

Warlock

Purpose

This is a revised version of the Warlock class that replaces the one in the Player's Handbook. It was created to fix some of the shortcomings in the Warlock class's design, and to expand some of the choices available.

Design Notes:

- Pact (now "Fraternity") and Patron are reversed in sequence. Fraternity at 1st level and Patron at 3rd level. This allows you to choose whether to be a "fighter Warlock", "caster Warlock", or "familiar Warlock" right out of the gate. It also suggests that Warlocks speak to many outsiders and develop a special but non-exclusive relationship with one over time.
- No Invocation taxes! The "core" Invocations are moved to class or fraternity features. Invocations choices should now all be more or less equal.
- A few other tweaks to make the Warlock's approach to spellcasting more distinct from wizards and clerics, a little more flexible, and less attached at the hip to Eldritch Blast (for meaningful cantrip choices). I hope you like them!

The Warlock

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Occult Spell Slots	Occult Spell Level	Invocations Known
1 st	+2	Ancient Fraternity, Occult Magic	2	2	1	1 st	—
2 nd	+2	Eldritch Invocations, Eldritch Cantrip	2	3	2	1 st	2
3 rd	+2	Otherworldly Patron, Fraternity feature	2	4	2	2 nd	2
4 th	+2	Ability Score Improvement	3	5	2	2 nd	2
5 th	+3	Fraternity feature, Strike Thy Foes	3	6	2	3 rd	3
6 th	+3	Patron feature	3	7	2	3 rd	3
7 th	+3	Fraternity feature	3	8	2	4 th	3
8 th	+3	Ability Score Improvement	3	9	2	4 th	3
9 th	+4	Forceful Blast	3	10	2	5 th	4
10 th	+4	Patron feature	4	11	3	5 th	4
11 th	+4	Mystic Arcanum (6 th level)	4	12	3	5 th	4
12 th	+4	Ability Score Improvement	4	13	3	5 th	4
13 th	+5	Mystic Arcanum (7 th level)	4	14	3	5 th	4
14 th	+5	Patron feature	4	15	3	5 th	4
15 th	+5	Mystic Arcanum (8 th level)	4	16	3	5 th	5
16 th	+5	Ability Score Improvement	4	17	3	5 th	5
17 th	+6	Mystic Arcanum (9 th level)	4	18	4	5 th	5
18 th	+6	—	4	19	4	5 th	5
19 th	+6	Ability Score Improvement	4	19	4	5 th	5
20 th	+6	The Final Invocation	4	20	4	5 th	5

Description

In the remote mountain fortress of Kung Lao, the ancient masters have hoarded the secrets of centuries. Their libraries are buried deep within the mountain and in their practice yards aspiring students spar with the Nameless Master of the Sword of Green Destiny. Demons, devils, undead, and fey walk the halls, sometimes as servants, sometimes as masters.

In the Tower of Illiach on the Plain of Sol Sak the Witch King doles out secrets and fragments of his vast power to his favored servants, so they may spread the reach of Sol Sak and acquire power to eventually wreak vengeance on the House of Savarian.

Among the frozen halls of the Unseelie Court the Queen of Air of Darkness, the ruler of all Norns, strikes bargains with mortals who seek power, while also elevating elven emissaries who have seen the futility of supporting the Queen of Summer or Lord Oberon of the Wood.

In the catacombs beneath the Cathedral lies an unremarkable ossuary where only a select few are admitted. The Hidden Brothers of the

Insidious Throne are always looking for aspiring acolytes who show a certain force of personality that will not waver when faced directly by the Devil himself.

Master of the Occult

Warlocks collect knowledge that can drive a man mad. They walk paths by starlight that the bravest knights would fear to walk by day. They strike bargains with beings that the timid prefer to pretend don't exist.

The core feature of a Warlock is not his superior intellect or his enlightened wisdom, but the force of his will that suppresses the rational faculty of fear in the face demons and fey that would rip out his soul, and the courage to strike bargains with them in exchange for personal power.

Each Warlock has a driving need that sends them down this path, as it is fraught with danger (both to others and themselves). They may have an internal need for power or knowledge, or a sacred mission that they value more than their own soul. But no one does this sort of thing out of mere curiosity. There's a reason.

Whatever a particular Warlock's source of ambition, it is this mission that often sends them on adventures. Their patrons may require their assistance with some manner, or secrets lost even to the djinn may be buried in forgotten cities, or perhaps there is hope that some valuable treasure can be acquired to serve as a useful bribe when next visiting the Unseelie Court.

