

THE GRIM REAPER

WARLOCK OTHERWORLDLY PATRON



“Help!” I cried out. “Please, help me!”
I prayed to Tymora, the goddess of luck, but there was no answer. Darkness pulled me down into the cold abyss of oblivion and my life gradually faded away.
With my last breath, I whispered, “Help me, anyone. I will do anything if you spare my life...”
And from the great beyond someone replied. My life was saved, but for a price.

You have struck a bargain with Death itself.

At one point in your life you – or someone you held very dear – came very close to dying. In desperation, you prayed to your god or anyone else who would listen... and someone did.

Work with your DM to determine the true nature of your patron. It could be a powerful necromancer, a lich, a deity, or Death himself. Find out how your pact works and what the price for the deal is. Do you need to take another life for the one you have claimed? Do you need to carry out sacrifices or favours? Perhaps you bought an extension of your life for a certain time and can't be resurrected if you die?

EXPANDED SPELL LIST

Your patron 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.

GRIM REAPER EXPANDED SPELLS

Spell Level	Spells
1st	<i>inflict wounds, bane</i>
2nd	<i>enthrall, darkvision</i>
3rd	<i>animate dead, phantom steed (warhorse skeleton)</i>
4th	<i>phantasm killer, confusion</i>
5th	<i>raise dead, hallow</i>

SPECIAL FEATURES

Pact of the chain. Your familiar is an undead creature that has a Challenge rating of 1 or lower. Examples of undead familiars: A crawling claw, a ghoulish imp, a skeleton pseudodragon, or a zombie cat. The familiar remain all attributes of a normal familiar, except it communicates telepathically, and as an undead creature it doesn't need to eat, rest, or sleep.

Pact of the blade. Your weapon takes the form of a ghostly two-handed scythe (which has the same stats as a Glaive on p.149 in the *Player's Handbook*).

Pact of the Tome. Your Book of Shadows is a thick tome made out of black leather with silver corners, elaborated scrollwork decorations, and a hefty look. It is slightly cold to the touch.

IT HAS LIFE

Starting at 1st level, your patron has given you a heightened ability to detect other living creatures. As an action, you can close your eyes and open your senses to magically detect any other living creatures around you.

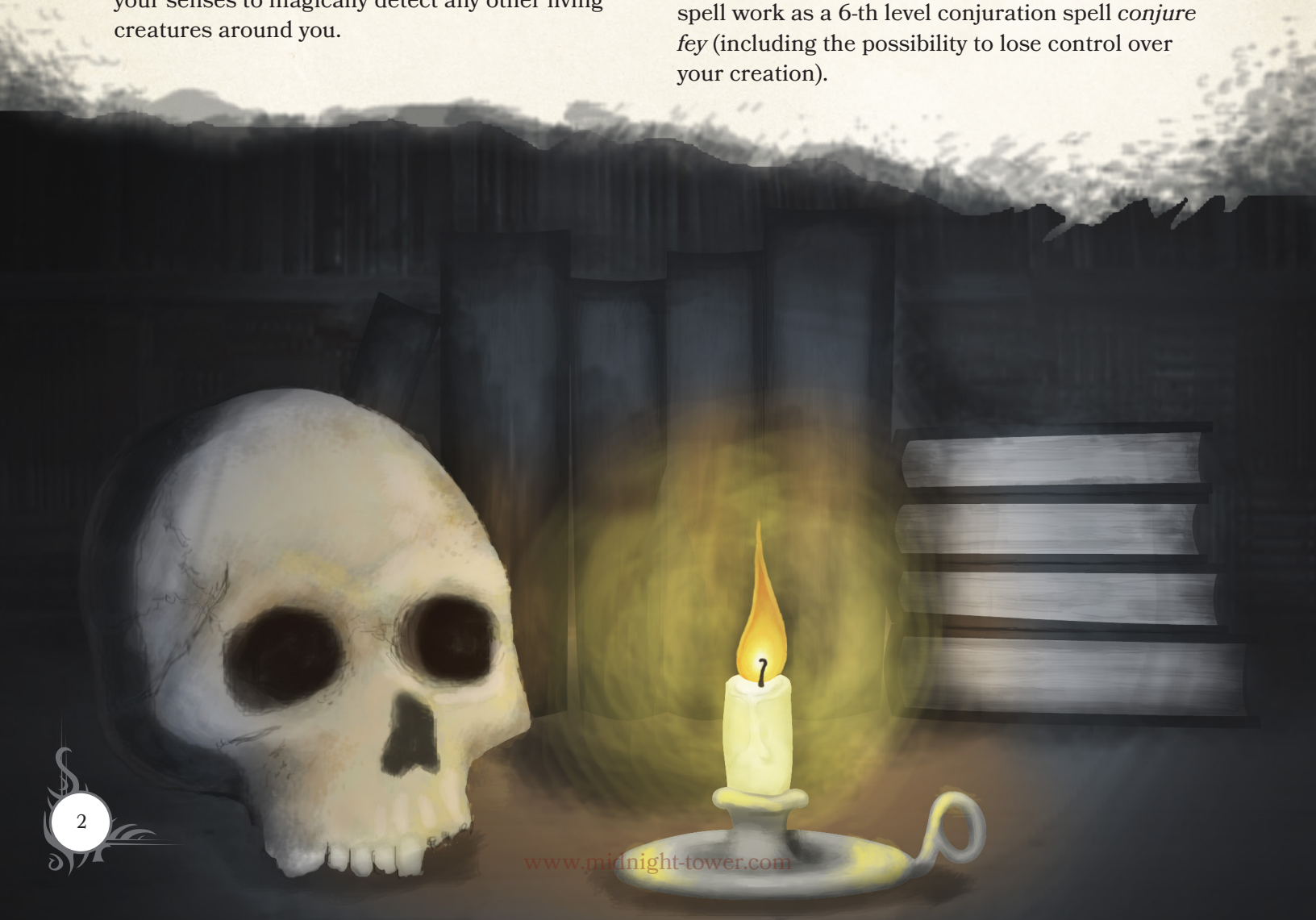
Until the end of your next turn you notice any creature with a heartbeat within 60 feet, unless they are magically invisible. You can use this feature the same number of times as your Charisma modifier (minimum of one) and you can't use this feature again until you have finished a short or a long rest.

