

# Warlock

**Ability Requirement:** Intelligence 9, Charisma 13

**Alignment:** May be of any alignment.

**Armor:** Leather, studded leather, padded, or Elven chain. Non-metal armor accessories. Buckler.

**Weapons:** Any ranged or one handed melee weapon. May not use 2-H, Versatile, or off-hand melee weapons.

**THACO:** As Priest.

**Saving Throws:** As Wizard.

**Weapon Proficiencies:** 2 + 1 every 4 levels.

**Nonweapon Proficiencies:** 4 + 2 every 4 levels. [Wizard and Thief groups]

**Bloodied:** At 30% of max hit points (30 max) you take Disadvantage to all d20 rolls.

**Casting Check:** Charisma based.

Spells			
Lvl	Known	Invocations	Special Abilities
1	3	2	Pact Boon. One First level spell slot.
2	4	2	
3	5	3	Greater Boon 1/day. One Second level spell slot.
4	6	3	
5	7	3	Dark Boon. One Third level spell slot.
6	8	4	
7	9	4	Greater Boon 2/day. One Fourth level spell slot.
8	10	4	
9	11	5	Greater Boon 3/day. One Fifth level spell slot.
10	12	5	
11	13	5	
12	14	6	One Sixth level spell slot.
13	15	6	
14	16	6	One Seventh level spell slot.
15	17	7	
16	18	7	One Eighth level spell slot.
17	19	7	
18	20	8	One Ninth level spell slot.
19	21	8	
20	22	9	

**Spells:** 1 Slot per spell level. Spells Known is your total number of spells known, not per spell level. Each time you advance a level, you may swap out an older spell for a new one, once. Charisma is your spellcasting Ability for Casting Check purposes. Though you choose your spells from the Wizard list, a Warlock may take Bardic Healing nonweapon proficiency in order to gain healing spells. Warlocks do not need a spell book as they gain spells from their patron as a Cleric from their god. You also gain the *Thaumaturgy* cantrip at First level.

**Bonus Spell Known:** *Contact Patron* (Variable Spell Level)

**(Divination)** **Components:** V, M (Your Pact Focus)

**Range:** 0 **Casting Time:** Full Action

**Duration:** 1 round/Spell Level **Saving Throw:** None

**Area of Effect:** Self **Critical Roll:** Gain 1 more question and 1 more round

When this spell is cast, the wizard's mind touches another plane of existence in order to receive advice and information from powers there. As these powers resent such contact from their servants, only brief answers are given. The DM answers all questions with "yes," "no," "maybe," "never," "irrelevant," etc. Any questions asked are answered by the power during the spell's duration. The spell level with which the spell is cast equals the number of questions you may ask (max 5).

**Eldritch Blast:** A beam of Force energy streaks out of your hand toward your enemy. Range 100', Damage 1d10, Speed 1. Use your Dex to determine your ranged attack bonus and Cha on the Str "Melee Attack" chart to determine your ranged damage bonus. [See Combat Proficiency "*Agonizing Blast*"]

- **MetaBlasts:** Each take 1 proficiency slot and can be used 3/day
  - **Arcing Blast** (1 Attack): An adjacent creature to the target takes half damage.
  - **Eldritch Doom** (Full Attack Action): An eldritch explosion radiates from you out to 20 feet. Anyone caught in the explosion may make a Save vs Spell to take half damage.
  - **Enlarge Blast** (1 Attack): Doubles the Eldritch Blast's range.
  - **Maximize Blast** (1 Attack): Blast damage is maxed.

**Warlock Invocations** (Usable at will as a **Minor Action**. May only have 3 active at any one time.):

- **Acid Blast:** Change your Eldritch Blast damage from Force to Acid. Lasts until you dismiss the effect.
- **Armor of Shadows:** As *Mage Armor* for 8 hours (See New/Revised Spells doc).
- **Beast Speech:** As *Speak with Animals* for 10 minutes (See PHB).
- **Devil's Sight:** See normally in magic and nonmagical darkness up to 120' for 1 hour.
- **Eldritch Sight:** As *Detect Magic* for 10 minutes (See Cantrips doc).
- **Eyes of the Rune Keeper:** Read all Languages for 1 hour.
- **Hellfire Blast:** Change your Eldritch Blast damage from Force to Fire. Lasts until you dismiss the effect.
- **Lightning Blast:** Change your Eldritch Blast damage from Force to Lightning. Lasts until you dismiss the effect.
- **Mask of Many Faces:** As *Change Self* for 1 hour (See PHB).
- **Polar Blast:** Change your Eldritch Blast damage from Force to Cold. Lasts until you dismiss the effect.
- **Shadowmount:** Call forth a shadowy black riding horse with eyes like molten lava for 8 hours. From a distance, the horse appears to be black, but as you get within 10 feet you see its shadowy nature.

**Patrons:** When a Warlock performs the ritual to make a deal with his patron, the Warlock promises that he will serve the patron and undertake a specific task for the patron at some point in the future or lose his powers. Below are your standard types of Patrons that you may choose from.

