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ALL
PATRONS
EVE



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OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

MOTHER BEAST

You have forged a pact with the spirit of an antediluvian creature, the precursor to all modern beasts. Mother Beast, as she is known, cares little for human affairs, but is deeply invested in her 'children,' the creatures of the world, great and small. She has granted you ferocious strength and the bloodlust of her kin through a unique kind of lycanthropy which leaves your personality completely intact, even as your appearance grows more savage with claws, teeth, and fur.

EXPANDED SPELL LIST

Mother Beast 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.



MOTHER BEAST EXPANDED SPELLS

Spell Level	Spells
1st	<i>animal friendship, disguise self</i>
2nd	<i>barkskin, enhance ability</i>
3rd	<i>conjure animals, protection from energy</i>
4th	<i>dominate beast, locate creature</i>
5th	<i>commune with nature, contagion</i>

LYCANTHROPY

Starting at 1st level, you are a shapechanger. As a bonus action, you can polymorph into a wolf-hybrid form or into a wolf, or back into your true form. In your hybrid form and your wolf form, you gain a bite attack, which is an unarmed strike that deals 1d6 damage on a hit, and your Armor Class is equal to 13 + your Dexterity modifier, but you cannot wear armor or cast spells. If you were wearing armor when you transform, this armor falls off. In wolf form, your base walking speed increases by 15 feet, but you also cannot cast spells or hold weapons or items. All other statistics are unchanged while polymorphed.

At 6th level, when you use the Attack action to bite while in hybrid form, you can make a weapon attack as a bonus action.

MOTHER'S BLESSING

Beginning at 6th level, when you polymorph into a wolf or a hybrid form, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered until the beginning of your next turn.

SHAPE CONTROL

By 10th level, you are more completely in control of your form. As a bonus action on your turn, you can end the effect of a transmutation spell affecting you. After using this ability, you must complete a short or long rest before you can do so again.

TOUCH OF BEASTHOOD

At 14th level, when you hit a creature with your bite attack, you can temporarily share the beast's curse. When you do so, the creature must make a Constitution saving throw. On a failed save, the creature takes 8d10 force damage as their body rapidly transforms into a feral, animalistic state. For the next minute, the creature cannot speak, is disoriented as though under the *confusion* spell, and is vulnerable to fire damage and any damage dealt using silvered weapons. On a successful save, the creature takes half damage and suffers no other effects. After using this ability, you must complete a long rest before you can do so again.

THE BLOOD

Vampires, by common folk, are known as the absolute masters of the night. They are powerful, violent, and terrifying beyond measure. Despite that, one of the defining traits of the master vampire is his unfailing ability to draw others to him, to bind them to their service and to subjugate them with their awe.

Warlocks who take the Blood Pact seek to gain a measure of a master vampire's incredible strength, intimidating presence, and immortal stamina. They desire to become true masters of the night, and eventually, vampires in their own right.

EXPANDED SPELL LIST

The Blood allows 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.

BLOOD EXPANDED SPELLS

Spell Level	Spells
1st	<i>fog cloud, inflict wounds</i>
2nd	<i>alter self, spider climb</i>
3rd	<i>conjure animals, haste</i>
4th	<i>dominate beast, greater invisibility</i>
5th	<i>dominate person, geas</i>

BLOODTHIRST

At 1st level, you grow a sharp pair of retractable fangs, and gain a powerful thirst for blood. After reducing an enemy to 0 HP, you can use your bonus action to regain a number of HP equal to your Charisma modifier + your warlock level.

ALLURING PRESENCE

At 6th level, your eyes turn a bright shade of red, and you learn to melt your opponent's willpower with but a stare. As an action, choose a creature within 30 feet that you can see to make a Wisdom saving throw. On a failed save, the creature is charmed or frightened by you (your choice). This effect ends once the creature can no longer see you, is further than 60 feet from you, or takes damage.

A creature that successfully saves against this effect cannot be affected by it again for 24 hours.

