

WARLOCK

Warlocks are seekers of the knowledge that lies hidden in the fabric of the multiverse. Through pacts made with mysterious beings of supernatural power, Warlocks harness magical effects both subtle and spectacular. Drawing on the ancient knowledge of beings such as fey nobles, demons, devils, hags, and alien entities of the Far Realm, Warlocks piece together arcane secrets to bolster their own power.

SWORN AND BEHOLDEN

A Warlock is defined by a pact with an otherworldly being. Sometimes the relationship between Warlock and patron is like that of a cleric and a deity, though the beings that serve as patrons for Warlocks are not gods. More often, though, the arrangement is similar to that between a master and an apprentice. A Warlock grows in power at the cost of occasional services performed on the patron's behest.

The magic bestowed on a Warlock ranges from access to powerful magic spells to lasting alterations to the Warlock's very being (such as the ability to see in darkness or to read any language). Unlike bookish Wizards, Warlocks supplement their magic with some facility at hand-to-hand combat. They are comfortable in light armor and know how to use simple weapons

DELVER OF SECRETS

Warlocks are driven into their pact through either an insatiable need for knowledge and power, or reckless curiosity. In most civilized societies, Warlock's have an overall poor reputation due to their dealings with what are often considered malevolent entities. However, not all Warlocks are inherently evil by nature and may use their deadly gifts for more benign purposes. How far they go to fulfill their pact is entirely up to them, though corruption is an ever-present danger for Warlocks of all types.

CONSUMPTION OF SPIRIT

Unlike a Druid whose magic is in alignment with the natural world, a Warlock's magic is fueled by the



consumption of spirit energy. Their spells at times, like Blood Magic, require a sacrifice of life essence. Feeding upon the power inherent in Asha.

BECOMING A WARLOCK

Becoming a Warlock requires the attention of a powerful extra-planar being. This can be easier if one's bloodline is already touched by the supernatural; however it is also possible for supplicants to search and call upon one of these entities for aid. Very rarely does the entity make the first contact, despite them needing a minion as a tool to complete their bidding.

The path of a Warlock is one of servitude to their master. While some break free from their chains to forge their own destiny, most become like the cruel and capricious beings they serve.

WARLOCK

Level	Prof. Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations Known
1st	+2	Otherworldly Patron, Pact Magic	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	Eldritch Invocation	3	6	2	3rd	3
6th	+3	Otherworldly Patron Feature	3	7	2	3rd	3
7th	+3	Eldritch Invocation	3	8	2	4th	4
8th	+3	Ability Score Improvement	3	9	2	4th	4
9th	+4	Eldritch Invocation	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, Eldritch Invocation	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), Eldritch Invocation	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	Eldritch Invocation	4	14	4	5th	8
19th	+6	Ability Score Improvement	4	15	4	5th	8
20th	+6	Eldritch Master	4	15	4	5th	8

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per Warlock level

Hit Points: 1d8 + your Constitution Modifier

SPELLCASTING ABILITY

Spell save DC = 8 + proficiency bonus + Charisma modifier

Spell Attack Modifier = proficiency bonus + Charisma modifier

PROFICIENCIES

Armor: Light Armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

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

OTHERWORLDLY PATRON

At 1st level, you have struck a bargain with an otherworldly being of your choice. Choose a type of Patron that you gain your power from. You gain otherworldly patron features at 6th, 10th, and 14th level.

PACT MAGIC

Your arcane research and the magic bestowed upon you by your patron have given you facility with spells. The Warlock table shows how many spell slots you have. The table also shows what the level of those slots are; 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. All spells that you cast are cast at the level of the spell slot. So for example casting the 1st level spell Witch Bolt when you are 5th level upcasts the spell to 3rd level.

ELDRITCH INVOCATIONS

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with a magical gift. 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 on 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 the level in this class.

PACT BOON

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, Pact Of The Talisman, Pact Of The Tome, or Pact Of The Chain.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 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. You may forgo taking this feature to take a feat of your choice instead.

MYSTIC ARCANUM

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 arcanum's: 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.

ELDRITCH MASTER

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.

PACT BOONS

PACT OF THE BLADE

Your pact is made manifest with a powerful, sentient magic weapon that possesses a fraction of your Patron's power. The Eldritch dagger Blackrazor is the most notable of these weapons, several of which have spread across the multiverse over the ages. These weapons grow stronger as they consume the life essence of their victims.

PACT WEAPON

You gain proficiency with medium armor, shields, and martial weapons. You are gifted a martial weapon. When you attack with that weapon, you can use your Charisma modifier instead of Strength or Dexterity for the attack and damage rolls. It counts as magical for overcoming resistance.



MANIFESTING WEAPON

You can use an action to manifest your pact weapon in your empty hand. It 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.

PACT TRANSFERENCE

You can transfer one magic weapon into your pact weapon by performing a ritual while you hold it. 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 extra dimensional 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 extra dimensional space when the bond breaks.

PACT OF THE CHAIN

The Pact Of the Chain is a powerful bond between you and your Patron, granting you dominion over a special Familiar. The Familiar is not just any ordinary creature, but a direct link to your Patron, carrying a portion of their master's power. While you command the Familiar, its true allegiance lies with your Patron.

MASTER'S CHAIN

You learn the Find Familiar spell and can cast it as a ritual. The spell doesn't count against the number of spells you know.

