**Class Features:**  
As a warlock, you gain the following class features.

Warlock Class

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Level | Proficiency Bonus | Features | Cantrips | Spells Known | Spell Slots | Slot Level | Invocations Known |
| 1st | +2 | Patron’s magic, Pact Boon, Pact Magic | 2 | 3 | 1 | 1st | — |
| 2nd | +2 | Eldritch Invocations | 2 | 3 | 2 | 1st | 2 |
| 3rd | +2 | Otherworldly Patron Revealed | 2 | 4 | 2 | 2nd | 2 |
| 4th | +2 | Feat | 3 | 5 | 2 | 2nd | 2 |
| 5th | +3 | *Extra Attack* *(reminder if martial)* | 3 | 6 | 2 | 3rd | 3 |
| 6th | +3 | Patrons Blessing | 3 | 7 | 2 | 3rd | 3 |
| 7th | +3 | — | 3 | 8 | 2 | 4th | 4 |
| 8th | +3 | Feat | 3 | 9 | 2 | 4th | 4 |
| 9th | +4 | — | 3 | 10 | 2 | 5th | 5 |
| 10th | +4 | Patrons Satisfaction | 4 | 10 | 2 | 5th | 5 |
| 11th | +4 | Mystic Arcanum (6th level) | 4 | 11 | 3 | 5th | 5 |
| 12th | +4 | Feat | 4 | 11 | 3 | 5th | 6 |
| 13th | +5 | Mystic Arcanum (7th level) | 4 | 12 | 4 | 5th | 6 |
| 14th | +5 | Patrons Respect | 4 | 12 | 4 | 5th | 6 |
| 15th | +5 | Mystic Arcanum (8th level) | 4 | 13 | 4 | 5th | 7 |
| 16th | +5 | Feat | 4 | 13 | 4 | 5th | 7 |
| 17th | +6 | Mystic Arcanum (9th level) | 4 | 14 | 5 | 5th | 7 |
| 18th | +6 | — | 4 | 14 | 5 | 5th | 8 |
| 19th | +6 | Feat | 4 | 15 | 5 | 5th | 8 |
| 20th | +6 | Pact Master, Pacted Champion | 4 | 15 | 5 | 5th | 8 |

**Hit Points**

* Hit Points at 1st Level: 8 + your Constitution modifier
* Hit Points at Higher Levels: Roll 1d8 (**minimum roll of 5**)+ your Constitution modifier per warlock level after 1st

**Proficiencies**  
Class type: Spellcaster, this tag allows this character to gain certain feats at this classes Feat levels.

* Armor: Light armor
* 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:

1. (a) a light crossbow and 20 bolts or (b) any simple weapon
2. (a) a component pouch or (b) an arcane focus
3. (a) a scholar’s pack or (b) a dungeoneer’s pack
4. a set of light armor, any simple weapon, and two daggers

**Patron’s Magic**At 1st level choose the nature of your pact but not the full understanding of it. You gain access to an expanded list of spells to select from found in the pact magic section of each subclass. Choose the nature of the creature that acts as your patron: the Fiend, which is detailed at the end of the class description, or one from another source.   
(*See Subclass Guide*)  
*suggestion: It’s unlikely that your character knows the exact nature of the creature.*   
**Pact Boon**

At 1st level, your otherworldly patron bestows a gift upon you to entice loyal service. You gain one of the following features of your choice.

**Pact of the Blade**Create Pact Weapon: You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see the Weapons section for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, whenever you attack with the bonded weapon, you **may** use your Charisma modifier for the attack and damage rolls, instead of using Strength or Dexterity.  
  
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 die.  
  
Bind Pact Weapon: You can transform one magic weapon 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 short 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. 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. You can only bind a weapon in this way of a same kind that you could summon with the create pact weapon feature above.  
  
Your class gains the Martial tag for the purposes of feats and multiclassing leveling in this class.

**Pact of the Chained**Your patron reveals to you that you are a beast caged, they allow you to use your chains in their service. Your body becomes scrawled with chains (as a tattoo, birthmark, or scars) up to your neck if it was not already. These chains can manifest into ethereal bonds that extend all the way out to 10ft. These chains act as an extension of your unarmed strike attacks allowing you to make an unarmed strike weapon attack up to 10ft.   
  
Additionally you **may** use your Charisma modifier for the attack and damage rolls, instead of using Strength. Your unarmed strikes count as magical for the purposes of overcoming magical resistances and immunity to nonmagical attacks and damage. You can roll a d6 in place of the normal damage of your unarmed strike.  
  
When you gain this pact Feature you **may** use wisdom in place of all spellcasting or features granted or referenced by your warlock class. (including the above feature)  
  
Call your Shade: You learn the find familiar spell which takes the form of a small shadow animal in the form of your choice but has the same stat block regardless of form **(see the end of this class for stat block**). You may cast this spell only as a ritual but you do not need to provide the material components, instead the animal is a small sliver of your remaining free soul, you lose one max hp until the creature is destroyed or you dismiss is permanently in which you recover one max hp but do not heal for that hp regained.  
  
Your class gains the Martial tag for the purposes of feats and multiclassing and leveling in this class.

**Pact of the Tome**Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class’s spell list (the three needn’t be from the same list). While the book is on your person, you can cast those cantrips at will. They don’t count against your number of cantrips known. If they don’t appear on the warlock spell list, they are nonetheless warlock spells for you.

When you gain this pact Feature you **may** use intelligence in place of all spellcasting or features granted or referenced by your warlock class.  
  
If you lose your Book of Shadows, you can perform a 1-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 book. The book turns to ash when you die.

**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.

If you lose the talisman, you can perform a 1-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.

**Pact Magic  
  
Cantrips**

You know two cantrips of your choice from the warlock spell list. You learn additional warlock 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 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 Pact Magic 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.

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 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.

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 (see the Adventuring Gear section) as a spellcasting focus for your warlock spells.

**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. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.

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.

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.

* Agonizing Blast

Prerequisite: eldritch blast cantrip

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

* Armor of Shadows

You can cast mage armor on yourself at will, without expending a spell slot or material components. As long as you have this ability, this effects lasts until you dismiss it as a bonus action instead of its usual duration.

* Ascendant Step

Prerequisite: 5th level warlock

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

* Aspect of the Moon

Prerequisite: Pact of the Tome feature

You no longer need to 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 reading your Book of Shadows and keeping watch.

* Beast Speech

You can cast speak with animals at will, without expending a spell slot. As long as you have this ability, the effects of this spell last until you dismiss it as a bonus action.

* Beguiling Influence

You gain proficiency in the Deception and Persuasion skills.

* Bewitching Whispers

Prerequisite: 7th level warlock

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: 12th-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.

* Book of Ancient Secrets

Prerequisite: Pact of the Tome feature

You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class’s spell list (the two needn’t be from the same list). The spells appear in the book and don’t count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can’t cast the spells except as rituals, unless you’ve learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book 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 transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

* Chains of Carceri

Prerequisite: 15th level warlock, Pact of the Chained feature

You slam your ethereal chains together and attempt to bind a creature of otherworldly nature.  
  
