



# ALTERNATE WARLOCK



**HOMEBREW**

Become the Master of Occult Lore You Were Meant to Be!



# THE WARLOCK

A striking tiefling with an auburn complexion and dark horns stood in the center of a ritual circle he scrawled under the light of a full moon. As he chanted in a forgotten tongue, the moon was swallowed by darkness and an otherworldly voice came from beyond the stars. The disembodied voice offered him unspeakable power on the condition that he worked toward the voice's esoteric goals. The tiefling agreed and the light of the moon reappeared as his hands crackled with eldritch energies.

The massive goliath finished carving an eldritch idol from the bones of the ancient creature he had slain. The elder beast had been steeped in the magic of the ancient jungle for years. Its bones would make the perfect vessel for the occult magicks that he had discovered within the temple the beast had guarded.

As the cultists of a rival demon lord circled around him, the gaunt warrior held out his open hand and conjured a battleaxe made of clear blue ice. Despite his skeletal frame, the warrior moved impossibly fast. Fueled by the frigid magic of a powerful demon lord, he made quick work of his foes. As the cultists lay motionless, the frozen battleaxe melted away.

The three characters described above are examples of the occult mages known as Warlocks. By gathering dark secrets and sinister magicks these strange scholars open themselves up to bargains with unspeakable beings of immense power.

## LURE OF SECRETS

Driven by an irresistible thirst for knowledge, a Warlock will do almost anything to uncover lost bits of lore. Unlike others who practice the arcane arts, Warlocks will make use of any shortcut to power. They are often marked by a strange array of tiny trinkets: small idols, totems, holy symbols, and occult paraphernalia. They use these trinkets to hold fragments of lost, secret, and sinister arcane magicks, often drawing their power from many different occult traditions at once.

To a Warlock, no relic is too sacred, no forbidden text too dangerous, no tomb is too risky to be delved in the pursuit of occult knowledge and the power that comes along with it.

## DIRE BARGAINS

The ultimate goal of every single Warlock is the accumulation of personal power. The reason for this pursuit is different for each Warlock: some desire personal wealth and glory, others seek out power to protect others or as a means for good, and still others use their power to exact revenge on their enemies. Eventually, all Warlocks stumble upon or are approached by powerful otherworldly beings drawn to their desire for power.

Though the circumstances of the relationship are as varied as each Warlocks' reason for accumulating knowledge, every Warlock will eventually enter into an agreement with such an otherworldly being of immense power. Whether they forge a bargain willingly, trick this powerful entity into lending them its power, or secretly draw their magic from these beings, all Warlocks find themselves part of these dire bargains.



## CREATING YOUR WARLOCK

When creating a Warlock, the most important thing for you to consider is the motivation for their pursuit of knowledge and power. Are they driven by an insatiable desire to uncover lost secrets? Have they been seduced by a powerful otherworldly entity to serve as their pawn on the material plane? Or, does their quest for power come from a desire to serve others?

Also, consider how your Warlocks's magic manifests itself. Does each one of their spells and Invocations come from a different occult tradition? Do some magics resemble that of Clerics or Paladins, while other spells appear as a Wizard's spells would? Does their power manifest in unsettling ways that make common folk fear for their lives? Or, are their arts indistinguishable from those of more traditional mages?

### MULTICLASSING AND THE WARLOCK

If your group uses the rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose the Warlock as one of your classes.

**Ability Score Minimum.** As a multiclass character, you must have a minimum Intelligence score of 13 to take your first level as a Warlock, or to take a level in another class if you are already a Warlock.

**Proficiencies Gained.** If Warlock isn't your initial class, you gain proficiency with light armor and simple weapons when you take your first level.

**Spellcasting.** If you have a feature from another class that allows you to learn and cast spells, you can use your Pact Magic spell slots to cast spells that you gained through that feature, and you can use those spell slots to cast your Warlock spells.



## THE WARLOCK

Level	PB	Features	Invocations Known	Cantrips Known	Spells Known	Spell Slots	Slot Level
1st	+2	Eldritch Invocations	2	—	—	—	—
2nd	+2	Otherworldly Patron, Pact Magic	2	2	3	2	1st
3rd	+2	Pact Focus	3	2	3	2	2nd
4th	+2	Ability Score Improvement	3	3	4	2	2nd
5th	+3	Empowered Blast	4	3	4	2	3rd
6th	+3	Otherworldly Patron Feature	4	3	5	2	3rd
7th	+3	—	4	3	5	2	4th
8th	+3	Ability Score Improvement	5	3	6	2	4th
9th	+4	—	5	3	6	2	5th
10th	+4	Otherworldly Patron Feature	5	4	7	2	5th
11th	+4	Elder Arcanum, Empowered Blast (3)	6	4	7	3	5th
12th	+4	Ability Score Improvement	6	4	8	3	5th
13th	+5	Elder Arcanum (2)	6	4	8	3	5th
14th	+5	Otherworldly Patron Feature	7	4	8	3	5th
15th	+5	Elder Arcanum (3)	7	4	9	3	5th
16th	+5	Ability Score Improvement	7	4	9	3	5th
17th	+6	Elder Arcanum (4), Empowered Blast (4)	7	4	9	4	5th
18th	+6	—	8	4	10	4	5th
19th	+6	Ability Score Improvement	8	4	10	4	5th
20th	+6	Pact Master	8	4	10	4	5th

## 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 after 1st

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** None

**Saving Throws:** Wisdom, Intelligence

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

### EQUIPMENT

As a Warlock, you start with the following equipment:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, any simple weapon, and two daggers

### QUICK BUILD

You can make a Warlock quickly by using these suggestions. First, make Intelligence your highest ability score, followed either by your Constitution or Dexterity. Second, choose the Charlatan background. Finally, choose *Armor of Shadows* and *Fiendish Vigor* as your starting Eldritch Invocations.

## ELDRITCH INVOCATIONS

You have unearthed Eldritch Invocations, fragments of dark, forgotten, or forbidden lore which you have bound to Trinkets so that you may draw on their power. A Trinket is a tiny object that resembles the nature of the Invocation bound within it.

If one of your Trinkets is lost or destroyed, it reforms on your person at the end of your next short or long rest.

At 1st level, you learn two such Eldritch Invocations of your choice from the list at the end of this class and have bound them to two Trinkets of your choice. At certain Warlock levels you learn additional Invocations, as shown in the Invocations Known column of the Warlock table above. If an Invocation has prerequisites, like a certain Warlock level, you can learn it at the same time that you meet any prerequisites it has.

When you gain a Warlock level, you can replace an Eldritch Invocation you know with another Invocation of your choice.