SHAPESHIFTING PACT

Your familiar can take on any of the normal forms available to the spell, along with the following special forms: imp, pseudodragon, quasit, or sprite.

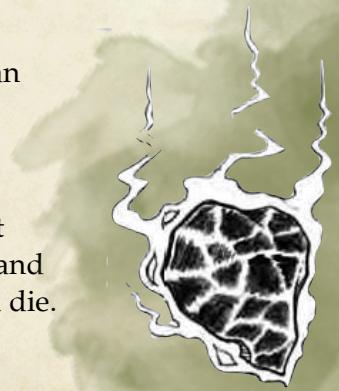
DEADLY COMPANION

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.



PACT OF THE TALISMAN

Your pact is made manifest with a magical talisman imbued with a fraction of your Patron's power. The Talisman can take on different forms, from a simple pendant to an intricate ring, depending on your Patron's preferences.



OTHERWORLDLY ARTIFACT

Your soul is bonded to a talisman of arcane design provided to you by your Patron. It serves as a spellcasting focus for your Warlock spells. This artifact can be lost, stolen and destroyed, but after a short rest it reappears on your person. It turns to ash when you die.

SHARED GIFT

When another creature equips your talisman, you may use your reaction to select one Eldritch Invocation you know that does not require a Warlock class features to operate - the creature wearing your talisman benefits from the chosen invocation until it is removed (the wearer has access to your limited-use invocations, and reduces remaining uses available to you).

A creature touching the talisman always counts as being within touch range of spells you cast.

SHACKLE & WARD

If whomever has equipped the talisman fails an ability check, they can add a d4 to the roll, potentially turning the roll into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

PACT OF THE TOME

You are in possession of a book containing boundless magical knowledge and power. The owner of the tome may not be known, but it is clear they held great knowledge of the arcane, some of which is held within this book. Some consciousness lives within the tome, obscuring and protecting its knowledge.

TOMEBEARER'S BOON

Your patron gifts you a grimoire called a Book Of Shadows. As a bonus action, you can summon the book from a pocket dimension; and dismiss it back at will.

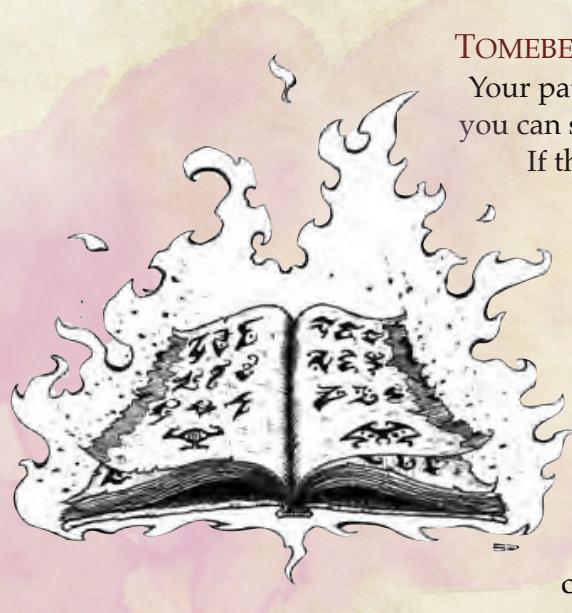
If the book is destroyed or is further than 30 feet from you, it returns to its pocket dimension. The tome turns to ash when you die.

SECRETS OF THE ARCANE TOME

Choose three cantrips from any class's spell list (the three needn't be from the same list). They don't count against your number of cantrips known. These spells are considered Warlock spells for you.

INTUITIVE CASTING

You may use Intelligence, instead of Charisma as the spellcasting ability for your Warlock spells. This feature extends to your Warlock class features and invocations as well.



PATRONS

OTHERWORLDLY PATRONS

A patron is a powerful entity that a Warlock makes a pact with in exchange for magical power. The patron is a central figure in a Warlock's backstory and the Patron's motivations play a significant role in shaping the Warlock's abilities and personality. The relationship between a Warlock and their patron can range from one of mutual benefit and respect to one of manipulation and fear.

The choice of a patron is a defining moment for a Warlock, and any entity of immense power is capable of being a patron: fiends, elder gods, Fey, shadowbound, the undying, and fathomless. Each grant access to power beyond what is available to ordinary mundane beings.

Variant Rule: DM Patron Control

One method for roleplaying the control the Patron has over the Warlock is to have the DM have more control over which spells and invocations are granted. This is best done in a manner by which a handful of choices are offered to the player which were hand selected by the DM. It is up to each of them to determine if the final choice is random or a pick of the player after the choices were narrowed down by either the DM or random chance.

It is also possible for The Warlock to have to complete tasks for The Patron. These tasks can be the means to unlocking new spells and new abilities. To many Warlocks, the task will appear incomprehensible as to how it fits into the broader needs and desires of the Patron.

EXAMPLE PATRONS IN THE WORLD OF ASHA



The Whispered One

The Undying

A Lich from The Third Age who nearly ascended to Godhood. His followers call themselves The Remnant.



Umberlee

The Fathomless

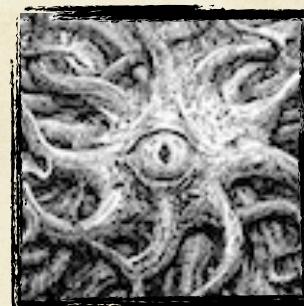
A powerful Seraph, Umberlee leads many mortal souls to their deaths at the bottom of the cold heartless sea.