You can cast hold monster at will — targeting a celestial, fey, fiend, or elemental — 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.

* Cloak of Flies

Prerequisite: 5th level warlock

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 damage of a type of your choice 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.

* Devil’s Sight

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

* Dreadful Word

Prerequisite: 7th level warlock

You can cast confusion once without using a spell slot. You can’t do so again until you finish a long rest.

* Eldritch armaments

Prerequisite: Pact of the Blade feature or Pact of the chained feature  
  
You gain proficiency with medium armor and shields.  
  
You can use your action to create a set pact armor you are proficient with. You can choose the form that this pact armor takes each time you create it, you may select leather armor, Chain shirt armor, or chainmail armor (if you are proficient in heavy armor). This armor counts as magical.   
  
Additionally, you may bind and create a shield in the same way.

Your pact armaments disappear if they are 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 armor (no action required), or if you die.

You can transform one magic armor and one magic shield into your pact armaments by performing a special ritual while you hold them. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the armor and shield, shunting them into an extradimensional space, and they appear whenever you create your pact armaments thereafter. You can’t affect an artifact or a sentient armor or shields in this way. The armaments ceases being your pact armaments if you die, if you perform the 1-hour ritual on a different armor or shield, or if you use a 1-hour ritual to break your bond to them. The armaments appear at your feet if it is in the extradimensional space when the bond breaks.  
  
When you summon the armaments as an action, they appear already equipped if able.

* Eldritch Mind

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

* Eldritch Sight

You can cast detect magic at will, without expending a spell slot. When you cast the spell in this way it lasts until you dismiss the effect by losing concentration, get forced to drop concentration, or you fall unconscious.

* Eldritch Smite

Prerequisite: 5th level warlock, Pact of the Blade feature or pact of the chained feature

Once per turn when you hit a creature with your pact weapon or, 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 Huge or smaller.

* Eldritch Spear

Prerequisite: eldritch blast cantrip

When you cast eldritch blast, its range is 300 feet.

* Eyes of the Rune Keeper

You can read all writing.

* Far Scribe

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

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your proficiency bonus.

You can cast the sending spell, targeting a creature whose name is on the page, without using a spell slot and without using material components. To do so, you must write the message on the page. The target hears the message in their mind, and if the target replies, their message appears on the page, rather than in your mind. The writing disappears after 1 minute.

As an action, you can magically erase a name on the page by touching it.

* Fiendish Vigor

You can cast false life on yourself at will as a 1st-level spell, without expending a spell slot or material components. You always roll the max temporary hp when you roll this spell.  
  
You add false life to your spell list and it counts as a warlock spell for you but does not count against the max number of spells known.  
  
At your 10th level in warlock, when you cast the spell at will, count it as though it was a 2nd- level spell in this way.

* 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 warlock

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 warlock

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

You can also cast water breathing once without expending a spell slot. You regain the ability to do so when you finish a long rest.

* Gift of the Ever-Living Ones

Prerequisite: 3rd-level warlock, Pact of the Chained feature

Whenever you regain hit points, treat any dice rolled to determine the hit points you regain as having rolled their maximum value for you.  
  
When you take a short rest recover all your hp.

* Gift of the Protectors

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

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your proficiency bonus.

When any creature whose name is on the page 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.

As an action, you can magically erase a name on the page by touching it.

* Grasp of Hadar

Prerequisite: eldritch blast cantrip

Once on each of your turns when you hit a creature with your eldritch blast, you can move that creature in a straight line 10 feet closer to you.

* Improved Pact Weapon

Prerequisite: Pact of the Blade feature

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells.

Finally, the weapon you conjure or bind can be a shortbow, longbow, light crossbow, or heavy crossbow. (if your setting includes odd weapons such as firearms, katana, or other unique weapons you may also have conjure a base form of them)  
  
If the weapon requires ammunition to work it conjures its own ammunition (no action required). This conjured ammunition disappears after 1 minute. To even the simplest of beasts this conjured ammunition appears to magical, semi-translucent and upon even the most basic inspection Investigation DC: 2 would show that it would disappear in one minute.  
  
If you conjure or bind a one-handed weapon with the light property you may bind a second weapon with the same one handed and light properties to your pact of the blade. If you would summon a weapon using that feature you summon both weapons as part of that feature (single action).

* Investment of the Chain Master

Prerequisite: 5th-level warlock, Pact of the Chained feature  
  
As a bonus action you can bind more of your will to your patron gaining one of the following effects until your next long rest:  
  
- You gain 10ft of movement  
  
- You gain resistance to all ranged weapon attacks and ranged cantrips  
  
- You gain the ability to disengage as a bonus action. You gain the effects of the disengage action on the turn you activate this ability.  
  
- Whenever you hit a creature with your unarmed strike while you use your chains granted from your pact boon you can shove the creature 5ft away from you or 5 ft closer to you.  
  
Once you activate this effect you cannot activate it again until you finish a long rest.

* Lance of Lethargy

Prerequisite: eldritch blast cantrip

When you hit a creature with your eldritch blast, you can reduce that creature’s speed by 10 feet until the end of your next turn. *(this effect doesn’t stack with itself)*

* Lifedrinker

Prerequisite: 12th level warlock, Pact of the Blade feature or Pact of the Chain feature

When you hit a creature with your pact weapon or your manifested chains, the creature takes extra necrotic, radiant, or psychic damage equal to your Charisma modifier (minimum 1). You choose the damage type when you gain this invocation and may change the damage type anytime you gain a level in this class.

* Maddening Hex

Prerequisite: 5th level warlock, 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 The Hex Keeper’s Curse or 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.

* Mask of Many Faces

You can cast disguise self at will, without expending a spell slot. As long as you have this ability, this effect lasts until you become unconscious or you dismiss it as a bonus action.

* 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 warlock

You can cast conjure elemental once using a warlock spell slot. You can’t do so again until you finish a long rest. Even if you lose concentration on the spell the elementals will not act (*purposefully*) hostile to you unless you harm it. *(this does not include your allies)*

* Mire the Mind

Prerequisite: 5th level warlock

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 warlock

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

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

* Protection of the Talisman

Prerequisite: 10th-level warlock, Pact of the Talisman feature

The wearer of the talisman gains the effects of the bless spell.

* 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.

* Relentless Hex

Prerequisite: 7th level, hex spell or a warlock feature that curses

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 the Hex Keepers Curse or Sign of Ill Omen. To teleport in this way, you must be able to see the cursed target.

* Repelling Blast

Prerequisite: eldritch blast cantrip

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

* Sculptor of Flesh

Prerequisite: 7th level warlock

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

* Shroud of Shadow

Prerequisite: 15th level warlock

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

* Sign of Ill Omen

Prerequisite: 5th level warlock

You can cast bestow curse once without using a spell slot. You can’t do so again until you finish a short or long rest.

* Thief of Five Fates

You can cast bane once without using a spell slot. You can’t do so again until you finish a long rest. You do not need to concentrate on this spell when you cast it with this feature, however you must make concentration checks to maintain it as though you were.