Master of Bargains

Where wizards seek to manipulate reality with ancient formula, clerics are content to be vessels of their God's power, and sorcerers tap into the raw power latent in their blood, the Warlocks use bargains or trickery to borrow or steal power from distant realms and use it as they will.

Warlocks siphon magical power from extra-planar beings who are greater than any mortal but less than any god (Warlocks are too savvy to mention the second part though).

Powerful demons, djinn, devils, archfey, undead, constructs, and even beings from beyond the veil of reality are all candidates. Warlocks may deal with any or all of them, although eventually they develop a special bond of patronage with a particular outsider.

And with their aid, anything is possible.

Class Features

As a Warlock, you gain the following 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, Charisma

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

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon or (c) any one martial weapon.
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- (a) Leather armor or (b) scale mail and shield
- any simple weapon and two daggers

Ancient Fraternity

No one learns the secret words that can summon a demon or an eldritch blade just by guessing. Warlock fraternities have slowly acquired the occult knowledge and practices that allow Warlocks to tap into their power. Fraternities differ in their focus however, and the fraternity that trained you has a lasting impact on how you use your power. Some of the larger gatherings of Warlocks (such as the fortress of Kung Lao) may have multiple fraternities under one roof, but no one person can master every discipline.

At first level you choose whether you are a member of the Fraternity of Chains, Steel, or Shadows.

The Fraternity of Chains

Chain Warlocks focus on summoning a powerful familiar and binding them to service.

Summon Familiar

At 1st level add the *Find Familiar* spell to your list of spells known. You may cast this spell as a Ritual only. In addition to fey, celestial, or fiend, your familiar may have the type of monstrosity, elemental, undead, or construct. Your familiar has physical features that betray its true nature, such as the smell of brimstone or empty eye sockets that burn with flame.

Superior Familiar

Starting at 3rd level, when you cast the *Find Familiar* spell, your familiar may take the form of one of the Superior Familiars listed on Appendix I provided it is of the same type as your Patron. Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.

Voice of the Master

Starting at 5th level, you can communicate telepathically with your familiar and perceive through its senses as long as you are on the same plane of existence. In addition you can

speak through your familiar in your own voice, even if normally it cannot speak.

Sting of the Master

Starting at 7th level, your Familiar can use its action to make one attack or cast one of your Cantrips with a range of touch.

The Fraternity of Steel

Warlocks of the Fraternity of Steel train with weapons and armor, and learn the secrets of channeling their magical power into their weapons.

Eldritch Warrior

Starting at 1st level, you gain Proficiency with Medium Armor.

In addition you learn a ritual that allows you to bond with one shield and up to two weapons. As long as the bond remains you are considered proficient with these fraternal items and may apply your Charisma modifier (rather than Strength or Dexterity) to attack and damage rolls.

You can dismiss your fraternal items to an extra-dimensional space as a free action, and summon them back from their extra-dimensional space as a standard action. You may also summon them to your hand as a standard action as long as they are on the same plane of existence. You must have a free hand to summon an item to. A shield summoned in this way is automatically strapped to your arm and does not need to be separately donned.

Your fraternal weapons may be mundane or magical, provided that you may not bond to an artifact nor may you bond to a sentient weapon against its will. Any attempt to bond to a second shield or third weapon causes all of your fraternal bonds to automatically break. You may selectively break fraternal bonds with a 1 hour ritual. A fraternal item in its extra-dimensional space when the fraternal bond is broken appears at your feet.

Eldritch Weapons

Starting at 3rd level, as an action you can create one fraternal weapon or shield of

crackling energy in an empty hand. You can choose the form that the weapon takes each time you create it by choosing from the list of melee weapons in the Player's Handbook, and such weapon shall have all the same properties of such weapons except their damage type is force. You are proficient with them while you wield them. You may choose to add your Charisma modifier (rather than Dexterity or Strength) to attack and damage rolls.

Your created fraternal items disappear if they are more than 5 feet away from you for 1 minute, if you use this feature to conjure more than two weapons and one shield, if you dismiss the item (no action required), or if you die.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action with a fraternal weapon.

Superior Eldritch Weapons

Beginning at 7th level, your fraternal weapons count as +1 magic weapons. This increases to +2 at 9th level and increases again to +3 at 15th level. Bonded magic weapons are unaffected by this feature.

The Fraternity of Shadows

Members of the Fraternity of Shadows focus on collecting magical knowledge and accessing a greater variety of magic than others.