IMMORTAL FORTITUDE

At 10th level, your skin (and possibly your hair) toughens and takes on an unearthly hue (porcelain white, jet black, emerald green, etc.), and your aging seems to stop altogether. When you finish a short rest, select two damage types from the following: bludgeoning, piercing, or

slashing damage. You gain resistance to these two damage types until you take a short or long rest. This resistance does not affect damage from magical or silver weapons.

Additionally, you no longer age, do not suffer the effects of old age, cannot be magically aged, and cannot die from old age.

CHILD OF THE NIGHT

At 14th level, you gain the ability to change your form like that of your master. As an action, you can Wild Shape (as the druid class feature) into the form of a wolf, a bat, or a rat. Alternatively, you can take the form of a swarm of bats, a swarm of rats, or a dire wolf. If you take one of these forms, you must take a short or long rest before you can use one of those forms again.

THE CRONES

The crones are a trio of ancient beings concerned with life, death, and fate. According to legend, they are the mothers of all hags, and the keepers of the divine Threads of Fate, which foresee when all creatures, from gods to men, shall die. To make a pact with them is to invite a curse upon yourself, to shorten your own Thread of Fate, and to be stricken to your core by the darkest arcana.

The crones are not concerned with the way things ought to be; they are apart from all that. By cutting threads with their shears, they enforce all things per Fate's will. To that end, they mandate their warlocks to curse some and murder others, so that the Threads of Fate remain in balance.

EXPANDED SPELL LIST

The Crones let 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.

CRONES EXPANDED SPELLS

Spell Level	Spells
1st	<i>charm person, hideous laughter</i>
2nd	<i>animal messenger, silence</i>
3rd	<i>bestow curse, conjure animals</i>
4th	<i>divination, polymorph</i>
5th	<i>contagion, geas</i>

ELDRITCH AUGURY

Starting at 1st level, the Crones teach you to see some Threads of Fate, to a limited extent. When you finish a long rest, roll a d20 and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with this foretelling roll. You must choose to do so before the roll,



and can only use this roll once. You regain your foretelling roll when you take a long rest.

ELDRITCH CAULDRON

At 6th level, the Crones teach you ancient techniques for brewing potions. During a short or long rest, you can perform a ritual to convert an ordinary vial of water into one of the following potions: *a potion of animal friendship*, *healing*, or *poison*. You can only have one of these potions at a time.

MARK OF THE COVEN

Starting at 10th level, the crones mark you as one of their own. You can't be poisoned or diseased. Additionally, though you still appear to age normally, you suffer none of the frailty of old age, and you can't be aged magically.

THREAD OF FATE

By 14th level, your magic rips at the very threads of fate. When you cast a spell of 1st level or higher that a target of the spell successfully saves against, you can use a bonus action to deal 1d10 + your Charisma modifier necrotic damage to the target.

THE PHARAOH

The ancient kings of the deserts, known as pharaohs, were more gods to their subjects than mortal lords. This veneration was not without cause, for the masters of the sands were indeed godlike in their powers: they forged cities out of living sand, raised great pyramids to channel their mighty divine power, and even mastered death itself. You, though either luck, determination, or great misfortune, have come under the sway of one of these old masters, and they grant you a portion of their immense power.

PHARAOH'S WILL

The pharaohs of old are not as capricious with their gifts as other patrons may be, and demand much from you. When you make this pact, you gain a bond dependent on the pharaoh to which you are bound. Choose one from the list below, or roll 1d10 to determine randomly:

