

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.

### RADIANT SOUL

Starting at 6th level, your link to the Celestial allows you to serve as a conduit for radiant energy. You have resistance to radiant damage, and when you cast a spell that deals radiant or fire damage, you can add your Charisma modifier to one radiant or fire damage roll of that spell against one of its targets.

### CELESTIAL RESILIENCE

Starting at 10th level, you gain temporary hit points whenever you finish a short or long rest. These temporary hit points equal your warlock level + your Charisma modifier. Additionally, choose up to five creatures you can see at the end of the rest. Those creatures each gain temporary hit points equal to half your warlock level + your Charisma modifier.

### SEARING VENGEANCE

Starting at 14th level, the radiant energy you channel allows you to resist death. When you have to make a death saving throw at the start of your turn, you can instead spring back to your feet with a burst of radiant energy. You regain hit points equal to half your hit point maximum, and then you stand up if you so choose. Each creature of your choice that is within 30 feet of you takes radiant damage equal to  $2d8 + \text{your Charisma modifier}$ , and it is blinded until the end of the current turn.

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

## THE HEXBLADE

You have made your pact with a mysterious entity from the Shadowfell—a force that manifests in sentient magic weapons carved from the stuff of shadow. The mighty sword *Blackrazor* is the most notable of these weapons, which have been spread across the multiverse over the ages. The shadowy force behind these weapons can offer power to warlocks who form pacts with it. Many hexblade warlocks create weapons that emulate those formed in the Shadowfell. Others forgo such arms, content to weave the dark magic of that plane into their spellcasting.

Because the Raven Queen is known to have forged the first of these weapons, many sages speculate that she and the force are one and that the weapons, along with hexblade warlocks, are tools she uses to manipulate events on the Material Plane to her inscrutable ends.

### HEXBLADE FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Hexblade's Curse, Hex Warrior
6th	Accursed Specter
10th	Armor of Hexes
14th	Master of Hexes

### EXPANDED SPELL LIST

The Hexblade 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.

### HEXBLADE EXPANDED SPELLS

Spell Level	Spells
1st	<i>shield, wrathful smite</i>
2nd	<i>blur, branding smite</i>
3rd	<i>blink, elemental weapon</i>
4th	<i>phantasmal killer, staggering smite</i>
5th	<i>banishing smite, cone of cold</i>

### HEXBLADE'S CURSE

Starting 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, you gain the following benefits:

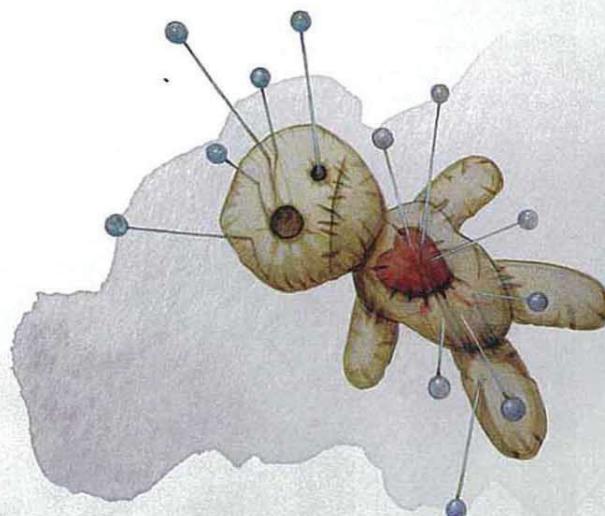
- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).

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

### HEX WARRIOR

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons.

The influence of your patron also allows you to mystically channel your will through a particular weapon. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. If you later





WARLOCK OF THE HEXBLADE

gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.

#### ACCURSED SPECTER

Starting 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 Hexblade's Curse hits you 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

Starting at 14th level, you can spread your Hexblade's Curse from a slain creature to another creature. When

Hexblade. What a cool name! So is your sword evil or cursed or something? But you're evil, right? ... Okay, now I don't like the name. Names aren't cool if they don't make sense. Like mine: the Xangthaar. See? It's cool, and it makes sense!



the creature cursed by your Hexblade'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.

## ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the options in the *Player's Handbook*.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

#### 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.

#### 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.

#### 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.

#### HOSTILE 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.

#### 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 feature*

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting 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.

Finally, the weapon you conjure can be a shortbow, longbow, light crossbow, or heavy crossbow.

#### 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.

#### MADDENING HEX

*Prerequisite: 5th level, hex spell or a 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 Hexblade'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 it must be within 30 feet of you.

#### RELENTLESS HEX

*Prerequisite: 7th level, hex spell or a warlock feature that curses*

Your curse creates a temporary bond between you and your target. As a bonus action, you can magically tele-

port 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 Hexblade's Curse or Sign of Ill Omen. To teleport in this way, you must be able to see the cursed target.

#### SHROUD OF SHADOW

*Prerequisite: 15th level*

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

#### 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.

