

So you got your powers by making a contract with something? Is it in writing, perchance? Well, never mind. Just tell me this: Can I get your powers by eating you?



## WARLOCK

YOU THINK ME MAD? I THINK TRUE INSANITY IS BEING content to live a life of mortal drudgery when knowledge and power is there for the taking in the realm beyond.

—Xarren, herald of Acamar

Warlocks are finders and keepers of secrets. They push at the edge of our understanding of the world, always seeking to expand their expertise. Where sages or wizards might heed a clear sign of danger and end their research, a warlock plunges ahead, heedless of the cost. Thus, it takes a peculiar mixture of intelligence, curiosity, and recklessness to produce a warlock. Many folk would describe that combination as evidence of madness. Warlocks see it as a demonstration of bravery.

Warlocks are defined by two elements that work in concert to forge their path into this class. The first element is the event or circumstances that led to a warlock's entering into a pact with a planar entity. The second one is the nature of the entity a warlock is bound to. Unlike clerics, who typically embrace a deity and that god's ethos, a warlock might have no love for a patron, or vice versa.

The sections that follow provide ways to embellish a warlock character that could generate some intriguing story and roleplaying opportunities.

### PATRON'S ATTITUDE

Every relationship is a two-way street, but in the case of warlocks and their patrons it's not necessarily true that both sides of the street are the same width or made of the same stuff. The feeling that a warlock holds for their patron, whether positive or negative, might be reciprocated by the patron, or the two participants in the pact might view one another with opposing emotions.

When you determine the attitude your warlock character holds toward your patron, also consider how things look from the patron's perspective. How does your patron behave toward you? Is your patron a friend and ally, or an enemy that grants you power only because you forced a pact upon it?

### PATRON ATTITUDES

d6	Attitude
1	Your patron has guided and helped your family for generations and is kindly toward you.
2	Each interaction with your capricious patron is a surprise, whether pleasant or painful.
3	Your patron is the spirit of a long-dead hero who sees your pact as a way for it to continue to influence the world.
4	Your patron is a strict disciplinarian but treats you with a measure of respect.
5	Your patron tricked you into a pact and treats you as a slave.
6	You are mostly left to your own devices with no interference from your patron. Sometimes you dread the demands it will make when it does appear.

### SPECIAL TERMS OF THE PACT

A pact can range from a loose agreement to a formal contract with lengthy, detailed clauses and lists of requirements. The terms of a pact—what a warlock must do to receive a patron's favor—are always dictated by the patron. On occasion, those terms include a special proviso that might seem odd or whimsical, but warlocks take these dictates as seriously as they do the other requirements of their pacts.

Does your character have a pact that requires you to change your behavior in an unusual or seemingly frivolous way? Even if your patron hasn't imposed such a duty on you already, that's not to say it couldn't still happen.

### SPECIAL TERMS

d6	Term
1	When directed, you must take immediate action against a specific enemy of your patron.
2	Your pact tests your willpower; you are required to abstain from alcohol and other intoxicants.
3	At least once a day, you must inscribe or carve your patron's name or symbol on the wall of a building.
4	You must occasionally conduct bizarre rituals to maintain your pact.
5	You can never wear the same outfit twice, since your patron finds such predictability to be boring.
6	When you use an eldritch invocation, you must speak your patron's name aloud or risk incurring its displeasure.



WARLOCK OF  
THE CELESTIAL



## BINDING MARK

Some patrons make a habit of, and often enjoy, marking the warlocks under their sway in some fashion. A binding mark makes it clear—to those who know about such things—that the individual in question is bound to the patron's service. A warlock might take advantage of such a mark, claiming it as proof of one's pact, or might want to keep it under wraps (if possible) to avoid the difficulties it might bring.

If your warlock's pact comes with a binding mark, how you feel about displaying it probably depends on the nature of your relationship with the one who gave it to you. Is the mark a source of pride or something you are secretly ashamed of?

### BINDING MARKS

#### d6 Mark

- |   |   |
|---|---|
| 1 | One of your eyes looks the same as one of your patron's eyes.                       |
| 2 | Each time you wake up, the small blemish on your face appears in a different place. |
| 3 | You display outward symptoms of a disease but suffer no ill effects from it.        |
| 4 | Your tongue is an unnatural color.  |
| 5 | You have a vestigial tail.  |
| 6 | Your nose glows in the dark.  |

## OTHERWORLDLY PATRONS

At 1st level, a warlock gains the Otherworldly Patron feature. The following options are available to a warlock, in addition to those offered in the *Player's Handbook*: the Celestial and the Hexblade.

### 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 in 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, and 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.

### CELESTIAL FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Bonus Cantrips, Healing Light
6th	Radiant Soul
10th	Celestial Resilience
14th	Searing Vengeance

### 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.

### CELESTIAL EXPANDED SPELLS

Spell Level	Spells
1st	<i>cure wounds</i> , <i>guiding bolt</i>
2nd	<i>flaming sphere</i> , <i>lesser restoration</i>
3rd	<i>daylight</i> , <i>revivify</i>
4th	<i>guardian of faith</i> , <i>wall of fire</i>
5th	<i>flame strike</i> , <i>greater restoration</i>

### BONUS CANTRIPS

At 1st level, you learn the *light* and *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.

### 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  $2d8 +$  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</i> , <i>wrathful smite</i>
2nd	<i>blur</i> , <i>branding smite</i>
3rd	<i>blink</i> , <i>elemental weapon</i>
4th	<i>phantasmal killer</i> , <i>staggering smite</i>
5th	<i>banishing smite</i> , <i>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:

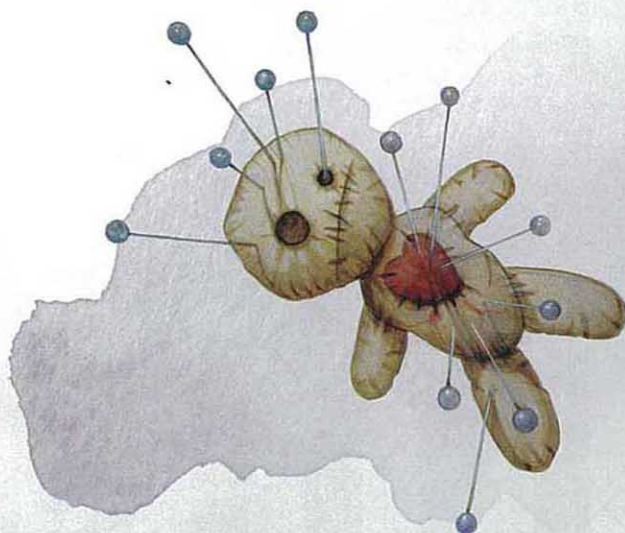
- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma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







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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 Xanathar. 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.

### GHOSTLY 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.

