

THE WARLOCK

Level	Proficiency Bonus	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations Known	Features
1st	+2	2	2	1	1st	—	Pact Magic, Otherworldly Patron, Ritual Magic
2nd	+2	2	3	2	1st	2	Brew Potions, Eldritch Invocations
3rd	+2	2	4	2	2nd	2	Pact Boon, Find Familiar
4th	+3	3	5	2	2nd	2	Feat, Weapon Proficiency
5th	+3	3	7	2	3rd	3	Occult Consultation
6th	+3	3	8	2	3rd	3	Otherworldly Patron Feature
7th	+4	3	9	2	4th	4	Weapon Proficiency (2)
8th	+4	4	10	2	4th	4	Otherworldly Patron Feature, Feat
9th	+4	4	11	2	5th	5	Eldritch Master
10th	+5	4	12	3	5th	5	Mystic Arcanum, Otherworldly Patron Feature

WARLOCK

HIT POINTS

Hit Dice: 1d6

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 3) + your Constitution modifier per Warlock level after 1st

PROFICIENCIES

Armor: None.

Weapons Training

Proficiencies: Choose three simple weapons.

Specialization: None.

Tools: Herbalist Kit or Alchemist Kit

Saving Throws: Wisdom, Charisma

Skills: *Choose Two:* Arcana, Culture, Deception, History, Intimidation, Investigation, Nature, Persuasion, and Religion.

Skills Specialties: Choose one Skill Specialty from one of the two skills chosen above.

STARTING EQUIPMENT

You start with the following items, plus anything provided by your background.

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Two daggers

Alternatively, you may start with 4d4 × 10 gp to buy your own equipment.

MULTICLASSING

Ability Score Minimum: Charisma 13

When you gain a level in warlock for the first time after already having another class, you gain only some of that class's starting proficiencies and none of its starting equipment.

Skills: Choose between Arcana, Nature, and Religion

CLASS FEATURES

PACT MAGIC

You have been initiated in an oral magic tradition going back generations which combines spells gained from manipulating spirits and learned from an otherworldly patron. In return, you act as their servant in the material world and may even promise your soul upon death.

CANTRIPS

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

Cantrips do not expend spell slots. However, every time you cast a cantrip roll an Intelligence-based spell check (you gain your proficiency bonus to this check) against DC 11. If you fail this check, you cannot cast that cantrip again until after a long rest.

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 one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest. For example, when 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 1st level, you know two 1st-level spells of your choice from the warlock spell list associated with your chosen

pact.

The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot

Level column for your level. When you reach 6th level, for example, you learn a new warlock spell, which can be 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 from your warlock spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one. This also applies when called upon to make a Spell check as when you cast a cantrip.

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

Spell attack/Spell check modifier = your proficiency bonus + your Charisma modifier

In order to cast a spell of any level, your Charisma score must be equal to or greater than 10 + the spell level. Thus, for example, in order to cast 3rd level warlock spells, your Charisma score must be at least a 13.

RITUAL CASTING

You can cast a warlock spell as a ritual if that spell has the ritual tag and you know the spell.

ARCANE FOCUS

Choose an arcane focus. It can be a wand, an amulet, a staff, a scepter, a circlet or other similar example of arcane gear that can be brandished or manipulated in one hand. You can roll on the Example Arcane Focus table to determine what your particular focus looks like and is made of, or you can choose one, mix and match properties, or discuss other possibilities with your DM. The object is marked with runes or powers and is clearly identifiable as what it with a successful Intelligence (arcana) check against DC 10. You use this object as a focus for casting many of your arcane spells. Any spell that has "F" listed under components, requires the use of this object in order to cast. If the focus is lost or broken, you can prepare a new focus, you can prepare a new one in one work day of downtime, requiring 50 gps in supplies.

OTHERWORLDLY PATRON

At 1st level, pick a specific otherworldly being you serve from the list associated with the type of patron you choose: Celestial, Fiendish, or Primal. Alternately, you can work with the DM to create a patron for one of those three categories, if none of the suggested ones are to your liking.

EXAMPLE ARCANE FOCUS

d30	Arcane Focus	Task Difficulty	DC
1	a beast or monster's horn	16	a metal rod
2	a cane or crutch	17	a fan
3	a broken sword	18	a cane
4	a bone or ivory wand	19	a geode
5	a rope made of hair	20	a bell
6	a crystal orb	21	a scepter
7	a doll or effigy	22	a broom
8	a rattle made from teeth	23	a glass rod
9	a rune-carved skull	24	a stone orb
10	a shrunken head	25	a thurible
11	a glass wand	26	a metal wand
12	a large ornate feather	27	a stone wand
13	a wand of rare wood	28	a broom
14	a pouch of runestones	29	a metal orb
15	a mortar and pestle	30	a wooden staff