BLACK MAGIC

Starting at 6th level, you can steal life from another creature and transfer it to yourself. When you hit a creature with an attack, you can transfer some of its life force to your own. You can regain the same HP as half of the damage you dealt. Once you use this feature, you can't use it again until you finish a short or long rest.

ABOMINATION

Starting at 10th level, you can conjure an undead creature to fight at your side. You summon an undead creature of a challenge rating 6 or lower, e.g. a wraith, a vampire spawn, or a revenant. The spell work as a 6-th level conjuration spell *conjure fey* (including the possibility to lose control over your creation).



VISION OF DEATH

Starting at 14th level, you can show a creature their own death. As an action, you can target a creature within 60 feet of you. The creature must make a Wisdom saving throw against your warlock spell save DC. On a failed save, the creature will be paralysed and experience the true vision of its own death. The creature is paralysed with shock up to one minute or until your concentration is broken. The spell is automatically broken if the creature takes any damage. Once you use this feature, you can't use it again until you finish a long rest.

NEW ELDRITCH INVOCATIONS

DEATH'S HOURGLASS

Prerequisite: eldritch blast cantrip

When you hit a creature with *eldritch blast*, the creature's speed is reduced to half of their movement for the rest of the turn.

COMMUNICATE WITH THE OTHER SIDE

You can cast *speak with dead* at will, without expending a spell slot or material components. Once you have used this invocation, you can't do so again until you finish a long rest.

DARK GRIMOIRE

Prerequisite: Pact of the Tome feature

As a bonus action you can conjure an illusionary hourglass that grants you a +2 bonus to AC for the duration of the spell. (The spell works as the 1st-level abjuration spell *shield of faith*, except for its appearance.) You regain the ability to use this invocation again once you have finished a long rest.

GHOSTLY SMITE

Prerequisite: Pact of the Blade feature

Once per turn when you hit a creature with your pact weapon you can deal extra necrotic damage if you expend a warlock spell slot. You deal an extra 1d8 necrotic damage to the target, plus another 1d8 necrotic damage per level of the spell slot.

STEAL LIFE

Prerequisite: Pact of the Chain feature

You can cast *false life* once without using a warlock spell slot if your familiar is within 100 feet of you.

