

Eldritch Arcana



HOME BREW

Revisiting the Warlock and one-third caster fighter; a supplement
for the world's greatest role-playing game

VERSION 1.26

MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. The following options are available to a fighter, in addition to those offered in the Player's Handbook: the Arcane Knight and the Eldritch Warrior.

ARCANE KNIGHT

The archetypal Arcane Knight combines the martial mastery common to all fighters with a careful study of magic. Arcane Knights use magical techniques similar to those practiced by wizards. They focus their study on two of the eight schools of magic. These knights learn a comparatively small number of spells, committing them to memory instead of keeping them in a spellbook.

ARCANE KNIGHT FEATURES

Fighter Level	Feature
3rd	Spellcasting, Residual Magic
7th	War Magic
10th	Arcane Charge
15th	Rift Strike
18th	Deflective Mantle

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

Cantrips. You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Spell Slots. The Arcane Knight Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell shield and have a 1st-level and a 2nd-level spell slot available, you can cast shield using either slot.

Spells Known of 1st-Level and Higher. Choose two schools of magic (detailed in the *Player's Handbook, Chapter 10: Spellcasting, page 203, The Schools of Magic sidebar*) which become your arcane specialties. You know three 1st-level wizard spells of your choice, two of which must be spells of the same school as either of your arcane specialties.

The Spells Known column of the Arcane Knight Spellcasting table shows when you learn more wizard spells of your choice of 1st level or higher. Each of these must be spells of the same school as either of your arcane specialties, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be a spell of the same school as either of your arcane specialties, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

ARCANE KNIGHT SPELLCASTING

Fighter Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier



RESIDUAL MAGIC

At 3rd level, you can harness the shed magic from your spells to transform your attacks. When you cast a spell that deals damage on your turn, you can choose one of the damage types that was dealt by the spell. Until the end of your next turn, you can cause your weapon attacks to deal damage of the chosen type, instead of their normal damage type.

WAR MAGIC

At 7th level, when you take the Attack action on your turn, you can replace half of the attacks (rounded up) to cast a cantrip with a casting time of 1 action as part of the same action.

ARCANE CHARGE

At 10th level, you gain the ability to teleport up to 30 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

RIFT STRIKE

At 15th level, you learn how to make your weapon strikes undercut a creature's resistance to your spells. When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against the next spell you cast before the end of your next turn.

DEFLECTIVE MANTLE

At 18th level, you weave protective magics around a creature, increasing its ability to deflect blows. As an action, you touch a creature and cause any damage that creature takes to be reduced by your Intelligence modifier unless the damage type is psychic. The effect lasts for 1 minute.

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

ELDRITCH WARRIOR

The archetypal Eldritch Warrior sees otherworldly knowledge as a means to exceed and transcend their mortal limits. As a way to unlock their hidden potential, these fighters perform an ancient rite which forges a link from their mind and body to an otherworldly entity. They utilize the resulting knowledge and magical power to great effect, but not without cost; such a forceful method exacts its toll on them. Such fighters believe that the key to progress lies in harnessing the power hidden in these eldritch rites, and they are willing to bear the burden required for their discoveries.

ELDRITCH WARRIOR FEATURES

Fighter Level	Feature
3rd	Otherworldly Rite, Rite Magic
7th	Rite Invocations, Rite of the Armory
10th	Crackling Surge
15th	Leeching Strike
18th	Seal-breaking Sigil

OTHERWORLDLY RITE

At 3rd level, you have completed an ancient rite, creating a link between yourself and an otherworldly being. Through this link, the being's strongest emotion seeps through along with its knowledge.

Choose one option from the "Rite Links" detailed below. Your choice grants you an ability, gained through the link, as well as a debilitation, which is a cost of absorbing knowledge you aren't equipped to comprehend.

RITE MAGIC

The magic bestowed by your rite, and your understanding of its magical knowledge, have given you facility with spells. See the *Player's Handbook*: chapter 10 for the general rules of spellcasting and chapter 11 for the warlock spell list.

Cantrips. You know the *eldritch blast* cantrip and one other cantrip of your choice from the warlock spell list. You learn another warlock cantrip of your choice at 10th level.

Spell Slots. The Eldritch Warrior table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 7th level, you have two 2nd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend a spell slot, and you cast it as a 2nd-level spell.

Spells Known of 1st Level and Higher. The Spells Known Column of the Eldritch Warrior table shows how many spells you know. You can choose each 1st spell of 1st level or higher from the warlock spell list. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 16th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for and when making an attack roll with a warlock spell.

Spell save DC = 8 + your proficiency bonus +
your Charisma modifier

Spell attack modifier = your proficiency bonus +
your Charisma modifier



ELDRITCH WARRIOR

Fighter Level	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations Known
3rd	2	2	1	1st	—
4th	2	3	2	1st	—
5th	2	3	2	1st	—
6th	2	3	2	1st	—
7th	2	4	2	2nd	2
8th	2	4	2	2nd	2
9th	2	4	2	2nd	2
10th	3	5	2	2nd	2
11th	3	5	2	2nd	2
12th	3	5	2	2nd	2
13th	3	6	2	3rd	3
14th	3	6	2	3rd	3
15th	3	6	2	3rd	3
16th	3	7	2	3rd	3
17th	3	7	2	3rd	3
18th	3	7	2	3rd	3
19th	3	8	2	4th	4
20th	3	8	2	4th	4

RITE INVOCATIONS

As you harness more power through your rite, you gain the ability to draw out rite invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 7th level, you gain two Rite Invocations of your choice. When you gain certain fighter levels, shown in the Eldritch Warrior table, you gain additional invocations of your choice. You cannot gain an invocation with the same name more than once, even if another class feature allows you to, unless the invocation's description specifically says you can.

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. A level prerequisite in an invocation refers to fighter level, not character level.

RITE OF THE ARMORY

Also at 7th level, your rite's magic manifests as the ability to manipulate your weapons, or even to create new ones.