- *Celestial Patrons.* Some warlocks make pacts with a being of the higher realms. These might be a celestial servant of one of the 13 Gods, a syncretic manifestation of two or more of the 13 gods, some of the other Under Gods traditionally aligned with Good, or an ancestral spirit ascended to the rank of paragon.
- *Fiendish Patrons.* Some warlocks deal with demons and devils, beings of incarnate evil that dwell in the Abyss (demons) or the Stem of Hell (an orderly portion of the Abyss ruled by Devils). Your patron may change as you advance in warlock level, being passed on up the hierarchy of devils or the role of patron conquered by a more powerful demon. Thus, you might begin with a lowly devil hoping to rise up in the ranks and end up with an archdevil or demon prince, who covets power over the material plane and the throwing down of the 13 Gods.
- *Primal Patrons.* Some otherworldly beings inhabit other realms, like the Beastlands or in the pocket worlds of the Fey. These might be Under Gods, syncretic manifestations of the 13 Gods, or other ancient beings revered by druids and other nature worshippers, like Bestial Archons.

ELDRITCH INVOCATIONS

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability. At 2nd level, you gain two eldritch invocations of your choice. A list of the available options can be found at the end of this entry. When you gain certain warlock levels, you gain

additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.

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. Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

BREW POTIONS

Using an herbalist kit or alchemist's kit (or your cauldron, if you are a Pact of the Cauldron warlock) you can brew potions by distilling the essence of spell into a consumable liquid. You can make a potion from any spell or eldritch invocation you know with the [Potion] tag. Brewing a potion takes 4-hours of foraging and/or shopping (your DM may require a Survival (foraging) or Investigation (shopping) to find the proper ingredients depending on the environment/location/time of year, etc), plus four hours of work per spell level and you must have available slots to cast the spell once per four hours of actual brewing. You can work up to 8 hours a day. Brewing potions costs 25 gps + 25 gps per spell

level + the cost of any material component required for the spell, if any. The cost of vials (or other containers) to hold the brewed potion is included in this price. Thus, to brew a 2nd level *potion of healing*, would require two 2nd level spell slots and 12 hours of work and cost you 75 gps.

If you have the Pact of the Cauldron pact boon, then you are able to distill two potions of the same type for every one you would normally make with the above process and the cost is halved (rounded up).

FIND FAMILIAR

After performing a 24-hour long ritual you gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, owl, poisonous snake, fish, rat, raven, spider, or weasel. The familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (based on your otherworldly patron) instead of a beast and its maximum hit points are increased by an amount equal to your warlock level + your Charisma modifier. Your familiar acts independently of you, but it always obeys your commands. In combat, it acts on your turn.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. You lose a number of hit points from your maximum equal to your level. These are regained after you perform this ritual again and the familiar reappears.

While your familiar is within 1 mile feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and

hear what it, gaining the benefits of any special senses that the familiar has. You can maintain this as long as you can Concentrate on it. During this time, you are deaf and blind with regard to your own senses. When you cast a spell with a range of touch, your familiar can deliver the spell for you. Your familiar must be within 100 feet of you, and must use an action to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

You can't have more than one familiar at a time. If you cast perform this ritual while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

PACT BOON

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

PACT OF THE BLADE

You can use your action to create a pact weapon in your empty hand. It takes the form of a spectral weapon associated with your patron or a weapon in which you are proficient. You are considered specialized while you wield it. Choose if you use Strength, Dexterity of Charisma to modify your attack and damage rolls. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. You cannot be disarmed of it. Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you are incapacitated.

You can transform one magic weapon in which you are proficient into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a Long Rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. It otherwise acts as a pact weapon. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

PACT OF THE BRAND

Your patron tattooed your skin with eldritch sigils, many of which are hard to hide. And when you learn eldritch invocations specific to your pact, they come in the form of new tattoos. Some of these symbols are capacious in design, leaving spaces to hold the signatures of those to gain the gift of your patron through you. You can make

special ink from your own blood and the blood of the signatory with which for them to sign. It takes a full 8-hour workday to prepare the ink, and the cost (and any special ingredients) is listed with the invocation. When someone signs, the signature becomes magically imprinted into the skin.

When you gain this feature, choose three cantrips from any class's spell list. The cantrips do not need to be from the same spell list. They don't count against your number of cantrips known and don't need to roll spell checks when you cast them. However, every time you drop to 0 hit points you lose the use of one of the cantrips at random. You cannot cast it again until you perform a 1-hour ritual where you re-inscribe the tattoo. Any cantrip you cast with this feature is considered a warlock cantrip for you.

