Benevolent Barblock

It’s an odd dip but just 2 levels of warlock can give our barbarian access to a great big pool of healing to make us an incredible damage sponge. To start we need **2 levels of warlock,** and we want to choose the *celestial patron* and make one of our 2 invocations *fiendish vigor*. From that point on we exclusively take barbarian levels, and we want to take the *path of the ancestral guardian*. This gives us a total class level split of **18 levels barbarian** / **2 levels warlock**.

So how does this work? Well, we can’t really use our spellcasting in combat, but there’s nothing stopping us from healing up ourselves or our party members after the fighting is done. The *celestial patron's* additional spellcasting options gives us *cure wounds* as a warlock spell, this means for every short rest we can use our 2 1st-level slots for healing. We also get the celestial feature *healing light* which in a very similar way to a paladin’s *lay on hands* feature gives us a dice pool of healing we can use to heal ourselves or our allies as a bonus action. We get a number of d6s in healing equal to 1 + our warlock level (so 3). These healing light dice are especially useful as they can be used at a 60-foot range, and since it’s not *spellcasting* we can still use it in combat essentially like a pool of 3 *healing words* we can use to pop up anybody who gets knocked out.

Next, we can make great use of the *fiendish vigor* invocation that lets us cast *false life* at first level on ourselves whenever we want without spending spell slots. A 1st level *false life* gets you 1d4 + 4 temporary hit points that you can use to “heal” yourself, and since it doesn’t use concentration, you don’t lose them while in rage.

Finally, by taking the *path of the ancestral guardian* we get all the smashy goodness of a barbarian but with extra defensive measures for our allies through the *ancestral protectors* and *spirit shield* features. *Ancestral shield* essentially forces enemies to attack you instead of your squishier allies and *spirit shield* lets you prevent incoming damage for them.

Let’s take a look at the build put together with **3 levels of barbarian** and **2 levels of warlock**. Our benevolent barblock is swinging his greataxe and tanking hits just like a barbarian should, but they’ve *also* got 2d8 + 4 points of cure wounds healing every short rest, 1d4 + 4 temporary hit points that can recharge at any time they’re not raged. 3d6 points of healing that can be used at range and as a bonus action *while raged*, and they can impose disadvantage to enemy attacks that can’t target them. Now *that’s* a tank!

Warlock: The Celestial

***Your patron is a powerful being of the Upper Planes. You have bound yourself to an ancient empyrean, solar, ki-rin, unicorn, or other entity that resides in the planes of everlasting bliss. Your pact with that being allows you to experience the barest touch of the holy light that illuminates the multiverse.***

***Being connected to such power can cause changes to your behavior and beliefs. You might find yourself driven to annihilate the undead, to defeat fiends, and to protect the innocent. At times, your heart might also be filled with a longing for the celestial realm of your patron, a desire to wander that paradise for the rest of your days. But you know that your mission is among mortals for now and that your pact binds you to bring light to the dark places of the world.***

**Expanded Spell List**

The Celestial 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.

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| **Celestial Expanded Spells** | |
| **Spell Level** | **Spells** |
| 1st | [Cure Wounds](http://dnd5e.wikidot.com/spell:cure-wounds), [Guiding Bolt](http://dnd5e.wikidot.com/spell:guiding-bolt) |
| 2nd | [Flaming Sphere](http://dnd5e.wikidot.com/spell:flaming-sphere), [Lesser Restoration](http://dnd5e.wikidot.com/spell:lesser-restoration) |
| 3rd | [Daylight](http://dnd5e.wikidot.com/spell:daylight), [Revivify](http://dnd5e.wikidot.com/spell:revivify) |
| 4th | [Guardian of Faith](http://dnd5e.wikidot.com/spell:guardian-of-faith), [Wall of Fire](http://dnd5e.wikidot.com/spell:wall-of-fire) |
| 5th | [Flame Strike](http://dnd5e.wikidot.com/spell:flame-strike), [Greater Restoration](http://dnd5e.wikidot.com/spell:greater-restoration) |

**Bonus Cantrips**

At 1st level, you learn the [Light](http://dnd5e.wikidot.com/spell:light) and [Sacred Flame](http://dnd5e.wikidot.com/spell:sacred-flame) cantrips. They count as warlock cantrips for you, but they don’t count against your number of cantrips known.

**Healing Light**

At 1st 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, and restore a number of hit points equal to the total.

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

Barbarian: Path of the Ancestral Guardian

***Some barbarians hail from cultures that revere their ancestors. These tribes teach that the warriors of the past linger in the world as mighty spirits, who can guide and protect the living. When a barbarian who follows this path rages, the barbarian contacts the spirit world and calls on these guardian spirits for aid.***

***Barbarians who draw on their ancestral guardians can better fight to protect their tribes and their allies. In order to cement ties to their ancestral guardians, barbarians who follow this path cover themselves in elaborate tattoos that celebrate their ancestors’ deeds. These tattoos tell sagas of victories against terrible monsters and other fearsome rivals.***

**Ancestral Protectors**

Starting when you choose this path at 3rd level, spectral warriors appear when you enter your rage. While you're raging, the first creature you hit with an attack on your turn becomes the target of the warriors, which hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage dealt by the attack. The effect on the target ends early if your rage ends.

**Spirit Shield**

Beginning at 6th level, the guardian spirits that aid you can provide supernatural protection to those you defend. If you are raging and another creature you can see within 30 feet of you takes damage, you can use your reaction to reduce that damage by 2d6.

When you reach certain levels in this class, you can reduce the damage by more: by 3d6 at 10th level and by 4d6 at 14th level.

**Consult the Spirits**

At 10th level, you gain the ability to consult with your ancestral spirits. When you do so, you cast the [Augury](http://dnd5e.wikidot.com/spell:augury) or [Clairvoyance](http://dnd5e.wikidot.com/spell:clairvoyance) spell, without using a spell slot or material components. Rather than creating a spherical sensor, this use of clairvoyance invisibly summons one of your ancestral spirits to the chosen location. Wisdom is your spellcasting ability for these spells.

After you cast either spell in this way, you can't use this feature again until you finish a short or long rest.

**Vengeful Ancestors**

At 14th level, your ancestral spirits grow powerful enough to retaliate. When you use your Spirit Shield to reduce the damage of an attack, the attacker takes an amount of force damage that your Spirit Shield prevents.