D10 PHARAOH

- 1 **Ra.** I glory in the sun, and will endeavor to bring my great and terrible light to all corners of the world.
- 2 **Isis.** I seek magic in all its forms, and will stop at nothing to gain a new trinket or bauble.
- 3 **Thoth.** Knowledge is power, and I seek to be more powerful than all. No scrap of knowledge shall be kept from my grasp.
- 4 **Bast.** Felines are divine beings, and deserve my supplication. I will guide everyone to this great bit of truth.
- 5 **Horus.** I am king of kings, lord of lords. I bow to no man, and all will one day bow to me.
- 6 **Sekhmet.** This world is impure, forsaken, dying. I seek to revel in its destruction, purified by the terrible light of the sun.
- 7 **Hathor.** Joy and mirth are the greatest of all miracles, and I seek to indulge in every from of delight, mortal or otherwise.
- 8 **Seth.** The great and vast desert holds the secret to true immortality. I will show all this secret, and cover the world with sand.
- 9 **Anubis.** Life is a stain upon the vast majesty of creation. I will remove the feeble multitudes who can still die, and create a new paradise for the immortal.
- 10 **Amun.** Though I granted them the whole of their world, the mortals have forgotten me. I will show them the true face of their god, and force them to their knees in reverence.

The pharaoh to whom you are bound will hold you to this bond until he/she bestows the secret of immortality on you at 14th level.

EXPANDED SPELL LIST

The Pharaoh allows 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.

THE PHARAOH EXPANDED SPELLS

Spell Level	Spells
1st	<i>bane</i> , <i>create or destroy water</i>
2nd	<i>blur</i> , <i>glass blade</i>
3rd	<i>bestow curse</i> , <i>dessicate</i>
4th	<i>dominate beast</i> , <i>guardian of faith</i>
5th	<i>contagion</i> , <i>insect plague</i>

MASTER OF THE DUNES

At 1st level, your patron imbues you with the hardiness to not only survive in the desert, but thrive. You no longer require food or water, nor do you suffer any ill effects from dehydration. As well, you can survive comfortably in temperatures up to 300° F, and you gain advantage on Investigation and Perception checks while in a desert.

TWISTING SANDS

At 6th level, you can transform yourself and any gear you are carrying into a whirling cloud of sand as an action and move up to twice your speed in any direction. At the end of this movement, you immediately transform back into your normal form. While you are in your sand form, you are immune to damage and do not provoke Opportunity Attacks. Once you use this ability, you must take a short or long rest before you can do so again.

If you use this ability while in a desert or over sand, you can do so at will and you can move up to 4 times your speed.

SHAPER OF THE SANDS

At 10th level, the pharaohs grant you the ability to shape the sands to your whims. As an action, you can cast the *fabricate* spell without using a spell slot, though you can only use this ability on sand. You can create objects and structures out of sand, sandstone, or glass. Additionally, you can use this ability to craft weapons and armor you are proficient with out of sand, even if you do not have proficiency in the appropriate crafting tools. If anyone other than you attempts to use a weapon or suit of armor created by this skill, the object immediately crumbles into a pile of sand.

LORD OF THE WASTES

By 14th level, you have proven your resourcefulness and devotion to your master, and he/she grants you the gift of immortality. You undergo a ritual taking 7 days, consisting of many incantations, noxious potions, and ritual marking, culminating in the removal of your still-beating heart. The organ is then placed in a sealed canopic jar, the wound is sealed, and the ritual is complete: while not truly undead, you are now in a perpetual state of near death. This transformation carries several benefits:

- You no longer accrue penalties for aging, and cannot die of old age.
- You do not take any extra damage from critical hits
- You are resistant to necrotic damage
- If you die, so long as your heart is intact you will resurrect automatically 24 hours from the time you were

slain. You reappear in a prepared chamber housing a sarcophagus, the same chamber the ritual took place in. This occurs even if your body is completely destroyed, such as by a *disintegrate* spell.

This blessing does come with a deadly drawback: your heart is highly vulnerable. Should a foe find your heart, smash the canopic jar, and pierce the organ with an iron spike, you instantly die, and your body turns to dust. You cannot be returned to life, except by a true resurrection or wish spell, or through divine intervention.

This transformation transcends the body; should you be restored to life in that manner, you come back in this same state, and your heart reappears in a reformed canopic jar.