PACT OF THE CAULDRON

Aware of your knack for divination and alchemy, your patron bestows on the ability to brew up mystical concoctions and effects with a cauldron. The cauldron is cast iron, weighs 25 lbs and costs 10 gps. As it takes up 2 encumbrance slots, it is not necessarily convenient for use during adventures, but is helpful for preparing for adventures or for when the adventure is in town.

The cauldron can be used in place of an alchemist's kit. When used to brew potions, it produces twice as many draughts for your level, while costing half the usual amount. You may also use it to cast any divination spell you know with the ritual tag as a ritual. You may use it to cast *augury* without using a spell slot. The cauldron acts as the spell focus and the answer is read from the vapors of the brewing concoction. Once you cast augury this way you cannot do so again until after a long rest. Lastly, by expending a hit die you may use the cauldron to cast clairvoyance (its images appearing from the surface or sounds emerging from the mists) without expending a spell slot. The cauldron and its contents act as the spell focus for this casting. The hit die spent in this way cannot be recovered until after an extended rest.

PACT OF THE CHAIN

When you perform the Find Familiar ritual feature you can choose one of the following special forms: imp, pseudodragon, quasit, sprite or bestial archon. In addition to the usual increase in your familiar's maximum hit points, your familiar also gains an armor class bonus equal to your Charisma modifier. Furthermore, the range of your telepathy and shared senses with your familiar is increased to 3 miles.

PACT OF THE TALISMAN

Your patron gives you an amulet, a talisman that can aid the wearer when the need is great. When the wearer fails an ability check, they can add a d4 to the roll,

potentially turning the roll into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest while wearing it.

If you lose the talisman, you can perform a 8-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous amulet. The talisman turns to ash when you die.

FEAT

When your character level reaches 4th gain a feat (regardless of which classes make up that total, if you are multiclassed). Choose a feat from the available feat list for which you meet the prerequisites. The most common feat to choose is Ability Score Improvement, which provides an ability score improvement.

You gain this benefit again at 8th level.

WEAPON PROFICIENCY.

At 4th level, you gain an additional weapon proficiency. You may use this to choose one martial weapon in which to be trained, or to specialize in a weapon in which you are already proficient. You gain another weapon proficiency to use in the same way at 7th level.

OCCULT CONSULTATION

Starting at 5th level, you may perform a 1-hour ritual that allows you to communicate with your otherworldly patron. At the end of the ritual you may cast Contact Other Plane without expending a spell slot, except that the saving throw you make is based on Charisma, not intelligence. You may not use this ability again until a week has passed.

ELDRITCH ARCANUM

At 10th level your patron bestows upon you a magical secret called an arcanum. The Arcanum is a collection of old and powerful spells of 6th, 7th, 8th and 9th level spells. The spells contained in the arcanum are determined by your patron, though your DM may make substitutions based on the specific patron.

At the end of a Long Rest, choose a spell from your arcanum. Sacrifice a Hit Die for every level of the chosen spell above 5th. Roll the Hit Dice and subtract your Charisma modifier (minimum 0). You take the result as necrotic damage subtracted from your Hit Point maximum. This amount cannot be restored until after an extended rest or a Long Rest at a site (un)holy to your patron, such as a sacred grove, a prayer shrine, or an unholy abattoir. You can cast your arcanum spell once without expending a spell slot. You must finish a Long Rest before you can do so again. Once your sacrificed Hit Points are totally restored, you lose access to the spell and must finish a Long Rest and choose a spell again. If your Hit Point maximum ever

reaches 0 from accessing your arcanum, you immediately die, and your soul becomes property of your patron. Nothing short of a *wish* can return you to life.

OTHERWORLDLY PATRONS

CELESTIAL PATRON

Your patron is a powerful being of the Upper Planes. You have bound yourself a celestial servant of one of the 13 Gods, a syncretic manifestation of two or more of the 13 gods, some of the other Under Gods traditionally aligned with Good, or an ancestral spirit ascended to the rank of paragon that resides in the planes of everlasting bliss. Your pact with that being allows you to experience the barest touch of the holy light that illuminates the multiverse.

Being connected to such power can cause changes in your behavior and beliefs. You might find yourself driven to annihilate the undead, to defeat fiends, and to protect the innocent. At times, your heart might also be filled with a longing for the celestial realm of your patron, and a desire to wander that paradise for the rest of your days. But you know that your mission is among mortals for now, and that your pact binds you to bring light to the dark places of the world.

BONUS CANTRIPS

At 1st level, you learn the *sacred flame* and *light* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

EXPANDED SPELL LIST

The Celestial lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

CELESTIAL PATRON EXPANDED SPELLS

Spell Level	Spells
1st	<i>cure wounds, detect outsider</i>
2nd	<i>calm emotions, lesser restoration</i>
3rd	<i>daylight, life transference</i>
4th	<i>death ward, guardian of faith</i>
5th	<i>greater restoration, summon celestial</i>

HEALING LIGHT

At 1st level, you gain the ability to channel celestial energy to heal wounds. You have a pool of d6s that you spend to fuel this healing. The number of dice in the pool equals 1 + your warlock level. As a bonus action, you can heal one creature you can see within 60 feet of you, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). Roll the dice

you spend, add them together, and restore a number of hit points equal to the total.