You can use your bonus action to create a rite weapon in one or both of your empty hands. You can choose the form that each of these weapons take each time you create them (see *Player's Handbook*: chapter 5 for weapon options). The weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Once per turn when you hit a creature with one of your rite weapons, you can spend an eldritch warrior 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.

You can transform one magic weapon into one of your rite weapons 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 (no action required), shunting it into an extradimensional space, and it appears whenever you create your rite weapon thereafter. The weapon ceases being your pact weapon if you die or if you use a 1-hour ritual to break your bond to it.

You can transform up to two magic weapons into your rite weapons; if you perform the special 1-hour ritual again while you already have two, then one of your current rite weapons ceases to be a rite weapon for you. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

A rite weapon of yours 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, or if you die.

CRACKLING SURGE

At 10th level, your surges of energy imbue your attacks with crackling eldritch power.

Whenever you hit with an attack made via your Action Surge's additional action, you can deal extra force damage to the target equal to your Charisma modifier.

LEECHING STRIKE

At 15th level, when you score a critical hit, you can use your reaction to regain hit points equal to the extra damage dealt by the hit.

SEAL-BREAKING SIGIL

At 18th level, you carve into your body a specialized sigil which can expand your rite link for a fleeting burst of power and speed.

On your turn, you can invoke this sigil, causing it to glow a faint blue color and crackle with power. Until the end of your turn, you can take one additional action and you gain one additional eldritch warrior spell slot. At the end of the turn, you must make a DC 18 Charisma saving throw. On a failed save, you take four times your fighter level in necrotic damage, which cannot be reduced by any means.

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

RITE LINKS

The rite links are listed in alphabetical order.

Compassion. Your otherworldly being is compassionate, which grants you the ability to sense the most prevalent emotion of one creature of your choice within 30 feet of you as a bonus action. However, you have disadvantage on Wisdom (Insight) checks to determine if a creature is lying.

Disdain. Your otherworldly being is a hateful thing. You can deal an extra 2 necrotic damage to one of the targets whenever you deal damage with an attack. However, when you are dying, you must succeed one additional death saving throw to stabilize yourself.

Fury. Your otherworldly being emits ceaseless fury. When you make an attack roll with advantage, you can add a +2 bonus to the attack roll. However, you make initiative rolls with disadvantage.

Honor. Your otherworldly being imparts a fierce sense of honor. You can cast *compelled duel* without expending a spell slot once per short or long rest. However, you have disadvantage on saving throws against being charmed.

Intuition. Your otherworldly being is sharp, seeing through deceit. You can use your action to see the true form of any creature or object concealed by an illusion as long as that creature is hostile to you. However, you have disadvantage on Charisma checks made as part of a lie.

Knowledge. Your otherworldly being craves knowledge. You have advantage on Intelligence checks. However, whenever you fail an Intelligence check, you cannot add your proficiency bonus to further Intelligence checks until you finish a short or long rest.

Mercy. Your otherworldly being abhors violence. You can cast the *spare the dying* cantrip at will. However, whenever you kill a creature, the first ability check or attack roll you make within the next minute is made with disadvantage.

Paranoia. Your otherworldly being's influence exudes paranoia. You gain 2 temporary hit points at the start of each of your turns if no ally is within 30 feet of you. However, any healing you receive from sources other than yourself is reduced by 1, to a minimum of 1.

RITE INVOCATIONS

If a rite invocation has prerequisites, you must meet them to learn it. A level prerequisite in an invocation refers to fighter level. You can learn the invocation at the same time that you meet its prerequisites.

Call of the Lost

You can cast *phantasmal force* once, without expending a spell slot or material components. You can't do so again until you finish a long rest.

Cloak of Flies

Prerequisite: 13th 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.

Devil's Sight

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

Eyes of the Rune Keeper

You automatically understand the meaning of any non-magical writing that you read, and you can see writing that is invisible.

Gaze of Two Minds

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

Gift of the Depths

Prerequisite: 13th 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.

Ghostly Gaze

Prerequisite: 19th 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.

Hex Pursuit

Prerequisite: 19th level, hex spell

As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the target cursed by your hex spell. To teleport in this way, you must be able to see the cursed target.

Horrific Shackles

Prerequisites: 19th level

You can cast *phantasmal killer* once without expending a spell slot. You can't do so again until you finish a long rest.

Insidious Nerves

Prerequisites: 19th level

You can cast *confusion* once using an eldritch warrior spell slot. You can't do so again until you finish a long rest.

Melder of Beasts

Prerequisite: 19th level

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

Numb Synapses

Prerequisite: 13th level

You can cast *slow* once without expending a spell slot. You can't do so again until you finish a long rest.

One with Shadows

Prerequisite: 13th level

When you are in an area of dim light or darkness, you can use your action to become invisible until you move, take an action or a reaction.

Speech of the Breathless

You can cast *silence* once without expending a spell slot. You can't do so again until you finish a long rest.

Tomb of Levistus

Prerequisite: 13th 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 fighter 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: 19th 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.

Thief of Five Fates

You can cast *bane* once without expending a spell slot. You can't do so again until you finish a long rest.

Two Wise Monkeys

You can cast *blindness/deafness* once without expending a spell slot. You can't do so again until you finish a long rest.

Warrior's Rite Weapon

You can use any weapon you summon with your Rite of the Armory 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. This bonus increases to +2 at 13th level and +3 at 19th level.

Weaver of Nightmares

You can cast *web* once without expending a spell slot. You regain the ability to do so when you finish a long rest.

Withering Influence

Prerequisite: 13th level

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

With a pseudodragon curled on his shoulder, a young elf in golden robes smiles warmly, weaving a magical charm into his honeyed words and bending the palace sentinel to his will.

As flames spring to life in her hands, a wizened human whispers the secret name of her demonic patron, infusing her spell with fiendish magic. Shifting his gaze between a battered tome and the odd alignment of the stars overhead, a wild-eyed tiefling chants the mystic ritual that will open a doorway to a distant world.