* Tomb of Levistus

Prerequisite: 5th level warlock

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 warlock

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. The Duration of this spell increases by a number of hours equal to your warlock level.

* Undying Servitude

Prerequisite: 5th-level warlock

You can cast Summon Undead once without expending a spell slot. Treat the spell as though you cast it with your highest level spell slot. You regain the ability to do so when you finish a long rest.

* Visions of Distant Realms

Prerequisite: 15th-level warlock

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

* Voice of the Chain Master

Prerequisite:3rd-level warlock, Pact of the Chained feature

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack with its reaction.

* Whispers of the Grave

Prerequisite: 9th level warlock

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

* Witch Sight

Prerequisite: 15th level warlock

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.

**Otherworldly Patron Revealed**

At 3rd level, the more exact nature of your bargain with an otherworldly being reveals itself, your patron now grants you features at 3rd level and again at 6th, 10th, and 14th level. These features are based on the choice you made for your pact magic granted at level 1 of this class.

**Feat**

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you gain a feat.

**Eldritch Versatility**  
  
Whenever you reach a level in this class that grants the feat feature, you can do one of the following, representing a change of focus in your occult studies:

Replace one cantrip you learned from this class’s Pact Magic feature with another cantrip from the warlock spell list.

Replace the option you chose for the Pact Boon feature with one of that feature’s other options.

If you’re 12th level or higher, replace one spell from your Mystic Arcanum feature with another warlock spell of the same level.

If this change makes you ineligible for any of your Eldritch Invocations, you must also replace them now, choosing invocations for which you qualify.  
  
**Eldritch Recovery**  
  
Beginning at 5th level, you may spend 1 Minute to recover all of your **Warlock class features** that recover on a short rest.  
  
During this time you may not perform any actions, bonus actions, reactions. You cannot climb or swim unless you have a climb speed or swim speed. If you perform an action this will break your recovery and you must start over to gain the benefits of this ability. Once you use this ability you cannot use it again until you finish a long rest.  
  
***Extra Attack (Reminder if Martial)***If your pact boon grants you the martial tag beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

**Mystic Arcanum (6th level)**

At 11th level, your patron bestows upon you a magical secret called an arcanum. Choose one 6th-level spell from the warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

**Mystic Arcanum (7th level)**

At 13th level, your patron bestows upon you a magical secret called an arcanum. Choose one 7th-level spell from the warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

**Mystic Arcanum (8th level)**

At 15th level, your patron bestows upon you a magical secret called an arcanum. Choose one 8th-level spell from the warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At 17th level, you gain a 9th-level warlock spell of your choice that can be cast in this way. You regain all uses of your Mystic Arcanum when you finish a long rest.

**Mystic Arcanum (9th level)**

At 17th level, your patron bestows upon you a magical secret called an arcanum. Choose one 9th-level spell from the warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

You regain all uses of your Mystic Arcanum when you finish a long rest.

**Pact Master**

At 20th level, your patron is well pleased with you and allows you to act partially on their behalf. You may initiate newcomers into a pact the same as you. Discuss what this may mean with your dungeon master when you gain this ability.

Chained Shadow

Tiny Spirit, Neutral

Armor Class 12

Hit Points 1 (no formula)

Speed 30 ft., flying speed 30 (darkness only)

STR DEX CON INT WIS CHA

3(-4) 14(+2) 4 (-3) 10 (+0) 10 (+0) 12 (+1)

Saving Throws none

Skills Stealth (+4), Acrobatics (+4)

Damage Resistances Acid, Cold, Fire, Lightning, Thunder, Bludgeoning, Piercing Slashing from nonmagical attacks

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses darkvision Same as yours

Languages Understands all languages you do but cannot speak.

Challenge 1/2

**Amorphous**: The shadow can move through a space as narrow as 1 inch wide without squeezing.  
**Shadow Stealth**: While in dim light or darkness, the shadow can take the Hide action as a bonus action.  
**Sunlight Weakness**: While in sunlight, the shadow has disadvantage on attack rolls, ability checks except for perception, and saving throws. If the creature is within 5 ft of you it has advantage on stealth checks instead of disadvantage if it can hide in your shadow.  
**Creature of Shadow**: The creature functions as a shadow for the sake of all abilities and spells and is destroyed by effects that do not allow the existence of shadows. The daylight spells destroys the spirit when it is initially cast.

Stat Block Heading

**Shadow Claw**: Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) necrotic damage.

*Optional*

*You may have the creature actually be your shadow: when you summon the creature your shadow detaches and becomes the creature, when in bright light you cast no shadow. Talk to your dm if you wish this to be the case as it may have mechanical effects both positive and negative.*

**Pacted Champion**At 20th level, you may tempt other creatures with a taste of your patrons powers, Once per long rest you may perform a sermon, ritual, process or other offering or temptation of your patron to grant up to a number of other creatures equal to your charisma bonus the benefits of one of your invocations, those creatures must have the prerequisites required to use those invocations to gain the ability.  
  
This effect lasts until your next long rest.

## The 4th Dimensional Being

Features

|  |  |
| --- | --- |
| Warlock Level | Feature |
| *1st* | Expanded spell list |
| *3rd* | Precognition, Beyond Time and Space, *P*atrons Entreatment |
| *6th* | Steal Time |
| *10th* | Fracture Reality |
| *14th* | Esoteric Regression of Convergent Outcomes |

#### Expanded Spells

| **Spell Level** | **Spells** |
| --- | --- |
| 1st | Alarm, Magic Missile |
| 2nd | Find Traps, Vortex Warp |
| 3rd | Haste, Slow |
| 4th | Private Sanctum, Vitriolic Sphere |
| 5th | Mislead, Planar Binding |

#### ᛈᚱᛖᚲᛟᚷᚾᛁᛏᛁᛟᚾ

Starting at 3rd level, you are immune to the surprise condition. Instead of rolling initiative you may choose to select a roll of 1,5,10,15, or 20 and use that as your initiative roll. You may use this feature after you see the initiative rolls of creatures friendly to you but before you see the rolls of creature’s hostile to you.

You may add your charisma modifier to your initiative rolls instead of dexterity.

*Note: If an ability of this subclass references a roll it checks only the die roll without bonuses*

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Starting at 3rd level, the first time you deal damage to a creature each turn you mark that creature with beyond time and space. If a spell or ability would damage multiple creatures you select one of those creatures to be affected by this ability.

When a creature affected with Beyond Time and Space starts its turn choose one of the following effects:

* They make a wisdom save vs your spell save Dc or the creatures spell save Dc is reduced by 1d4 for the first save they force a creature to make during that turn.
* They make a charisma save vs your spell save Dc or the creature has disadvantage on its first attack roll it makes during that turn.
* The creature takes force damage based on your warlock level in the chart below.

|  |  |
| --- | --- |
| Warlock level | Damage |
| 3-4 | 1 |
| 5-9 | 5 |
| 10-14 | 10 |
| 15-19 | 15 |
| 20 | 20 |

#### Patrons Entreatment

Starting at 3rd level, your patron comes to you in a dream, in a fire, arriving in the night, or some other way relevant to their character. They will then pose to you a requirement or request to maintain the powers of your pact.