### SPELLCASTING ABILITY

As you draw your magic from forbidden knowledge and lore, you use your Intelligence as the spellcasting ability for any of your Eldritch Invocation features or spells you learn through them. You use Intelligence when an Invocation or spell refers to your spellcasting ability, when setting the saving throw DC for a spell or ability, and when making a spell attack roll.

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

**Spell attack modifier** = your proficiency bonus  
+ your Intelligence modifier







### ELDRITCH BLAST

You can unleash strange and sinister power of your Eldritch Invocations as beams of arcane energy. While you are holding a Trinket containing an Eldritch Invocation, you can use your action to make a ranged spell attack against a target you can see within 120 feet. On hit, it takes 1d8 force damage.

### OTHERWORLDLY PATRON

In your profane research you have rediscovered, contacted, or forged a bargain with an otherworldly entity. At 2nd level, you choose an Otherworldly Patron from the list below that best represents the source of this eldritch power: The Archfey, The Ancient Wyrms, The Fiend, or The Great Old One.

Your Otherworldly Patron grants you features at 2nd level, and again when you reach 6th, 10th, and 14th level.

### PATRON MAGIC

Each Otherworldly Patron has a list of Patron Spells that you learn at the Warlock levels noted in your Otherworldly Patron description. These spells count as Warlock spells for you, but they do not count against your total number of Spells Known.

This magic also changes the effects of your Eldritch Blast.

### PACT MAGIC

Also at 2nd level, your research and the magic bestowed on you by your Patron have given you the ability to cast spells:

#### CANTRIPS

You learn two cantrips of your choice from the Warlock spell list, which can be found at the end of this class description.

You learn another Warlock cantrip at 4th and 10th level, as shown in the Cantrips Known column of the Warlock table.

#### SPELLCASTING ABILITY

As your magic is an extension of the strange and esoteric knowledge you have gathered, you use your Eldritch Invocation spellcasting ability for your Pact Magic spells.

#### SPELLCASTING FOCUS

You can use any Trinket bearing an Eldritch Invocation, or an arcane focus, as a spellcasting focus for your Warlock spells.

### SPELL SLOTS

The Warlock table shows how many spell slots you have to cast your Warlock spells of 1st through 5th-level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast a Warlock spell of 1st-level or higher, you must spend a spell slot. You regain all of your expended spell slots when you finish a short or long rest.

For example, if 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 2nd level, you learn three 1st-level spells of your choice from the Warlock spell list at the end of this class description. The Spells Known column of the Warlock table shows when you learn additional Warlock spells of your choice of 1st-level or 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.

For example, when you reach 6th level in this class, you learn one new Warlock spell of 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 of your choice from the Warlock spell list, which also must be of a level for which you have spell slots.

### INVOCATION SPELLS

Any spells that you learn through your Eldritch Invocations count as Warlock spells for you, but they do not count against your total number of Warlock Spells Known.

### YOUR OTHERWORLDLY PATRON & YOU

The Pact that a Warlock forges with their Patron is the culmination of their initial quest for forbidden knowledge and their first step toward true power.

For some, their Pact is a bargain struck between equals, for others it is a dark relationship forced on one party by the other, and sometimes, the Patron may not even be aware of this connection.

Once given, this elder power cannot be revoked.





## PACT FOCUS

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Your connection to your Otherworldly Patron has grown, and you have learned to channel their eldritch power into a Pact Focus which resembles the true nature of your Patron. At 3rd level, you gain a Pact Focus of your choice from the list below:

### ELDRITCH BLADE

You focus your Patron's power into a weapon of eldritch might. As a bonus action, you can conjure your Eldritch Blade in an empty hand. Each time you conjure it, your Eldritch Blade takes the form of a melee weapon of your choice and gains the benefits below:

- You use your Intelligence modifier, in place of Strength or Dexterity, for attack and damage rolls with this weapon.
- The weapon counts as magical for the sake of overcoming resistance and immunity to non-magical attacks.
- You are proficient with this weapon if you weren't already.

The Eldritch Blade disappears if it is more than 5 feet from you for 1 minute, if you conjure another Eldritch Blade, if you dismiss your Eldritch Blade (no action required), or if you die.

You can bond a magic melee weapon as an Eldritch Blade by performing a special 1-hour ritual. Once bonded, you can use a bonus action to shunt it to an extradimensional space, or to conjure it. You can only have one magic weapon bonded as an Eldritch Blade at a time, and in order to bond a sentient magic weapon as your Eldritch Blade it must be willing.

### ELDRITCH FAMILIAR

You focus your Patron's power to bind an Eldritch Familiar to your will. You learn *find familiar* and can cast it as a ritual, but it doesn't count against your number of Spells Known.

When you cast *find familiar*, you can choose to conjure an Eldritch Familiar from the options detailed at the end of this class, in addition to the normal forms a familiar can take.

Your Eldritch Familiar is bound to obey your orders to the best of its abilities. In combat, it shares your initiative and it acts on your turn. However, it will only take the Dodge action on its turn unless you use your bonus action to command it to take an action from its stat block or another combat action.

Finally, when you cast a Warlock spell, you can choose for it to originate from your Familiar if you are within 60 feet.

### ELDRITCH TOME

You focus your Patron's power into a dark grimoire known as an Eldritch Tome. It contains a copy of each Warlock spell you know and grants you the benefits listed below:

- It counts as a spellcasting focus for your Warlock spells.
- At the end of each short or long rest you can touch one page in the Tome to replace one Warlock spell or cantrip you know with another Warlock spell of the same level.
- You can cast any Warlock spell contained within your Tome as a ritual if that Warlock spell has the ritual tag.
- When you cast a Warlock cantrip or use Eldritch Blast, you add your Intelligence modifier to the damage roll.

You can spend 1 hour, which can be during a short or long rest, to conjure an exact copy of your Tome, destroying any of the previous Tomes. If you die your Tome turns to ash.



### ABILITY SCORE IMPROVEMENT

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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 two ability scores by 1. As normal, you can't increase one of your ability scores above 20 using this feature.

### EMPOWERED BLAST

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You are able to draw out more power from your Invocations. Starting at 5th level, when you use Eldritch Blast, you create two beams. You can direct the beams at the same target or at different ones, but you make a separate attack roll for each.

At certain Warlock levels, the number of beams increases: at 11th level it creates three, and finally four at 17th level.

### ELDER ARCANUM

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Leveraging the forbidden, secret, and sinister knowledge you have gathered, you gain insight into the secretive workings of the cosmos. This knowledge manifests as an Elder Arcanum. At 11th level, you learn one Elder Arcanum from the list at the end of this class. You cannot learn an Arcanum more than once, and once chosen, it cannot be changed.

