



NEW CANTRIP INVOCATIONS

The following is an expanded list of invocations for warlocks to choose from. The invocations are all themed around allowing for specialization in cantrips other than *Eldritch Blast*. Some of these options replace existing invocations, meaning you cannot take both.

AGONIZING INFUSION

Prerequisite: A Warlock cantrip that deals damage. (*Replaces Agonizing Blast*)

When you pick this invocation, choose a Warlock cantrip you know that deals damage. When you damage a creature with the chosen cantrip, add your Charisma modifier to the damage dealt.

Until you reach 5th level, this extra damage can only be applied to single creature damaged by the cantrip. Beyond 5th level, this damage applies to all creatures damaged by the cantrip.

CURSED TOUCH

Prerequisite: Chill Touch cantrip

When you hit a creature with *Chill Touch*, the damage dice increase to d12s if that creature is being is cursed by one of your warlock spells, such as *Hex*, or by a warlock feature of yours, such as Hexblade's Curse or Sign of Ill Omens.

Additionally, creatures effected by your *Chill Touch* are now considered to be cursed by you for the purposes of your other warlock features.

ECHO OF DEATH

Prerequisite: Toll the Dead cantrip

On your turn, when you reduce a creature to 0 hit points with *Toll the Dead* or with a warlock spell of 1st level or higher, you may cast *Toll the Dead* as a bonus action.

ELDRITCH GRASP

Prerequisite: The ability to cast one of the following Warlock cantrips: *Chill Touch*, *Eldritch Blast*, *Infestation*, *Magic Stone*, *Poison Spray*, *Thunderclap*, or *Toll the Dead*. (*Replaces Grasp of Hadar*)

When you pick this invocation, choose a Warlock cantrip you know that is in the prerequisite list of this invocation. Once on each of your turns, when you hit a creature with the chosen cantrip or it fails its saving throw against the cantrip, you can move that creature in a straight line 10 feet closer to yourself.

ELDRITCH REACH

Prerequisite: A Warlock cantrip that either doesn't have a range of self or has a radius. (*Replaces Eldritch Spear*)

When you pick this invocation, choose a Warlock cantrip you know that either doesn't have a range of self or has a radius. If the chosen cantrip has a range of 5 feet or greater, its range is doubled. If it has a range of touch, its range is now 15 feet. If it has a radius, that radius is doubled.

ELDRITCH REPULSION

Prerequisite: The ability to cast one of the following Warlock cantrips: *Chill Touch*, *Eldritch Blast*, *Infestation*, *Magic Stone*, *Poison Spray*, *Thunderclap*, or *Toll the Dead*.
(Replaces *Repelling Blast*)

When you pick this invocation, choose a Warlock cantrip you know that is in the prerequisite list of this invocation. Once on each of your turns, when you hit a creature with the chosen cantrip or it fails its saving throw against the cantrip, you can push that creature up to 10 feet away from you in a straight line.

ELDRITCH STONES

Prerequisite: Magic Stone *cantrip*

When you use a sling to hurl a pebble effected by a *Magic Stone* cantrip you cast, the effect does not end on the stone when it hits or misses a creature. At the end of your turn, you can use a free action to summon any stones effected by a *Magic Stone* cantrip you cast, causing them to instantly teleport to your hand.

Additionally, if you have the Pact of the Blade feature, your pact weapon can be a sling.

EVER FROST

Prerequisite: Frostbite *cantrip*

If a creature that is not resistant or immune to cold damage passes its saving throw against your *Frostbite* cantrip, it still has disadvantage on the next weapon attack roll it makes before the end of its next turn.

LIGHTING REEL

Prerequisite: Lightning Lure *cantrip*

When a creature fails its saving throw against your *Lightning Lure* cantrip, you may pull yourself up to 10 feet closer to the target rather move it towards you.

You may also target any surface within range and pull yourself up to 10 feet closer to it. This movement does not provoke attacks of opportunity.

If you have the Eldritch Reach invocation, you can pull enemies up to 20 feet closer to you or yourself up to 20 feet closer to your target.

LETHARGIC INFUSION

Prerequisite: A Warlock cantrip that forces a saving throw or requires you to make an attack roll. (Replaces *Lance of Lethargy*)

When you pick this invocation, choose a Warlock cantrip you know that forces a saving throw or requires you to make an attack roll. Once on each of your turns, when you hit a creature with the chosen cantrip or it fails its saving throw against the cantrip, you can reduce that creature's speed by 10 feet until the end of your next turn.

MERCIFUL INVOCATION

Prerequisite: A Warlock cantrip that forces a saving throw.

When you pick this invocation, choose a Warlock cantrip you know that forces a saving throw. When you cast the chosen cantrip, you can choose to have any number of creatures you can see automatically succeed their saving throws against it, and they take no damage if they would normally take half damage on a successful save.

MERCILESS STRIKES

Prerequisite: True Strike *cantrip*

When you hit a creature with an attack that is benefiting from the *True Strike* cantrip, you deal an extra 1d6 damage of any damage type dealt by that attack.

This extra damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

POTENT INVOCATION

Prerequisite: 7th level, a Warlock cantrip that forces a saving throw and deals damage.

When you pick this invocation, choose a Warlock cantrip you know that forces a saving throw and deals damage. When a creature succeeds on a saving throw against the chosen cantrip, the creature takes half the cantrip's damage but suffers no additional effects that would result from a failed save.



RITE OF WARDING

Prerequisite: Blade Ward cantrip

Your *Blade Ward* cantrip gives resistance against all damage dealt by weapon attacks.

SLIVER OF INSIGHT

Prerequisite: Mind Sliver cantrip

When a creature fails its saving throw against your *Mind Sliver*, you may learn your choice of what the creature's Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma is. You also learn if the creature is proficient with saving throws of the chosen attribute.

SPECIALIZED POISONS

Prerequisite: Poison Spray cantrip

At the end of each long rest, choose a creature type other than construct. Creatures of the chosen creature type don't benefit from resistance or immunity to poison damage when targeted by your *Poison Spray* cantrip, unless they are under the effect of the *Protection from Poison* spell.

SPECTRE STRIKE

Prerequisite: Sword Burst cantrip

When you cast *Sword Burst*, you may make one melee weapon attack as a bonus action.

SPREADING FLAMES

Prerequisite: Bonfire cantrip

You can concentrate on a number of *Bonfire* spells at once equal to your Charisma modifier. Once a creature passes its save against one of your bonfires, it is immune to the effects of other bonfires until the end of the turn.

If you must make a check to maintain concentration on one of your *Bonfire* cantrips, a single check is made to maintain concentration on all active *Bonfire* cantrips. On a failure, you lose concentration on all active *Bonfire* cantrips at once.

SWARM INTELLIGENCE

Prerequisite: Infestation cantrip

When you cast *Infestation*, you can change its damage type to piercing.



Additionally, when a creature fails its saving throw against your *Infestation* cantrip, you determine which direction it moves rather than determining it randomly. The options are still north, south, east, and west.

THUNDEROUS IMPACT

Prerequisite: Thunderclap cantrip

When you use the dash action, you may use your bonus action to cast *Thunderclap*. If you move at least 30 feet in a straight line immediately before taking this bonus action, you may choose one creature that failed against the spell's saving throw and knock it prone.

ART CREDIT

- Settle The Score - Magic the Gathering - Wizards of the Coast.
- Staggershock - Magic the Gathering - Wizards of the Coast.
- Infest - Magic the Gathering - Wizards of the Coast.
- Annul - Magic the Gathering - Wizards of the Coast.





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