Warlocks are seekers of the knowledge that lies hidden in the fabric of the multiverse. Through pacts made with mysterious beings of supernatural power, warlocks unlock magical effects both subtle and spectacular. Drawing on the ancient knowledge of beings such as fey nobles, demons, devils, hags, and alien entities of the Far Realm, warlocks piece together arcane secrets to bolster their own power.

SWORN AND BEHOLDEN

A warlock is defined by a pact with an otherworldly being. Sometimes the relationship between warlock and patron is like that of a cleric and a deity, though the beings that serve as patrons for warlocks are not gods. A warlock might lead a cult dedicated to a demon prince, an archdevil, or an utterly alien entity—beings not typically served by clerics. More often, though, the arrangement is similar to that between a master and an apprentice. The warlock learns and grows in power, at the cost of occasional services performed on the patron's behalf.

The magic bestowed on a warlock ranges from minor but lasting alterations to the warlock's being (such as the ability to see in darkness or to read any language) to access to powerful spells. Unlike bookish wizards, warlocks supplement their magic with some facility at hand-to-hand combat. They are comfortable in light armor and know how to use simple weapons.

DELVERS INTO SECRETS

Warlocks are driven by an insatiable need for knowledge and power, which compels them into their pacts and shapes their lives. This thirst drives warlocks into their pacts and shapes their later careers as well.

Stories of warlocks binding themselves to fiends are widely known. But many warlocks serve patrons that are not fiendish. Sometimes a traveler in the wilds comes to a strangely beautiful tower, meets its fey lord or lady, and stumbles into a pact without being fully aware of it. And sometimes, while poring over tomes of forbidden lore, a brilliant but crazed student's mind is opened to realities beyond the material world and to the alien beings that dwell in the outer void.

Once a pact is made, a warlock's thirst for knowledge and power can't be slaked with mere study and research. No one makes a pact with such a mighty patron if he or she doesn't intend to use the power thus gained. Rather, the vast majority of warlocks spend their days in active pursuit of their goals, which typically means some kind of adventuring. Furthermore, the demands of their patrons drive warlocks toward adventure.



CREATING A WARLOCK

As you make your warlock character, spend some time thinking about your patron and the obligations that your pact imposes upon you. What led you to make the pact, and how did you make contact with your patron? Were you seduced into summoning a devil, or did you seek out the ritual that would allow you to make contact with an alien elder god? Did you search for your patron, or did your patron find and choose you? Do you chafe under the obligations of your pact or serve joyfully in anticipation of the rewards promised to you?

Work with your DM to determine how big a part your pact will play in your character's adventuring career. Your patron's demands might drive you into adventures, or they might consist entirely of small favors you can do between adventures.

What kind of relationship do you have with your patron? Is it friendly, antagonistic, uneasy, or romantic? How important are you to your patron? What is your part in your patron's plans? Do you know other servants of your patron?

How does your patron communicate with you? If you have a familiar, it might occasionally speak with your patron's voice. Some warlocks find messages from their patrons etched on trees, mingled among tea leaves, or adrift in the clouds — messages that only the warlock can see. Other warlocks converse with their patrons in dreams or waking visions, or deal only with intermediaries.

QUICK BUILD

You can make a warlock quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the charlatan background. Third, choose the *chill touch* cantrip, along with the 1st-level spells *ray of sickness* and *witch bolt*.

WARLOCK

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Spell Slot Level	Invocations Known
1st	+2	Otherworldly Patron, Pact Magic	3	2	1	1st	—
2nd	+2	Eldritch Invocations, Pact Boon	3	3	2	1st	1
3rd	+2	Agonizing Spellcasting	3	4	2	2nd	2
4th	+2	Ability Score Improvement	4	5	2	2nd	2
5th	+3	—	4	6	2	3rd	3
6th	+3	Otherworldly Patron feature	4	7	2	3rd	3
7th	+3	—	4	8	2	4th	4
8th	+3	Ability Score Improvement	4	9	3	4th	4
9th	+4	—	4	10	3	5th	5
10th	+4	Otherworldly Patron feature	5	10	3	5th	5
11th	+4	Mystic Arcanum (6th level)	5	11	3	5th	6
12th	+4	Ability Score Improvement	5	11	3	5th	6
13th	+5	Mystic Arcanum (7th level)	5	12	3	5th	6
14th	+5	Otherworldly Patron feature	5	12	3	5th	7
15th	+5	Mystic Arcanum (8th level)	5	13	3	5th	7
16th	+5	Ability Score Improvement	5	13	4	5th	7
17th	+6	Mystic Arcanum (9th level)	5	14	4	5th	8
18th	+6	Arcane Feedback	5	14	4	5th	8
19th	+6	Ability Score Improvement	5	15	4	5th	8
20th	+6	Immutable Knowledge	5	15	4	5th	9

CLASS FEATURES

As a warlock, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Warlock level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Warlock level

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Charisma, Wisdom

Skills: Choose two skills from Arcana, Deception, History, Intimidation, Investigation, Nature and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) a melee weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- (a) leather armor or (b) chain shirt
- Any simple weapon and two daggers

OTHERWORLDLY PATRON

At 1st level, you have struck a bargain with an otherworldly being of your choice: the Ancient Phoenix, the Archfey, the Celestial, the Chosen of Mystra, the Fiend, the Great Old One, the Shadowforce, or the Undying. Your choice grants you features at 1st level and again at 6th level, 10th level, and 14th level.

PACT MAGIC

Your arcane research and the magic bestowed on you by your patron have given you facility with spells. See the Spells chapter of the *Player's Handbook* for the general rules of spellcasting and for the warlock spell list.

CANTRIPS

You know the *eldritch blast* cantrip and two other cantrips of your choice from the warlock spell list. The Warlock table above shows when you learn additional warlock cantrips of your choice.

