

WARLOCK

With a pseudodragon curled on his shoulder, a young elf in golden robes smiles warmly, weaving a magical charm into his honeyed words and bending the palace sentinel to his will.

As flames spring to life in her hands, a wizened human whispers the secret name of her demonic patron, infusing her spell with fiendish magic.

Shifting his gaze between a battered tome and the odd alignment of the stars overhead, a wild-eyed tiefling chants the mystic ritual that will open a doorway to a distant world.

Warlocks are seekers of the knowledge that lies hidden in the fabric of the multiverse. Through pacts made with mysterious beings of supernatural power, warlocks unlock magical effects both subtle and spectacular. Drawing on the ancient knowledge of being such as fey nobles, demons, devils, hags, and alien entities of the Far Realm, warlocks piece together arcane secrets to bolster their own power

SWORN AND BEHOLDEN

A warlock is defined by a pact with an otherworldly being. Sometimes the relationship between warlock and patron is like that of a cleric and a deity, though the beings that serve as patrons for warlocks are not gods. A warlock might lead a cult dedicated to a demon prince, an archdevil, or an utterly alien deity—being not typically served by clerics. More often, though, the arrangement is similar to that between a master and an apprentice. The warlock learns and grows in power, at the cost of occasional services to performed on the patron's behalf.

The magic bestowed on a warlock ranges from minor but lasting alterations to the warlock's being (such as the ability to see in darkness or to read any language) to access to powerful spells. Unlike bookish wizards, warlocks supplement their magic with some facility at hand-to-hand combat. They are comfortable in light armour and know how to use simple weapons.

DELVERS INTO SECRETS

Warlocks are driven by an insatiable need for knowledge and power, which compels them into their pacts and shapes their lives. This thirst drives warlocks into their pacts and shapes their later careers as well.

Stories of warlocks binding themselves to fiends are widely known. But many warlocks serve patrons that are not fiendish. Sometimes a traveller in the wilds comes to a strangely beautiful tower, meets its fey lord or lady, and stumbles into a pact without being fully aware of it. And sometimes, while poring over tomes of forbidden lore, a brilliant but crazed student's mind is opened to realities beyond the material world and to the alien beings that dwell in the outer void.

Once a pact is made, a warlock's thirst for knowledge and power can't be slaked with mere study and research. No one makes a pact with such a mighty patron if he or she doesn't intent to use the power thus gained. Rather, the vast majority of warlocks spend their days in active pursuit of their goals, which typically means some kind of adventuring. Furthermore, the demands of their patrons drive warlocks toward adventure.

CREATING A WARLOCK

As you make your warlock character, spend some time thinking about your patron and the obligations that your pact imposes upon you. What led you to make the pact, and how did you make contact with your patron? Were you seduced into summoning a devil, or did you seek out the ritual that would allow you to make contact with an alien elder god? Did you search for your patron, or did your patron find and choose you? Do you chafe under the obligations of your pact or serve joyfully in anticipation of the rewards promised to you?

Work with your DM to determine how big a part your pact will play in your character's adventuring career. Your patron's demands might drive you into adventures, or they might consist entirely of small favours you can do between adventures.

What kind of relationship do you have with your patron? Is it friendly, antagonistic, uneasy, or

romantic? How important does your patron consider you to be? What part do you play in your patron's plans? Do you know of other servants of your patron?

How does your patron communicate with you? If you have a familiar, it might occasionally speak with your patron's voice. Some warlocks find messages from their patrons etched on trees, mingled among tea leaves, or adrift in the clouds—messages that only the warlock can see. Other warlocks converse with their patrons in dreams or waking visions, or deal only with intermediaries.

QUICK BUILD

You can make a warlock quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the charlatan background. Third, choose the *eldritch blast* and *chill touch* cantrips, along with the 1st-level spells *ray of sickness* and *witch bolt*.

THE WARLOCK

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

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

Armour: Light armour

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two skills from Arcana, Deception, History, Intimidation, Investigation, 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
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armour, any simple weapon, and two daggers

OTHERWORLDLY PATRON

At 1st level, you have struck a bargain with an otherworldly being of your choice: the Archfey, the Fiend, or the Great Old One, each of which is detailed at the end of the class description. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

PACT MAGIC

Your arcane research and the magic bestowed upon you by your patron have given you facility with spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the warlock spell list.

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 spell slots you have. 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 *thunderwave*, 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.

The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level or 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 the 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.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$$