Book of Lore

Starting at 1st level, you learn two languages from the following list: Abyssal, Celestial, Deep Speech, Infernal, Primordial, Sylvan.

In addition you start compiling your Book of Lore. This personal notebook and journal contains all your notes, all the secrets you've learned, and all the favors you've collected or asked for. You learn one additional cantrip (which may be chosen from any class spell list), and as long as you have your book of lore on you, you may cast this cantrip at will using Charisma as the spellcasting ability.

If anything happens to your book of lore, making a new copy takes one week.

Book of Shadows

Starting at 3rd level, you record to your Book of Lore the secrets of two additional Cantrips of your choice from any class's spell list. You can cast these Cantrips at will as long as you have your Book of Lore on your person and use Charisma as the spellcasting ability. These Cantrips are in addition to the Cantrips you learn as a result of advancing in level in the Warlock class.

In addition you learn a 1 hour ritual that records the full contents of your Book of Lore to the Shadow Realm. This record serves as a "back up" of your Book of Lore as of the time you perform the ritual, and if anything happens to your Book of Lore you can recreate it from the record by performing another 1 hour ritual. Making a new copy of your Book of Lore always destroys the older one, wherever it might exist in the multiverse.

Book of Ancient Knowledge

When you gain this feature at 5th level, you learn two 1st level spells with the Ritual tag from any class spell list and add them to your Book of Lore. Unless you gain the ability to cast these spells using spell slots from another class or feature, you may only cast them as rituals. Spells cast using this feature are cast at a spell level equal to your Occult Spell Level.

In addition if you find scrolls or spellbooks while adventuring you may record other spells with the Ritual tag from any class spell list to your Book of Lore, and cast these as rituals as well. You cannot record spells to your Book of Lore if they are of a higher level than your Occult Spell Level. Transcribing a ritual to your Book of Lore requires 2 hours of work and 50 GP in rare inks per spell level.

Book of Eldritch Secrets

At 7th level you learn the secret of one Invocation and record it to your Book of Lore. Thereafter as long as you have your Book of Lore on your person, your number of

Invocations Known is treated as being 1 higher than specified on the Warlock table.

Occult Magic

Starting at 1st level, you know a limited amount of magic that has been taught to you by powerful beings from the other planes of existence.

Cantrips

You know two cantrips of your choice from the Warlock spell list. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.

Spell Slots

The Warlock table shows how many Occult Spell Slots you have. The table also shows what the level of these slots are. All spells cast using the Occult Spell Slots are of this level. You can opt to cast them as a lower level if you wish (such as if you wish to cast Invisibility on only one target despite having a 3rd level slot available), but this still uses the spell slot in full. You regain all of your Occult spell slots when you finish a short or long rest.

Spells Known of 1st Level and Higher

At 1st level you know two spells of 1st level from the Warlock spell list. The Spells Known column on the Warlock table shows when you learn additional spells of your choice. When you gain an additional Spell Known you can learn any spell of your choice from the Warlock spell list as long as you have a Occult spell slot or Mystic Arcanum spell slot of a high enough level to cast it.

Additionally when you gain a level in this class you can replace any one spell or cantrip you know with another spell or cantrip that you can learn. A cantrip must be replaced with another cantrip, and a spell must be replaced with another spell. Warlocks with a book of lore may opt to replace one of the Cantrips therein instead.

Beg, Borrow, or Steal

In addition to your Spells Known, Warlocks can entreat outsiders to temporarily provide them with magic they do not normally possess.

When you complete a short rest you may spend ten minutes showering one of your occult spirit contacts with compliments and admiration and then make a sacrifice to them of a nature they find pleasing. In return they will lend you one of their spells for a short time (or steal a spell from some other entity and give you that, but you have to return it before they notice it's missing). After the deal is struck you can select one spell from the Warlock spell list (including, once you reach 3rd level, from your Patron's Bonus Spells list) which you are capable of casting with an Occult or Mystic Arcanum spell slot, which is then added to your Spells Known. To cast this spell you must meet all of the other casting requirements as normal. If it has the Ritual tag you may cast it as a ritual. The additional spell disappears from your list of spells known in the second hour of your next long rest. You must complete a long rest before using this feature again.

The sacrifice you make should either cost 10 GP per spell level or have required 1 hour of effort to make or acquire per spell level. The exact nature of the sacrifice will vary depending on the appetites of the outsider you are dealing with, but incense, quality oil, and animal sacrifices are usually accepted.