Your pool regains one expended die after a short rest and all expended dice when you finish a long rest.

RADIANT SOUL

Starting at 6th level, your link to the Celestial allows you to serve as a conduit for radiant energy. You have resistance to radiant damage, and when you cast a spell that deals radiant or fire damage, you can add your Charisma modifier to one radiant or fire damage roll of that spell against one of its targets.

CELESTIAL RESILIENCE

Starting at 8th level, you gain temporary hit points whenever you finish a Short or Long rest. These temporary hit points equal your warlock level + your Charisma modifier. Additionally, choose up to five creatures you can see at the end of the rest. Those creatures each gain temporary hit points equal to half your warlock level + your Charisma modifier. These temporary hit points last until the end of your next Long Rest.

SEARING VENGEANCE

At 10th level, the radiant energy you channel allows you to resist death. When you have to make a death saving throw at the start of your turn, you can instead spring back to your feet with a burst of radiant energy. You regain hit points equal to half your hit point maximum, and then you stand up if you so choose (without using movement). Each creature of your choice that is within 30 feet of you takes radiant damage equal to 2d8 + your Charisma modifier, and is blinded until the beginning of their next turn. Once you use this feature, you can't use it again until you finish a Long Rest.

FIENDISH PATRON

Some warlocks deal with demons and devils, beings of incarnate evil that dwell in the Abyss (demons) or the Stem of Hell (an orderly portion of the Abyss ruled by Devils). Your patron may change as you advance in warlock level, being passed on up the hierarchy of devils or the role of patron conquered by a more powerful demon. Thus, you might begin with a lowly devil hoping to rise up in the ranks and end up with an archdevil or demon prince, who covets power over the material plane and the throwing down of the 13 Gods.

EXPANDED SPELL LIST

The Fiend lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

FIENDISH PATRON EXPANDED SPELLS

Spell Level	Spells
1st	<i>burning hands, command</i>
2nd	<i>blindness/deafness, detect thoughts</i>
3rd	<i>bestow curse, magic circle</i>
4th	<i>fire shield, dominate beast</i>
5th	<i>flame strike, planar binding</i>

DARK ONE'S BLESSING

Starting at 1st level, when you reduce a living creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level. This does not work with undead, constructs, or elementals.

DARK ONE'S OWN LUCK

Starting at 6th level, you can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur. Once you use this feature, you can't use it again until you finish a short or long rest.

FIENDISH RESILIENCE

Starting at 8th level, you can choose from one of the following damage types when you finish a short or long rest: bludgeoning, cold, fire, necrotic, piercing, poison, psychic, or slashing. You gain resistance to that damage type and have Disadvantage on saves against radiant damage until you choose a different one with this feature.

THE ABYSS STARES BACK

At 10th level, when you hit a creature (that is not a construct, fiend, or undead) with an attack, you can expend a Bonus Action to have the creature make a Charisma saving throw or instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape. At the end of your next turn, the target returns to the space it previously occupied (or the nearest unoccupied space) and takes 10d10 psychic damage and stunned until the beginning of its next turn as it reels from its horrific experience. Once you use this feature, you can't use it again until you finish a Long Rest.

PRIMAL PATRONS

Some otherworldly beings inhabit other realms, like the Beastlands or in the pocket worlds of the Fey. These might be Under Gods, syncretic manifestations of the 13 Gods, or other ancient beings revered by druids and other nature worshipers, like Bestial Archons.

EXPANDED SPELL LIST

The Primal Patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

PRIMAL PATRON EXPANDED SPELLS

Spell Level	Spells
1st	<i>faerie fire, speak with animals</i>
2nd	<i>locate animals or plants, moonbeam</i>
3rd	<i>call lightning, plant growth</i>
4th	<i>dominate beast, polymorph</i>
5th	<i>awaken, commune with nature</i>

WOODLAND SKILL

You are proficient in stealth and survival.

BESTIAL PRESENCE

Starting at 1st level, your patron bestows upon you the ability to project an awesome or fearsome presence. As an action, you can roar, growl or screech, causing each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your warlock spell save DC. The creatures that fail their saving throws are all *dazed* or *frightened* by you (your choice of either for all creatures) until the end of your next turn. This ability has no effect on undead, constructs or elementals. Once you use this feature, you can't use it again until you finish a Short or Long rest.