SPELL SLOTS

The Warlock table shows how many spell slots you have. The table also shows what the level of those slots is; your spell slots are all the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *witch bolt*, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Choose either Intelligence or Charisma when you gain this feature. Your choice determines your spellcasting ability for your warlock spells. In addition, you use the chosen ability score when setting the saving throw DC of a warlock spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your chosen ability modifier

Spell attack modifier = your proficiency bonus +
your chosen ability modifier

SPELLCASTING FOCUS

You can use an arcane focus (see the Adventuring Gear section) as a spellcasting focus for your warlock spells.

ELDRITCH INVOCATIONS

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 one eldritch invocation of your choice. Your invocation options are listed at the end of the class description and on patron's page. At certain warlock levels, you gain new 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.

PACT BOON

Also at 2nd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

PACT OF THE ARMORY

You gain proficiency with medium armor and shields. Additionally, you can use your action to create a pact weapon in your empty hand. You can choose the form that this weapon takes each time you create it; it can take the form of any melee weapon, a shortbow, a longbow, a light crossbow or a heavy crossbow (see chapter 5 for weapon options). You are proficient with it while you wield it, and when you attack with it, you can use your spellcasting ability modifier, instead of Strength or Dexterity, for your attack and damage rolls. 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 are proficient with the weapon while it is your pact weapon, and you gain the ability to dismiss the weapon, shunting it into an extradimensional space. You can cause it to reappear whenever you create your pact weapon thereafter. 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.

PACT OF THE CHAIN

You learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known. When you cast the spell, you can choose a normal form or one of the following forms: imp, phoenix wisp, pseudodragon, quasit, or sprite. When you cast the *eldritch blast* spell, you can forgo one beam of your *eldritch blast* to allow your familiar to make one attack with its reaction.

Finally, you can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

PACT OF THE EFFIGY

You have a doll whose material is constantly shifting, like the surface of water. Using it, you can weave magic into an inexorable bond with other creatures. You can use your action and choose a creature you can see within 60 feet of you to magically steal a tiny sliver of their essence, cursing them and storing the essence in your doll. Casting *remove curse* on the creature or the doll returns the essence. Any effect which detects alignment, creature type, or magic reveals that a creature is cursed in this way.

While you have the essence of a creature, that creature has disadvantage on Wisdom (Insight) checks against you, as well as saving throws against being charmed by you.

You can only have one essence at a time. When you steal a creature's essence while you already have one, you can choose to replace your existing essence.

PACT OF THE GAUNTLET

Your hands become covered in a thin layer of eerie, unearthly metal. With these gauntlets, you can use Charisma in place of Strength for ability checks and saving throws. You can also choose to use Charisma for the attack and damage rolls of your unarmed strikes.

Additionally, when you cast *eldritch blast*, you can choose to split one of the beams into two beams, each of which must target different creatures. If you do, make a separate attack roll for each beam. On a hit, a split beam deals 1d6 force damage.

PACT OF THE SYMBOL

You receive a token imbued with your patron's power, which functions as an arcane focus for you. It takes the reasonable shape of an arcane focus, i.e. a crystal, orb, or staff. If you ever let go of the focus, or if it is destroyed, it disappears at the start of your next turn, and you can use your bonus action to cause it to appear in one of your free hands, restored and undamaged. Also, choose two spells from the warlock spell list. These spells must be of a level no higher than what's shown in the warlock table's Slot Level column for your level. While you hold this special focus, you know these spells, which don't count against your number of spells known, and they count as warlock spells for you.

Finally, when you gain a level in this class, instead of replacing one of the warlock spells you know, you can replace two.

PACT OF THE TOME

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless warlock spells for you.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

AGONIZING SPELLCASTING

Starting at 3rd level, you can add your spellcasting ability modifier to damage rolls you make with any warlock cantrip, except for damage rolls that already add your spellcasting ability modifier.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

MYSTIC ARCANUM

At 11th level, choose a 6th-level spell from the warlock spell list as an 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.

ARCANE FEEDBACK

At 18th level, whenever you use your Mystic Arcanum feature, you can regain one expended spell slot from your Pact Magic feature.

IMMUTABLE KNOWLEDGE

At 20th level, the knowledge you have obtained leaves an imprint in your mind. Your Intelligence or Charisma score (your choice) increases by 2, and your maximum for the chosen score increases by 2. Also, your Intelligence and Charisma scores can never be reduced.

OTHERWORLDLY PATRONS

At 1st level, a warlock gains the Otherworldly Patron feature. The following options replace those with the same name in *Xanathar's Guide to Everything*.

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 Reinforcement
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	cure wounds, guiding bolt
2nd	flaming sphere, lesser restoration
3rd	daylight, revivify
4th	guardian of faith, wall of fire
5th	flame strike, greater restoration

BONUS CANTRIPS

When you choose this patron 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 d8s that you spend to fuel this healing. The number of dice in the pool equals 1 + half of your warlock level, rounded down (minimum of 0).

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 spellcasting ability 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 emblazons your soul with radiant energy, protecting you.

You have resistance to radiant damage, and you are immune to poison and disease.

CELESTIAL REINFORCEMENT

Starting at 10th level, the Celestial magic you use gently circulates through you, reinforcing your Celestial abilities.

You can add a +2 bonus to each d8 rolled for your Healing Light feature. Additionally, you and up to 5 creatures of your choice that you can see gain temporary hit points equal to half your warlock level + your spellcasting ability modifier whenever you finish a short or long rest.

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 your warlock level + your spellcasting ability 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 SHADOWFORCE

You have made your pact with a mysterious entity — a force that manifests in sentient magic weapons carved from the stuff of shadow. The shadowy force behind these weapons can offer power to warlocks who form pacts with it. These warlocks - sometimes called hexblades - can weave this powerful dark magic into the world.

SHADOWFORCE FEATURES

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

EXPANDED SPELL LIST

The Shadowforce 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.

