration, divination, or evocation spell of the same level from the Cleric spell list.

Warlock Level Spells

2nd	<i>cure wounds, guiding bolt</i>
3rd	<i>flaming sphere, lesser restoration</i>
5th	<i>daylight, revivify</i>
7th	<i>guardian of faith, wall of fire</i>
9th	<i>flame strike, greater restoration</i>



RADIANT CONDUIT

6th-level Exalted Patron feature

Your mastery over your Pact allows you to better channel its divine power. Once per turn when you use Eldritch Blast to deal radiant damage or restore hit points with Celestial Light, you can expend multiple uses of Celestial Light (up to your Intelligence modifier) to increase the radiant damage or the hit points you restore by 1d10 per use expended.

Finally, as a bonus action on your turn, you can expend a Pact Magic spell slot to regain a number of uses of Celestial Light equal to the level of your Pact Magic spell slots.

CELESTIAL FORTITUDE

10th-level Exalted Patron feature

Your divine presence fortifies you and your allies. Each time you finish a short or long rest you gain temporary hit points equal to your Warlock level + your Intelligence modifier. You can also choose up to five creatures who completed the short or long rest with you to also gain temporary hit points equal to half your Warlock level + your Intelligence modifier.

BLINDING DEFIANCE

14th-level Exalted Patron feature

The heavenly power infused into your Pact allows you to resist death. When you make a death saving throw, you can choose to instantly return to life with half your maximum hit points, stand up, and unleash a burst of radiant light.

When you do, creatures of your choice within 30 feet must make a Constitution saving throw against your Spell save DC. On a failed save, creatures take 8d6 radiant damage and are blinded until the end of your current turn. On a success, they take half as much radiant damage and are not blinded.

Once you use this feature to return to life you must finish a long rest before you can use it again.

THE NOBLE GENIE

You have formed a Pact with a Noble Genie, one of the rulers of the elemental planes. Only the most powerful genies from among the Dao, Djinn, Efreeti, and Marid, can rise to heights of power possessed by a Noble Genie. Masters of elemental forces, these entities have magical abilities that rival those of lesser gods, and can alter reality with the wishes they grant.

Select the kind of your Noble Genie from the table below. Each genie is associated with an Element and Damage Type:

Noble Genie	Element	Damage
Dao	Earth	Bludgeoning
Djinn	Air	Thunder
Efreeti	Fire	Fire
Marid	Water	Cold

Warlock Level	Genie Spells	Dao Spells	Djinn Spells	Efreeti Spells	Marid Spells
2nd	<i>sleep</i>	<i>sanctuary</i>	<i>thunderwave</i>	<i>burning hands</i>	<i>fog cloud</i>
3rd	<i>enlarge/reduce</i>	<i>spike growth</i>	<i>gust of wind</i>	<i>scorching ray</i>	<i>misty step</i>
5th	<i>fly</i>	<i>meld into stone</i>	<i>gaseous form</i>	<i>fireball</i>	<i>tidal wave</i> ^{XGE}
7th	<i>polymorph</i>	<i>stone shape</i>	<i>greater invisibility</i>	<i>fire shield</i>	<i>watery sphere</i> ^{XGE}
9th	<i>arcane hand</i>	<i>wall of stone</i>	<i>seeming</i>	<i>flame strike</i>	<i>cone of cold</i>



GENIE'S VESSEL

2nd-level Noble Genie Patron feature

Your Patron has given you a mystical Vessel as a sign of your Pact. This Vessel is a Tiny object that appears as a container of your choice. Your Vessel can be used as a Trinket for one of your Eldritch Invocations, and if it is lost, it reappears next to your person at the end of your next short or long rest.

Within this Vessel is an extradimensional space the size of a 20-foot cube. As an action, you can put a Medium or smaller object inside this space by holding it to your Vessel's opening.

While you are holding your Vessel you can use an action to enter it. You can remain inside for a number of hours equal to half your Warlock level, but you can leave it early as an action, appearing in the unoccupied space closest to it.

NOBLE MAGIC

2nd-level Noble Genie Patron feature

Your Patron has infused your magic with its power. You can choose for your Eldritch Blast to deal damage of your Noble Genie's type equal to 1d10 + your Intelligence modifier.

You also learn the following Patron Spells at the Warlock levels below. All Warlocks learn the spells in the Genie Spells column, along with the spells of their Noble Genie's type.

When you gain a Warlock level you can replace one of the Genie Spells with either an illusion or transmutation spell of the same level from the Sorcerer or Warlock spell list.



ETHEREAL NATURE

6th-level Noble Genie Patron feature

Your elemental magics have begun to physically change you. You gain resistance to the damage type of your Noble Genie.