#### ᛋᛏᛖᚨᛚ ᛏᛁᛗᛖ

Starting at 6th level, whenever you or a friendly creature within 30ft of you rolls an **ability check** or **saving throw** you may use your reaction to adjust that roll up to the nearest 5,10,15,20. If they roll exactly a 1,5,10,15 you may replace it with a 20 instead.

When a hostile creature you can see makes an **attack roll, ability check, or saving throw** you may use your reaction to reduce that roll to the nearest 1,5,10, or 15 possibly changing the outcome of the roll.

You may use each of these abilities once per short or long rest.

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Starting at 10th level, you learn to steal parts of the future you need during your long rests, you gain the following abilities:

* When you make a death saving throw you may treat that roll as a 20.
* As a bonus action you may give yourself 15 temporary hit points for one minute.
* When you take force damage you may reduce that damage by 10.
* When a friendly creature you can see within 30ft of you (including yourself) regains hit points they gain an additional 5hp.
* You may cast one of your 1st level warlock spells at its lowest level without expending a spell slot.

You may use each of these abilities once per long rest.

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Beginning at 14th level, whenever you finish a long rest roll a convergence dice which is a d20 and change it to the closest 1,5,10,15, or 20 *(if two numbers are of equal distance you may choose)*. When a creature you can see or hear rolls a 1d20 you may replace its roll with convergence dice possibly changing the outcome. After you replace a number, you expend the use of the stored dice.

Whenever you finish a short rest and have no convergence dice stored, roll a d20 and change it to the closest 1,5,10,15,20 *(if two numbers are of equal distance you may choose)*.

Additionally, you may cast the resurrection spell using your 7th level mystic arcanum feature. This spell does not require material or verbal components. You pull the creature through time with your physical body. The creature returns to life as though it was in the same condition as when it completed its last long rest. Since you pulled the creature from the weave of time it has no knowledge of events that transpired since its last long rest but does recognize that something is amiss.

Whenever that creature completes a long rest, it may attempt to recover its knowledge and make a DC 20 history check to recall the events that had passed between its rest and its resurrection.

## The Archfey

Features

|  |  |
| --- | --- |
| Warlock Level | Feature |
| 1st | Expanded spell list |
| 3rd | Patrons Entreatment, Misty Escape |
| 6th | Fey Presence |
| 10th | Beguiling Defenses |
| 14th | Dark Delerium |

#### Expanded Spells

| **Spell Level** | **Spells** |
| --- | --- |
| 1st | Faerie fire, Sleep |
| 2nd | Calm Emotions, Phantasmal Force |
| 3rd | Blink, Plant Growth |
| 4th | Dominate Beast, Greater Invisibility |
| 5th | Dominate Person, Seeming |

#### Misty Escape

Starting at 3rd level, you learn to vanish in a puff of mist. You may use your action or as a reaction to when you take damage, to turn invisible and teleport up to 30 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell. This ability does not provoke opportunity attacks.  
  
This feature increases in distance at higher levels in this class 60ft at level 5, 90ft at level 11, and 120ft at level 17.

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

#### Patrons Entreatment

Starting at 3rd level, your patron comes to you in a dream, in a fire, arriving in the night, or some other way relevant to their character. They will then pose to you a requirement or request to maintain the powers of your pact.

#### Fey Presence

Starting at 6th level, your patron bestows upon you the ability to project the beguiling and fearsome presence of the fey. As an action, you may teleport up to 30ft and then cause each creature in a 15ft radius centered on you to make a Wisdom saving throw against your warlock spell save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

Creatures charmed or frighted in this way, that are not hostile and actively fighting you suffer the effects of the enthrall spell (as though they failed) for 1 minute. They react in differing manners based on whether you charmed or frightened them.

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

#### Beguiling Defenses

Beginning at 10th level, your patron teaches you how to turn the mind-affecting magic of your enemies against them. You are immune to being charmed, and when another creature attempts to charm you, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed on a Wisdom saving throw against your warlock spell save DC or be charmed by you for 1 minute or until the creature takes any damage.  
  
Additionally, no matter what you say, magic that would determine if you are telling the truth indicates you are being truthful if you so choose (*or if something you say is truthful you may have it appear as though you are lying*), and you can't be compelled to tell the truth by magic such as the zone of truth spell.

#### Dark Delirium

Starting at 14th level, you can plunge a creature into an illusory realm and make it a reality. As an action, choose a creature that you can see within 60 feet of you. It must make a Wisdom saving throw against your warlock spell save DC.   
  
On a failed save, the creature becomes charmed or frightened by you (your choice) for one minute or until your concentration is broken (as if you are concentrating on a spell). The creature and you are pulled into an illusory realm separate from your current plane of existence of this size and make of your choice up to 500ft tall and 500ft wide cube. The area is populated with whatever setting you choose. If an effect would reasonably cause damage (that you create) to the creature, it deals 4d8 psychic damage as the creature treats it as though it is real. This effect ends early if the creature takes any damage. A creature (*and you innately)* who can see though illusions find themselves in a blank space (*with a feint understanding of the illusion you created*) in which both you and the creature can move in any direction (or orientation) as though they were standing on solid ground and cannot be harmed by the illusion. A creature can cast planeshift to escape this place as well. A creature can determine that harming itself can be used to escape this place by using its action to make an investigation check against your spell save dc. When the effect ends the creature and you appear in their last occupied spaces if able or the closest unoccupied space of their choice.   
  
On a success the creature still thinks it is lost in a misty realm (unless it can see through illusions), the appearance of which you choose until your concentration is broken (as if you are concentrating on a spell). The creature can see and hear only itself, you, and the illusion. It can attempt to escape the illusion by making an investigation check against your spell save dc.  
  
You must finish a long rest or when you finish a short rest you may recharge this feature by expending a warlock pact spell slot before you can use this feature again.

## The Celestial

Features

|  |  |
| --- | --- |
| Warlock Level | Feature |
| 1st | Expanded spell list |
| 3rd | Foreged in light, Healing Light, Patrons Entreatment |
| 6th | Radiant Soul |
| 10th | Celestial Resilience |
| 14th | Searing Vengeance |

#### Expanded Spells

| **Spell Level** | **Spells** |
| --- | --- |
| 1st | Cure Wounds, Guiding Bolt |
| 2nd | Flaming Sphere, Lesser Restoration |
| 3rd | Daylight, Revivify |
| 4th | Guardian of Faith, Wall of Fire |
| 5th | Flame Strike, Greater Restoration |

#### Forged in light

At 3rd level, you learn the light one cleric cantrip of your choice. They count as warlock cantrips for you, but they don’t count against your number of cantrips known.  
  