SHADOWFORCE EXPANDED SPELLS

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

HEXBLADE'S CURSE

Also at 1st level, you can imbue your weapons with a curse that seals victims' abilities.

You can choose to emblazon any weapon you touch with intricate runes that form a wicked, sealing curse, the Hexblade's Curse. While wielding this weapon, you can force a creature you hit with a weapon or spell attack to succeed on a Charisma saving throw against your spell save DC or be cursed with the Hexblade's Curse for 1 minute.

As powerful hexes hamper its abilities, the creature cursed by your Hexblade's Curse can't add its proficiency bonus to its attacks. The creature must also roll a d4 and subtract it from any ability checks or saving throws it makes.

Once you have successfully cursed a creature with this feature, you can't do so again until you finish a short or long rest.

SHADOW SHROUD

At 6th level, you weave shadowy magic around your body, protecting you from attacks.

When you are hit with an attack, you can use your reaction to activate your protective shroud, which lasts until the start of your next turn. If you do, roll a d6 whenever an attack hits you, including during the triggering attack; on a 4 or higher, the attack instead misses you.

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

ACCURSED SPECTER

Starting at 10th level, you can bind the souls of the slain to your service, weaving them into a shadowy form.

When you slay a creature, 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 takes the form of a shadowy, panther-like creature, and it gains temporary hit points equal to your warlock level plus your Charisma modifier. Roll initiative for the specter, which has its own turns. The specter remains in your service until the end of your next long rest, at which point it vanishes to the afterlife.

It obeys your verbal commands (no action required by you), and it gains a special bonus to its AC and saving throws, as well as its attack and damage rolls. This bonus is equal to your spellcasting ability modifier (minimum of +0).

Once you bind a specter with this feature, you can't use the feature again until you finish a long rest.

MASTER OF HEXES

Starting at 14th level, your curse becomes more persistent and grants you further benefits.

You can now curse other creatures with your Hexblade's Curse while the curse is in effect. If you do, the curse ends on the previous creature, and the curse's remaining duration carries over.

Additionally, you gain the following benefits against creatures afflicted by your Hexblade's Curse:

- Once per turn, you can deal 3d10 additional damage when you hit the cursed target with an attack.
- 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 spellcasting ability modifier.

THE ANCIENT PHOENIX

Your patron is a phoenix which has survived thousands of years of pursuit. This being has settled on the elemental plane of fire, and is so suffused with magical energy that its powerful magic can be siphoned through rituals, even on the innermost planes.

ANCIENT PHOENIX FEATURES

Warlock Level	Feature
1st	Positive Energy Infusion, Expanded Spell List, Mantle of Flame
6th	Warding Cyclone
10th	Spark of Rebirth
14th	Phoenix Pinion

POSITIVE ENERGY INFUSION

Would-be Warlocks who make contact with an ancient phoenix are accidentally exposed to the raw life energy infused into a phoenix's essence. This change to the composition of your soul causes minor incompatibilities with its vessel. You may roll or choose from the following quirks to add manifestations of this change to your character.

ANCIENT PHOENIX QUIRKS

d8 Quirk

- 1 You absentmindedly ignite small fires that quickly sputter out.
- 2 You cackle like a fiend when you unleash your fire spells.
- 3 You admire fire, even if it burns your friends.
- 4 You are covered in burns that mark the first time your power manifested.
- 5 You are brave to the point of recklessness.
- 6 You have a nervous compulsion to keep a bright light in even the barest shadow.
- 7 You have an overwhelming hatred of undead creatures.
- 8 You fidget and are irritable when you can't see the sun.

EXPANDED SPELL LIST

The following spells are added to the warlock spell list for you.

ANCIENT PHOENIX EXPANDED SPELLS

Spell Level	Spells
1st	<i>feather fall, guiding bolt</i>
2nd	<i>heat metal, pyrotechnics</i>
3rd	<i>beacon of hope, melf's minute meteors</i>
4th	<i>aura of purity, fire shield</i>
5th	<i>holy weapon, reincarnate</i>

MANTLE OF FLAME

Starting when you choose this patron at 1st level, you can unleash the phoenix fire that blazes within you.

As an action, you magically wreath yourself in swirling fire, as your eyes glow like hot coals. For 1 minute, you gain certain benefits:

- You have resistance to fire and radiant damage.
- You shed bright light in a 30-foot radius and dim light for an additional 30 feet.
- When a creature hits you with a melee attack, brilliant flames burst from your mantle, enveloping the creature. The creature takes fire or radiant damage equal to your spellcasting ability modifier.

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



WARDING CYCLONE

Starting at 6th level, you can create a fiery gale around yourself that protects you from damage.

When you are hit by an attack or fail a saving throw against an effect that only deals damage, you can use your reaction to move up to 10 feet without provoking opportunity attacks. If your new location is outside of the range or reach of the attack or effect, you take no damage from it and don't suffer any of its additional effects.

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

SPARK OF REBIRTH

Starting at 10th level, in the face of defeat, your flame knits your wounds and surges outward in a fiery roar.

If you are reduced to 0 hit points, you can draw upon the phoenix's spark. You are instead reduced to 1 hit point, and creatures within 10 feet of you take fire or radiant damage equal to your warlock level + your spellcasting ability modifier.

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

PHOENIX PINION

Starting at 14th level, you can manifest one of your patron's feathers which sears your foes, heals your allies, and can even restore life.

As an action, you conjure a brilliantly glowing feather in your hand. This pinion can be used once before crumbling to ashes, and you can use it in one of the following ways:

- For you, it is a simple melee weapon with the finesse and thrown (range 20/60) properties that deals 5d8 fire and 5d8 radiant damage. When thrown, you can use your spellcasting ability modifier for the attack and damage rolls. When you hit with the pinion, creatures you choose in a 20-foot radius around the target regain a number of hit points equal to 4d8 plus your spellcasting ability modifier.
- As a bonus action, you stab the heart of a dead creature with the pinion. If creature has died within the last 10 days, the pinion glows with a radiant light for 1 minute. If the pinion is not removed within that time, the creature's body and the pinion crumble to ash, and in a flash of radiant light, the creature is restored to life as if the *resurrection* spell had been cast on it. This option can only be used once every 10 days.