- **Archfey:** Your patron is a lord or lady of the fey, a creature of legend who holds secrets that were forgotten before the mortal races were born. This being's motivations are often inscrutable, and sometimes whimsical, and might involve a striving for greater magical power or the settling of age-old grudges. Beings of this sort include the Prince of Frost; the Queen of Air and Darkness, ruler of the Gloaming Court; Titania of the Summer Court; her consort Oberon, the Green Lord; Hyrsam, the Prince of Fools; the trickster Artagan, the Traveler; and a coven of ancient hags.
- **Ascended Dragon:** Some Ancient Dragons who have amassed an immense horde and a cult following can ascend into the heavens instead of simply dying. These Dragons of great wisdom and power can imbue those with any level of Dragon blood with special abilities to carry out their earthly goals. Some, like Io, Bahamut, Tiamat, and Faluzure have become gods, but can still create Draconic Warlocks. Others, like Kolchaxis the Shadow Dragon, Siberys the Dragon Above, and Khyber the Dragon Below have ascended and must rely on their Warlocks.
- **Dark God:** You have made a pact with one of the dark gods, not as a cleric or paladin, but as a powerful agent of their goals on Earth. Each god has their own reasons for offering their power in this way, which are often shared with the Warlock through dreams, visions, or even direct communication. Dark gods that will make these pacts include Shar, the Raven Queen, and any of the gods from The First's pantheon.
- **Fiend:** You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims. Such beings desire the corruption or destruction of all things, ultimately including you. Fiends powerful enough to forge a pact include demon lords such as Demogorgon, Orcus, Fraz'Urb-luu, and Baphomet; archdevils such as Asmodeus, Dispat, Mephistopheles, and Fierna; and pit fiends and balors that are especially mighty.

- **Old One:** Your patron is a mysterious entity whose nature is utterly foreign to the fabric of reality. It comes from the Far Realm, a dimension beyond reality that mortal minds cannot comprehend. Its motives are incomprehensible to mortals, and its knowledge so immense and ancient that even the greatest libraries pale in comparison to the vast secrets it holds. The Old One might be unaware of your existence or entirely indifferent to you, but the secrets you have learned allow you to draw your magic from it. Entities of this type include Darkness Given Hunger, an ancient entity that hungers for mortal minds; Ghaunadar, called That Which Lurks; Tharizdun, the Chained God; Dendar, the Night Serpent; Illyria, Queen of Vahla ha'nesh; Zargon, the Returner; Great Cthulhu; and other unfathomable beings.
- **Primordial:** Your patron is one of the ancient Primordials that rule the Elemental planes and spawned the first Elementals. It's unknown why these great powers create Warlocks, but it is thought that through them the Primordials may walk the Prime Material plane as they did at the beginning of time and change the balance of the elements on Earth in their favor.

**Pact Focus:** This is the channel that your power flows through. If it is removed from your person, you cannot use your Eldritch powers or spells. Magical Weapon powers may be placed on this item to apply to Eldritch blasts (when appropriate). This also serves as the Material Component for any spell that does not give a specific value for a component. The focus may be a ring, amulet, brooch, or other small item (consult with your DM when choosing).

#### Warlock Boons:

- **Pact Boon** (Choose One):
  - **Pact of the Chain** You may call a small (12" tall) devil to serve you. The devil acts independently of you, but always obeys your commands. While within 100' of you, you can communicate with it telepathically. As a **Minor Action**, you can give it a command that it will carry out. Commands include moving, using *Thaumaturgy* (castable on you), using its Thief ability, changing form, or any other your DM allows, except making an attack. Every Devilish Familiar has one alternate form chosen the first time it is called. You may choose from a black cat, a black rat, a 5' constrictor snake, a raven, a hairy spider, or a common bat. Also, you choose one Thief ability the Familiar has. It starts with a 20% chance of success and improves 5% per your level. As a **Minor Action**, you may also temporarily dismiss it or recall it to an open spot within 30' of you. If it dies, you may call it again after a Long Rest and a 1 hour ritual using 10gp of incense.
  - **Pact of the Tome** Gain 1 more spell slot per spell level and one more Invocation.
  - **Pact of the Spear:** Your Eldritch Blast increases range to 300 feet and damage to 3d6hp.
  - **Pact of the Blade:** Using a melee weapon with which you are proficient, you may turn it into your Pact Weapon by performing a special ritual that takes 12 hours. Once the ritual is complete, the weapon disappears into an extradimensional space inside your Pact Focus. From that point on, the weapon can be called to your hand as a **Free Action**. In combat, you use the Warrior's THACO with that weapon. The weapon disappears into the extradimensional space if you dismiss the weapon (Free Action), fall unconscious, or you die. The weapon appears at your feet if it is in the extradimensional space when you bond with another weapon. Those that follow an Ascended Dragon and have natural claws, can use one of them with this boon. You also gain **Hexblade's Curse** as a bonus Invocation.
    - **Hexblade's Curse:** As a **Minor Action**, place your curse on a creature that you just damaged with your Pact of the Blade weapon. The curse does the following:
      - Bonus Psychic damage on hits against the cursed: 1<sup>st</sup>: +2, 5<sup>th</sup>: +3, 9<sup>th</sup>: +4.
      - Lower Critical Hit range on the cursed by 1.
      - If the cursed dies within melee range of you, gain Temp HP equal to your Warlock level.