The Raven Queen

The Shadowbound

Split into the three entities of Maiden, Widow, and Crone, The Raven Queen rules over The Shadowfell.



Dumathon

The Elder God

As with all Elder Gods, Dumathon cares not for mortal life. It seeks only to feed and to grow.



VanwaHeru

The Fey

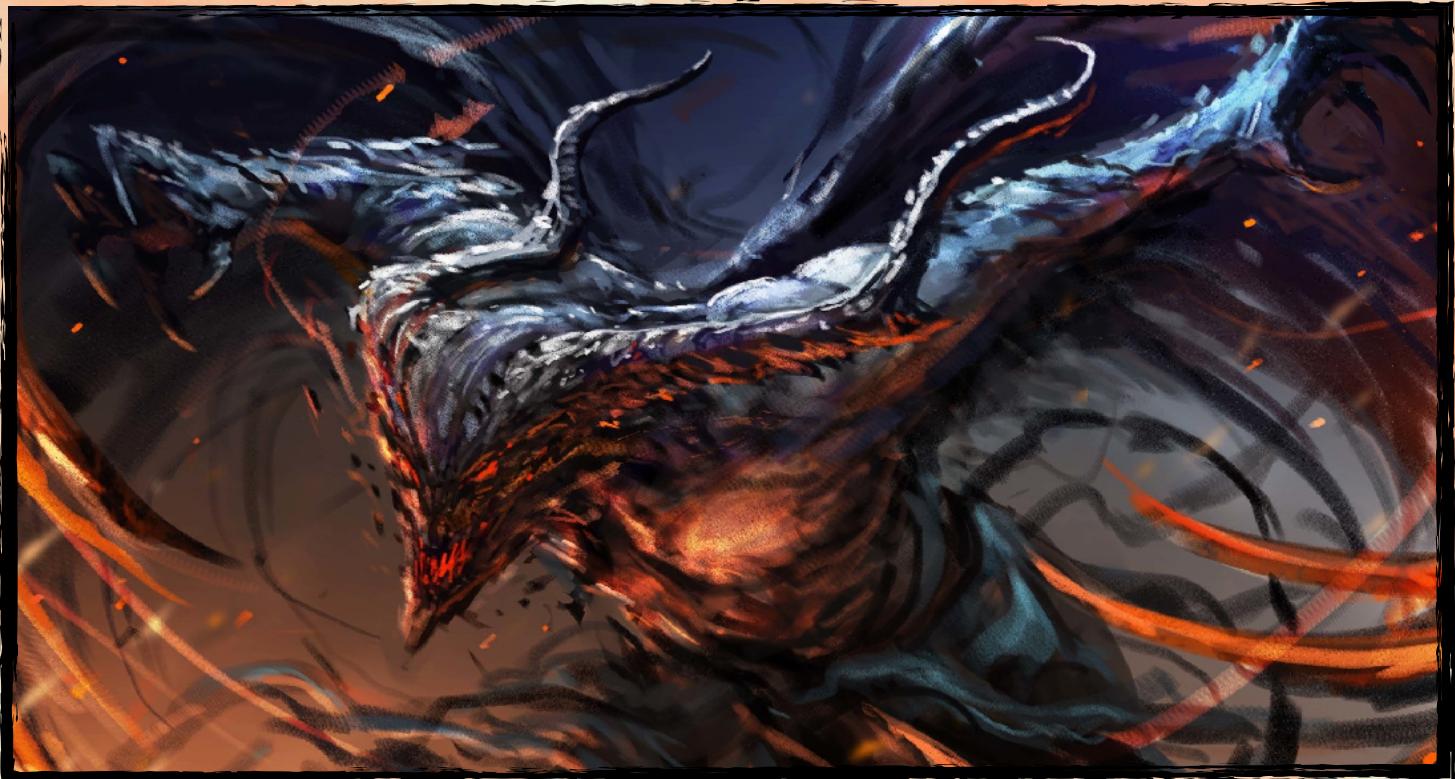
A banished Fey Lord trapped in the dreaming, whose deeds were so cruel all Arch Fey erased him from their minds.



Azarad-Ji

The Fiend

The father of all Dathairä, he seeks to cause Desecration by ending The Eternal Cycle, and The Elysians.



THE FIEND

You have made a pact with a Dathairä from Baator, a being whose aims are evil, even if you strive against those aims. Such beings desire the corruption or destruction of things, ultimately including you.

EXTENDED SPELL LIST

Any of the Sorcerer spells dedicated to the Demonic Bloodline are considered Warlock spells for you.

THE DARK ONE'S BLESSING

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your Warlock level (minimum of 1).

DARK ONE'S OWN LUCK

ONCE PER SHORT/LONG REST

Starting at 6th level, you can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to

add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur. Once you use this feature, you can't use it again until you finish a short or long rest.

FIENDISH RESILIENCE

At 10th level, you can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you use this feature again. Damage from magical weapons or silver weapons ignores this resistance.

HURL THROUGH HELL

ONCE PER LONG REST

At 14th level, when you hit a creature with an attack, you can use this feature to instantly transport the target through Baator. The creature disappears and hurtles through a nightmare landscape. At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience. Once you use this feature, you can't use it again until you finish a long rest.