Design Note Addendum: For campaigns that allow PCs to craft items, the intent here is to allow the Warlock to do so with spells he doesn't normally know (including scribing them as scrolls for use later). It is up to the DM whether the Warlock needs to borrow the spell only once during the crafting, every day, or somewhere in between.

Madness

The first time you add any spell to your list of Spells Known (other than the spells you start with at 1st level, but including any time you Beg, Borrow, or Steal a spell for the first

time), you risk madness. The occult is inherently dangerous to your mind, and learning “that which should not be known” has consequences.

When adding a new spell to your list of Spells Known, roll 1d20. If the result is a 1, you gain a form of Permanent Madness. You can accept the madness, or you can neutralize it by adopting a Coping Mechanism. A Greater Restoration spell can also cure the madness, but it also erases the spell you learned from your list of spells known, and you can never try to learn that spell again. If you choose this form of healing you can learn new spells (up to your maximum number of Spells Known) the next time you level up in this class.

Coping mechanisms are as varied as the Warlocks that use them, but some examples include:

1. Only speaking through a hand puppet.
2. Keeping a goblet made from a humanoid skull on your person, and only drinking from it and no other vessel.
3. Smoking a pipe of some horrid-smelling substance all the time.
4. Wearing a wizard hat that looks like a model teepee, including at least one “occupant” figurine made with humanoid skin.
5. Attaching a “fetish” to your spellcasting focus, such a mummified octopus or the head of a kobold or brownie.
6. Wearing a necklace of humanoid ears and making a point of “listening” to people with them.
7. Wearing eyewear that attaches to your eyelids that prevents you from closing both eyes at the same time.
8. Sharpening your teeth to points.
9. Facial tattoos that make you look more like your Patron, or contain symbols pleasing to your Patron.
10. Wearing a pair of hollowed-out penguins as shoes. (The taxidermy necessary to turn the penguins into shoes makes them unsuitable for double-duty as a fetish or hand puppet; you’ll need a third penguin.)

Failure to use your coping mechanism causes the madness to return until the earlier of re-adopting the coping mechanism or finishing a long rest.

Should you ever acquire two or more coping mechanisms, you gain Advantage on all Persuasion checks with intelligent and evil or chaotic aberrations, elementals, constructs, fey, fiends, and undead, and Disadvantage on all other Persuasion checks.

Spellcasting Ability

Charisma is your spellcasting ability for your Warlock spells, so you use your Charisma modifier whenever a spell refers to your spellcasting ability. In addition, you use your Charisma when setting the saving throw DC for a Warlock spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your Warlock spells. Upon reaching 3rd level you can also opt to use a focus pleasing to your Patron for your Warlock spells. Some Patrons (the Archfiends and Lords of Hell especially) like to pretend they are gods and respond positively to profane holy symbols. The Archfey sometimes respond to a Druidic focus. And so on.

Eldritch Cantrip

Starting at 2nd level, any time a Warlock deals damage with a Cantrip which does not already include the casters’ spellcasting ability modifier, they add their Charisma modifier (minimum of 1) to the damage roll.

Eldritch Invocations

In your study of the occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you abiding magical power.

At 2nd level you gain two eldritch invocation of your choice. Your invocation options are detailed in Appendix II. When you gain certain levels in this class you learn additional Invocations, as specified in the Warlock table. Additionally, every time you gain a level in this class you may choose to swap out one known Invocation for another Invocation which you qualify for.

Otherworldly Patron

You have dealt with otherworldly beings since the earliest days of your apprenticeship, but starting at 3rd level you develop a special bond of Patronage with a particular being of immense power. This being may be an Archdevil, one of the Nine Lords of Hell, an Archfey, one of the Great Old Ones who existed before the universe was born, a Caliph of the Primordial Realm, an omnipotent construct on this world or another, a Dragon King, or perhaps an Undying Lord of the Shadowfell. Further details of the Patrons and the features they grant are in Appendix III.

A bond of Patronage has the following effects.

Expanded Spell List

For purposes of selecting Spells Known, your Warlock spell list is expanded to include the Bonus Spells specific to your Patron. When you first form the bond of Patronage at 3rd level you may choose to swap out two (instead of the usual one) of your spells known, as long as at least one of the new spells you learn is from your Patron's list of Bonus Spells.

Patron Features

Your Patron bestows upon you special abilities that other Warlocks do not have. You gain special Patron Features at 3rd level, 6th level, 10th level, and 14th level. The patron features are provided in Appendix III.