THE PUMPKIN KING

Known by many names, the Pumpkin King is the true patron of Halloween. Though not explicitly a deity, the pumpkin king is one of a very few gatekeepers to the land of the dead, and on the night of Halloween he is granted the opportunity to throw open the gates of the afterlife and let the dead roam the land once again. This is not with malicious intent, as most assume; Old Jack simply enjoys a bit of (mostly) harmless trickery and chaos, and the dead do enjoy a bit of time in the world of substance and life every now and then. He grants those who seek him the means to sow both joy and terror in equal measure, especially those most deserving.

EXPANDED SPELL LIST

The Pumpkin King allows 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.

PUMPKIN KING EXPANDED SPELLS

Spell Level	Spells
1st	<i>goodberry, silent image</i>
2nd	<i>continual flame, spike growth</i>
3rd	<i>bestow curse, spirit guardians</i>
4th	<i>death ward, phantasmal killer</i>
5th	<i>hallow, seeming</i>

TRICK OR TREAT

Starting at 1st level, you can use your bonus action to bestow minor boons or banes upon a creature within 60 feet that can hear you. If that creature is hostile to you, it must succeed on a Wisdom saving throw or gain a Trick die. If that creature is friendly to you, it gains a Treat die. Both Trick and Treat die are d6s.

Once within the next 10 minutes, if the creature has a Treat die, the creature can roll the die and add it to one ability check, attack roll, or saving throw it makes. If the creature has a Trick die, you can use your reaction to force it to roll the die and subtract it from one ability check, attack roll, or saving throw it makes. A Trick or a Treat die can be used after the roll is made, but can only be used before the GM says whether the roll succeeds or fails. Once a Trick or a Treat die is used, it is lost.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once), and you regain any expended uses when you finish a long rest.

Starting at 6th level, you regain all uses of this ability following a short rest. Starting at 14th level, both Trick and Treat dice become d8s.

UNEARTHLY FRIGHT

Starting at 6th level, as an action, you can perform a horrifying, macabre spectacle, terrifying all around you. Each creature within 30 feet of you which can see or hear you to make a Wisdom saving throw or be frightened of you for up to a minute. A creature affected by this ability can make a new saving throw each time it takes damage and at the end of each of its turns, ending the effect on a successful save, or when the creature can neither see nor hear you.

Once you use this ability, you must take a short or long rest before you can do so again.

GHOULISH RESILIENCE

At 10th level, the Pumpkin King grants you some of the unnatural resilience of his ghastly companions. This is beneficial, but costly, as your skin takes on a deathly pallor and several of your bodily functions cease. You gain resistance to necrotic damage, and you no longer need to eat, drink, or breathe.

Additionally, you can easily recover from horrific trauma. You can't be incapacitated or killed due to dismemberment or decapitation. If one of your body parts is severed but is still intact, you can hold it to the stump, and two instantly knit together. Lastly, you no longer take additional damage from critical hits.

GHOULISH REVELRY

Starting at 14th level, Old Jack allows you to call on several of his friends to aid you in your revelry. You can cast *animate dead* as a 7th level spell without using a spell slot.

Once you use this ability, you must take a long rest before you can do so again.



THE REAPER

For all creatures, great and small, powerful and meek, one fact remains true: Death comes for them. It is the inevitable conclusion of every living being's story. Though the gods may lay claim to the domain of death and to the lands to which mortal souls go upon death, they are not Death itself. The Reaper cares not for worshipers, for souls, or for the conflicts of gods or mortals; its only concern is that the order of death is kept, and that those who cheat death are hunted down and punished.

Warlocks who take the Reaper as a patron gain a measure of power over the force of death. Though common folk assume that the Reaper comes for each soul personally, this is not true: on death, souls carry on their natural path towards the afterlife.

EXPANDED SPELL LIST

The Reaper 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.

REAPER EXPANDED SPELLS

Spell Level	Spells
1st	<i>detect evil and good, inflict wounds</i>
2nd	<i>gentle repose, spiritual weapon</i>
3rd	<i>speak with dead, spirit guardians</i>
4th	<i>death ward, phantasmal killer</i>
5th	<i>antilife shell, cloudkill</i>

BONUS PROFICIENCY

Starting at 1st level, you gain proficiency with the scythe.

