

Features and Magic Items

Warlock1

Subclasses

Subclass: The Fiend Patron

You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims. Such beings desire the corruption or destruction of all things, ultimately including you. Fiends powerful enough to forge a pact include demon lords such as Demogorgon, Orcus, Fraz'Urb-luu, and Baphomet; archdevils such as Asmodeus, Dispater, Mephistopheles, and Belial; pit fiends and balors that are especially mighty; and ultroloths and other lords of the yugoloths

Features

Ascendant Step

Source: Warlock (Eldritch Invocations)

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

Prerequisite: 9th level

Beast Speech

Source: Warlock (Eldritch Invocations)

You can cast speak with animals at will, without expending a spell slot.

Dark One's Blessing (22 HP)

Source: Warlock (The Fiend Patron)

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

Source: Warlock (The Fiend Patron)

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.

Devil's Sight

Source: Warlock (Eldritch Invocations)

You can see normally in darkness, both magical and non-magical, to a distance of 120 feet.

Eldritch Invocations

Source: Warlock

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.

Eldritch Master

Source: Warlock

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.

Expert Forgery

Source: Race (Kenku)

You can duplicate other creatures' handwriting and craftwork. You have advantage on all checks made to produce forgeries or duplicates of existing objects.

Eyes of the Rune Keeper

Source: Warlock (Eldritch Invocations)

You can read all writing.

Fiendish Resilience

Source: Warlock (The Fiend Patron)

Starting 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 choose a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Hurl Through Hell

Source: Warlock (The Fiend Patron)

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly transport the target through the lower planes. 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.

Mimicry

Source: Race (Kenku)

You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Mystic Arcanum

Source: Warlock

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.

Pact of the Blade

Source: Warlock

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 chapter 5 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.

Sculptor of Flesh

Source: Warlock (Eldritch Invocations)

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

Prerequisite: 7th Level

Sign of Ill Omen

Source: Warlock (Eldritch Invocations)

You can cast bestow curse once using a warlock spell slot. You can't do so again until you finish a long rest.

Prerequisite: 5th Level

Thirsting Blade

Source: Warlock (Eldritch Invocations)

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

Prerequisite: 5th Level, Pact of the Blade

Uthgardt Heritage

Source: Background (Uthgardt Tribe Member)

You have an excellent knowledge of not only your tribe's territory, but also the terrain and natural resources of the rest of the North. You are familiar enough with any wilderness area that you find twice as much food and water as you normally would when you forage there.

Additionally, you can call upon the hospitality of your people, and those folk allied with your tribe, often including members of druid circles, tribes of nomadic elves, the Harpers, and the priesthoods devoted to the gods of the First Circle.

Whispers of the Grave

Source: Warlock (Eldritch Invocations)

You can cast speak with dead at will, without expending a spell slot

Prerequisite: 9th Level

Magic Items