BEASTFORM

Starting at 6th level, as an action you can magically change your form in a method similar to druidic Wildshaping, though much more limited. Choose a number of the following beasts equal to your proficiency bonus: badger, bat, cat, crab, frog (toad), hawk, lizard, owl, snake, fish, rat, raven, spider, or weasel. You only ever change into one of these three forms but whenever your proficiency bonus increases you may select an additional form. You can stay in a beast shape for a number of hours equal to half your warlock level (rounded down). You then revert to your normal form. You can revert to your normal form earlier by using a Bonus Action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. You may use this ability once between Short or Long rests.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours.

- When you transform, you assume the beast's hit points and Hit Dice. You may choose to roll them or take the average when you transform. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment and magical items function as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

IN STEP WITH NATURE

Starting at 8th level, your patron gifts you several abilities associated with the natural world.

- You treat nonmagical difficult terrain as two categories of lower difficulty.
- You have advantage on any saving throws against the charm abilities of fey and other woodland creatures.
- You may replace one of your chosen beastforms with one of the following: boar, elk, giant badger, giant bat, giant owl, giant wolf spider, panther, wolf.

SOVEREIGN BEAST

At 10th level, your patron introduces you to the secrets that further improve your beast shape, giving you the following abilities:

- When you choose an additional beast form at 10th level, you may choose from the following list: brown bear, dire wolf, giant eagle, giant hyena, giant octopus, giant spider, giant vulture, lion.

- Whenever you change back to your normal form you may spend hit dice as if you had taken a short rest.
- You may adopt your beastform twice between short or long rests.
- As long as the form you are in is Small sized or smaller, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. You cannot use this ability if you are grappled, incapacitated, restrained, or stunned.
- When you are in beastform, any beast that comes within a 20 feet radius of you must make a Charisma saving throw against your save DC or be under the effect of *calm animals*. Any *charmed* or *frightened* beast entering the effect radius has the effect dispelled, if caused a 5th level spell or lower. Any hostile beast becomes indifferent. This change ends if the beast is attacked or harmed by a spell or if it witnesses any of its allies being harmed.

ELDRITCH INVOCATIONS

AGONIZING GRASP

Prerequisite: Eldritch Force cantrip

When you cast *eldritch force*, add your Charisma modifier to the damage it deals on a hit.

ARCANE APPROPRIATION

Prerequisite: 5th level

When you use a magic item, you ignore any requirements related to class, people, or level.

ARMOR OF SHADOWS

You can cast *mage armor* on yourself at will, without expending a spell slot or requiring an arcane focus.

ASCENDANT STEP

Prerequisite: 9th level warlock

You can cast *levitate* on yourself at will, without expending a spell slot or requiring an arcane focus.

ASPECT OF THE MOON

Prerequisite: Pact of the Brand feature

You get a new tattoo that lets you go without sleep and can't 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.

BEAST SPEECH

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

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.

BOND OF THE TALISMAN

Prerequisite: 9th-level warlock, Pact of the Talisman feature

While someone else is wearing your talisman, you can use your action to teleport to the unoccupied space closest to them, provided the two of you are on the same plane of existence. The wearer of your talisman can do the same thing, using their action to teleport to you. The teleportation can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a Long Rest.

CAULDRON OF HOLDING

Prerequisite: Pact of the Cauldron feature

You can store items within your cauldron as if it were a *bag of holding*. It grants 10 additional encumbrance slots without getting any heavier, but retrieving anything from it takes an action. The mouth of the cauldron is 13 inches wide for the purposes of fitting items inside it. Only you can add or remove items from your cauldron's extradimensional space, which appears empty to anyone incapable of true-seeing, though the cauldron does detect as conjuration magic. Living creatures cannot pass through into the extradimensional space. Using your cauldron does not affect the stored items, but you can't access them while your cauldron is being used to cook, brew, or cast spells. If the cauldron is broken or destroyed, all kept inside is scattered in the plane of shadow. You can't teleport items stored in this extradimensional space using Dimensional Cauldron unless you first remove them from the space.

CHAINS OF CARCERI

Prerequisite: 8th level, Pact of the Chain feature

You can cast *hold monster* at will – targeting a celestial, fiend, or elemental – without expending a spell slot or requiring an arcane focus. You must finish a Long Rest before you can use this invocation on the same creature again.

CLOAK OF FLIES

Prerequisite: 5th level

As a Bonus Action, you can surround yourself with a magical aura that looks like buzzing flies. The aura extends 5 feet from you in every direction, but not through total cover. It lasts until you're incapacitated, or you dismiss it as a Bonus Action.

The aura grants you advantage on Charisma (Intimidation) checks but disadvantage on all other

Charisma checks. Any other creature that starts its turn in the aura takes poison damage equal to your Charisma modifier (minimum of 0 damage).

Once you use this invocation, you can't use it again until you finish a Short or Long Rest during which you eat scraps or garbage.