If a warlock feature or spell you take causes you to deal necrotic damage you may have that spell or feature deal radiant damage instead. You choose which it deals when you gain this feature for any current spells or features you already have. Whenever you gain a feature or spell in this way you may choose which it deals when you gain the feature. You can change which type it deals whenever you gain a level in this class.

#### Healing Light

At 3rd 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 with your charisma modifier, and restore a number of hit points equal to the total.

Your pool regains all expended dice when you finish a long rest.

#### Patrons Entreatment

Starting at 3rd level, your patron comes to you in a dream, in a fire, arriving in the night, or some other way relevant to their character. They will then pose to you a requirement or request to maintain the powers of your pact.

#### 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 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.

You may choose two cleric spells of a level you can cast. You may add those spells to your spell list, they count as warlock spell for you but do not count against your spells known.

#### Celestial Resilience

Starting at 10th level, you gain maximum hit points whenever you finish a long rest. The max hit points equal your warlock level + your Charisma modifier.   
  
Additionally, choose up to a number of other creatures equal to your proficiency bonus at the end of the rest. Those creatures each gain max hit points equal **to half** your warlock level + your Charisma modifier. The max hp gained from this feature disappears whenever you finish a long rest *(on all effected creatures).*

#### Searing Vengeance

Starting at 14th 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. Each creature of your choice that is within 30 feet of you takes radiant damage equal to 2d8 + your Charisma modifier, and it is blinded until the end of the current turn.

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

## The Fathomless

Features

|  |  |
| --- | --- |
| Warlock Level | Feature |
| 1st | Expanded spell list |
| 3rd | Tebtacle of the Deeps, Gift of the Sea, Patrons Entreatment |
| 6th | Oceanic Soul, Gaurdian Soul |
| 10th | Call of the Deep, Tide-Bringer |
| 14th | Fathomless Plunge |

#### Expanded Spells

| **Spell Level** | **Spells** |
| --- | --- |
| 1st | Create and Destroy Water, Thunderwave |
| 2nd | Gust of Wind, silence |
| 3rd | Lightning Bolt, sleet storm |
| 4th | Control Water, Black Tentacles |
| 5th | Destructive Wave (takes the form of a wave of water, only deals necrotic damage), Passwall (the hole appears as a thin sheet of clear flowing water) |

#### Tentacle of the Deeps

Starting at 3rd level, you can magically summon a spectral tentacle that strikes at your foes. The tentacle does not “occupy” a space and can be moved through or stood inside of *(and does not take opportunity attacks).* As a bonus action, you create a 10-foot-long tentacle at a point you can see within 60 feet of you. The tentacle lasts for 1 minute.

When you create the tentacle, you can make a melee spell attack against one creature within 10 feet of it. On a hit, the target takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. When you reach 10th level in this class, the damage increases to 2d8.

As a bonus action on your turn, you can move one of the tentacles up to 30 feet to a place you can see and repeat the attack. You can summon a number of tentacles equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

#### Gift of the Sea

Starting at 3rd level, you gain a swimming speed of 40 feet, and you can breathe underwater. You can now speak and read Aquan.

#### Patrons Entreatment

Starting at 3rd level, your patron comes to you in a dream, in a fire, arriving in the night, or some other way relevant to their character. They will then pose to you a requirement or request to maintain the powers of your pact.

#### Oceanic Soul

Starting at 6th level, you are now even more at home in the depths. You are immune to the negative effects of the deep parts of the sea or other body of water. You gain resistance to cold damage. In addition, when you are fully submerged, any creature that is also fully submerged can understand your speech, and you can understand theirs.

#### Guardian Coil

Starting at 6th level, your Tentacle of the Deeps can defend you and others, interposing itself between them and harm. When you or a creature you can see takes damage while within 10 feet of the tentacle, you can use your reaction to choose one of those creatures and reduce the damage to that creature by 1d8. When you reach 10th level in this class, the damage reduced by the tentacle increases to 2d8.

#### Call of the Deep

Starting at 10th level, you may cast planar ally without expending a spell slot. You may only beseech a creature pf the depths or your patron themselves for the type of creature that can arrive.

The creature that arrives is more willing to aid you than normal and generally asks a lower price for its services. When following the rule of thumb its *(generally)* 1/10th the normal cost.

You cannot use this ability again until you finish a long rest.

#### Tide-Bringer

Starting at 10th level, you may cast one of the spells found on the fathomless spell list at 5th level. You may have the spell originate from one of your tentacles summoned from your “Tentacle of the Deeps” feature if you wish. You do not need to provide verbal, somatic, or material components for that spell. *(even if you don’t know the spell)*

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

#### Fathomless Plunge

Starting at 14th level, you can magically open temporary conduits to watery destinations. As an action, you can teleport yourself and up to five other willing creatures that you can see within 30 feet of you. Amid a whirl of tentacles, you all vanish and then reappear up to 1 mile away in a body of water you’ve seen (pond size or larger) or within 30 feet of it, each of you appearing in an unoccupied space within 30 feet of the others.

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

## The Fiend

Features

|  |  |
| --- | --- |
| Warlock Level | Feature |
| 1st | Expanded spell list |
| 3rd | Dark shroud, Patrons Entreatment |
| 6th | Dark Ones Luck, fiendish Resilience |
| 10th | Dark ones luck (improvement), Fiendish Resilience (improvement) |
| 14th | Hurl Through Hell |

#### Expanded Spells

| **Spell Level** | **Spells** |
| --- | --- |
| 1st | Buring Hands, Command |
| 2nd | Blindness/Deafness, scorching Ray |
| 3rd | Elemental Weapon(fire only), Fireball |
| 4th | Fire Shield, Wall of Fire |
| 5th | Flame Strike, Hallow |

#### Dark Shroud

Starting at 3rd level, when you finish a long rest you generate an infernal shroud that wards you against harm. The shroud has a maximum hp equal to your warlock level + your charisma modifier. Whenever you take damage, the shroud takes the damage instead. If this damage reduces the shroud to 0 hit points, you take any remaining damage.

While the shroud has 0 hit points, it can’t absorb damage, but its magic remains. Whenever you reduce a creature to 0 hp your shroud regains all of its missing hit points.   
At the start of each of your turns, if you damaged a creature that is reduced to 0 hp since the start of your last turn your shroud regains a number of hp equal to your charisma modifier (*only triggers once even if multiple creatures were reduced to 0 hp*).

Once you create the shroud, you can’t create it again until you finish a long rest.

#### Patrons Entreatment

Starting at 3rd level, your patron comes to you in a dream, in a fire, arriving in the night, or some other way relevant to their character. They will then pose to you a requirement or request to maintain the powers of your pact.

#### 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. Starting at 10th level you may use this feature twice between rests.

#### Fiendish Resilience

Starting at 6th level, you can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Starting at 10th level you may select an additional resistance of your choice and gain resistance to that damage.

#### Hurl Through Hell

Starting at 14th level, when you hit a creature with an attack, you can use this feature to 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. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience.