- **Greater Boon** (Based on Patron) [Combat Reflexes does not apply]:
  - **Archfey:** Curse of the Feywild – Up to 3/day, once per round as your **Reaction**, when a creature is about to make an attack roll, ability check, or saving throw, you can force them to subtract 10 from their roll. You may regain up to 1x your daily maximum uses with Hit Die during a Short Rest.
  - **Ascended Dragon:** Scaleshield – Up to 3/day, once per round as your **Reaction**, when you take damage from a spell or weapon, you gain or harden your scales, reducing the damage by half or in total if the damage is the same as the breath weapon of your Patron Dragon. You may regain up to 1x your daily maximum uses with Hit Die during a Short Rest.
  - **Dark God:** Corpse Bomb – Up to 3/day, once per round as a **Free Action**, when you drop an enemy to 0hp, you may immediately turn his corpse into a bomb. The bomb does the average of your Eldritch Blast (or Hexblade) damage to anyone (except you) adjacent to the body. You may regain up to 1x your daily maximum uses with Hit Die during a Short Rest.
  - **Fiend:** Improve Fate: Up to 3/day, once per round as your **Reaction**, when you are about to make an ability check, saving throw, or attack roll you may add 10 as a bonus to your roll. You may regain up to 1x your daily maximum uses with Hit Die during a Short Rest.
  - **Old One:** Ancient Blessing – Up to 3/day, once per round as your **Reaction**, when you damage an enemy, you may gain temporary hit points equaling the average of your Eldritch Blast (or Pact Weapon) damage. Temporary hit points remain until depleted or you finish a Long Rest. If you receive more temporary hit points when you already have some, you take whichever amount is higher as they do not stack. You may regain up to 1x your daily maximum uses with Hit Die during a Short Rest.
  - **Primordial:** Elemental Shield – Up to 3/day, once per round as your **Reaction**, when you take damage from a spell or weapon, you may throw up an shield made from your chosen element, reducing the damage by half or in total if the damage is the same as your chosen type. You may regain up to 1x your daily maximum uses with Hit Die during a Short Rest.
- **Dark Boon** (Based on Patron):
  - **Archfey:** Fey Presence – 1/Day as a **Minor Action**, touch a creature you have not damaged and attempt to charm it. If it fails a save vs spell, the creature is charmed (as the spell) for 2d6 rounds. If the creature takes any damage from you, it immediately recovers and can act normally on its next turn. The creature can be no more than 1 size category larger than you.. Once per day, you may use a Hit Die to regain one use during a Short Rest.
  - **Ascended Dragon:** Dragon Fear – 1/Day as a **Minor Action**, touch a creature and show it a glimpse of your Draconic heritage. If it fails a save vs spell, the creature fears you and moves (and must stay) at least 30' from you and takes Disadvantage on attack rolls as long as it can see you, all for 2d6 rounds. The creature can be no more than 1 size category larger than you. Once per day, you may use a Hit Die to regain one use during a Short Rest.
  - **Dark God:** Kiss of the Dark God – 1/Day as a **Minor Action**, touch a creature and cause it to experience pain beyond mortal comprehension. If it fails a save vs spell, the creature becomes incapacitated and falls prone, writhing in pain with a silent scream. The pain lasts for 2d6 rounds. If the creature takes any damage, it immediately recovers and can act normally on its next turn. The creature can be no more than 1 size category larger than you. Once per day, you may use a Hit Die to regain one more use during a Short Rest.
  - **Fiend:** Fell Visage – 1/Day as a **Minor Action**, touch a creature and show him a glimpse of your patron's face on yours. If it fails a save vs spell, the creature fears you and will act on a suggestion for 2d6 rounds (otherwise as the spell). The creature can be no more than 1 size category larger than you. Once per day, you may use a Hit Die to regain one use during a Short Rest.
  - **Old One:** Touch of the Far Realm – 1/Day as a **Minor Action**, touch a creature and attempt to link its mind briefly to the Far Realm. If it fails a save vs spell, the creature becomes

incapacitated with muscles tensed and eyes wide, as it experiences the insanity that exposure to the Far Realm causes, for 2d6 rounds. If the creature takes any damage, it immediately recovers and can act normally on its next turn. The creature can be no more than 1 size category larger than you. Once per day, you may use a Hit Die to regain one use during a Short Rest.

- **Primordial:** Elemental Shock – 1/Day as a **Minor Action**, touch a creature and shock its body with elemental energy. If it fails a save vs spell, the creature becomes *slowed* (half move, 1 attack, no Minor Actions, Spells take 2 rounds, +4 to AC, -4 to Attack, no Dex bonuses) for 2d6 rounds. The creature can be no more than 1 size category larger than you. Once per day, you may use a Hit Die to regain one use during a Short Rest.
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