Also, once per turn when you deal the damage type of your Noble Genie to a creature with Eldritch Blast, you can force it to make a Charisma saving throw against your Spell save DC. On a failed save, you instantly switch places with the target.

MYSTICAL SANCTUARY

10th-level Noble Genie Patron feature

When you enter your Vessel, you can bring up to five willing creatures you can see within 30 feet into the Vessel with you. Any creature within your Vessel gains the benefits of a short rest after only 10 minutes of resting, instead of 1 hour.

As an action, you can eject one or more creatures from the Vessel. Other creatures can only remain inside the Vessel for up to 1 hour, at which point they are instantly ejected.

LIMITED WISH

14th-level Noble Genie Patron feature

You can draw out the full power of your Pact to alter reality. As an action, you can use your Vessel to cast one spell of your choice of 6th-level or lower from any spell list. It must have a casting time of one action or bonus action, but the magic of your Vessel takes the place of any material component.

Once you do so, you cannot access the extradimensional space within your Vessel until the end of your next long rest, as its power has been spent. Once you use this feature you must finish three long rests before you can use it again.

THE UNDYING

You have entered into a Pact with a formerly mortal creature who has found a way to cheat death. Only the most powerful undead can become Undying Patrons: powerful lichs, dread vampire lords, death knights, and sinister spirits of undeath.

NECROTIC HUSK

2nd-level Undying Patron feature

As a bonus action, you can infuse your flesh with the power of undeath, decaying into the Necrotic Husk of your living body. While you are transformed you gain the benefits below:

- When you transform you gain temporary hit points equal to your Warlock level + your Intelligence modifier.
- Your physical appearance becomes terrifying to look upon.
- You are immune to the frightened condition.
- You are resistant to bludgeoning, piercing, and slashing damage from non-magical and non-silvered weapons.

This transformation lasts for 1 minute, but it ends early if you use a bonus action to revert to your normal form. Once you transform in this way you must finish a short or long rest before you can transform again. When you have no uses left you can expend a Pact Magic spell slot to transform again.

LIVING, DEAD, UNDEAD, AND UNDYING

The Undying here is meant to fill the role of both The Undying from the *Sword Coast Adventurer's Guide* and The Undead from *Van Richten's Guide to Ravenloft* as they are thematically the same.

TOUCH OF THE GRAVE

2nd-level Undying Patron feature

The magic infused in you by your Pact makes you appear to other undead as one of their own. Undead of a CR equal to your Warlock level or lower are not hostile toward you until you say or do something hostile to them, such as attacking them, forcing a saving throw, or threatening them.

For example, you could walk among a group of zombies and they would not attack you until you attacked them first.

UNDYING MAGIC

2nd-level Undying Patron feature

Your Patron infuses your magic with the unnatural power of undeath. Whenever you would fire a beam of Eldritch Blast, you can instead force a creature within that range to make a Charisma saving throw. On a failed save, the creature takes necrotic damage equal to 1d8 + your Intelligence modifier.

You also learn the following Patron Spells at the Warlock levels below. When you gain a Warlock level you can replace a Patron Spell with a necromancy or transmutation spell of the same level from the Sorcerer or Warlock spell list.

Warlock Level Spells

2nd	<i>false life, ray of sickness</i>
3rd	<i>blindness/deafness, ray of enfeeblement</i>
5th	<i>phantom steed, vampiric touch</i>
7th	<i>blight, death ward</i>
9th	<i>contagion, insect plague</i>

LIFEDRINKER

6th-level Undying Patron feature

The unnatural power you wield allows you to feed on the life of others. Once per turn when you deal necrotic damage with your Eldritch Blast to a creature that is not undead, you gain temporary hit points equal to half the damage dealt.

If you are in your Necrotic Husk form you can add these temporary hit points to any temporary hit points you have.

UNSETTLING VISAGE

6th-level Undying Patron feature

When you force a creature within 30 feet that can see you to make a saving throw to resist being frightened while you are in your Necrotic Husk form, it has disadvantage on its roll.

UNNATURAL RESILIENCE

10th-level Undying Patron feature

Your mortal life has been fortified by unnatural magic. You are resistant to necrotic damage, and when you are in your Necrotic Husk form you are immune to necrotic damage.

Also, when you have temporary hit points, you are resistant to non-magical bludgeoning, piercing, and slashing damage.

UNENDING LIFE

14th-level Undying Patron feature

The power you wield makes you nearly impossible to kill. You can cast the *death ward* spell targeting only yourself, without expending a Pact Magic spell slot. Once you cast *death ward* in this way, you can't do so again until you finish a long rest.

Moreover, if you begin your turn with less than half of your hit points remaining, but at least 1 hit point, you regain hit points equal to your Intelligence modifier (minimum of 1).





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