MEMENTO MORI

Prerequisite: 5th level

As a reaction, if you take damage you can cast *vampiric touch* once using a warlock spell slot. Once you use this invocation, you can't use it again until you finish a short or long rest.

HIDE FROM DEATH

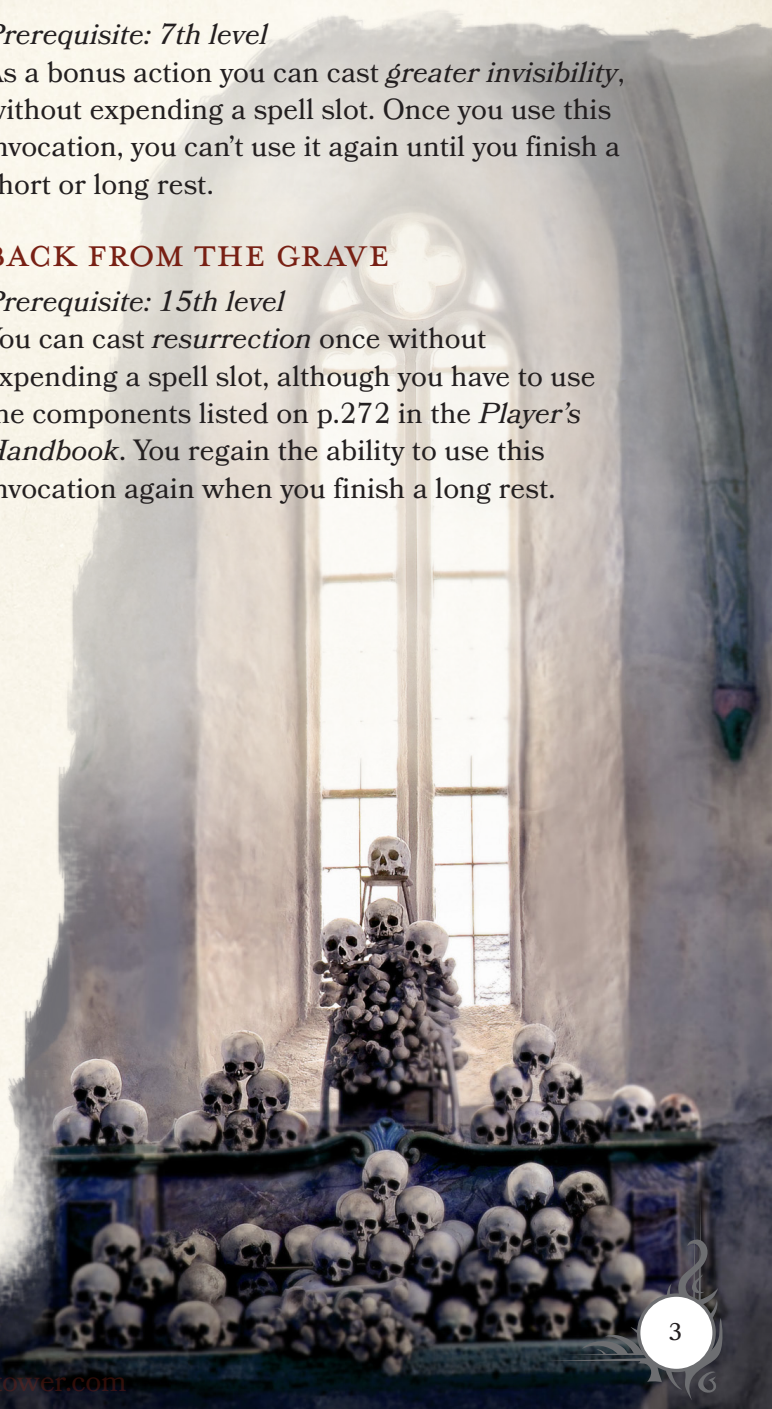
Prerequisite: 7th level

As a bonus action you can cast *greater invisibility*, without expending a spell slot. Once you use this invocation, you can't use it again until you finish a short or long rest.

BACK FROM THE GRAVE

Prerequisite: 15th level

You can cast *resurrection* once without expending a spell slot, although you have to use the components listed on p.272 in the *Player's Handbook*. You regain the ability to use this invocation again when you finish a long rest.



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But can you survive the wilds?*



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