THE ELDER GOD

Your patron is a mysterious entity whose nature is utterly foreign to the fabric of reality. It originates from The Far Realm or The Abyss; space beyond reality. Its motives are incomprehensible to you.

EXTENDED SPELL LIST

Any of the Wizard spells from the School of Glamour are considered Warlock spells for you.

ABERRANT MIND

At level 1, you can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be capable of language. The speech is wrapped in whispers and eldritch sounds.

ENTROPIC WARD

ONCE PER SHORT/LONG REST

At 6th level, when a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

THOUGHT SHIELD

At 10th level, your thoughts can't be read unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, it takes the same amount of damage.

CREATE THRALL

At 14th level, you can infect an incapacitated humanoid's mind using eldritch power. As an action, you charm the creature until the curse or charmed condition is removed or you use this feature again. You can communicate telepathically with the thrall when on the same plane of existence.



THE FEY

Your patron is a powerful Fey entity, a creature of legend who holds secrets forgotten long before the mortal races were born. This being's motivations are often inscrutable, sometimes whimsical, and might involve settling of age-old grudges.

EXPANDED SPELL LIST

Any of the Sorcerer spells dedicated to the Fey Bloodline are considered Warlock spells for you.

FEY PRESENCE

ONCE PER SHORT/LONG REST

At 1st level, you can project the beguiling and fearsome power of the Fey. As an action, each creature in a 10-foot cube originating from you must succeed on a Wisdom saving throw against your Warlock spell save DC or be Charmed or Frightened by you (your choice) until the end of your next turn. You may use this feature once per short or long rest.

MISTY ESCAPE

ONCE PER SHORT/LONG REST

At 6th level, when you take damage, you can use your reaction to turn invisible in a puff of mist and

teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell. You may use this feature once per short or long rest.

BEGUILING DEFENSES

At 10th level, your patron teaches you how to turn the mind-affecting magic of your enemies against them. You are immune to being charmed, and when another creature attempts to charm you, you can use your reaction to turn the tables. The creature must succeed on a Wisdom saving throw against your Warlock spell save DC or be charmed by you for 1 minute or until the creature takes any damage.

DARK DELIRIUM

ONCE PER SHORT/LONG REST

At 14th level, you can use an action to plunge a creature into a misty illusory realm of your creation. Choose a creature that you can see within 60 feet of you. It must succeed on a Wisdom saving throw against your Warlock spell save DC or be charmed or frightened by you (your choice). This lasts for 1 minute or until your concentration is broken (as if you are concentrating on a spell) or the creature takes any damage. The creature can see and hear only itself, you, and the illusion. You must finish a short or long rest before using this feature again.



THE UNDYING

Death holds no sway over your patron, who has unlocked the secrets of everlasting life, although such a prize - like all power - comes at a price. Once mortal, the Undying has seen mortal lifetimes pass like the seasons, like the flicker of endless days and nights. It has secrets of the ages to share, secrets of life and death.

EXPANDED SPELL LIST

Any of the Wizard spells from the School of Divination are considered Warlock spells for you.

FORM OF DREAD

OF TIMES EQUAL TO PROFICIENCY PER LONG REST

At 1st level, as a bonus action, you manifest an aspect of your patron's power for 1 minute, gaining $1d10 + \text{Warlock level}$ temporary HP and immunity to Fear. While transformed, once per turn, on a successful attack, you can force a creature to make a Wisdom save or be frightened of you until the end of your next turn. You can transform a number of times equal to your proficiency bonus, regaining all uses after a long rest.

GRAVE TOUCHED

At 6th level, your patron's power eliminates the need for you to eat, drink, or breathe. In addition, when you successfully attack a creature, you can replace the damage type with necrotic damage. If you are using your Form Of Dread, roll one additional damage die for this damage.

