
WARLOCK

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations Known
1st	+2	Pact Magic, Otherworldly Patron	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	—	3	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

WARLOCK

Hit Points

Hit Dice: 1d8

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

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

Proficiencies

Armor: light armor

Weapons: simple weapons

Tools: none

Saving Throws: Wisdom, Charisma

Skills: Choose 2 from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion.

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

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 a class other than your first, you gain only some of that class's starting proficiencies.

Armor: light armor

Weapons: simple weapons

PACT MAGIC

PHB p105

Your arcane research and the magic bestowed on 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 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 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 as a spellcasting focus for your warlock spells.

OTHERWORLDLY PATRON

PHB p105

At 1st level, you have struck a bargain with an otherworldly being chosen from the list of available patrons. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

You have made your pact with a mysterious entity from the Shadowfell—a force that manifests in sentient magic weapons carved from the stuff of shadow. The mighty sword Blackrazor is the most notable of these weapons, which have been spread across the multiverse over the ages. The shadowy force behind these weapons can offer power to warlocks who form pacts with it. Many hexblade warlocks create weapons that emulate those formed in the Shadowfell. Others forgo such arms, content to weave the dark magic of that plane into their spellcasting.

Because the Raven Queen is known to have forged the first of these weapons, many sages speculate that she and the force are one and that the weapons, along with hexblade warlocks, are tools she uses to manipulate events on the Material Plane to her inscrutable ends.

EXPANDED SPELL LIST

The Hexblade 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.

Hexblade Expanded Spells

Spell Level	Spells
1st	shield, wrathful smite
2nd	blur, branding smite
3rd	blink, elemental weapon
4th	phantasmal killer, staggering smite
5th	banishing smite, cone of cold

HEXBLADE'S CURSE

XGE p55

Starting at 1st 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.
- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).

You can't use this feature again until you finish a short or long rest.

HEX WARRIOR

XGE p55

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons.

The influence of your patron also allows you to mystically channel your will through a particular weapon. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.

ELDRITCH INVOCATIONS

PHB p105

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 on the Optional Features page. 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.

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

PHB p107

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 chapter 5 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.

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.

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.

PACT OF THE CHAIN

PHB p107

You learn the find familiar spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

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 use its reaction to make one attack of its own.

PACT OF THE STAR CHAIN

UATF p1

At 3rd level, a character dedicated to the Seeker can select this option instead of one of the warlock's existing Pact Boon options.

The Seeker grants you a chain forged from starlight, decorated with seven gleaming motes of brightness. While the chain is on your person, you know the augury spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

Additionally, you can invoke the Seeker's power to gain advantage on an Intelligence check while you

carry this item. Once you use this ability, you cannot use it again until you complete a short or long rest.

If you lose your Star Chain, you can perform a 1-hour ceremony to receive a replacement from the Seeker. The ceremony can be performed during a short or long rest, and it destroys the previous chain. The chain disappears in a flash of light when you die.

The exact form of this item might be different depending on your patron. The Star Chain is inspired by the Greyhawk deity Celestian.

PACT OF THE TOME

PHB p108

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 cantrips do not need to be from the same spell 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. Any cantrip you cast with this feature is considered a warlock cantrip for you. 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.

ABILITY SCORE IMPROVEMENT

PHB p105

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

OTHERWORLDLY PATRON FEATURE

PHB p105

At 6th level, you gain a feature granted by your Otherworldly Patron.

ACCURSED SPECTER

XGE p55

Starting at 6th level, you can curse the soul of a person you slay, temporarily binding it to your service. When you slay a humanoid, 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. Roll initiative for the specter, which has its own turns. It obeys your verbal commands, and it gains a special bonus to its attack rolls equal to your Charisma modifier (minimum of +0).

The specter remains in your service until the end of your next long rest, at which point it vanishes to the afterlife.

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

ABILITY SCORE IMPROVEMENT

PHB p105

When you reach 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

OTHERWORLDLY PATRON FEATURE

PHB p105

At 10th level, you gain a feature granted by your Otherworldly Patron.

ARMOR OF HEXES

XGE p55

At 10th level, your hex grows more powerful. If the target cursed by your Hexblade's Curse 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.

MYSTIC ARCANUM (6TH LEVEL)

PHB p105

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.

ABILITY SCORE IMPROVEMENT

PHB p105

When you reach 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

MYSTIC ARCANUM (7TH LEVEL)

PHB p105

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.

OTHERWORLDLY PATRON FEATURE

PHB p105

At 14th level, you gain a feature granted by your Otherworldly Patron.

MASTER OF HEXES

XGE p55

Starting at 14th level, you can spread your Hexblade's Curse from a slain creature to another creature. When the creature cursed by your Hexblade's Curse dies, you can apply the curse to a different creature you can see within 30 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.

MYSTIC ARCANUM (8TH LEVEL)

PHB p105

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.

ABILITY SCORE IMPROVEMENT

PHB p105

When you reach 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

MYSTIC ARCANUM (9TH LEVEL) PHB p105

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.

ABILITY SCORE IMPROVEMENT PHB p105

When you reach 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

ELDRITCH MASTER PHB p105

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended spell slots. You can spend 1 minute entreating your patron for aid to regain all your expended spell slots from your Pact Magic feature.

Once you regain spell slots with this feature, you must finish a long rest before you can do so again.