COLOSSUS GRASP

Prerequisite: 6th level

When you strike a Huge or larger creature with *eldritch force*, its speed is reduced by half until the end of its next turn.

DEVIL'S SIGHT

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

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 BIND

Prerequisite: 7th level, Eldritch Force Cantrip

When you hit a creature with your *eldritch force*, you can choose it to make a Constitution saving throw or be paralyzed for 1 minute. At the end of each of its turns, the paralyzed creature can repeat the saving throw, ending the effect on a success. Once you use this feature, you cannot do so again until you finish a Short or Long Rest.

ELDRITCH BODY

Prerequisite: 8th level

You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons or non-silver weapons.

ELDRITCH GRASP

Prerequisite: 5th level

When you hit a Large-sized or smaller creature with your *eldritch force*, you can attempt to grapple the creature, by making an opposed Charisma spellcheck versus the target's Strength (athletics) check. On their turn the target may use an action to renew the opposed roll to break free. On your turn, you may use a Bonus Action to deal force damage equal to 1 + your Charisma modifier (minimum 1).

ELDRITCH STAMINA

Prerequisite: 4th level

You may ignore the penalties for your first level of exhaustion, only suffering penalties starting with the

second degree. You still require a Long Rest to remove your first level of exhaustion.

ELDRITCH INVIGORATION

Whenever you gain temporary hit points, increase the amount you gain by your proficiency bonus.

ELDRITCH MIND

You have advantage on Constitution saving throws that you make to maintain your concentration on a spell.

ELDRITCH REBUKE

When a creature you can see within 30 feet deals damage to you, you can use your reaction to cast eldritch force on it. You may not use this invocation again until after your next Short or Long Rest.

ELDRITCH SIGHT

You can cast *detect magic* at will without requiring a spellcheck.

ELDRITCH SMITE

Prerequisite: 5th level, Pact of the Blade feature

Once per turn when you hit a creature with your pact weapon, you can expend a warlock spell slot to deal an extra 1d8 force damage to the target, plus another 1d8 per level of the spell slot, and you can knock the target prone if it is Large or smaller.

ELDRITCH SPEAR

Prerequisite: Eldritch Force cantrip

When you cast *eldritch force*, its range is 300 feet.

ELEVATING FORCE

Prerequisite: 5th level, Eldritch Force cantrip

When you cast *eldritch force* and hit, you can choose to have the target lifted suddenly 10 feet into the air and then dropped. If they strike a hard object when lifted, they take an additional 1d6 bludgeoning damage

EYES OF THE RUNE KEEPER

You can read all writing that is not in code.

FIENDISH VIGOR

You can cast *false life* on yourself at will as a 1st-level spell, without expending a spell slot or requiring an arcane focus.

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.

GHOSTLY GAZE

Prerequisite: 7th level

As an action, you gain the ability to see through solid objects to a range of 30 feet. Within that range, you have darkvision if you don't already have it. This special sight lasts for 1 minute or until your concentration ends (as if you were concentrating on a spell). During that time, you perceive objects as ghostly, transparent images. Once you use this invocation, you can't use it again until you finish a Short or Long Rest.

GIFT OF THE DEPTHS

Prerequisite: 5th level

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

GIFT OF THE EVER-LIVING ONES

Prerequisite: Pact of the Chain feature

Whenever you regain hit points while your familiar is within 100 feet of you, roll any dice rolled to determine the hit points you regain with advantage.

GIFT OF THE PROTECTORS

Prerequisite: 9th-level warlock, Pact of the Brand feature

With your permission, a creature can use its action to write its name on your skin, which can contain a number of names equal to your proficiency bonus. The name disappears if its bearer dies, or you perform a 1-hour ritual to scrub it from your flesh.

When any creature whose name is on your skin is reduced to 0 hit points but not killed outright, the creature magically drops to 1 hit point instead. Once this magic is triggered, no creature can benefit from it until you finish a Long Rest.

GRASP OF ZARUDA

Prerequisite: Eldritch Force cantrip

Once per turn when you hit a creature with your *eldritch force*, you can move that creature in a straight line 10 feet closer to yourself.

IMPROVED PACT WEAPON

Prerequisite: Pact of the Blade feature You can use any weapon you summon with your Pact of the Blade feature as an arcane focus for your warlock spells. In addition, the weapon gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls.

INTELLECT FORTRESS

Prerequisite: 4th level, Intelligence 13

You are proficient in Intelligence saving throws. If you already are proficient, you gain an expertise die (+1d4) to your rolls instead.