Once you use this feature, you can't use it again until you finish a long rest. If you have a pinion at that time, it crumbles to ash, losing all magical properties.



THE CHOSEN OF MYSTRA

Your patron is one of the Chosen of Mystra: mortals of great power who serve Mystra, the mother of all magic. These mortals have been granted a portion of Mystra's divine essence - called spellfire - which they use to guard the Weave from disruption, preserving the status quo of magic among the realms. These chosen mortals, while extremely powerful, are not infallible themselves; they sometimes contract Warlocks to assist with their goals, granting them a small part of their silver flame in exchange.

CHOSEN OF MYSTRA FEATURES

Warlock Level	Feature
1st	Protect the Weave, Expanded Spell List, Minor Spellfire
6th	Chosen's Absorption
10th	Arcane Senses
14th	Silver Fire

PROTECT THE WEAVE

Occasionally, warlocks of a Chosen of Mystra will receive missives from their patron, ordering them to investigate an event that might cause damage to the Weave. Such events might range from a ritual all the way to an act of the divine. Often, these events will be orchestrated purposely by an evil entity; however, it is still somewhat likely that a Wizard haphazardly creates a broken summoning circle. Work with your DM to determine such scenarios and explore them with your party.

EXPANDED SPELL LIST

The following spells are added to the warlock spell list for you.

CHOSEN OF MYSTRA EXPANDED SPELLS

Spell Level	Spells
1st	<i>identify</i> , <i>magic missile</i>
2nd	<i>arcane's magic aura</i> , <i>dragon's breath</i>
3rd	<i>glyph of warding</i> , <i>nondetection</i>
4th	<i>conjure minor elementals</i> , <i>resilient sphere</i>
5th	<i>arcane hand</i> , <i>far step</i>

MINOR SPELLFIRE

When you choose this patron at 1st level, you are imbued with a fragment of Chosen spellfire, allowing you to shake off compulsions.

At the start of your turn, or as an action, you can end one effect for yourself that is causing you to be *charmed* or *frightened*.

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

CHOSEN'S ABSORPTION

Starting at 6th level, you gain some of the magical resistance of a Chosen, allowing you to convert spell power into your own power. You can cast *counterspell* once per short or long rest without expending a spell slot. When cast via this feature, you can add your proficiency bonus to the spell's ability check.

Whenever you succeed at countering a spell, until the end of your next turn, you can roll one of the damage dice one additional time and add it as extra damage to any damage roll you make for a spell, and your warlock spell save DC increases by 1. If the damage roll has more than one damage die, you choose which of the dice to roll.

ARCANE SENSES

Starting at 10th level, you can give yourself magical sight, allowing you to project your vision and sense arcane energy.

You can cast *clairvoyance* using a warlock spell slot. When cast via this feature, the spell's casting time is 1 action, and when you see through the sensor, you can see as if you were under the effects of the *detect magic* spell.

SILVER FIRE

Starting at 14th level, you gain the ability to project your spellfire outward, blasting your enemies.

As an action, you can create a line of silver arcane energy that resembles a spout of fire. Creatures in a line 90 feet long and 5 feet wide originating from you must make a Dexterity saving throw against your warlock spell save DC, taking 8d8 force damage on a failure, or half as much damage on a success. This damage bypasses resistance and immunity.

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

ELDRITCH INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your warlock level.

ABERRANT IMPLANTATION

Prerequisite: 9th level

You can cast *awaken* once without expending a spell slot. You can't do so again until you finish a long rest.

ANCIENT INSIGHT

Prerequisite: 9th level

You can cast *legend lore* once without expending a spell slot. You can't do so again until you finish a long rest.

ARCANE ENIGMA

Prerequisite: *Pact of the Symbol* feature, 5th level

You can cast *nystul's magic aura* at will, without expending a spell slot or material components.

ARMOR OF SHADOWS

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

ASCENDANT STEP

Prerequisite: 9th level

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

ASPECT OF THE MOON

Prerequisite: Pact of the Tome feature

You no longer need to sleep and can't be forced to sleep. 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.

BEAST SPEECH

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

BEGUILING INFLUENCE

You gain proficiency in the Deception and Persuasion skills. If you're already proficient in either skill, your proficiency bonus is doubled for any check you make with that skill.

BEWITCHING WHISPERS

Prerequisite: 7th level

You can cast *compulsion* once without expending a spell slot. You can't do so again until you finish a long rest.

BOLSTERED FAMILIAR

Prerequisite: 5th level, Pact of the Chain feature

Your familiar's maximum hit points increase by an amount equal to 3 times your warlock level, and it now adds your spellcasting ability modifier to its AC and saving throws, to ability checks using skills with which it is proficient, to its attack and damage rolls, and to the saving throw DCs of its spells and abilities.

BOOK OF ANCIENT SECRETS

Prerequisite: Pact of the Tome feature

You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class's spell list (the two needn't be from the same list). The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

BREATH OF THE NIGHT

Prerequisite: 5th level, Pact of the Effigy feature

As a bonus action, you create a fog of thick, web-like projections in a 15-foot radius around you, which lasts until the start of your next turn and moves with you. You can automatically steal the essence of any creature who enters the area for the first time on a turn or starts its turn there, as per your Pact of the Effigy feature. This area is difficult terrain, and when a creature attacks while within the area, the creature takes necrotic damage equal to your spellcasting ability modifier (minimum of 1).

You can choose any number of creatures when you use this invocation, causing those creatures to ignore the invocation's effects.

CALL OF THE LOST

Prerequisite: 3rd level

You can cast *phantasmal force* once, without expending a spell slot. You can't do so again until you finish a long rest.

