# Multiclassing into Warlock, The Noble Genie Patron:

Multiclassing into Warlock is slightly different than just multiclassing into any other spellcaster.   
Here is a small guideline to help you along the way.

In contrast to multiclassing into other spellcasters, you don’t need to follow a table to determine how many spell slots you have.   
Just look up the Warlock table on page 106 and add whatever is in that table to what you have already for your original class.   
So on first level Warlock level, you add 1 spell slot to your total; You know 2 1st level Warlock spells, and gain 2 Warlock cantrips (Eldritch blast is always recommended as a Warlock spell).  
If you get your third Warlock level, you may add another spell slot to your total, and you know 4 Warlock spells, doesn’t matter how much 2nd level or 1st level.   
You may change your Warlock spells know anytime you level.

Warlock spell slots regenerate anytime you take a short rest or a long rest. This means you can always get one (or more on higher levels) spell slot(s) back!  
Even more, you can cast your other spells using your Warlock spells, and you can cast your Warlock spells using your other spell slots!

Remember, Proficiency Bonus and Cantrips use your total level, not your class level. So if you are in total lvl 5, your eldritch blast has 2 beams, and you have a proficiency bonus of 3.

In addition to your Warlock spells and cantrips, having a Noble Genie as your patron grants you other bonusses, listed below:   
You know these extra spells, which do not count towards your total spells known:

|  |  |  |
| --- | --- | --- |
| Spell level |  |  |
| 1st | Detect Evil and Good | Burning Hands |
| 2nd | Phantasmal Force | Scorching Ray |
| 3rd | Create food and water | Fireball |
| 4th | Phantasmal killer | Fire shield |
| 5th | Creation | Flame Strike |
| 9th | Wish |  |

## Genie’s Vessel 1st-level Genie feature

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. It takes the form of an Oil lamp.

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 comfortably 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 fire damage to the target equal to your proficiency bonus. 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.

Pact of the chain Familiar Optional 3rd-level Genie Feature  
If you choose Pact of the Chain as your Pact Boon on 3rd level, your familiar will be a Magma Mephit. Stats provided at the end of this document.

Elemental Gift 6th-level Genie feature   
You begin to take on characteristics of your patron’s kind. You now have fire resistance. In addition, as a bonus action, you can give yourself a flying speed of 30 feet that lasts for 10 minutes, during which you can hover. 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 10th-level Genie feature

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 the vessel is destroyed. In addition, anyone (including you) who remains within the vessel for at least 10 minutes gains the benefit of finishing a short rest, and anyone can add your proficiency bonus to the number of hit points they regain if they spend any Hit Dice as part of a short rest there.

Limited Wish 14th-level Genie feature   
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.

Next to these features, I also include some extra Eldritch Invocations, an extra Pact Boon, as well as extra spells known for you to choose from!

## Pact of the Talisman

Your patron gives you a special amulet, a talisman that can aid you, or anyone else who wears it, when the need is great. When the wearer makes an ability check with a skill in which they lack proficiency, they can add a d4 to the roll. 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.

## Eldritch Invocation Options:

**Bond of the Talisman Prerequisite: 12th level, 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.

**Chain Master’s Fury Prerequisite: 9th level, Pact of the Chain feature**As a bonus action, you can command your familiar to make one attack.

**Eldritch Armor Prerequisite: Pact of the Blade feature**   
As an action, you can touch a suit of armor that isn’t being worn or carried by anyone and instantly don it, provided you aren’t wearing armor already. You are proficient with this suit of armor until it’s removed.

**Eldritch Mind Prerequisite: Pact of the Tome feature**   
You have advantage on Constitution saving throws that you make to maintain your concentration on a spell.

**Far Scribe Prerequisite: 5th level, 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 Charisma modifier (minimum of 1). 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 the name on it.

**Gift of the Protectors Prerequisite: 9th level, 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 Charisma modifier (minimum of 1). 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 the name on it.

**Investment of the Chain Master Prerequisite: Pact of the Chain feature**   
When you cast find familiar, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits:   
• The familiar gains either a flying speed or a swimming speed (your choice) of 40 feet.   
• The familiar no longer needs to breathe.   
• The familiar’s weapon attacks are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.   
• If the familiar forces a creature to make a saving throw, it uses your spell save DC.

**Protection of the Talisman Prerequisite: 9th level, Pact of the Talisman feature**   
When the wearer of your talisman makes a saving throw in which they lack proficiency, they can add a d4 to the roll.   
**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 Charisma modifier (minimum of 1 damage) and push it up to 10 feet away from the talisman’s wearer.

## Expanded Warlock Spell list

1st Level Thunderwave   
2nd Level Knock   
3rd Level Animate dead, Life transference (Xanathar’s Guide)   
5th Level Mislead, Modify memory, Planar binding, Teleportation circle   
6th Level Create homunculus (Xanathar’s Guide), Magic jar   
7th Level Project image   
8th Level Abi-Dalzim’s horrid wilting (Xanathar’s Guide)  
9th Level Gate, Shapechange, Weird

As well as the options in this document: <https://media.wizards.com/2020/dnd/downloads/UA2020-SpellsTattoos.pdf> (I allow the use of the other options for your first class as described in this document)

[**Magma Mephit**](https://www.dndbeyond.com/monsters/magma-mephit)

*Small elemental, neutral evil*

**Armor Class** 11

**Hit Points** 22 (5d6 + 5)

**Speed** 30 ft., fly 30 ft.

**STR** 8 (-1)

**DEX** 12 (+1)

**CON** 12 (+1)

**INT** 7 (-2)

**WIS** 10 (+0)

**CHA** 10 (+0)

**Skills** [Stealth](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#Stealth) +3

**Damage Vulnerabilities** Cold

**Damage Immunities** Fire, Poison

**Condition Immunities** [Poisoned](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Poisoned)

**Senses** [Darkvision](https://www.dndbeyond.com/compendium/rules/basic-rules/monsters#Darkvision) 60 ft., Passive Perception 10

**Languages** Ignan, Terran, Common, Midani

**Challenge** 1/2 (100 XP)

***Death Burst.*** When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

***False Appearance.*** While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

***Innate Spellcasting.***(1/Day). The mephit can innately cast [*heat metal*](https://www.dndbeyond.com/spells/heat-metal) (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

Actions

***Claws.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

***Fire Breath (Recharge 6).*** The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.