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 you can increase two ability scores of your choice

by 1. As normal, you can't increase an ability score above 20 using this feature.

Strike Thy Foes

Starting at 5th level, any Cantrip you can cast which normally targets one object or creature for damage splits into separate attacks, one per damage dice rolled. You may target separate creatures or objects within range. Make separate rolls for each attack. Apply the damage from Eldritch Cantrip to each attack.

Forceful Blast

Starting at 9th level, your fraternal weapons and Cantrips which require an attack roll repel your enemies with eldritch force. Each target which is hit by a fraternal weapon or Cantrip is pushed 10' away from you in a straight line.

Mystic Arcanum

At 11th level you gain one 6th level Mystic Arcanum spell slot. You can use this spell slot to cast any Warlock known spell of 6th level or lower. Once used, you regain your Mystic Arcanum spell slot upon completing a long rest.

You gain additional Mystic Arcanum spell slots of the spell level indicated on the Warlock advancement table at 13th level, 15th level, and 17th level.

The Final Invocation

At 20th level, you learn a ritual that places your soul in a repository on the home plane of your Patron. Your type changes from humanoid to whatever type your Patron is, you gain resistance to piercing, slashing, and bludgeoning damage from non-magical weapons, and immunity to necrotic damage.

Further, because your soul is inaccessible, you are immune to attacks that target your soul and spells such as Magic Jar, Raise Dead, Reincarnation, Resurrection, True Resurrection. Instead, upon your death your body turns to an ashen statue, but you can form a new body on the home plane of your

Patron after 24 hours. If anyone ever finds your soul on its home Plane and destroys it however, you cease to exist, never to return. Should you eventually die of natural causes,

your soul is forfeit to your Patron and does not go to whatever afterlife would await ordinary men.

Appendix I: Superior Familiars

Species	Imp	Quasit	Sprite	Pseudodragon	Gazer	Gen	Homunculus	Modulus	Skulk
Type	Devil	Demon	Fey	Dragon	Monstrosity	Elemental	Construct	Construct	Undead
Size	Tiny	Tiny	Tiny	Tiny	Tiny	Tiny	Tiny	Tiny	Tiny
Align	LE	CE	NG	NG					
AC	13	13	15	13					
HP	10	7	2	7					
PP	11	10	13	13					
Speed	20	40	10	15					
Fly	40	N/A	40	60					
Darkvision	120	120	N/A	60 (Blind 10)					
STR	6 (-2)	5 (-3)	3 (-4)	6 (-2)	6 (-2)	6 (-2)	6 (-2)	10 (+0)	10 (+0)
DEX	17 (+3)	17 (+3)	18 (+4)	15 (+2)	17 (+3)	17 (+3)	17 (+3)	10 (+0)	10 (+0)
CON	13 (+1)	10 (+0)	10 (+0)	13 (+1)	13 (+1)	13 (+1)	13 (+1)	10 (+0)	10 (+0)
INT	11 (+0)	7 (-2)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	11 (+0)	10 (+0)	10 (+0)
WIS	12 (+1)	10 (+0)	13 (+1)	12 (+1)	12 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)
CHR	14 (+2)	10 (+0)	11 (+0)	10 (+0)	14 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)
Skills	Deception +4 Insight +3 Persuas +4 Stealth +5	Stealth +5	Perception +3 Stealth +5	Perception +3A Stealth +4					
Resistance	Cold, Non-Silver/Magic Weapons	Cold, Fire, Lightning, Non-Magic Weapons	None						
Immune	Fire Poison Darkness	Poison	None						
Special	Shapechange Invisibility	Shapechange Invisibility	Invisibility	Telepathy 100'					
Advantage	Magic	Magic	None	Magic					
Attacks	<u>Stinger</u> : +5, 5', 1d4+3 pierce + 3d6 poison (½ CON 11)	<u>Stinger</u> : +5, 5', 1d4+3 pierce + poisoned (1 minute, 10 CON)	<u>Longsword</u> : +2, 5', 1 slashing <u>Shortbow</u> : +6, 40/160, 1 piercing + poisoned/unconscious (1 minute, 10/5 CON)	Bite: +4, 5', 1d4+2 Sting: +4, 5', 1d4+2 pierce + poisoned / unconscious (1 hour, CON 11/6)					
Special		Scare: WIS 10 or Frightened (1 minute)	<u>Heart Sight</u> : Knows Emotions, CHA 10 vs Knows Alignment						

Appendix II: Invocations

If an eldritch invocation has Prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its Prerequisites. A level Prerequisite refers to your level in this class.