CHAINS OF CARCERI

Prerequisite: 14th level, Pact of the Chain feature

You can cast *hold monster* at will — targeting a celestial, fiend, or elemental — without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again.

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 spellcasting ability modifier (minimum of 0 damage).

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

DEVIL'S SIGHT

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

DREADFUL WORD

Prerequisite: 7th level

You can cast *confusion* once without expending a spell slot. You can't do so again until you finish a long rest.

EJECTION OF SPIRIT

Prerequisite: Pact of the Effigy feature

You can use your reaction when you are attacked to eject the essence stored within your doll, attempting to absorb the blow. Roll a d20 to see if it hits the essence instead. On an 11 or above, the essence absorbs the attack instead of you, dealing 1d6 necrotic damage to the essence's owner. Either way, the essence is destroyed.

ELDRITCH CONE

Prerequisite: 11th level, Pact of The Gauntlet feature

As an action, you can expend a warlock spell slot to create a cone of crackling energy in a 60-foot cone originating from you. Creatures in the area must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by two beams of your *eldritch blast*, plus 1d8 force damage for each level of the spell slot above 1st. On a successful one, a creature takes half as much damage. You can't use this invocation again until you finish a short or long rest.

ELDRITCH DOOM

Prerequisite: 17th level, Pact of The Gauntlet feature

As an action, you can expend a warlock spell slot and choose a point that you can see within 120 feet of you. An explosion of crackling energy erupts from that point, filling a 20-foot radius around it. Creatures in the area must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by three beams of your *eldritch blast*, plus 1d6 force damage for each level of the spell slot above 1st. On a successful one, a creature takes half as much damage. You can't use this invocation again until you finish a short or long rest.

ELDRITCH SIGHT

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

ELDRITCH SPEAR

When you cast *eldritch blast*, its range is doubled.

ELDRITCH WAVE

Prerequisite: 5th level, Pact of The Gauntlet feature

As an action, you can expend a warlock spell slot to create a beam of crackling energy 5-feet long and 30-feet wide. Creatures in the area must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by one beam of your *eldritch blast*, plus 1d10 force damage for each level of the spell slot above 1st. On a successful one, a creature takes half as much damage. You can't use this invocation again until you finish a short or long rest.

ESSENCE DEVOURER

Prerequisite: 17th level, Pact of the Armory feature

Once on each of your turns, when you hit a creature with a weapon attack using your pact weapon, you can regain hit points equal to half the damage dealt (minimum of 0).

EYES OF THE RUNE KEEPER

You automatically understand the meaning of any non-magical writing that you read, and you can see writing that is invisible.

FATE'S VICE

Prerequisite: 17th level, Pact of the Effigy feature

When you deal damage with a curse, you can choose to deal psychic damage instead of the curse's normal damage type. Additionally, while a creature is cursed by you, you can deal psychic damage equal to your spellcasting ability modifier to the creature at the start of each of its turns, as long as the creature is on the same plane of existence as you.

FIENDISH VIGOR

You can cast *false life* on yourself at will at its lowest level, without expending a spell slot or material components.

GAZE OF TWO MINDS

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

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. You can't use this invocation 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

Once on each of your turns when you hit a creature with your *eldritch blast*, you can move the target in a straight line 10 feet closer to you.

HIDEOUS BLOW

Prerequisite: Pact of The Gauntlet feature

When you cast *eldritch blast*, you can replace any number of the beams with unarmed strikes. If you hit with one of these unarmed strikes, the attack's damage type is converted to force, and you can use a d10 for the damage roll (add any modifiers as normal).

HORRIFIC SHACKLES

Prerequisite: 7th level

You can cast *phantasmal killer* once without expending a spell slot. You can't do so again until you finish a long rest.

IMPROVED PACT WEAPON

Prerequisite: Pact of the Armory feature

You can use any weapon you summon with your Pact of the Armory feature as a spellcasting focus for your warlock spells.

Additionally, 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.

LANCE OF LETHARGY

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.

LIFEDRINKER

Prerequisite: 11th level, Pact of the Armory feature

When you hit with a weapon attack using your pact weapon, you can deal extra necrotic damage equal to your Charisma modifier (minimum of 1).

LOREMASTER'S BARGAIN

Prerequisite: 17th level, Pact of the Tome feature

You learn an additional cantrip from any class' spell list, which counts as a warlock spell for you. While your Book of Shadows is on your person, you can cast this cantrip at will. Whenever you finish a long rest, you can replace this cantrip with a new choice.

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 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 half your warlock level. To use this invocation, you must be able to see the cursed target, and it must be within 30 feet of you.

MASK OF MANY FACES

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

MASTER'S BINDINGS

Prerequisite: 11th level, Pact of the Symbol feature

While you the arcane focus granted by your Pact of the Symbol feature is on your person, you have advantage on ability checks made as part of a spell, and the DC of any ability checks other creatures make against your warlock spells increases by an amount equal to half your warlock level.

MASTER OF MYRIAD FORMS

Prerequisite: 14th level

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

MATERIALIZING FOCUS

Prerequisite: Pact of the Symbol feature

When you cast a warlock spell using the arcane focus granted by your Pact of the Symbol feature, you can forego providing a material component if its value is no more than 25gp times your warlock level.

MINIONS OF CHAOS

Prerequisite: 9th level

You can cast *conjure elemental* once without expending a spell slot. You can't do so again until you finish a long rest.

MIRE THE MIND

Prerequisite: 5th level

You can cast *slow* once without expending a spell slot. You can't do so again until you finish a long rest.

MISTY VISIONS

You can cast *silent image* at will, without expending a spell slot or material components.

ONE WITH SHADOWS

Prerequisite: 5th level

When you are in dim light or darkness, you can use your action to become invisible until you move, take an action, or take a reaction.

OTHERWORLDLY LEAP

Prerequisite: 7th level

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

OTHERWORLDLY WHISPERS

You gain proficiency in the Arcana and Religion skills. If you're already proficient in either skill, your proficiency bonus is doubled for any check you make with that skill.