At certain Warlock levels you gain more of these mystical secrets. You learn one additional Arcanum of your choice at 13th level, one 15th level, and a final Arcanum at 17th level.

### PACT MASTER

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You can strain the Pact which binds you to your Otherworldly Patron for power in times of need. At 20th level, you can use an action to regain one expended Pact Magic spell slot.





## OTHERWORLDLY PATRON

Choose the Otherworldly Patron that best represents the being that is the source of your eldritch power: The Archfey, The Ancient Wyrms, The Fiend, or The Great Old One.

### THE ARCHFEY

You have formed a Pact with a powerful creature of the faerie. Whether you were gifted this Pact, or you tricked your Patron into granting you a measure of power, you can draw upon the whimsical and terrifying power of the Fey. Only the eldest of the faerie can form such Pacts; the Archfey of the Fey courts, ancient sylvan spirits, and even powerful covens of hags.

#### FEY MAGIC

*2nd-level Archfey Patron feature*

Your Patron empowers your magic with the mind-bending power of the Feywild. Whenever you use Eldritch Blast, you can choose for it to deal 1d10 psychic damage on hit.

You learn the following Patron Spells at the Warlock levels listed below. When you gain a Warlock level you can replace one of your Patron Spells with an enchantment or an illusion spell of the same level from the Bard or Druid spell list.

#### Warlock Level Spells

2nd	<i>faerie fire, sleep</i>
3rd	<i>misty step, phantasmal force</i>
5th	<i>fear, hypnotic pattern</i>
7th	<i>hallucinatory terrain, greater invisibility</i>
9th	<i>mislead, seeming</i>

#### FEY PRESENCE

*2nd-level Archfey Patron feature*

You can channel the magic of the fey to beguile foes. As an action, you can force one creature within 10 feet that can see or hear you to make a Wisdom saving throw. On a failure, it is charmed by, or frightened of, you (your choice) for 10 minutes. This effect ends early if it takes damage, is forced to make a saving throw, or it sees you attack its allies.

Once you use this feature you must complete a short or long rest before you can use it again. When you have no uses left you can expend one Pact Magic spell slot to use it again.

#### BEGUILING BLAST

*6th-level Archfey Patron feature*

Your magic clouds the judgment of your foes. Whenever you deal psychic damage to a creature with Eldritch Blast it has disadvantage on the first attack roll it makes before the start of your next turn. This feature has no effect on creatures that are immune to the charmed condition.

#### MISTY ESCAPE

*6th-level Archfey Patron feature*

You can draw on the magic of the Fey to elude danger. When you take damage, you can use your reaction to turn invisible and teleport to an unoccupied space you can see within 60 feet. You remain invisible until the start of your next turn, or until you attack, cast a spell, or force a saving throw.

Once you use this feature you must finish a short or long rest before you can use it again. When you have no uses left, you can expend a Pact Magic spell slot to use it again.

#### WHIMSICAL DEFENSE

*10th-level Archfey Patron feature*

The Fey power that infuses your magic grants you an affinity for enchantments. You are immune to the charmed condition.

Moreover, if a creature attempts to charm you, you can use your reaction to turn the charm back on it, forcing it to make a Wisdom saving throw. On a failure, the creature is charmed by you as if by your Fey Presence feature. If that creature is immune to the charmed condition, it instead takes psychic damage equal to your Warlock level on a failed save.

#### TERRIBLE DELIGHTS

*14th-level Archfey Patron feature*

You can overwhelm foes with the sickly sweet magic of your Patron. As an action, you can force one creature you can see within 60 feet to make a Wisdom saving throw. On a failure, the creature is charmed or frightened by you (your choice) as if by Fey Presence. You must concentrate on this effect as if concentrating on a spell.

For the duration, the creature thinks it is lost in an illusory realm of raw emotions, the appearance of which you choose. While it is under this effect, the creature is blinded and deafened to everything except for you, the illusory visions, and itself.

Once a target fails the saving throw against this feature you must finish a short or long rest before you can use it again.





## THE ANCIENT WYRM

Inherently magical beings with incredibly long lifespans, great dragons hoard not only wealth, but servants and slaves as well. Benevolent and malicious, kind and terrible, good and evil, ancient dragons of all types have motivations that are beyond the comprehension of most mortal creatures.

### DRACONIC SPARK

*2nd-level Ancient Wyrms Patron feature*

Your Patron has infused you with a Draconic Spark, a fraction of its power. Ancient dragons can impart any element, but they usually bestow the element that matches their breath weapon. Choose acid, cold, fire, lightning, or poison as the damage type of your Draconic Spark. Once chosen it cannot be changed and grants you the benefits below:

- You gain resistance to the damage type of your Draconic Spark.
- When you cast a Warlock spell, you can cause it to deal the damage type of your Draconic Spark in place of the normal damage type dealt by that spell.
- You learn to speak, read, and write, Draconic.

### WYRM MAGIC

*2nd-level Ancient Wyrms Patron feature*

Your Draconic Spark empowers your magic. Whenever you use Eldritch Blast, you can choose for it to emanate from your mouth and deal 1d10 Draconic Spark damage on hit.

You also learn the following Patron Spells at the Warlock levels listed below. When you gain a Warlock level you can replace one Patron Spell with a spell of the same level that deals your Draconic Spark damage from any class spell list.

#### Warlock Level Spells

1st	<i>absorb elements</i> <sup>XGE</sup> , <i>chromatic orb</i> <sup>XGE</sup>
2nd	<i>dragon's breath</i> <sup>XGE</sup> , <i>scorching ray</i>
3rd	<i>fireball</i> , <i>lightning bolt</i>
4th	<i>vitriolic sphere</i> <sup>XGE</sup> , <i>wall of fire</i>
5th	<i>dominate person</i> , <i>cone of cold</i>

### ELEMENTAL POTENCY

*6th-level Ancient Wyrms Patron feature*

The power of your Draconic Spark has grown, and increases the potency of your magic. When you deal Draconic Spark damage, you can treat a roll of 1 or 2 on a damage die as a 3.

### REGAL PRESENCE

*10th-level Ancient Wyrms Patron feature*

You have developed willpower to rival your ancient Patron. You are immune to the charmed and frightened conditions.

### DRACONIC WINGS

*14th-level Ancient Wyrms Patron feature*

Even your anatomy begins to reflect that of the great dragons. As a bonus action, you can manifest a pair of Draconic Wings from your back, which grants you a flying speed of 60 feet.