MORTAL HUSK

ONCE PER 1D4 LONG RESTS

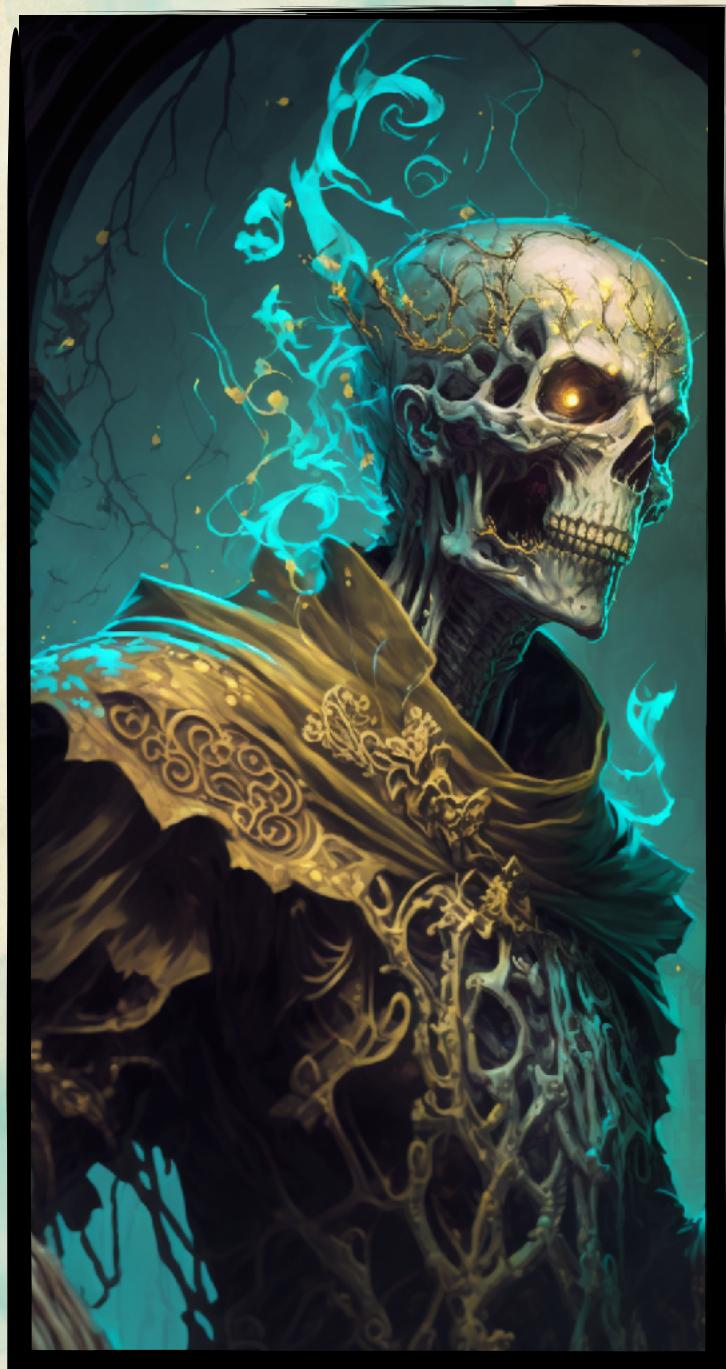
At 10th level, you gain necrotic damage resistance, which becomes immunity when using Form Of Dread. When reduced to 0 hit points, you can explode with necromantic energy, dealing $2d10 + \text{Warlock level}$ necrotic damage to all creatures within 30 feet. You then revive with 1 hit point, your gear, and 1 level of exhaustion in your

previous space. This ability can only be used once per 1d4 long rests.

INDESTRUCTIBLE LIFE

ONCE PER SHORT / LONG REST

At 14th level, you gain some of the true secrets of The Undying. As a bonus action, regain hit points equal to $1d8 + \text{your Warlock level}$. If you put one of your severed body parts back in place, it reattaches. This feature can be used once per short or long rest.





THE SHADOWBOUND

Your patron is a creature of The Shadowfell. A realm of deep darkness and dread. Their ability to reach into the world is limited, thus they turn to mortal Warlocks to serve their will.

EXPANDED SPELL LIST

Any of the Wizard spells from the School of Illusion are considered Warlock spells for you.

SEARING AURORA

ONCE PER SHORT / LONG REST

Starting at 1st level, you can invoke shadow energy to protect you from harm. As a bonus action, you create a whirling aurora of shadow energy that swirls around you. Until the end of your next turn, you gain resistance to all damage, and if a hostile creature ends its turn within 10 feet of you, it takes necrotic damage equal to your Warlock level + your Charisma modifier. Once you use this feature, you can't again until you finish a short or a long rest.

SHADY REFUGE

At 6th level, you gain the ability to step into The Shadowfell. As an action, you disappear from the world for a brief moment and enter The Shadowfell, taking advantage of its timeless nature. While in this refuge, you can take two actions and cast spells

that target only you. After using these two actions, you return to the space you occupied and your turn ends.

DEATH'S SHIELD

ONCE PER SHORT / LONG REST

At 10th level, you may invoke a protective blessing powerful enough to resist death itself. As a bonus action, for 1 minute you gain advantage on death saving throws, immunity to the frightened condition, and resistance to necrotic damage. Once you use this feature, you can't again until you finish a short or a long rest.

THE HAND OF DEATH

ONCE PER LONG REST

At 14th level, you can channel immense necrotic power to slay a creature. You can cast Finger Of Death without expending a spell slot. After you cast the spell with this feature, you can't do so again until you finish a long rest.

THE FATHOMLESS

You have made a pact with one of the Fathomless, a creature native to The Fountains Of Creation. Either a Seraph or a Primordial elemental entity.

EXPANDED SPELL LIST

All Sorcery Cantrips and Level 1 spells are considered Warlock spells for you.

ELEMENTAL GEMSTONE

At 1st level, you gain the ability to speak, read, and write Primordial, as well as understand Auran, Ignan, Terran, and Aquan. You also receive a gemstone from your patron that functions as an arcane focus and can absorb elemental damage. As a reaction, you can transfer damage from acid, cold, fire, lightning, or thunder to the gem instead of taking the damage yourself, up to a stone capacity of twice your Warlock level + twice your Charisma modifier. As an action, the gem can emit bright light out to 20 feet and dim light for an additional 20 feet while holding elemental power. You can perform a 1-hour ceremony during a short or long rest to replace a lost gemstone, destroying the previous one. It shatters when you die.

ENERGY RELEASE

At 6th level, you can use stored energy in your gemstone to deal extra damage to foes on a successful attack. You may spend stored points to deal extra damage equal to your Charisma modifier. Choose one target if your attack damaged multiple creatures. Also, if an ally within 10 feet of you takes elemental damage, you can use a reaction to transfer the damage to your gem.

