### Warlock Alchemy

When learning warlock alchemy, you gain both of the following spells as cantrips. They can be used in the normal combat order or any time out of combat unless further regulations apply.

* **Fear:** On failing a wisdom saving throw, inflict Fear on a creature of your choosing. It spends its next turn attempting to hide. Every time Fear is successful on a creature, your spell save DC on Fear drops by 4 for that creature.
* **Disappear:** Become invisible for a period of five minutes. Detect Alchemy can still reveal that Alchemy is present in the area, but without the benefit of Truesight, you are completely invisible for all intents and purposes. *Can only be used once per long rest. You leave invisibility when you attack or try to use a damaging spell*

### Summoning

* **Basic Spell:** Summon a spirit from the nether realm once every two long rests. This spirit is unable to fight for you, but it may reveal a piece of information, serve as a distraction, or help your goals in other ways. It appears as a visible apparition within a ten-foot radius of the summoner. Specific spirits can be summoned if you know their names.
* **Grade C:** Summon a ghoul from the shadow realm once very long rest. While the ghoul can fight for you, it is fairly weak. Each ghoul carries one spirit; certain spirits may grant you a favor in exchange for the benefit of reincarnation.
* **Grade B:** Summon a demon from the nether realm once every long rest. This demon is much stronger than the demon that comes by default as a warlock. Similar to spirits and ghouls, you may also summon a demon by name. This may become very useful in certain situations.
* **Grade A:** Summon any demigod or other great spiritual entity. Because these spirits more often than not have some sort of physical existence, they will be (comparatively) ungrateful - you will have to announce your intentions upon summoning.

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### Conjuring

* **Basic Spell:** Conjure a copy of any inanimate object twice per long rest; this object cannot be very complicated, nor can it be any sort of plant matter. Mechanical objects are also not part of this ability. Maximum size of the object is 18 inches by 18 inches and cannot expand. The maximum damage any conjured weapons can deal at this stage is 1d6 of any damage type. Conjured objects cannot be magical or elemental in nature, and always appear in your hand on summon. Conjuration takes five minutes to complete.
* **Grade C:** Maximum object size of your conjuration expands to two feet by two feet. Conjured weapons can deal 1d10 of any damage type, and you may pick an element to imbue your objects with. Basic refined/mechanical objects are now on the table, as are small plants; no rare plants or objects may be crafted. Conjuration takes one minute to complete.
* **Grade B:** Refined mechanical objects (such as locks, keys, shackles, basic tools, etc) are now on the table, as are objects up to three feet by three feet. Plants can now be somewhat bigger, but still cannot be rare. Damage dealt by conjured objects increases to 1d12, and you can now conjure objects in a ten foot radius, however, you must be looking at the spot in which you conjure the object. Conjuration is now instantaneous.
* **Grade A:** Large (but not refined) objects can now be conjured, up to six feet by six feet. Rare plants can now be conjured, but they dissolve after three hours. Damage dealt by conjured objects increases to 3d8. Small machines can now be conjured, as long as the conjurer has an idea of how they work. You can conjure objects in a fifty foot radius, and do not have to be looking at them in order to conjure them. Objects can be magical, up to a certain extent; you still cannot create powerful magic objects from scratch.

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### Enchanting

* **Basic Spell:** When first learning Enchanting Alchemy, pick four damage types. From now on, you can give any small object of your choosing magical abilities related to those damage types that last for six hours. You can speak to the DM to decide situationally about what these magic abilities are. They cannot inflict more than 1d6 area damage per damage activation. The magical abilities are minor at this point in time. You may use this once per turn.
* **Grade C:** You may pick an additional four damage types. You may now enchant medium objects for up to eight hours, and they can inflict 1d10 area damage per damage activation. The abilities of these objects are now stronger.
* **Grade B:** You can now use the remaining four damage types. Enchantments last for twelve hours, and deal up to 2d8 area damage. You can also give some (smaller) objects permanent abilities; when visiting specific areas, you may now request to learn magical crafting.
* **Grade A:** Talk to the DM. Your enchantments can become extremely powerful at this point, and can be highly situational. The ball’s in your court.

**-----UNDER CONSTRUCTION ZONE-----**

**Pain**

* **Basic Spell:** Inflict 1d6 damage per minute on any creature you have interacted with in the past day for up to three minutes, twice per long rest. After the pain is over, they will roll to see if they can discover the source of their headache/ulcer/other unspecified physical ailment that you decide on. The DC for this discovery is your spell save DC. You learn two level 1 sorcerer spells.
* **Grade C:** You may now use either your basic spell (which has increased in duration to five minutes) or inflict stacking damage with a spell save DC. This begins at 1d6 damage, and upon every failed constitution save, the damage will increase by 1d6 damage. Its duration is potentially infinite, but the save amount drops by 3 every successful iteration. You may use stacking damage once per long rest in the place of your basic spell. Learn two level 2 sorcerer spells.
* **Grade B:** From now on, you can use any Pain Alchemy abilities on creatures you have seen, not just those you have interacted with. If you have not interacted with them, they have no opportunity of guessing who you are. Any Pain Alchemy damage you inflict now has the chance to inflict one of the standard debuffs (talk to the DM about it). You learn one level 3 sorcery spell.
* **Grade A:**

**Fear**

* **Grade C:**
* **Grade B:**
* **Grade A:**

**Strange**

* **Grade C:**
* **Grade B:**
* **Grade A:**