These Draconic Wings last until you use a bonus action on your turn to dismiss them, or until you fall unconscious.



## THE FIEND

You have entered into a Pact with a powerful Fiend from the lower planes of existence. Whether you struck a bargain, you were coerced, or you tricked your Patron, you are now linked to a being of absolute evil. Only the most powerful Fiends can serve as Patrons; Archdevils, Demon Lords, and particularly powerful servants of extraplanar evil are most common.

### DARK ONE'S BLESSING

*2nd-level Fiend Patron feature*

You draw vitality from death. If a creature within 5 feet of you is reduced to 0 hit points, you can gain temporary hit points equal to your Warlock level + your Intelligence modifier.

### FIENDISH MAGIC

*2nd-level Fiend Patron feature*

Your Patron empowers your magic with Hellfire. Whenever you use Eldritch Blast, you can choose for it to deal 1d10 fire damage on hit, ignoring any resistances to fire damage.

You also learn the following Patron Spells at the Warlock levels listed below. When you gain a Warlock level you can replace one Patron Spell with an evocation or necromancy spell of that level from the Sorcerer or Warlock spell list.

#### Warlock Level Spells

2nd	<i>command</i> , <i>hellish rebuke</i>
3rd	<i>blindness/deafness</i> , <i>flame whip</i> <sup>W</sup>
5th	<i>bestow curse</i> , <i>fireball</i>
7th	<i>blight</i> , <i>wall of fire</i>
9th	<i>cloudkill</i> , <i>immolation</i> <sup>XGE</sup>







## THE GREAT OLD ONE

You have made a Pact with an incomprehensible entity from beyond the reaches of your reality. Perhaps it is from the Far Realm or the void between stars. The desires of the Great Old Ones are incomprehensible to mortals, and true knowledge of the vast alien intelligence of your Patron would shatter your mind and render you completely insane.

### AWAKENED MIND

*2nd-level Great Old One Patron feature*

You can telepathically communicate with any creature you can see within 60 feet. You don't need to share a language, but the target must speak at least one language to respond. You can only communicate with one creature at a time.

You also gain resistance to psychic damage.

### ABERRANT MAGIC

*2nd-level Great Old One Patron feature*

Your Patron empowers your magic with incomprehensible power. Whenever you fire a beam of your Eldritch Blast at a creature, you can force the creature to make an Intelligence saving throw in place of making the normal spell attack roll. On a failed save, the creature takes 1d8 psychic damage.

You also learn the following Patron Spells at the Warlock levels listed below. When you gain a Warlock level you can replace one Patron Spell with a divination or enchantment spell of the same level from the Bard or Wizard spell list.

#### Warlock Level Spells

2nd	<i>arms of hadar, dissonant whispers</i>
3rd	<i>detect thoughts, mind whip</i> <sup>TCE</sup>
5th	<i>clairvoyance, hunger of hadar</i> <sup>W</sup>
7th	<i>confusion, eldritch tentacles</i> <sup>W</sup>
9th	<i>modify memory, telekinesis</i>

### ACCURSED BLAST

*6th-level Fiend Patron feature*

Your magic scours the spirit of your foes. When you deal fire damage to a creature with Eldritch Blast it cannot regain hit points until the beginning of your next turn.

### DARK ONE'S LUCK

*6th-level Fiend Patron feature*

You can call on your Patron to alter fate in your favor. When you make an ability check or saving throw, you can choose to roll a d10 and add the result to your roll. You can do so after you roll the d20, but before you know if you succeed or fail.

Once you use this feature you must finish a short or long rest before you can use it again.

### FIENDISH RESILIENCE

*10th-level Fiend Patron feature*

At the end of each short or long rest you choose one type of damage. You gain resistance to that type of damage until the end of your next short or long rest. Damage you take from magical and silvered weapons ignores this resistance.

### HURL THROUGH HELL

*14th-level Fiend Patron feature*

You condemn foes to Hell, if only temporarily. When you deal fire damage to a creature with Eldritch Blast, you can cause it to disappear and appear before your Patron in the depths of the lower planes. At the end of your next turn, it reappears in the space it left, or the closest unoccupied space. If it is not a fiend, it takes 10d10 fire damage, ignoring resistance to fire.

Once you use this feature you must finish a short or long rest before you can use it again.

### MENTAL LANCE

*6th-level Great Old One Patron feature*

Your magic pierces the minds of your foes, sowing confusion and dulling their senses. Whenever you deal psychic damage to a creature with Eldritch Blast it can't take reactions until the beginning of your next turn.

### PSIONIC WARD

*6th-level Great Old One Patron feature*

You can repel physical attacks with your mental power. When a creature you can see targets you with an attack roll, you can use your reaction to impose disadvantage on its attack roll. If the triggering attack misses, you can target the attacker with one beam of your Eldritch Blast as part of the same reaction.

Once this feature causes an attack to miss, you must finish a short or long rest before you can use it again. If you have no uses remaining, you can expend a spell slot to use it again.

### THOUGHT SHIELD

*10th-level Great Old One Patron feature*

The power of your incomprehensible Patron has warped your mind. Your thoughts cannot be read by telepathy or any other magical or psionic means unless you allow them to be read.

Also, when you are forced to make a Wisdom saving throw you can choose to make an Intelligence saving throw instead.





## CREATE THRALL

*14th-level Great Old One Patron feature*

Your Patron has instructed you to seize control of the weak-minded with your psionic power. As an action, you can touch an incapacitated humanoid, turning it into your Thrall. Your Thrall is charmed by you until it is targeted by *remove curse*, or another abjuration spell of similar level and power.

You can issue your Thrall commands using your Telepathy so long as you are on the same plane of existence. The Thrall does its best to obey your commands, but it will not follow a command that causes itself immediate harm or death.

If you use this feature to create another Thrall, the previous Thrall is instantly freed of the effects of this feature.

## ELDRITCH INVOCATIONS

Below is the list of Eldritch Invocations that a Warlock can learn. If an Invocation has a prerequisite, like a Warlock level or a certain Pact Boon, you can learn that Invocation at the same time that you meet any prerequisites it may have.

### ARMOR OF SHADOWS

As an action, you can ward yourself with armor made from living shadows. For 1 hour, so long as you are not wearing any armor or wielding a shield, your Armor Class is equal to 10 + your Intelligence modifier + your Dexterity modifier.

### ASPECT OF THE MOON

You no longer need to sleep and cannot be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as keeping watch.

### BEAST SPEECH

You gain the ability to comprehend and verbally communicate with beasts. The knowledge and awareness of many beasts is limited by its intelligence, but at minimum, they can give you information about nearby locations and monsters, including whatever they can perceive or have perceived in the past day.