LIFEDRINKER

Prerequisite: 7th level, Pact of the Blade feature

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

MADDENING HEX

Prerequisite: 5th level; *hex* spell or a warlock feature that curses

As a Bonus Action, you cause a psychic disturbance around the target cursed by your *hex* spell or by a warlock feature of yours, such as Sign of Ill Omen. When you do so, you deal psychic damage to the cursed target and each creature of your choice that you can see within 5 feet of it. The psychic damage equals your Charisma modifier (minimum of 1 damage). To use this invocation, you must be able to see the cursed target, and it must be within 30 feet of you.

MARK OF THE ANCIENT SECRETS

Prerequisite: Pact of the Brand feature

You can now inscribe magical rituals onto your body. Choose two 1st-level spells that have the ritual tag from any class's spell list; these rituals needn't be from the same spell list. Tattoos appear on your body and don't count against the number of spells you know. You can cast the chosen spells only as rituals, unless you've learned them by some other means.

On your adventures, you can add other ritual spells to your body via tattoo. When you find such an arcane spell, you can add it to your body if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to ink the spell on your skin. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

MASK OF MANY FACES

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

MASTER'S VOICE

Prerequisite: 8th level, Primal Patron

When in your Beastform you may choose to speak in your normal voice, even if the animal is not typically capable of making such sounds. Furthermore, you may cast spells that only have a verbal component.

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.

MINIONS OF THE MULTIVERSE

Prerequisite: 7th level When you choose this invocation, choose one spell of the summoning school of your choice from any spell list, up to a spell level that you are capable of casting (maximum of 5th-level). You can cast this spell once by spending a spell slot. You cannot 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 using an arcane focus.

NIGHT BREW

Prerequisite: 5th level, Pact of the Cauldron

As long as your cauldron and a fire are available you can set up a potion to brew over night by using an hour at the beginning and end of a Long Rest to set-up and finish respectively. If you must sleep, then you cannot keep watch or perform other activities during this Long Rest. If the fire is put out or the cauldron disturbed, the attempt to make the potion fails. You must still have the ingredients necessary and pay the full price. After you use this feature, you must complete a typical Long Rest before you can use it again.

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: 7th level

You can cast *jump* at will, without expending a spell slot.

POTENT WITCHCRAFT

Your warlock cantrips deal extra damage equal to your Charisma modifier.

PROTECTION OF THE TALISMAN

Prerequisite: 7th-level warlock, Pact of the Talisman feature

When the wearer of your talisman fails a saving throw, they can add a d4 to the roll, potentially turning the save into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a Long Rest.

REBUKE OF THE TALISMAN

Prerequisite: Pact of the Talisman feature

When the wearer of your talisman is hit by an attacker you can see within 30 feet of you, you can use your Reaction to deal psychic damage to the attacker equal to your proficiency bonus and push it up to 10 feet away from the talisman's wearer. If the target is immune to psychic damage, it cannot be moved.

RESTORATIVE MEDITATION

Prerequisite: 4th level

Whenever you take a short rest, choose one cantrip you have no access to due to a failed spellcheck. You now have access to it again. You may only use this feature once per Long Rest per cantrip.

RELENTLESS HEX

Prerequisite: 7th level, Hex spell

Your curse creates a temporary bond between you and your target. As a Bonus Action, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the target cursed by your Hex spell or by a warlock feature of yours, such as Sign of Ill Omen. To teleport in this way, you must be able to see the cursed target.

REPELLING FORCE

Prerequisite: Eldritch Force cantrip

When you hit a creature with Eldritch Force, you can push the creature up to 10 feet away from you in a straight line.

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.

SEETHING AURA

Prerequisite: 8th level

Choose one of the following damage types: cold, fire, lightning, necrotic, psychic, radiant. Whenever you cast a spell that uses a spell slot, you can choose to unleash energy that deals an equal amount of damage of the chosen type to any creature within 5 feet of you

SHROUD OF SHADOW

Prerequisite: 7th level

You can cast *disappear* at will, without expending a spell slot.

SIGIL OF FAR SIGHT

Prerequisite: 5th-level warlock, Pact of the Brand feature

With your permission, a creature can use its action to sign its name on your body in a special ink made of their blood and yours. It costs 250 gp to prepare the ink. You can have a number of names equal to your proficiency bonus associated with this brand.

You can cast the *sending* spell, targeting a creature whose name is tattooed on you, without using a spell slot and without using an arcane. The name disappears if its bearer dies, or you perform a 1-hour ritual to scrub it from your flesh.

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.

THIRSTING BLADE

Prerequisite: 5th level, Pact of the Blade feature

You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

TOMB OF LEVISTUS

Prerequisite: 5th level

As a Reaction when you take damage, you can entomb yourself in ice, which melts away at the end of your next turn. You gain 10 temporary hit points per warlock level, which take as much of the triggering damage as possible. Immediately after you take the damage, you gain vulnerability to fire damage, your speed is reduced to 0, and you are incapacitated. These effects, including any remaining temporary hit points, all end when the ice melts. Once you use this invocation, you can't use it again until you finish a Short or Long Rest.