ELEMENTAL HEALING

ONCE PER LONG REST

At 10th level, you may touch your gemstone to a creature in order to heal a total of half the points you expend from the stone. You may use this feature once per long rest.

LIMITED WISH

ONCE PER 1D4 LONG RESTS

At 14th level, as an action, you can replicate any one spell of 6th level or less with a casting time of 1 action. This spell can be from any class list. Once used, this feature requires 1d4 long rests to recharge.



THE WYRM

Dragons are one of the most feared and revered creatures in the lands. Those who are brave enough to seek them out often find certain doom. However, others return with unfathomable power.

EXPANDED SPELL LIST

Any of the Sorcerer spells dedicated to the Draconic Bloodline are considered Warlock spells for you.

SCALE-SHROUDED INCANTATION

Starting at 1st level, your patron allows you to swap a Warlock spell's damage type with the damage type of their breath weapon. You can also re-roll any damage die that rolled a 1. When you use this ability, you must use the new roll, even if it is a 1.

DRAGONSENSE

At 6th level, you gain proficiency in Perception. Your proficiency bonus in Perception is doubled. You also have blindsight within a range of 30 feet. If you were already proficient in Perception, you may choose a proficiency in another skill or tool.

DRAGON'S PRIDE

At 10th level, your patron rewards your loyalty with a one-time gift from their dragon hoard. Choose one Wondrous item of Rare quality or lower. Additionally, you begin to physically resemble your patron, with scales growing in small patches across your body or your eyes changing color. Your hands transform into sharp talons that deal slashing damage equal to $1d6 + \text{your Strength or Dexterity modifier}$ (your choice) when used for unarmed attacks as an action or bonus action.

DRACONIC EMERGENCE

At 14th level, when you are reduced to half your maximum hit points, draconic essence wreathes your body. You gain the following benefits:



- You cause $1d4$ additional damage from your patron's damage type with melee attacks.
- You become resistant to your patron's damage type.
- You can't be frightened or charmed.

This effect ends when you are no longer below half your maximum hit points.



THE DREAMING

You have made your pact with a mysterious entity from the world of dreams, Sene'Rine'Rada; a force that is made of pure spiritual energy and thought.

EXPANDED SPELL LIST

Any of the Druid spells within The Circle Of Dreams are considered Warlock spells for you.

DREAMER'S CURSE

ONCE PER LONG REST

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, gain the following benefits:

- 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.
- If the target dies, you regain hit points equal to your Warlock level + your Charisma modifier.

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

ACCURSED SPECTER

ONCE PER LONG REST

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.

ARMOR OF HEXES

At 10th level, your Hex grows more powerful. If the target cursed by your Dreamer's Curse hits 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.

MASTER OF HEXES

At 14th level, you can spread your Dreamer's Curse from a slain creature to another creature. When the creature cursed by your Dreamer'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.



INVOCATIONS

AGONIZING BLAST

PREREQUISITE: ELDRITCH BLAST CANTRIP

When you cast Eldritch Blast, add your Charisma modifier to the damage it deals on a hit.

ARMOR OF SHADOWS

You can cast Mage Armor on yourself at will, without expending a spell slot or material components.

ASCENDANT STEP

PREREQUISITE: 9TH LEVEL

You can cast Levitate on yourself at will, without expending a spell slot or material components.

ASPECT OF THE MOON

PREREQUISITE: PACT OF THE TOME FEATURE

You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading your Book of Shadows and keeping watch.

BEAST SPEECH

You can cast Speak With Animals at will, without expending a spell slot.

BEGUILING INFLUENCE

You gain proficiency in the Deception and Persuasion skills

BEWITCHING WHISPERS

PREREQUISITE: 7TH LEVEL

You can cast Compulsion once using a Warlock spell slot. You can't do this again until finishing a long rest.

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. The teleportation can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

BOOK OF ANCIENT SECRETS

*PREREQUISITE: PACT OF THE TOME
FEATURE*

You can now inscribe magical rituals in your Book Of Shadows. Choose two 1st level spells that have the ritual tag from any class's spell list (the two needn't be from the same list). The spells appear in the book and don't count against the number of spells you know, with your Book Of

Shadows in hand, you can cast the chosen spells as rituals. You can't cast these spells except as rituals, unless you've learned them by some other means.

On your adventures, you can add other ritual spells to your Book Of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your Warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 5 gp for the rare inks needed to inscribe it.

CHAINS OF CARCERI

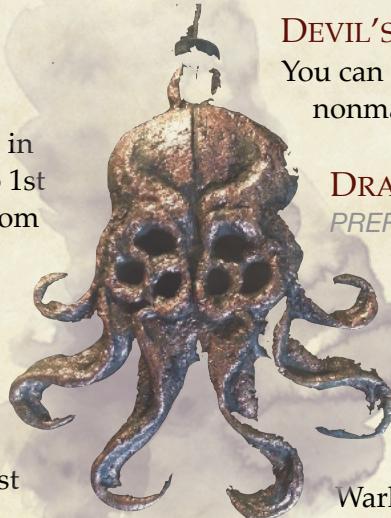
*PREREQUISITE: 15TH LEVEL, PACT OF THE CHAIN
FEATURE*

You can cast Hold Monster at will - targeting a celestial, fiend, or elemental - without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again.