### BEGUILING INFLUENCE

You have become infused with an otherworldly charm and presence. Whenever you make a Charisma (Deception) or a Charisma (Persuasion) check you gain a bonus to your roll equal to your Intelligence modifier (minimum of +1).

### DEVIL'S SIGHT

Your eyes are inky black. You can see normally in darkness, both magical and nonmagical, out to a distance of 120 feet.

### ELDRITCH SIGHT

You have awakened your senses and can sense the presence of magic within 30 feet of you as well as you can see or hear.

When you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, instantly learning its school of magic, if any. Your magic sense is blocked by 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood or dirt.

### EYES OF THE RUNE KEEPER

The irises of your eyes are ringed with glowing elder runes. You can read and understand any written words, symbols, or scripts as if they were written in your native tongue.

## FIENDISH VIGOR

You bolster yourself with a necromantic facsimile of life. As a bonus action, you can grant yourself temporary hit points equal to your Intelligence modifier (minimum of 1).

## GAZE OF TWO MINDS

As an action, you can touch a willing humanoid and perceive through its senses until the end of your next turn. During this time, you benefit from all special senses the target possesses but you are blinded and deafened to your own surroundings.

When you are both on the same plane of existence, you can use your action to extend this connection for one more turn.

## MASK OF MANY FACES

Strange and sinister magics have made your form fluid. As an action, you can change your physical appearance and voice to match that of a creature that you have seen before, so long as your new appearance has the same arrangement of limbs you do. You determine the specifics of the changes, including your race, coloration, hair length, sex, height, and weight, but not so much that your size changes.

This transformation does not affect clothing or equipment, and it has no effect on your game statistics.

## MISTY VISIONS

As an action, you can conjure an illusory image of an object, creature, or some other visible phenomenon that is no larger than a 15-foot cube in a spot within 60 feet. This image must be purely visual; it cannot be accompanied by sound, smell, or other sensory effects. The image lasts for up to 10 minutes.

As an action, you can cause this illusory image to move to another spot within 60 feet. When you do so, you can choose for it to move in a way that appears natural for the image.

A creature that succeeds on an Intelligence (Investigation) check against your Spell Save DC sees through the illusion.

## THIEF OF FIVE FATES

As an action, you can force one creature you can see within 30 feet to make a Charisma saving throw. On a failed save, it must subtract 1d4 from any d20 roll it makes for 1 minute.

It can repeat its saving throw at the end of each of its turns, ending the effect on a success. Creatures that succeed on this saving throw are immune to this effect until the next dawn.

## ELDRITCH SPEAR

*Prerequisite: 3rd-level Warlock*

When you cast Eldritch Blast or a Warlock spell that requires you to make a ranged spell attack roll, its range is doubled.

## GRASP OF HADAR

*Prerequisite: 3rd-level Warlock*

When you hit a Large or smaller creature with Eldritch Blast, you can pull it up to 10 feet toward you in a straight line.

When you reach 11th level in this class this Invocation can affect any creature that is Huge or smaller.

## LANCE OF LETHARGY

*Prerequisite: 3rd-level Warlock*

When you hit a creature with Eldritch Blast you can reduce its speed by 10 feet until the beginning of your next turn.

A creature can only suffer this effect once per turn.





### REPELLING BLAST

*Prerequisite: 3rd-level Warlock*

When you hit a Large or smaller creature with Eldritch Blast, you can push it up to 10 feet away from you in a straight line.

When you reach 11th level in this class this Invocation can affect any creature that is Huge or smaller.

### TOME OF ANCIENT SECRETS

*Prerequisite: 3rd-level Warlock, Eldritch Tome*

You learn three cantrips of your choice from any class spell list, though they do not need to be from the same list. You add them to your Tome and they count as Warlock spells for you, but they don't count against your number of Cantrips Known.

### VOICE OF THE MASTER

*Prerequisite: 3rd-level Warlock, Eldritch Familiar*

You can communicate telepathically with your Familiar and perceive through its senses as long as you are on the same plane of existence. Also, while you are perceiving through its senses, you can also speak through your Familiar in your own voice, even if your Familiar is normally incapable of speech.

### BLASPHEMOUS PRAYER

*Prerequisite: 5th-level Warlock, Eldritch Tome*

You learn one Channel Divinity option of your choice from the options available to a Cleric Divine Domain at 2nd level, and add it to a page in your Tome. If the Channel Divinity uses a Cleric level, you can use your Warlock level instead.

Once you use this Channel Divinity you must finish a short or long rest before you can use it again.

### GIFT OF THE DEEP ONES

*Prerequisite: 5th-level Warlock*

You can breathe both air and water, and you gain a swimming speed equal to your walking speed. Also, as an action, you can touch a willing creature and grant it these benefits for 1 hour.

You can use this feature a number of times equal to 1 + your Intelligence modifier, and you regain all expended uses when you finish a long rest.

### ONE WITH SHADOWS

*Prerequisite: 5th-level Warlock*

While you are in an area of dim light or darkness, you can use your action to become invisible. This invisibility lasts until you move, use an action, bonus action, or reaction.

### THIRSTING BLADE

*Prerequisite: 5th-level Warlock, Eldritch Blade*

You can attack with your Eldritch Blade twice, instead of once, whenever you take the Attack action on your turn.

### TOMB OF FROST

*Prerequisite: 5th-level Warlock*

When you take damage, you can use your reaction to entomb yourself in ice which has 10 hit points per Warlock level. This ice takes as much of the triggering damage as possible. While the ice lasts, you are vulnerable to fire damage, your speed is 0, and you are incapacitated. At the start of each of your turns can choose to melt the ice, destroying it and freeing yourself.

Once you use this invocation, you can't use it again until you finish a short or long rest. If you have no uses left, you can spend a Pact Magic spell slot to use this feature again.

### ARCANE SECRETS

*Prerequisite: 7th-level Warlock*

You have unearthed a fragment of powerful arcane lore. You learn one spell of your choice from the Warlock spell list of 4th-level or lower, and you can cast once, at its lowest level without expending a spell slot. Once you cast it in this way you must finish a long rest before you can do so again.

You can gain this Invocation more than once, but you must select a new Warlock spell each time you do, and you can only learn one Warlock spell per spell level in this way.

### FAVORED SERVANT

*Prerequisite: 7th-level Warlock*

Your Patron has granted you a gift. You can cast one of your Patron Spells at a level equal to your Pact Magic spell slots without expending a spell slot. Once you do so, you must finish a long rest before you can cast it in that way again.