PACT-FORGED COUNSEL

Prerequisite: 20th level

You can cast *planar ally* once without expending a spell slot. You can't do so again until you finish a long rest.

RELENTLESS HEX

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

As a bonus action, you can teleport 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 Sign of Ill Omen. To teleport in this way, you must be able to see the cursed target.

REPELLING BLAST

When you hit a creature with *eldritch blast*, you can push the creature up to 10 feet away from you in a straight line.

SCRIBE OF ANCIENT KNOWLEDGE

Prerequisite: Pact of the Tome feature, 5th level

Instead of knowing spells, you now prepare a number of spells equal to the Spells Known column of the warlock table plus your spellcasting ability modifier from the warlock spell list. A spell you choose must be of a level no greater than what's shown in the Warlock table's Slot Level column for your level. You can change any number of your prepared spells whenever you finish a long rest.

SCULPTOR OF FLESH

Prerequisite: 7th level

You can cast *polymorph* once without expending a spell slot. You can't do so again until you finish a long rest.

TWO WISE MONKEYS

Prerequisite: 3rd level

You can cast *blindness/deafness* once without expending a spell slot. You can't do so again until you finish a long rest.

SHEPHERD OF THE OCCULT

Prerequisite: 11th level, Pact of the Effigy feature

You can cast *scrying* at will - targeting the creature cursed by your Pact of the Effigy feature - without expending a spell slot or providing material components. Your curse counts as a body part for the purposes of calculating the save for the spell.

SHROUD OF SHADOW

Prerequisite: 14th level

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

SIGN OF ILL OMEN

Prerequisite: 5th level

You can cast *bestow curse* once without expending a spell slot. You can't do so again until you finish a long rest.

SOVEREIGN ARCANA

Prerequisite: 11th level, Pact of the Tome feature

Whenever you finish a long rest, you may choose new spells from the warlock spell list to replace any of your Mystic Arcanum choices. Each new spell must be of the same spell level as the one it replaces.

SPEECH OF THE BREATHLESS

Prerequisite: 3rd level

You can cast *silence* once without expending a spell slot. You can't do so again until you finish a long rest.

THIEF OF FIVE FATES

You can cast *bane* once without expending a spell slot. You can't do so again until you finish a long rest.

THIRSTING BLADE

Prerequisite: 5th level, Pact of the Armory feature

Whenever you take the Attack action on your turn, you can make one additional attack with your pact weapon as part of the same action.

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 without expending a spell slot. You regain the ability to do so when you finish a long rest.

USURPER IN SHADOW

Prerequisite: 11th level, Pact of the Chain feature

You can cast *planar binding* at will at its lowest level, without expending a spell slot.

VISIONS OF DISTANT REALMS

Prerequisite: 14th level

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

WEAVER OF NIGHTMARES

Prerequisite: 3rd level

You can cast *web* once without expending a spell slot. You regain the ability to do so when you finish a long rest.

WHISPERS OF THE GRAVE

Prerequisite: 9th level

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

WITCH SIGHT

Prerequisite: 14th level

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

PACT OF THE CHAIN FAMILIARS

The following are additional designs available when a warlock casts *find familiar* using the Pact of the Chain feature. If a creature with the same name appears here, it is intended to replace the creature with the same name in the *Player's Handbook*.

PHOENIX WISP

Tiny monstrosity, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 9 (2d4 + 4)

Speed 10ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	14 (+2)	11 (+0)	15 (+2)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical sources

Damage Immunities fire, radiant

Senses darkvision 60 ft., passive Perception 14

Languages understands Common and Primordial, but cannot speak

Skills Acrobatics +5, Perception +4, Stealth +5

Challenge 1/4 (50 XP)

Innate Spellcasting. The phoenix wisp's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *dancing lights*, *spare the dying*

1/day each: *burning hands*, *color spray*

Keen Senses. The phoenix wisp has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Limited Telepathy. The phoenix wisp can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 ft. of it that can understand a Language.

Magic Resistance. The phoenix wisp has advantage on saving throws against Spells and other magical effects.

ACTIONS

Peck. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage

Flame Lick. *Ranged Spell Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 6 (1d8+2) fire or radiant damage

SPRITE

Tiny fey, neutral good

Armor Class 15 (leather armor)

Hit Points 7 (2d4+2)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	12 (+1)	14 (+2)	13 (+1)	11 (+0)

Damage Immunities necrotic, poison

Skills Perception +3, Stealth +8

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

Magic Weapons. The sprite's weapon attacks are magical.

Read Intent. The sprite knows the emotional state of any creature it can see. It also knows whether the creature is hostile, neutral, or friendly to the sprite.

ACTIONS

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 7 (1d6+4) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If the poisoned target failed its saving throw by 5 or more, it falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature, and the target must make a DC 10 Charisma saving throw. On a failed save, the sprite knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.



A Powerful Deal

This brew started as a simple effort to make an Eldritch Knight that is more eldritch, and blossomed into an entire revamp of the 1/3 caster archetypes, the Warlock class, and the Otherworldly Patrons from *Xanathar's Guide to Everything*. I hope you find that these changes make the classes more fun to play, eliminate the logical issues that they had, and that all Warlock patrons become equally appealing again. Enjoy!

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QUESTIONS? FEEDBACK?

Thank you for taking the time to read, review and enjoy this homebrew. Feel free to get in touch with me on reddit: [/u/devikyn](https://www.reddit.com/user/devikyn) with your comments and ideas!

CREDITS

In this document, I have referred to the *Player's Handbook* and *Xanathar's Guide to Everything*. Click on the links to find where you can buy a copy of them, so you can fill in any missing knowledge.

As art is added to this document, so too will the artists be credited for their work. The art credits are below.

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Finally, check out [GM Binder](#), used to create this document! It's a fantastic resource for homebrew.