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

## The Genie

Features

|  |  |
| --- | --- |
| Warlock Level | Feature |
| 1st | Expanded spell list |
| 3rd | Genie’s Vessel, Patrons Entreatment |
| 6th | Djinns Gift |
| 10th | Sanctuary Vessel |
| 14th | Limited Wish |

#### Expanded Spells

| **Spell Level** | **Spells *(each chosen when you gain the appropriate level in this class*)** |
| --- | --- |
| 1st | One Spell of your choice: From the Sorcerer or Wizard spell list. |
| 2nd | One Spell of your choice: From the Sorcerer or Wizard spell list. |
| 3rd | One Spell of your choice: From the Sorcerer or Wizard spell list. |
| 4th | One Spell of your choice: From the Sorcerer or Wizard spell list. |
| 5th | One Spell of your choice: From the Sorcerer or Wizard spell list. |

#### Genie’s Vessel

Starting at 3rd level, your patron gifts you a magical vessel that grants you a measure of the genie’s power. The vessel is a Tiny object, and you can use it as a spellcasting focus for your warlock spells. You decide what the object is, or you can determine what it is randomly by rolling on the Genie’s Vessel table.

##### Genie’s Vessel Examples

| **d6** | **Vessel** |
| --- | --- |
| 1 | Oil Lamp |
| 2 | Urn |
| 3 | Ring with a compartment |
| 4 | Stoppered bottle |
| 5 | Hollow statuette |
| 6 | Ornate lantern |

While you are touching the vessel, you can use it in the following ways:

**Bottled Respite.** As an action, you can magically vanish and enter your vessel, which remains in the space you left. The interior of the vessel is an extradimensional space in the shape of a 20-foot-radius cylinder, 20 feet high, and resembles your vessel. The interior is appointed with cushions and low tables and is a comfortable temperature. While inside, you can hear the area around your vessel as if you were in its space. You can remain inside the vessel up to a number of hours equal to twice your proficiency bonus. You exit the vessel early if you use a bonus action to leave, if you die, or if the vessel is destroyed. When you exit the vessel, you appear in the unoccupied space closest to it. Any objects left in the vessel remain there until carried out, and if the vessel is destroyed, every object stored there harmlessly appears in the unoccupied spaces closest to the vessel’s former space. Once you enter the vessel, you can’t enter again until you finish a long rest.

**Genie’s Wrath.** Once during each of your turns when you hit with an attack roll, you can deal extra damage to the target equal to your proficiency bonus as force damage.

The vessel’s AC equals your spell save DC. Its hit points equal your warlock level plus your proficiency bonus, and it is immune to poison and psychic damage.

If the vessel is destroyed or you lose it, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and the previous vessel is destroyed if it still exists. The vessel vanishes in a flare of elemental power when you die.

#### Patrons Entreatment

Starting at 3rd level, your patron comes to you in a dream, in a fire, arriving in the night, or some other way relevant to their character. They will then pose to you a requirement or request to maintain the powers of your pact.

#### Djinns Gift

Starting at 6th level, you begin to take on characteristics of your patron’s kind. You now have resistance to a damage type determined by your patron’s kind. Choose one of the following damage types to gain resistance to it: force, thunder, fire, or cold.

In addition, as a bonus action, you can give yourself a flying speed of 30 feet that lasts for 10 minutes, you can choose to hover if you wish. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

#### Sanctuary Vessel

Starting at 10th level, when you enter your Genie’s Vessel via the Bottled Respite feature, you can now choose up to five willing creatures that you can see within 30 feet of you, and the chosen creatures are drawn into the vessel with you.

As a bonus action, you can eject any number of creatures from the vessel, and everyone is ejected if you leave or die or if the vessel is destroyed.   
  
In addition, once per long rest anyone (including you) who remains within the vessel for at least 10 minutes gains the benefit of finishing a short rest.

#### Limited Wish

Starting at 14th level, you entreat your patron to grant you a small wish. As an action, you can speak your desire to your Genie’s Vessel, requesting the effect of one spell that is 6th level or lower and has a casting time of 1 action. The spell can be from any class’s spell list, and you don’t need to meet the requirements in that spell, including costly components; the spell simply takes effect as part of this action.

Once you use this feature, you can’t use it again until you finish 1d4 long rests.

## The Great old one

Features

|  |  |
| --- | --- |
| Warlock Level | Feature |
| 1st | Expanded spell list |
| 3rd | Patrons Entreatment |
| 6th | Entropic Ward |
| 10th | Thought Shield |
| 14th | Create Thrall |

#### Expanded Spells

| **Spell Level** | **Spells** |
| --- | --- |
| 1st | Dissonant Whispers, Hideous Laughter |
| 2nd | Detect Thoughts, Phantasmal Force |
| 3rd | Clairvoyance, Sending |
| 4th | Dominate Beast, Black Tentacles |
| 5th | Dominate Person, Telekinesis |

#### Awakened Mind

Starting at 3rd level, your alien knowledge gives you the ability to touch the minds of other creatures. You can telepathically speak to any creature you can see within [10 x your warlock level] feet of you (*no action required*). You don’t need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

You also become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion.

Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

#### Patrons Entreatment

Starting at 3rd level, your patron comes to you in a dream, in a fire, arriving in the night, or some other way relevant to their character. They will then pose to you a requirement or request to maintain the powers of your pact.

#### Entropic Ward

At 6th level, you learn to magically ward yourself and others against attack and to turn an enemy’s failed strike into good luck for yourself. When a creature makes an attack roll against you or another creature within 30ft of you, you can use your reaction to force a creature to reroll that roll taking the lower of the two rolls. During your next turn, attack rolls against the creature you make have advantage.

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

#### Thought Shield

Starting at 10th level, your thoughts can’t be read by telepathy or other means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

In addition, you can project your thoughts into the very reality of the world. Whenever a creature you can see casts a spell that would deal damage to you, you may transform all damage that the spell would deal to you into psychic damage. You may choose to do this before or after you see the damage rolled. You cannot use this feature again until you finish a lang rest.

#### Create Thrall

At 14th level, you gain the ability to infect a humanoid’s mind with the alien magic of your patron. You can use your action to touch an incapacitated humanoid. That creature is then charmed by you until a remove curse spell is cast on it, the charmed condition is removed from it, or you use this feature again.

You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence.

You may cast Dominate Person as an action on that person as an action without expending a spell slot, and without using verbal or somatic components, and you do not need to see the person only communicate with them in their mind. The duration of the spell lasts 10 minutes. The Condition can still be removed by the remove curse spell.  
  
While the charmed creature is under the effects of Dominate Person and is within the range of your awakened mind, as an action, you can see through the creature’s eyes and hear what it hears until you choose to end the effect (no action required), gaining the benefits of any special senses that the creature has. During this time, you are deaf and blind with regard to your own senses.