### ASCENDANT STEP

*Prerequisite: 9th-level Warlock*

You learn the *levitate* spell, and you can cast it on yourself at will, without expending a spell slot or material components.

### COMMUNE WITH PATRON

*Prerequisite: 9th-level Warlock*

Your Pact advances, allowing you to communicate directly with your Patron. You learn *contact other plane*. You can cast it without expending a spell slot to contact your Patron, and you automatically succeed on the spell's saving throw.

Once you cast *contact other plane* in this way you must finish a long rest before you can cast it in this way again.

### FAVOR OF THE MASTER

*Prerequisite: 9th-level Warlock, Eldritch Familiar*

You grant your Familiar a greater measure of your power. At the end of a long rest, choose one Warlock spell you know of 1st-level or higher. The Familiar can cast that spell once, at a level equal to your Pact Magic spell slots.

### LIFEDRINKER

*Prerequisite: 9th-level Warlock, Eldritch Blade*

When you hit a creature with your Eldritch Blade, it takes an additional 1d6 necrotic damage. Moreover, the first time you deal necrotic damage through this feature on your turn, you regain hit points equal to the necrotic damage dealt.

### OTHERWORLDLY LEAP

*Prerequisite: 9th-level Warlock*

Your steps are propelled by otherworldly power. When you make a long or high jump you can use your Intelligence, in place of Strength, to calculate the distance you can jump.

### WHISPERS OF THE GRAVE

*Prerequisite: 9th-level Warlock*

You learn the *speak with dead* spell, and you can cast the spell at will, without expending a Pact Magic spell slot.

### CHAINS OF CARCERI

*Prerequisite: 15th-level Warlock, Eldritch Familiar*

You learn the *hold monster* spell, and you can cast it at will without expending a spell slot or material components, so long as you target a celestial, fey, fiend, or elemental.

Once you target a creature with *hold monster* in this way you must finish a long rest before you can do so again.

### MASTER OF MYRIAD FORMS

*Prerequisite: 15th-level Warlock*

You learn the *alter self* spell, and you can cast it on yourself at will, without expending a spell slot.

### SHROUD OF SHADOW

*Prerequisite: 15th-level Warlock*

You learn the *invisibility* spell, and you can cast it on yourself at will, without expending a spell slot.

### VISIONS OF DISTANT REALMS

*Prerequisite: 15th-level Warlock*

You learn the *arcane eye* spell, and you can cast it at will, without expending a spell slot.

### WITCH SIGHT

*Prerequisite: 15th-level Warlock*

Your eyes glow with an unnatural pale green light. You have Truesight out to a radius of 30 feet while you are conscious.





## ELDER ARCANUM

Below is the list of Elder Arcanums that a Warlock can learn. If an Arcanum has a prerequisite, like a certain Warlock level or a certain Pact Boon, you can learn that Elder Arcanum at the same time that you meet any prerequisites it may have.

### ELDRITCH SMITE

*Prerequisite: 11th-level Warlock, Eldritch Blade*

Once per turn when you hit with an Eldritch Blade attack, you deal bonus damage to the target as if it had been hit, or failed its saving throw against one beam of Eldritch Blast.

### EMPOWERED FAMILIAR

*Prerequisite: 11th-level Warlock, Eldritch Familiar*

When you command your Eldritch Familiar to take an Attack action in its stat block it can make two attacks instead of one.

### MINOR ARCANUM

*Prerequisite: 11th-level Warlock*

Choose a spell from the list below. You can cast the Minor Arcanum spell once at 6th-level, without expending a spell slot. Once you cast the spell in this way, you must complete a long rest before you can cast your Minor Arcanum again.

arcane gate

investiture of wind <sup>XGE</sup>

circle of death

mass suggestion

create undead

mental prison

eyebite

otherworldly guise <sup>TCE</sup>

flesh to stone

scatter <sup>XGE</sup>

investiture of flame <sup>XGE</sup>

soul cage <sup>XGE</sup>

investiture of ice <sup>XGE</sup>

summon fiend <sup>TCE</sup>

investiture of stone <sup>XGE</sup>

true seeing

### BOND OF THE MASTER

*Prerequisite: 13th-level Warlock, Eldritch Familiar*

While you and your Eldritch Familiar are within 30 feet of each other, you both have advantage on any saving throws you make against spells or other magical effects.

### GREATER ARCANUM

*Prerequisite: 13th-level Warlock*

Choose a spell from the list below. You can cast the Greater Arcanum spell once at 7th-level, without expending a spell slot. Once you cast the spell in this way, you must complete a long rest before you can cast your Greater Arcanum again.

crown of stars

mirage arcane

etherealness

plane shift

finger of death

power word pain <sup>XGE</sup>

forcecage

teleport

### OCULT STRIKES

*Prerequisite: 13th-level Warlock, Eldritch Blade*

When you use your action to cast a Warlock spell or to use your Eldritch Blast, you can make a single attack with your Eldritch Blade as a bonus action on that same turn.

## MYSTIC ARCANUM

*Prerequisite: 15th-level Warlock*

Choose a spell from the list below. You can cast the Mystic Arcanum spell once at 8th-level, without expending a spell slot. Once you cast the spell in this way, you must complete a long rest before you can cast your Mystic Arcanum again.

demiplane

maddening darkness <sup>XGE</sup>

dominate monster

maze

feeblemind

power word stun <sup>XGE</sup>

glibness

telepathy

## OTHERWORLDLY TRANSPOSITION

*Prerequisite: 15th-level Warlock, Eldritch Familiar*

The chains that bind a Familiar and its master offer eldritch protection. As a bonus action on your turn, you can instantly switch places with your Familiar so long as you can see it.

Also, when you cast a Warlock spell that targets yourself, you can choose for your Eldritch Familiar to also gain the benefits of the spell so long as it is within 30 feet of you.

### ELDRITCH STEP

*Prerequisite: 15th-level Warlock, Eldritch Blade*

Your Blade cuts rifts through reality itself. When you make an attack with your Eldritch Blade, you can teleport up to 20 feet to an unoccupied space you can see before or after the attack.

## ANCIENT ARCANUM

*Prerequisite: 17th-level Warlock*

Choose a spell from the list below. You can cast the Ancient Arcanum spell once at 9th-level, without expending a spell slot. Once you cast the spell in this way, you must complete a long rest before you can cast your Ancient Arcanum again.

astral projection

power word kill

foresight

psychic scream <sup>XGE</sup>

gate

true polymorph

imprisonment

weird

### ANCIENT BLADE

*Prerequisite: 17th-level Warlock, Eldritch Blade*

Your Blade has been infused with otherworldly power. As an action, you can expend a Pact Magic spell slot, flourish your Eldritch Blade, then vanish. Choose up to five targets that you can see within 30 feet and make a single melee weapon attack with your Eldritch Blade against each target. On hit, creatures take damage as if they had been hit, or failed their saving throw against all four beams of your Eldritch Blast.