TRICKSTER'S ESCAPE

Prerequisite: 7th level

You can cast *freedom of movement* once on yourself without expending a spell slot. You regain the ability to do so when you finish a Long Rest.

UNDYING SERVITUDE

Prerequisite: 5th-level warlock

You can cast *animate dead* without using a spell slot. Once you do so, you can't cast it in this way again until you finish a Long Rest.

SIGIL OF THE VIGILANT WATCHER

Prerequisite: Pact of the Brand feature

With your permission, a creature can use its action to sign its name on your body in a special ink made of their blood and yours. It costs 25 gp to prepare the ink. You can have a number of names equal to your proficiency bonus associated with this brand. The name disappears if its bearer dies, or you perform a 1-hour ritual to scrub it from your flesh.

As long as you are on the same plane of existence, you are aware of the status of signatory. You can tell when they are under attack, have taken damage, are Bloodied, or suffer any condition. The signatory's location is considered "very familiar" for the purposes of teleport spell or similar powers.

VISIONS OF DISTANT REALMS

Prerequisite: 10th level

You can cast *arcane eye* without expending a spell slot. You may do this a number of times equal to your

proficiency bonus. You regain those uses after a Long Rest.

VOICE OF THE CHAIN MASTER

Prerequisite: Pact of the Chain feature

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

WHISPERS OF THE GRAVE

Prerequisite: 8th level

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

WITCH SIGHT

Prerequisite: 10th 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.

WRITHING VOID

Prerequisite: 7th level

You learn the *evard's black tentacles* spell, and the spell doesn't count against your number of spells known.

WARLOCK SPELL LIST

CANTRIPS

Blade Ward
Chill Touch
Detect Magic
Eldritch Force
Friends
Frostbite
Infestation
Mage Hand
Mind Sliver
Peacebond
Poison Spray
Prestidigitation
Primal Savagery
Thunderclap
Toll the Dead
True Strike

1ST LEVEL

Acid Spittle
Armor of Agathys
Arms of Hadar
Blade of Blood

Cause Fear
Charm Person
Command
Comprehend Languages
Conjure Spider
Dazzle
Detect Outsiders
Expeditious Retreat
Hellish Rebuke
Hex
Hold Portal
Protection from Outsiders
Unseen Servant
Witch Bolt

2ND LEVEL

Barkskin
Binding Ice
Choke
Cloud of Daggers
Crown of Madness
Darkness
Death Recall
Earthbind

Earthen Grasp
Enthrall
Gift of Speech
Hold Person
Invisibility
Mind Spike
Mirror Image
Misty Step
Ray of Enfeeblement
Shatter
Spider Climb
Suggestion

3RD LEVEL

Antagonize
Babble
Bestow Curse
Cobra Spit
Counterspell
Dispel Magic
Fear
Fly
Forceful Repulsion
Gaseous Form

Hunger of Hadar
Hypnotic Pattern
Magic Circle
Major Image
Quench
Remove Curse
Stone Tell
Summon Lesser Demon
Tongues
Vampiric Touch

4TH LEVEL

Banishment
Blight
Charm Monster
Dimension Door
Hallucinatory Terrain
Locate Creature
Polymorph
Shadow of Moil
Sickening Radiance
Summon Greater Demon

5TH LEVEL

Contact Other Plane
Dream
Enervation
Far Step
Hold Monster
Infernal Calling
Mislead
Pariah's Curse
Scrying
Skill Empowerment
Vitality

ARCANUM SPELLS

CELESTIAL PATRON

6TH LEVEL

Heal
Heroes Feast
Scatter
Sunbeam
True seeing

7TH LEVEL

Conjure Celestial
Crown of Stars
Divine Word
Prismatic Spray

8TH LEVEL

Antipathy/Sympathy,
Holy Aura
Sunburst

9TH LEVEL

Foresight
Power Word Heal

FIENDISH PATRON

6TH LEVEL

Circle of Death
Create Undead
Soul Cage
Summon Fiend
Tasha's Otherworldly Guise

7TH LEVEL

Finger of Death
Plane Shift
Power Word Pain
Symbol

8TH LEVEL

Antipathy/Sympathy
Dominate Monster
Maddening Darkness

9TH LEVEL

Imprisonment
Power Word Kill

PRIMAL PATRON

6TH LEVEL

Find the Path
Mass Suggestion
Primordial Ward
Transport via Plants
Wall of Thorns

7TH LEVEL

Firestorm
Grass Blade
Mirage Arcana
Whirlwind

8TH LEVEL

Animal Shapes
Antipathy/Sympathy
Tsunami

9TH LEVEL

Mass Polymorph
Shapechange