Once the Dominate Person spell ends or if they succeed on the Dominate Person spells save, they are no longer charmed by you but have no knowledge that you controlled (*or attempted to control*) them unless it discovers relevant evidence *(or something else that would force it to believe you did).*

## The Great Undead

Features

|  |  |
| --- | --- |
| Warlock Level | Feature |
| 1st | Expanded spell list |
| 3rd | Patrons Entreatment, Form of Dread |
| 6th | Grave Touched |
| 10th | Necrotic Husk |
| 14th | Grave touched (improvement) Spirit Projection, |

#### Expanded Spells

| **Spell Level** | **Spells** |
| --- | --- |
| 1st | Command, Inflict Wounds |
| 2nd | Blindness/Deafness, Protection form Poison |
| 3rd | Speak with Dead, Feign Death |
| 4th | Death Ward, Greater Invisibility |
| 5th | Antilife Shell, Cloudkill |

#### Patrons Entreatment

Starting at 3rd level, your patron comes to you in a dream, in a fire, arriving in the night, or some other way relevant to their character. They will then pose to you a requirement or request to maintain the powers of your pact.

#### Form of Dread

Starting at 3rd level, you manifest an aspect of your patron’s dreadful power. As a bonus action, you transform for 1 minute. You gain the following benefits while transformed:

* You gain temporary hit points equal to 1d10 + your warlock level. You heal an amount of hp equal to the 1d10 you rolled.
* Once during each of your turns, when you hit a creature with an attack roll, you can force it to make a Wisdom saving throw, and if the saving throw fails, the target is frightened of you until the end of your next turn. Creatures affected by this affect can make a wisdom saving throw against you spell save dc to attempt to move closer to you (*despite being afraid of you*).
* You are immune to the frightened condition.

You can transform twice and you regain all expended uses when you finish a short or long rest.

*The appearance of your Form of Dread reflects some aspect of your patron. For example, your form could be a shroud of shadows forming the crown and robes of your lich patron, or your body might glow with glyphs from ancient funerary rites and be surrounded by desert winds, suggesting your mummy patron.*

#### Grave Touched

Starting at 6th level, your patron’s powers have a profound effect on your body and magic. You don’t need to eat, drink, or breathe. You are unaffected by the negative effects of exhaustion levels of 3rd level and lower.

Additionally, when you would be reduced to 0 hit points, you can use your reaction to drop to 1 hit point instead and cause your body to erupt with deathly energy. Each creature of your choice that is within 10 feet of you takes necrotic damage equal to 2d10 + your warlock level. You then gain 1 level of exhaustion. You don’t lose that level of exhaustion for 1d4+1 long rests.

Once you use this reaction, you can’t do so again until you finish long rests.

This effect improves at 14th level and no longer requires a reaction.

#### Necrotic Husk

Starting at 10th level, your connection to undeath and necrotic energy now saturates your body. You are unaffected by the negative effects of exhaustion levels of 4th level and lower. You have resistance to necrotic damage. If you are transformed using your Form of Dread, you instead become immune to necrotic damage.

Once during each turn when you deal damage with a spell or weapon attack to a creature you deal an extra 1d10 necrotic damage. If you would deal damage to multiple creatures with a spell or attack, choose one of those creatures to deal the extra damage to. You may transform all damage you would deal with the spell or attack to necrotic damage if you choose to.

#### Spirit Projection

Starting at 14th level, your body’s tether to the mortal coil weakens even further. You are unaffected by the negative effects of exhaustion levels of 5th level and lower.

Your spirit can become untethered from your physical form. As an action, you can project your spirit from your body. The body you leave behind is unconscious and in a state of suspended animation.

Your spirit resembles your mortal form in almost every way, replicating your game statistics but not your possessions. Any damage or other effects that apply to your spirit or physical body affects the other. Your spirit can remain outside your body for up to 1 hour or until your concentration is broken (as if concentrating on a spell). When your projection ends, your spirit returns to your body or your body magically teleports to your spirit’s space (your choice).

While projecting your spirit, you gain the following benefits:

* Your spirit and body gain resistance to bludgeoning, piercing, and slashing damage.
* When you cast a spell of the conjuration or necromancy school, the spell doesn’t require verbal or somatic components or material components that lack a gold cost.
* You have a flying speed equal to your walking speed and can hover. You can move through creatures and objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside a creature or an object.
* While you are using your Form of Dread, once during each of your turns when you deal necrotic damage to a creature, you regain hit points equal to half the amount of necrotic damage dealt.

Once you use this feature, you can’t do so again until you finish a long rest.

## The Hex Keeper

Features

|  |  |
| --- | --- |
| Warlock Level | Feature |
| 1st | Expanded spell list |
| 3rd | Patrons Entreatment, Hex Keeper’s curse, Hexed |
| 6th | Accursed Specter |
| 10th | Misfortunes Misfortune |
| 14th | Master of Hexes |

#### Expanded Spells

| **Spell Level** | **Spells** |
| --- | --- |
| 1st | Chaos Bolt, Shield |
| 2nd | Blur, Mischief |
| 3rd | Blink, Bestow Curse |
| 4th | Confusion, Phantasmal Killer |
| 5th | Greater Haste, Cone of Cold |

#### Hex Keeper’s Curse

Starting at 3rd level, you gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

* You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
* Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20. This effect stacks with other effects that expand critical hit range,
* If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).

You can use this feature twice and then must complete a short or long rest.

This ability range improves to 60 feet at 10th level.

#### Hexed

At 3rd level, your curse, cursed item, or cursed weapon you carry with you (*or in you*) exudes itself in a small way causing other creatures who wish to harm you minor bad luck. You gain +1 Ac as blades turn themselves away from you. *(it’s the same as though every creature has a -1 to hit against you)*

You learn the Hex spell and it does not count against the number of spells known. It counts as a warlock spell for you.

#### Patrons Entreatment

Starting at 3rd level, your patron comes to you in a dream, in a fire, arriving in the night, or some other way relevant to their character. They will then pose to you a requirement or request to maintain the powers of your pact.

#### Accursed Specter

Starting at 6th level, as an action you can curse the soul of a person, temporarily binding it to your service. You can cause its spirit to rise from its corpse as a specter, the statistics for which are in the Monster Manual. When the specter appears, it gains temporary hit points equal to half your warlock level. It does not count against your familiar limit. It obeys your verbal commands, and it gains a special bonus to its attack rolls equal to your Charisma modifier (minimum of +0). It acts on your turn in combat.

The specter remains in your service until the end of your next long rest, at which point it vanishes to the afterlife or into a spirit stone you carry on your person.

If you slay a creature effected by your Hex Keeper’s Curse or Hex spell, this ability does not require an action to activate instead it happens when the creature dies.

Once you bind a specter with this feature, you can’t use the feature again until you finish a long rest.

#### Misfortunes Misfortune

At 10th level, your hex grows more powerful. If the target cursed by your Hex Keeper’s Curse or Hex spell hits you with an attack roll, you can use your reaction to roll a d6. On a 4 or higher, the attack instead misses you, regardless of its roll.

#### Master of Hexes

Starting at 14th level, you can spread your Hex Keeper’s Curse from a slain creature to another creature. When the creature cursed by your Hex Keeper’s Curse dies, you can apply the curse to a different creature you can see within 60 feet of you, provided you aren’t incapacitated. When you apply the curse in this way, you don’t regain hit points from the death of the previously cursed creature.