You then appear in an unoccupied space of your choice that you can see within 5 feet of one of your targets.

### ANCIENT FAMILIAR

*Prerequisite: 17th-level Warlock, Eldritch Familiar*

The will of both Familiar and master have become one. Your Eldritch Familiar can act completely independent of you, both in combat and out. You no longer need to issue it commands, and your Warlock spells can originate from it so long as you are on the same plane of existence. You control your Eldritch Familiar as if it were an independent second player character.







## WARLOCK SPELL LIST

Below is the list of spells available to the Warlock. They are organized by spell level, not character level. The spells listed below can be found in the *Player's Handbook*, *Xanathar's Guide to Everything*\*, and *Tasha's Cauldron of Everything*\*\*.

Any spells marked with a *W* are exclusive to the Warlock class, and they can be found on the following page.

### CANTRIPS (0-LEVEL)

blade ward  
booming blade\*\*  
chill touch  
create bonfire\*  
frostbite\*  
green-flame blade\*\*  
infestation\*  
lightning lure\*\*  
mage hand  
magic stone\*  
mind sliver\*\*  
minor illusion  
otherworldly grasp <sup>W</sup>  
poison spray  
prestidigitation  
sword burst\*\*  
thunderclap\*  
toll the dead\*  
true strike

### 1ST-LEVEL

armor of agathys  
arms of hadar  
cause fear\*  
charm person  
comprehend languages  
dissonant whispers  
expeditious retreat  
ghastly flight <sup>W</sup>  
hellish rebuke  
hex  
hideous laughter  
levitate  
illusory script  
inflict wounds  
protection from evil & good  
ray of sickness  
sleep  
unseen servant  
witch bolt <sup>W</sup>

### 2ND-LEVEL

cloud of daggers  
crown of madness  
darkness  
earthbind\*  
enthrall  
flame whip <sup>W</sup>  
hold person  
invisibility  
mind spike\*  
mind whip\*\*  
mirror image  
misty step  
phantasmal force  
ray of enfeeblement  
shadow blade\*  
shatter  
spider climb  
suggestion

### 3RD-LEVEL

bestow curse  
counterspell  
dispel magic  
enemies abound\*  
fear  
fly  
gaseous form

### 3RD-LEVEL (CONT.)

hunger of hadar <sup>W</sup>  
hypnotic pattern  
intellect fortress\*\*  
life transference\*  
magic circle  
major image  
remove curse  
slow  
spirit shroud\*\*  
summon fey\*\*  
summon lesser demons\*  
summon shadowspawn\*\*  
summon undead\*\*  
thunderstep\*  
tongues  
vampiric touch

### 4TH-LEVEL

banishment  
blight  
charm monster\*  
compulsion  
confusion  
dimension door  
eldritch tentacles <sup>W</sup>  
elemental bane\*  
giant insect  
greater invisibility  
hallucinatory terrain  
phantasmal killer  
polymorph  
shadow of moi\*  
sickening radiance\*  
summon aberration\*\*  
summon elemental\*\*  
summon greater demon

### 5TH-LEVEL

contact other plane  
contagion  
danse macabre\*  
dominate person  
dream  
ervation\*  
far step\*  
geas  
hallow  
hold monster  
infernal calling\*  
insect plague  
legend lore  
mislead  
negative energy flood\*  
planar binding  
screaming  
spiritual sundering <sup>W</sup>  
synaptic static\*  
teleportation circle  
wall of light\*





## WARLOCK SPELLS

The following spells are available exclusively to the Warlock class and are presented in order of ascending spell level.

### OTHERWORLDLY GRASP

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (an empty hand)

**Duration:** Concentration, up to 1 minute

You channel necrotic spiritual power to your hand, changing it into a withered specter of itself. Make a melee spell attack against a creature within your reach. On hit, the creature takes 1d8 necrotic damage, and you gain 1d4 temporary hit points which last for the duration of your concentration.

**At Higher Levels.** The damage of this spell, and the temporary hit points you gain, increase by 1d8 and 1d4 respectively when you reach 5th level (2d8 and 2d4), 11th level (3d8 and 3d4), and 17th level (4d8 and 4d4).

### GHASTLY FLIGHT

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** Self (60-foot line)

**Components:** V, S, M (the powdered remains of a creature)

**Duration:** Instantaneous

You release a malevolent spirit that flies out from you in a direction of your choice in a 60-foot long, 5-foot wide line, at which point it fades away. Each creature within the line must make a Constitution saving throw. On a failed save, creatures take 2d8 necrotic damage and cannot regain hit points until the start of your next turn. On a success, creatures take half as much damage and can regain hit points as normal.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d8 for each slot level above 1st.

### WITCH BOLT (ALTERNATE)

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a piece of wood struck by lightning)

**Duration:** Concentration, up to 1 minute

A beam of crackling energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and neither you nor the target can willingly move more than 30 feet away from each other while the spell lasts.

You can use your action on each subsequent turn to deal an additional 1d12 lightning damage to the creature.

The target can make a Strength saving throw at the start of each of its turns, ending this effect on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, both the initial and subsequent damage increases by 1d12 for each slot level above 1st.

### FLAME WHIP

*2nd-level evocation*

**Casting Time:** 1 attack

**Range:** Self

**Components:** V, S, M (a charred wooden hilt)

**Duration:** Concentration, up to 10 minutes

In place of an attack, you can evoke a whip of pure flame in a free hand, that lasts for the duration. If you let go of the whip, it disappears, but you can evoke this Flame Whip again in place of another attack without expending a spell slot.

Whenever you could make an attack, you can instead make a melee spell attack with your Flame Whip against one target within 10 feet that you can see. On hit, it takes fire damage equal to 1d10 + your spellcasting modifier, and if the target is Large or smaller you can instantly grapple it with the Whip.

You cannot attack with the Whip while it is grappling a creature, but a grappled creature takes 1d10 fire damage at the start of its turn and can use its action to make a Strength check against your spell save DC, escaping on a success.

While in your hand, your Flame Whip sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, both instances of fire damage dealt increase by 1d10 for every two slot levels above 2nd.