REAPING BLADE

Starting at 1st level, you can use a bonus action to imbue a melee weapon you are holding with Death's power. For the next minute, you can use your Charisma modifier instead of your Strength or Dexterity modifier for the attack and damage rolls of melee attacks made using that weapon, and you can choose to deal necrotic damage instead of that weapon's normal damage type. Creatures reduced to 0 HP by this weapon cannot be turned into undead by spells (such as *animate dead*) unless that spell is cast at a level higher than half your warlock level.

FEAR THE REAPER

Starting at 6th level, you learn to invoke the utter horror of death into those around you. As an action, you can cause a creature that can see you within 30 feet of you to make a Wisdom saving throw with a DC of 8 + your proficiency bonus + your Charisma modifier, becoming

frightened of you for 1 minute on a failure. A frightened creature can make a new saving throw each time it takes damage and the end of each of its turns. This effect ends when the affected creature succeeds on the saving throw or when it can no longer see you.

Once you target a creature with this ability, you can't target the same creature with it again for 24 hours.

REAPER'S FORTITUDE

Starting at 10th level, you gain resistance to necrotic damage and can no longer be paralyzed.

DEATH'S EMBRACE

At 14th level, when you hit a creature with a melee weapon attack, if that creature has less than 75 hp you can cause that creature to make a Constitution saving throw with a DC equal to 8 + your Charisma modifier + your proficiency bonus. On a failure, it dies, and it cannot be resurrected or raised by any means short of a *wish* or divine intervention. Undead creatures have disadvantage on this saving throw. Once you use this ability, you can't use it again until you have taken a long rest.

NEW MARTIAL WEAPON

Weapon	Cost	Damage	Weight	Properties
Scythe	10 gp	2d4 slashing	10 lb.	Two-handed, heavy, hooked

The scythe is, traditionally, a farming implement used to harvest grain. Its long, inwardly-curved blade combined with a specialized handle allows it to make short work of large amounts of grasses and grain with a single stroke, making it an invaluable tool for the hard-working farmer. A fighting scythe is somewhat different in construction, having a thicker blade with a more pronounced curve and a long, straight shaft. Not only is its blade capable of inflicting terrible wounds on a creature it hits, but its curved shape is excellent for dragging foes down or throwing them off balance.

Hooked. When you use the attack action to make an attack with this weapon and you hit your target, instead of dealing damage, you can immediately use a bonus action to attempt to shove that creature. You have advantage on this shove attempt.

PACT BOONS

Your otherworldly patron bestows a gift upon you for your loyal service.

PACT OF THE CLOAK

As a bonus action, you can summon a cloak, coat, or robe which aids your movement and mobility. This Pact Cloak appears on your body, fitting over any other clothes or armor, and it does not impede your movement, vision, or your ability to wear other equipment. While wearing your pact cloak, you constantly float a few inches off the ground. You ignore the effects of difficult terrain, your speed increases by 10 feet and you can walk across fluid surfaces, such as water and quicksand.

You can dismiss your Pact Cloak with a bonus action.

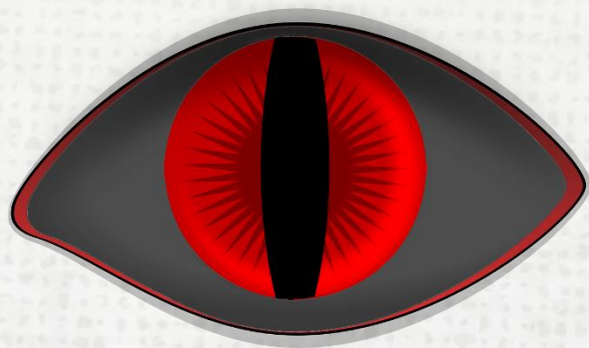
PACT OF THE EYE

Your Patron has corrupted one of your eyes, leaving it a thing that terrifies men, and stares into the human soul. Because of your evil eye, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

You can also use your evil eye to hex your foes. You learn the Evil Eye and Misfortune hexes, detailed below. Unless otherwise noted, you can only have one hex active at a time and you concentrate on this hex like a spell. You can concentrate on a hex and a spell at the same time, and you make only one check to maintain your concentration on both.