CLOAK OF FLIES

PREREQUISITE: 5TH LEVEL

As a bonus action, you can surround yourself with a magical aura that looks like buzzing flies. The aura extends 5 feet from you in every direction, but not through total cover. It lasts until you're incapacitated or you dismiss it as a bonus action. The aura grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. Any other creature that starts its



turn in the aura takes poison damage equal to your Charisma modifier (minimum of 0 damage).

Once you use this invocation, you can't use it again until you finish a short or long rest.

DEVIL'S SIGHT

You can see normally in darkness, both magical and nonmagical, to a distance of 20 feet.

DRACONIC RESISTANCE

PREREQUISITE: 15TH LEVEL WYRM PATRON

Once per day if you fail a saving throw, you can choose to succeed instead.

DREADFUL WORD

PREREQUISITE: 7TH LEVEL

You can cast Confusion once using a Warlock spell slot. You can't do so again until you finish a long rest.

ELDRITCH MIND

You have advantage on Constitution saving throws that you make to maintain your concentration on a spell.

ELDRITCH SIGHT

You gain the Awakened Mind cantrip

ELDRITCH SMITE

*PREREQUISITE: 5TH LEVEL, PACT OF THE BLADE
FEATURE*

Once per turn when you hit a creature with your pact weapon, you can expend a Warlock spell slot to deal an extra 1d8 force damage to the target, plus another 1d8 per level of the spell slot, and you can knock the target prone if it is Huge or smaller.

ELDRITCH SPEAR

PREREQUISITE: ELDritch BLAST CANTRIP

When you cast Eldritch Blast, its range is 300 feet

EYES OF THE RUNE KEEPER

You can read all writing

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 proficiency bonus. 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 it.

FIENDISH VIGOR

You can cast False Life on yourself at will as a 1st-level spell, without expending a spell slot or material components

GAZE OF TWO MINDS

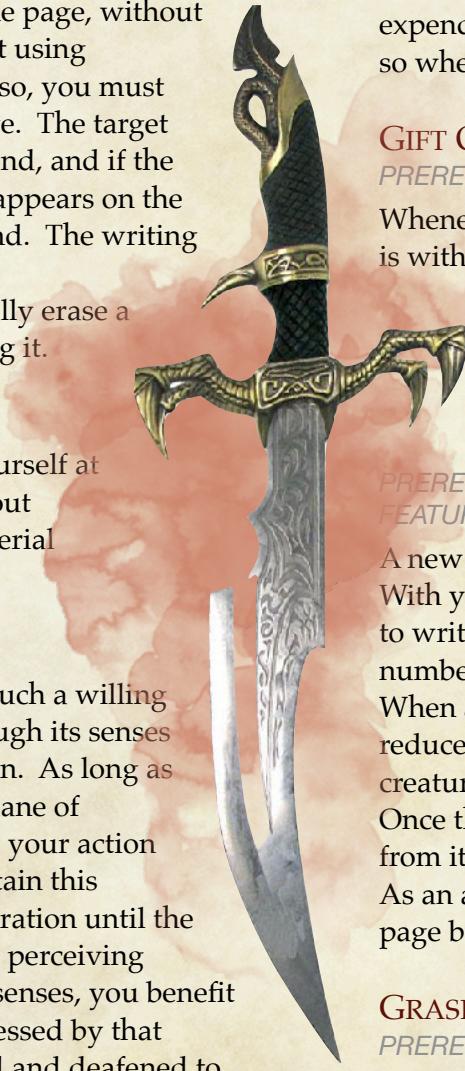
You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

HOSTLY GAZE

PREREQUISITE: 7TH LEVEL

As an action, you gain the ability to see through solid objects to a range of 30 feet. Within that range, you have Darkvision if you don't already have it. This special sight lasts for 1 minute or until your concentration ends (as if you were concentrating on a spell). During that time, you perceive objects as ghostly, transparent images.

Once you use this invocation, you can't use it again until you finish a short or long rest.



GIFT OF THE DEPTHS

PREREQUISITE: 5TH LEVEL

You can breathe underwater, and you gain a swimming speed equal to your walking speed. You can also cast Water Breathing once without expending a spell slot. You regain the ability to do so when you finish a long rest.

GIFT OF THE EVER-LIVING ONES

PREREQUISITE: PACT OF THE CHAIN FEATURE

Whenever you regain hit points while your familiar is within 100 feet of you, treat any dice rolled to determine the hit points you regain as having rolled their maximum value for you.

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 proficiency bonus. 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 it.

GRASP OF HADAR

PREREQUISITE: ELDRITCH BLAST CANTRIP

Once on each of your turns when you hit a creature with your Eldritch Blast, you can move that creature in a straight line 10 feet closer to you.

IMPROVED PACT WEAPON

PREREQUISITE: PACT OF THE BLADE

You can use any weapon you summon with your Pact Of The Blade feature as a spell casting focus for your Warlock spells. In addition, the weapon gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls.