### HUNGER OF HADAR (ALTERNATE)

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (pickled octopus tentacle)

**Duration:** Concentration, up to 1 minute

You open a gateway to the dark between the stars, a region infested with unknown horrors. A 20-foot-radius sphere of blackness and bitter cold appears, centered on a point with range and lasting for the duration. This void is filled with a cacophony of soft whispers and slurping noises that can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures in the area are blinded.

The void creates a warp in the fabric of space, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 cold damage. Any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 2d6 acid damage as milky, otherworldly tentacles rub against it.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the radius of the spell increases by 5 feet and both the cold and acid damage each increase by 1d6 for each slot level above 3rd.

### WARLOCK SPELLS OF 6TH-LEVEL AND UP

Looking for Warlock spells above 5th-level? Check out the Elder Arcanum feature gained at 11th level.

In place of powerful features exclusive to their Pact Focus, Warlocks can learn Arcanums, single spell slots of 6th through 9th-level that have one spell assigned to them that can only be cast once per long rest. These Arcanums include lists of spells available to Warlocks of 6th to 9th-level.





## ELDRITCH TENTACLES

4th-level conjuration

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a piece of tentacle from a giant squid)

**Duration:** Concentration, up to 1 minute

Alien tentacles fill a 20-foot square on the ground you can see within range. For the duration, this area is difficult terrain.

When a creature enters this area for the first time on a turn or starts its turn there, it must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. Any creature that begins its turn in the area and is restrained by the tentacles takes 3d6 bludgeoning damage at the start of its turn.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself from the tentacles.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, both instances of damage from this spell increase by 1d6 for each slot level above 4th.

## SPIRITUAL SUNDERING

5th-level enchantment

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

Creatures in a 20-foot-radius sphere centered on a point of your choice within range have their soul rent, and must make a Charisma saving throw. On a failure, they take 8d6 necrotic damage, and for the next minute, they have a muddled sense of self and subtract 1d6 from any Intelligence, Wisdom, or Charisma saving throw they make. On a success, they take half damage and suffer no saving throw penalty.

Targets can make a Charisma saving throw at the end of each of their turns, ending the effect on a successful saving throw.

## ELDRITCH FAMILIARS

Below are the options for a Warlock's Eldritch Familiar: the *Aberrant*, *Draconic*, *Faerie*, or *Infernal Familiar*.

The Eldritch Familiar stat blocks use your proficiency bonus (PB) in several places, and any references below to a Spell Save DC refer to your Warlock class Spell Save DC.

### ABERRANT FAMILIAR

*Tiny Aberration, Chaotic Evil*

**Armor Class** 11 + PB (natural armor)

**Hit Points** 5 + your Warlock level

**Speed** 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	13 (+1)	10 (+0)	8 (-1)

**Damage Resistances** Psychic

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Deep Speech, understands the languages spoken by its master.

**Hit Dice.** The Familiar has a total number of d4 Hit Dice equal to your Warlock level. It also gains all the normal benefits of both short and long rests.

**Eldritch Bond.** You add your PB to any ability check or saving throw that your Familiar makes.

**Magic Resistance.** The Familiar has advantage on saving throws against spells and magical effects.

### Actions

**Aberrant Whispers.** One creature the Familiar can see within 30 ft. must succeed on an Intelligence saving throw or take 1d4 psychic damage and subtract 1d4 from the next d20 roll it makes before the beginning of the Familiar's next turn.





## DRAGONIC FAMILIAR

*Tiny Dragon, Lawful Evil*

**Armor Class** 13 + PB (natural armor)

**Hit Points** 5 + your Warlock level

**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	10 (+0)	8 (-1)	13 (+1)

**Damage Resistances** Essence damage type

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 13

**Languages** Draconic, understands the languages spoken by its master.

**Hit Dice.** The Familiar has a total number of d4 Hit Dice equal to your Warlock level. It also gains all the normal benefits of both short and long rests.

**Draconic Essence.** When conjured, the Familiar's master chooses acid, cold, fire, poison, lightning, or thunder to be the Familiar's Essence type. This affects its Damage Resistances and Bite attack.

**Eldritch Bond.** You add your PB to any ability check or saving throw that your Familiar makes.

**Keen Senses.** The Familiar has advantage on Wisdom (Perception) checks that rely on its sight or smell.

**Magic Resistance.** The Familiar has advantage on saving throws against spells and magical effects.

### Actions

**Bite.** *Melee Weapon Attack:* Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d4 +3 +PB piercing damage + 1d4 damage of its Essence damage type.

## FAERIE FAMILIAR

*Tiny Fey, Chaotic Neutral*

**Armor Class** 11 + PB (natural armor)

**Hit Points** 5 + your Warlock level

**Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	8 (-1)	13 (+1)	12 (+1)

**Condition Immunities** Charmed, Frightened

**Senses** passive Perception 13

**Languages** Sylvan, understands the languages spoken by its master.

**Hit Dice.** The Familiar has a total number of d4 Hit Dice equal to your Warlock level. It also gains all the normal benefits of both short and long rests.

**Eldritch Bond.** You add your PB to any ability check or saving throw that your Familiar makes.

**Magic Resistance.** The Familiar has advantage on saving throws against spells and magical effects.

### Actions

**Sting.** *Melee Weapon Attack:* Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d4 +3 +PB piercing damage. If the target is a creature, the Familiar learns its current emotional state and alignment (if any).

**Shapechanger.** The Familiar can transform into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes. Its equipment is not transformed. It reverts to its true form if it dies.

## INFERNAL FAMILIAR

*Tiny Fiend, Chaotic Evil*

**Armor Class** 11 + PB (natural armor)

**Hit Points** 5 + your Warlock level

**Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	10 (+0)	8 (-1)	13 (+1)

**Damage Resistances** Cold, Fire, Poison

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Infernal, understands the languages spoken by its master.

**Hit Dice.** The Familiar has a total number of d4 Hit Dice equal to your Warlock level. It also gains all the normal benefits of both short and long rests.

**Devil's Sight.** Magical darkness does not impede the Familiar's darkvision.

**Eldritch Bond.** You add your PB to any ability check or saving throw that your Familiar makes.

**Magic Resistance.** The Familiar has advantage on saving throws against spells and magical effects.

### Actions

**Claw.** *Melee Weapon Attack:* Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d4 +3 +PB slashing damage. If the target is a creature, it must succeed on a Constitution saving throw or become poisoned until the beginning of the Familiar's next turn.

**Invisibility.** The Familiar magically turns invisible until it attacks, forces a creature to make a saving throw, or until its concentration ends (as if it was concentrating on a spell). Any equipment the Familiar is wearing or carrying turns invisible with it.







# THE ALTERNATE WARLOCK

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