Evil Eye. As an action, choose one creature you can see that can see you within 60 feet to make a Wisdom saving throw. On a failed save, the creature is frightened of you until the end of your next turn.

Misfortune. As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. On a failed save, whenever this target makes an ability check or a saving throw before the end of your next turn, it must roll a d6 and subtract the number rolled from the ability check or saving throw.



Favored Pacts

Though an otherworldly patron can elect to grant a warlock any pact boon they desire, certain patrons favor some pact boons over others.

- Mother Beast and The Blood prefer to give the Pact of the Skin
- The Crones prefer to give the Pact of the Eye
- The Pharaoh prefers to give the Pact of the Symbol
- The Pumpkin King prefers to give the Pact of the Lantern
- The Reaper prefers to give the Pact of the Blade or the Pact of the Cloak

PACT OF THE LANTERN

You can use a bonus action to summon a small, hovering globe which sheds light as if it were a torch, though it emits no heat. While it is active, it constantly floats about you, always within arm's reach but never such that it impedes your movement. As a bonus action, you can mentally command it to move up to 60 feet away from you in a direction that you choose. So long as you have the orb summoned, you can add your Charisma modifier to both Wisdom (Perception) and Intelligence (Investigation) checks. You can dismiss your orb or dim its light to a low glow as a bonus action.

Additionally, you learn the *eldritch orb* cantrip, and can cast it at will. Invocations which would affect *eldritch blast* also affect *eldritch orb* in the same way.

PACT OF THE SKIN

You give themselves over completely to your patron, taking on greater aspects of your benefactor in exchange for more power. Your skin changes to reflect this, changing form and becoming more resistant to damage. When you take bludgeoning, piercing, or slashing damage from a nonmagical weapon that isn't silvered, you can subtract 3 from the damage taken.

PACT OF THE SYMBOL

Your patron believes itself to be a god of some sort, and views its pact with you much as a god views its relationship with its clerics. You are granted a holy symbol which you can use as a spell focus. This holy symbol does not take the shape of any holy symbol used by the gods of your world, though it may be similar. You can summon it to your hand or dismiss it with a bonus action.

While you hold this holy symbol, you can cast the *sacred flame* cantrip at will. Additionally, when you use the symbol as a spell focus and deal damage with a warlock spell, you can choose for the spell to deal necrotic or radiant damage instead of its normal damage type.

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.

ALL-SEEING EYE

Prerequisite: 15th level, Pact of the Eye feature

You gain truesight with a range of 60 feet.

BRIGHT LANTERN

Prerequisite: Pact of the Lantern feature

The light radius of your lantern doubles. Additionally, you can choose to deal either fire or radiant damage when you cast *eldritch orb*. If you do so, the damage dice of *eldritch orb* increase to d10s.

EYERIPPER

Prerequisite: 11th level, Pact of the Eye feature

You can cast the spell *eyebite* once without using a warlock spell slot. You can't do so again until you finish a long rest.

FAITHFUL SERVANTS

Prerequisite: 7th level, Pact of the Symbol feature

You can cast the spell *animate dead* without using a spell slot or requiring material components. This spell is cast as if using a spell slot of a level equal to the level of your pact magic slots. Once you use this ability, you must take a long rest before you can do so again.

FELL FLIGHT

Prerequisite: 15th level, Pact of the Cloak or Pact of the Skin feature

Your patron grants you the power to fly: this manifests as a pair of wings (of varying designs), a dark aura, or some other sign appropriate to your patron. You gain a fly speed equal to your walking speed.