ARMOR OF SHADOWS

You can cast mage armor on yourself at will, without expending a spell slot or material components. The armor appears as undulating force that shimmers over your body. It may have the appearance of flames caught in glass, the ice of fey winter, or something similar.

ASCENDANT STEP

Prerequisite: 9th level

You can cast levitate on yourself at will, without expending a spell slot or material components. Heatless flame shoots out of your feet.

BEAST SPEECH

You can cast speak with animals at will, without expending a spell slot. While the spell is in effect your incisors grow to an inch in length and your tongue splits in half.

BEGUILING INFLUENCE

You gain proficiency in the Deception and Persuasion skills. If you already have proficiency in one of these skills, double your proficiency bonus in that skill.

BEWITCHING WHISPERS

Prerequisite: 7th level

You can cast compulsion once using a warlock spell slot. You can't do so again until you finish a long rest.

CHAINS OF CARCERI

Prerequisite: 15th level, Fraternity of Chains

Spectral chains rise up from the ground and wrap around the intended target. You can cast hold monster at will without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again.

DEVIL'S SIGHT

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet. Your eyes (the whites, iris, and pupil) permanently become a single solid color.

DREADFUL WORD

Prerequisite: 7th level

You can cast confusion once using a warlock spell slot. You can't do so again until you finish a long rest.

ELDRITCH SIGHT

You can cast detect magic at will, without expending a spell slot.

ELDRITCH SPEAR

When you cast a cantrip with a range other than Self or Touch, its range is tripled.

EYES OF THE RUNE KEEPER

You can read all writing.

FIENDISH VIGOR

As a standard action, you draw on the energy of another plane to gain temporary Hit Points equal to twice your Charisma modifier (minimum 2).

GAZE OF TWO MINDS

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

LIFEDRINKER

Prerequisite: 12th level, Fraternity of Steel

When you hit a creature with your fraternal weapons, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1).

MASK OF MANY FACES

You can cast disguise self at will, without expending a spell slot.

MASTER OF MYRIAD FORMS

Prerequisite: 15th level

You can cast alter self at will, without expending a spell slot.

MINIONS OF CHAOS

Prerequisite: 9th level

You can cast conjure elemental once using a warlock spell slot. You can't do so again until you finish a long rest.

MIRE THE MIND

Prerequisite: 5th level

You can cast slow once using a warlock spell slot. You can't do so again until you finish a long rest.

MISTY VISIONS

You can cast silent image at will, without expending a spell slot or material components.

ONE WITH SHADOWS

Prerequisite: 5th level

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

OTHERWORLDLY LEAP

Prerequisite: 9th level

You can cast jump on yourself at will, without expending a spell slot or material components.

SCULPTOR OF FLESH

Prerequisite: 7th level

You can cast polymorph once using a warlock spell slot. You can't do so again until you finish a long rest.

SIGN OF ILL OMEN

Prerequisite: 5th level

You can cast bestow curse once using a warlock spell slot. You can't do so again until you finish a long rest.

THIEF OF FIVE FATES

You can cast bane once using a warlock spell slot. You can't do so again until you finish a long rest.

VISIONS OF DISTANT REALMS

Prerequisite: 15th level

You can cast arcane eye at will, without expending a spell slot.

WHISPERS OF THE GRAVE

Prerequisite: 9th level

You can cast speak with dead at will, without expending a spell slot.

WITCH SIGHT

Prerequisite: 15th level

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

Appendix III: Patrons

Design Notes:

- No big changes to the Patrons, except the 1st level feature moved to 3rd level.
- Possibly more Bonus spells to choose from.

Possible Patron List

- Demon Lords
- Archdevils
- Fey Courts
- Undying
- Primordial Caliphs (Djinn, Efreeti)
- Constructed Mind (High Modron, Unicron)
- Great Old Ones
- For campaigns where Warlocks replace Wizards, adapt Wizard schools into Patrons
 - Solinari the White Abjuration
 - Nuitari the Black Conjunction
 - The Three Fates Divination
 - _____ Enchantment
 - _____ Evocation
 - Lunitari the Red Illusion
 - The Master of Mirkwood Necromancy
 - _____ Transmutation

Appendix IV: Warlock Spell List

Notes

- Tame Eldritch Blast to be more in line with other cantrips.
- Full list of Cantrip choices, including Fire Bolt.
- Add some more situational spells for benefit of Beg, Borrow, and Steal.