INVESTMENTS OF THE CHAIN MASTER

PREREQUISITE: PACT OF THE CHAIN

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
- As a bonus action, you can command the familiar to take the Attack action
- 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
- When the familiar takes damage, you can use your reaction to grant it resistance against that damage



MASK OF MANY FACES

You can cast Disguise Self at will, without expending a spell slot

MASTER OF MYRIAD FORMS

PREREQUISITE: 15TH LEVEL

You can cast Alter Self at will, without expending a spell slot

MINIONS OF CHAOS

PREREQUISITE: 9TH LEVEL

You can cast Conjure Elemental once using a Warlock spell slot. You can't do so again until you finish a long rest.

MIRE THE MIND

PREREQUISITE: 5TH LEVEL

You can cast Slow once using a Warlock spell slot. You can't do so again until you finish a long rest.

MISTY VISIONS

You can cast Silent Image at will, without expending a spell slot or material components.

ONE WITH SHADOWS

PREREQUISITE: 5TH LEVEL

When you are in an area of dim light or darkness, you can use your action to become Invisible until you move or take an action or a reaction.

OTHERWORLDLY LEAP

PREREQUISITE: 9TH LEVEL

You can cast Jump on yourself at will, without expending a spell slot or material components.

PROTECTION OF THE TALISMAN

PREREQUISITE: 7TH LEVEL, PACT OF THE TALISMAN

When the wearer of your talisman fails a saving throw, they can add a d4 to the roll, potentially turning the save into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.



LANCE OF LETHARGY

PREREQUISITE: ELDRITCH BLAST CANTRIP

Once on each of your turns when you hit a creature with your Eldritch Blast, you can reduce that creature's speed by 10 feet until the end of your next turn.

LIFEDRINKING

PREREQUISITE: 12TH LEVEL, PACT OF THE BLADE FEATURE

When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1)

MADDENING HEX

PREREQUISITES: 5TH LEVEL, HEX SPELL OR WARLOCK FEATURE THAT CURSES

As a bonus action, you cause a psychic disturbance around the target cursed by your Hex spell or by a Warlock feature of yours, such as Dreamer's Curse or Sign of Ill Omen. When you do so, you deal psychic damage to the cursed target and each creature of your choice that you can see within 5 feet of it. The psychic damage equals your Charisma modifier (minimum of 1 damage). To use this invocation, you must be able to see the cursed target, and its just be within 30 feet of you.

REBUKE OF THE TALISMAN

PREREQUISITE: PACT OF THE TALISMAN

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 proficiency bonus and push it up to 10 feet away from the talisman's wearer.

RELENTLESS HEX

PREREQUISITE: 7TH LEVEL, HEX SPELL OR WARLOCK FEATURE THAT CURSES

You curse creates a temporary bond between you and your target. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the target cursed by your Hex spell or by a Warlock feature of yours, such as Dreamer's Curse or Sign Of Ill Omen. To teleport in this way, you must be able to see the cursed target.

REPELLING BLAST

PREREQUISITE: ELDRITCH BLAST CANTRIP

When you hit a creature with Eldritch Blast, you can push the creature up to 10 feet away from you in a straight line.

SECOND SIGHT

PREREQUISITE: 15TH LEVEL

You can see the true form of any shape changer or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

SCULPTOR OF FLESH

PREREQUISITE: 7TH LEVEL

You can cast Polymorph once using a Warlock spell slot. You can't do so again until you finish a long rest.

SHROUD OF SHADOW

PREREQUISITE: 15TH LEVEL, THE SHADOWER PATRON

You can cast Invisibility at will, without expending a spell slot.

SIGN OF ILL OMEN

PREREQUISITE: 5TH LEVEL

You can cast Bestow Curse once using a Warlock spell slot. You can't do so again until you finish a long rest.

THIEF OF FIVE FATES

You can cast Bane once using a Warlock spell slot. You can't do so again until you finish a long rest.

THIRSTING BLADE

PREREQUISITE: 5TH LEVEL, PACT OF THE BLADE FEATURE

You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.



TOMB OF LEVISTUS

PREREQUISITE: 5TH LEVEL

As a reaction when you take damage, you can entomb yourself in ice, which melts away at the end of your next turn. You gain 10 temporary hit points per Warlock level, which take as much of the triggering damage as possible. Immediately after you take the damage, you gain vulnerability to fire damage, your speed is reduced to 0, and you are incapacitated. These effects, including any remaining temporary hit points, all end when the ice melts. Once you use this invocation, you can't use it again until you finish a short or long rest.

TRICKSTER'S ESCAPE

PREREQUISITE: 7TH LEVEL

You can cast Freedom Of Movement once on yourself without expending a spell slot. You regain the ability to do so when you finish a long rest.

UNDYING SERVITUDE

PREREQUISITE: 5TH LEVEL, THE UNDYING PATRON

You can cast Animate Dead without using a spell slot. Once you do so, you can't cast it again this way until you finish a long rest.

VISIONS OF DISTANT REALMS

PREREQUISITE: 15TH LEVEL

You can cast Arcane Eye at will, without expending a spell slot.

VOICE OF THE CHAIN MASTER

PREREQUISITE: PACT OF THE CHAIN FEATURE

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

WHISPER OF THE GRAVE

PREREQUISITE: 9TH LEVEL

You can cast Speak With Dead at will, without expending a spell slot

WYRM'S FORESIGHT

PREREQUISITE: WYRM PATRON

You can now add your Charisma modifier to your initiative rolls, as well as any Wisdom (Insight) ability checks you make.