## The Undying One

Features

|  |  |
| --- | --- |
| Warlock Level | Feature |
| 1st | Expanded spell list |
| 3rd | Patrons Entreatment, Unbreakable Body, Life is a Commodity |
| 6th | Reject Mortality |
| 10th | Inured to Death, Better Bargain |
| 14th | Indestructible Life |

#### Expanded Spells

| **Spell Level** | **Spells** |
| --- | --- |
| 1st | Absorb Elements, Ceremony |
| 2nd | Aid, Zone of Truth |
| 3rd | Ash Runners Stride, Speak with Dead |
| 4th | Death Ward, Secret Chest |
| 5th | Cloud Kill, Modify Memory |

#### Unbreakable Body

Starting at 3rd level, your patrons’ blessings give you supernatural resilience. You have a minimum Ac equal to 13 + your charisma modifier regardless of what armor you don. You can use a shield and still gain these benefits.

Your maximum hit points cannot be reduced unless it’s by a spell or effect you cast or activated. Your ability scores cannot be lowered unless it’s by a spell or effect you cast or activated (this effect does not apply to spells like polymorph). Effects that would stop you from healing instead cut your healing in half. You are immune to disease. Poison cannot kill you and poison damage cannot cause you to drop to 0 hp, if it would cause you to it instead leaves you at 1 hp. *(Poison damage does not cause you to take death save failures while you are unconscious.)*

#### Life is a Commodity

Starting at 3rd level, you have learned to steal a small amount of dying creatures souls to sell to your patron in exchange for a small boons. Whenever you kill a creature *(or help kill),* you gain a soul shard that takes the form of a coin, sliver of metal, bit of cloth, or some other form of currency relevant to you patron. You can have up to 5 times your proficiency bonus worth of soul shards at any one time.

As an action you can expend your soul coins to gain small favors

Choose one of the following options or beseech your patron for other offers of similar value. *Valuable souls may be exchanged for magical items or information or leads on your quest.*

* You earn a small amount of money in the form of Copper, Silver, Gold or some other requested form of currency. The amount is based on the CR of the creature.
* You can request a bird or other animal to send a letter. Of small parcel to someone you know.
* To help you find directions when you’re lost.
* To know the value of an item in gold.
* To learn a small piece of information about a creature you can see that may not be readily visible.
* To produce a minor effect such as one found within the Thaumaturgy, Prestidigitation, or Druid craft cantrips.
* To locate the nearest tavern in the city.
* To learn a small piece of information about a local village, town, or city that would be commonly known.

#### Patrons Entreatment

Starting at 3rd level, your patron comes to you in a dream, in a fire, arriving in the night, or some other way relevant to their character. They will then pose to you a requirement or request to maintain the powers of your pact.

#### Reject Mortality

Starting at 6th level, you can hold your breath indefinitely, and you don’t require food, water, or sleep, although you still require rest to reduce exhaustion and still benefit from finishing short and long rests.

When you make a death saving throw you only fail on a roll of a 1.

In addition, you age at a slower rate. For every 10 years that pass, your body ages only 1 year, and you are immune to being magically aged.

When you reach 14th level in this class you can choose to cease ageing all together. You may choose to have your body age to a certain age of your choice and then cease. Once you select the age you cannot change it until you gain another level in the class.

#### Inured to Death

Starting at 10th level, whenever you finish a short of long rest you gain the benefits of the Death Ward spell. *(8 hours)*

#### Better Bargain

Starting at 10th level, you may spend your soul shards you gather to garner even more powerful effects. However, you can only do so once per long rest. Choose one of the following effects:

* Gain one Healing Potion of a Rarity based on the souls expended (*or your level*).
* Cast a Spell from your warlock spell list at 5th level.
* Gain +10 Movement speed until your next long rest.
* Gain resistance to a damage type of your choice until your next long rest.
* Cast one of the following spells by expending 5 soul shards without needing material components:
  + Commune
  + Contact Other Plane
  + Divination
  + Legend Lore

#### Indestructible Life

When you reach 14th level, you partake of some of the true secrets of the Undying. On your turn, while you have less than half your maximum hp, you can use a bonus action to regain hit points equal to 1d8 + your charisma modifier. Additionally, if you put a severed body part of yours back in place when you use this feature, the part reattaches.

**Spell List  
Cantrips (0 Level)**

Blade Ward (abjuration)

Black0flame blade (necromancy)

Booming Blade (evocation)

Bone Chill (necromancy)

Create bonfire (conjuration)

Eldritch Blast (evocation)

Friends to enemies (enchantment)

Frostbite (evocation)

Lightning lure (evocation)

Mage Hand (conjuration)

Magic Stone (transmutation)

Minor Illusion (illusion)

Mind sliver (enchantment)

Mind-blanks (enchantment)

Necro-blade (necromany)

Poison Spray (conjuration)

Prestidigitation (transmutation)

Sword burst (conjuration)

Taunting blade (enchantment)

True Strike (divination)

Toll the dead (necromancy)

Toxic Shot (conjuration)

Ventriloquism (illusion)

**1st Level**

Armor of frozen agony (abjuration)

Arms of the dark hunger (conjuration)

Cause fear (necromancy)

Charm Person (enchantment)

Comprehend Languages\* (divination)

Expeditious Retreat (transmutation)

Hellish Rebuke (evocation)

Hex (enchantment)

Illusory Script\* (illusion)

Magic Missile (evocation)

Protection from Evil and Good (abjuration)

Unseen Servant\* (conjuration)

Witch Bind (evocation)

**2nd Level**

Cloud of Daggers (conjuration)

Crown of Madness (enchantment)

Darkness (evocation)

Easrthbind (transmutation)

Enthrall (enchantment)

Hold Person (enchantment)

Invisibility (illusion)

Mind spike (divination)

Mirror Image (illusion)

Misty Step (conjuration)

Ray of Enfeeblement (necromancy)

Shatter (evocation)

Spider Climb (transmutation)

Suggestion (enchantment)

**3rd Level**

Counterspell (abjuration)

Dispel Magic (abjuration)

Enemies abound (enchantment)

Fear (illusion)

Fly (transmutation)

Gaseous Form (transmutation)

Hunger of Hadar (conjuration)

Hypnotic Pattern (illusion)

Intellect fortress (abjuration)

Magic Circle (abjuration)

Major Image (illusion)

Remove Curse (abjuration)

Spirit shroud (necromancy)

Summon lesser demons (conjuration)

Summon shadowspawn (conjuration)

Summon undead (conjuration and necromancy)

Thunder step (conjuration)

Tongues (divination)

Vampiric Touch (necromancy)

**4th Level**

Banishment (abjuration)

Blight (necromancy)

Charm Monster (enchantment)

Dimension Door (conjuration)

Elemental bane (transmutation)

Hallucinatory Terrain (illusion)

Shadow of moil (necromancy)

Spirit of Death (necromancy)

Sickening radiance (evocation)

Summon aberration (conjuration)

Summon greater demon (conjuration)