I AM ALPHA

Prerequisite: 11th level, Pact of the Symbol feature

You can cast the spell *raise dead* without using a spell slot (you must still provide material components). Once you use this ability, you must take a long rest before you can do so again.

I AM OMEGA

Prerequisite: 15th level, Pact of the Symbol feature

You can cast the spell *divine word* without using a spell slot. Once you use this ability, you must take a long rest before you can do so again.

JACK-O'-LANTERN

Prerequisite: 7th level, Pact of the Lantern feature

Your lantern takes on a sinister visage, such as a leering jack-o'-lantern or a flaming skull. While you have it summoned, you gain advantage on Charisma (Intimidation) checks and creatures within 30 feet of you have disadvantage on saving throws against fear effects.

Additionally, you can cast the fear spell without using a spell slot; once you use this ability, you must take a long rest before you can do so again.

MASSIVE ORB

Prerequisite: 11th level, Pact of the Lantern feature

When you hit a target with *eldritch orb*, each creature within 10 feet of the target, rather than 5 feet, must make a Dexterity saving throw.

MOCK DIVINITY

Prerequisite: Pact of the Symbol feature

You channel your patron's mock divinity in a display of "divine" power. As an action, you can brandish your symbol to Turn Undead, as per the cleric class features. Once you use this ability, you must take a short or long rest before you can do so again.

MONSTROUS CARAPACE

Prerequisite: 11th level, Pact of the Skin feature

Your already tough form becomes almost impenetrable. When you take bludgeoning, piercing, or slashing damage from a nonmagical weapon that isn't silvered, you can instead subtract 3 + your Charisma modifier from the damage taken.

MONSTROUS CLAWS

Prerequisite: 5th level, Pact of the Skin feature

You can grow a pair of wickedly sharp claws. The damage die of your unarmed strikes increases to 1d6, you can choose to deal either bludgeoning, piercing, or slashing damage with your unarmed strikes. Your unarmed strikes are considered magical for the purposes of overcoming damage resistance or immunity.

Additionally, when you use the Attack action to make an unarmed strike, you can attack twice instead of once.

SHADOWY VISAGE

Prerequisite: Pact of the Cloak feature

While wearing your pact cloak, you can summon a hood at will which conceals your appearance in shadow. Creatures which cannot see through magical darkness cannot see your face or parts of your body that are covered by your pact cloak. Additionally, while this ability is active, you gain a bonus equal to your Charisma modifier to all Dexterity (Stealth) checks.

WISP OF SHADOW

Prerequisite: 7th level, Pact of the Cloak feature

While wearing your pact cloak, you do not take any damage from falling.

SPELLS

The spells are presented in alphabetical order

DESICCATE

3rd-level necromancy

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Your hands radiate crimson energy. Make a melee spell attack against a target within your reach. On a hit, the target takes 2d6 necrotic damage and suffers a level of exhaustion, as you siphon the water from its body. Until the spell ends, you can make the attack again on each of your turns as an action. Each creature you target with this spell can only suffer one level exhaustion as a direct result of this spell.

At Higher Levels. When you cast this spell using spell slot of 4th level or higher, the damage increases by 2d6 damage for every slot level above 3rd.

GLASS BLADE

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a handful of sand)

Duration: Concentration, up to 10 minutes

You hold out your palm, and cause sand to whirl through the air and transmute roughly into the shape of a scimitar, whose blade is razor-sharp glass, and which lasts for the



duration. If you let go of the blade it reforms into sand, but you can transmute it back again as a bonus action.

You can use your action to make a melee weapon attack with the blade, as if it had the properties of a scimitar. On a hit, the target takes 3d6 slashing damage. This damage is magical for the purposes of overcoming resistance and immunity to nonmagical slashing damage.

The magic of this spell prevents this scimitar from being broken by nonmagical means.

At Higher Levels. When you cast this spell using spell slot of 4th level or higher, the damage increases by 1d6 damage for every two slot levels above 2nd.

ELDRITCH ORB

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You fling a ball of eldritch energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 force damage, and each other creature within 5 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes half as much damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

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