

Crimson One (Warlock Subclass)

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<https://www.dndbeyond.com/subclasses/1864471-crimson-one>



Warlocks who pledge their loyalty to The Crimson One, Hadaar, are bound to the very essence of chaos itself. Hadaar is a being of unfathomable complexity, a living embodiment of entropy and disorder. Those who embrace this patron find themselves navigating a tumultuous path through the frozen astral space, wielding the eerie power of red tentacles to sow chaos in their wake.

The powers granted by Hadaar draw their strength from the enigmatic astral space, a realm where entropy reigns supreme. Warlocks of The Crimson One are intimately connected to this freezing abyss, and their abilities reflect the chaotic and unpredictable nature of the astral space.

Those who embrace The Crimson One's chaotic path are granted a unique perspective on the world. They understand that chaos is not mere disorder but the driving force of the universe,

and they wield it with a purpose. Warlocks of this subclass become agents of entropic change, and their journey through the freezing astral space is a testament to their unwavering dedication to The Crimson One, Hadaar, and the relentless pursuit of chaos.

The Psionic Assassins Rogue Table

Level	Proficiency Bonus	Invocations	Features
1	+2	-	Otherworldly Patron, Pact Magic, Crimson Mark
2	+2	2	Eldritch Invocations
3	+2	2	Pact Boon
4	+2	2	Ability Score Improvement / Feature
5	+3	3	-
6	+3	3	Astral Grasp
7	+3	4	-
8	+3	4	Ability Score Improvement / Feature
9	+4	5	-
10	+4	5	Ability Score Improvement / Feature Entropic Resilience
11	+4	5	Mystic Arcanum (6th Level)
12	+4	6	Ability Score Improvement / Feature
13	+5	6	Mystic Arcanum (7th Level)
14	+5	6	Chaotic Vortex
15	+5	7	Mystic Arcanum (8th Level)
16	+5	7	Ability Score Improvement / Feature
17	+6	7	Mystic Arcanum (9th Level)
18	+6	8	-
19	+6	8	Ability Score Improvement / Feature
20	+6	8	Eldritch Master

Class Features

Hit Points

Hit Dice: 1d8 per warlock level

Hit Points at 1st Level: 8 + CON Modifier

Hit Points at Higher Levels: [Level of Warlock]d8 (or 5) + CON Modifier

Proficiencies

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*.

Pact Magic

1st-level Warlock feature

Your arcane research and the magic bestowed on you by your patron have given you facility with spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the warlock spell list.

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

Pact Magic

1st-level Crimson One feature

At 1st level, you gain the ability to mark creatures with Hadaar's chaotic energy. As a bonus action, you can choose a creature you can see within 60 feet and mark it with the Crimson Mark. The marked creature has disadvantage on saving throws against your warlock spells, and you have advantage on attack rolls against it. The mark lasts for 1 minute, until you mark a different creature, or until you dismiss it as a bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Eldritch Invocations

2nd-level Warlock feature

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.

Pact Boon

3rd-level Warlock feature

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

Pact of the Blade

You can use your action to create a pact weapon in your empty hand. 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.

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

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 make one attack with its reaction.

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.

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 / Feature

4th-level Warlock feature

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 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. Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Pact Magic

6th-level Crimson One feature

Starting at 6th level, your connection to Hadaar allows you to reach into the freezing astral space to manipulate tentacles of entropy. When you cast the Arms of Hadar spell, you can choose to summon red, spectral tentacles instead. These tentacles deal cold damage instead of necrotic, and the target must succeed on a Strength saving throw or be restrained until the start of your next turn.

Entropic Resilience

10th-level Crimson One feature

Beginning at 10th level, you gain resistance to cold damage, and you can't be paralyzed.

Mystic Arcanum (6th level)

11th-level Warlock feature

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)

13th-level Warlock feature

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.

Chaotic Vortex

14th-level Crimson One feature

At 14th level, you can tap into Hadaar's chaotic power to create an area of intense entropy. As an action, you can summon a vortex of red, writhing tentacles that fills a 20-foot radius sphere centered on a point you can see within 120 feet. The summoned sphere is considered difficult terrain. The tentacles last for 1 minute, and any creature that starts its turn in the area must make a Strength saving throw or take {{scalevalue}} cold damage, a d4 per Warlock level, and be restrained by the tentacles until the start of its next turn. A successful save halves the damage and is not restrained. Once you use this feature, you can't use it again until you finish a long rest.

Mystic Arcanum (8th level)

15th-level Warlock feature

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)

17th-level Warlock feature

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.

Eldritch Master

20th-level Warlock feature

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.