

Warlock

An Occultist Empowered by Otherworldly Pacts.

Warlocks quest for knowledge that lies hidden in the fabric of the multiverse. They often begin their search for magical power by delving into tomes of forbidden lore, dabbling in invocations meant to attract the power of extraplanar beings, or seeking places of power where the influence of these beings can be felt. In no time, each Warlock is drawn into a binding pact with a powerful patron. Drawing on the ancient knowledge of beings such as angels, archfey, demons, devils, hags, and alien entities of the Far Realm, Warlocks piece together arcane secrets to bolster their own power.

Warlocks view their patrons as resources, as means to the end of achieving magical power. Some Warlocks respect, revere, or even love their patrons; some serve their patrons grudgingly; and some seek to undermine their patrons even as they wield the power their patrons have given them.

Once a pact is made, a Warlock's thirst for knowledge and power can't be slaked with mere study. Most Warlocks spend their days pursuing greater power and deeper knowledge, which typically means some kind of adventure.

Primary Ability: Charisma

Hit Point Die: D8 per Warlock level

Saving Throw Proficiencies: Wisdom and Charisma

Skill Proficiencies: Choose 2: Arcana, Deception, History, Intimidation, Investigation, Nature, or Religion

Weapon Proficiencies: Simple weapons

Armor Training: Light Armor

Starting Equipment (Choose A or B):

- **A:** Leather Armor, Sickle, 2 Daggers, Arcane Focus (orb), Book (occult lore), Scholar's Pack, and 15 GP
- **B:** 100 GP

As a Level 1 Character:

- Gain all the traits in the Core Warlock Traits table.
- Gain the Warlock's level 1 features, which are listed in the Warlock Features table.

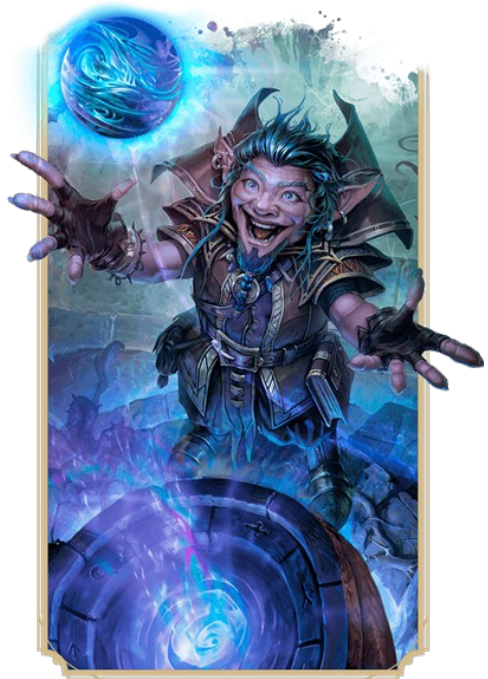
As a Multiclass Character:

- Gain the following traits from the Core Warlock Traits table: Hit Point Die and training with Light armor.
- Gain the Warlock's level 1 features, which are listed in the Warlock Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

Eldritch Invocations (Level 1)

You have unearthed Eldritch Invocations, pieces of forbidden knowledge that imbue you with an abiding magical ability or other lessons. You gain one invocation of your choice, such as Pact of the Tome. Invocations are described in the "Eldritch Invocation Options" section later in this class's description.

Prerequisites: If an invocation has a prerequisite, you must meet it to learn that invocation. For example, if an invocation requires you to be a level 5+ Warlock, you can select the invocation once you reach Warlock level 5.



Replacing and Gaining Invocations: Whenever you gain a Warlock level, you can replace one of your invocations with another one for which you qualify. You can't replace an invocation if it's a prerequisite for another invocation that you have.

When you gain certain Warlock levels, you gain more invocations of your choice, as shown in the Invocations column of the Warlock Features table.

You can't pick the same invocation more than once unless its description says otherwise.

Warlock Features

Level	Proficiency Bonus	Class Features	Eldritch Invocations	Cantrips	Prepared Spells	Spell Slots	Slot Level
1 st	2	Spellcasting, Innate Sorcery	1	2	2	1	1
2 nd	2	Font of Magic, Metamagic	3	2	3	2	1
3 rd	2	Sorcerer Subclass	3	2	4	2	2
4 th	2	Ability Score Improvement	3	3	5	2	2
5 th	3	Sorcerous Restoration	5	3	6	2	3
6 th	3	Subclass Feature	5	3	7	2	3
7 th	3	Sorcery Initiate	6	3	8	2	4
8 th	3	Ability Score Improvement	6	3	9	2	4
9 th	4	-	7	3	10	2	5
10 th	4	Metamagic	7	4	10	2	5
11 th	4	-	7	4	11	3	5
12 th	4	Ability Score Improvement	8	4	11	3	5
13 th	5	-	8	4	12	3	5
14 th	5	Subclass Feature	8	4	12	3	5
15 th	5	-	9	4	13	3	5
16 th	5	Ability Score Improvement	9	4	13	3	5
17 th	6	Metamagic	9	4	14	4	5
18 th	6	Subclass	10	4	14	4	5
19 th	6	Epic Boon	10	4	15	4	5
20 th	6	Arcane Apotheosis	10	4	15	4	5

Pact Magic (Level 1)

Through occult ceremony, you have formed a pact with a mysterious entity to gain magical powers. The entity is a voice in the shadows-its identity unclear-but its boon to you is concrete: the ability to cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Warlock spells, which appear in the Warlock spell list later in the class's description.

Cantrips: You know two Warlock cantrips of your choice. Eldritch Blast and Prestidigitation are recommended. Whenever you gain a Warlock level, you can replace one of your cantrips from this

feature with another Warlock cantrip of your choice.

When you reach Warlock levels 4 and 10, you learn another Warlock cantrip of your choice, as shown in the Cantrips column of the Warlock Features table.

Spell Slots: The Warlock Features table shows how many spell slots you have to cast your Warlock spells of levels 1-5. The table also shows the level of those slots, all of which are the same level. You regain all expended Pact Magic spell slots when you finish a Short or Long Rest.

For example, when you're a level 5 Warlock, you have two level 3 spell slots. To cast the level 1 spell Witch Bolt, you must spend one of those slots, and you cast it as a level 3 spell.

Prepared Spells of Level 1+: You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Warlock spells. Charm Person and Hex are recommended.

The number of spells on your list increases as you gain Warlock levels, as shown in the Prepared Spells column of the Warlock Features table. Whenever that number increases, choose additional Warlock spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach level 6, for example, you learn a new Warlock spell, which can be of levels 1-3.

If another Warlock feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Warlock spells for you.

Changing Your Prepared Spells: Whenever you gain a Warlock level, you can replace one spell on your list with another Warlock spell of an eligible level.

Spellcasting Ability: Charisma is the spellcasting ability for your Warlock spells.

Spellcasting Focus: You can use an Arcane Focus as a Spellcasting Focus for your Warlock spells.

Magical Cunning (Level 2)

You can perform an esoteric rite for 1 minute. At the end of it, you regain expended Pact Magic spell slots but no more than a number equal to half your maximum (round up). Once you use this feature, you can't do so again until you finish a Long Rest.

Warlock Subclass (Level 3)

You gain a Warlock subclass of your choice. The Archfey Patron, Celestial Patron, Fiend Patron, and Great Old One Patron subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Warlock levels. For the rest of your career, you gain each of your subclass's features that are of your Warlock level or lower.

Ability Score Improvement (Level 4)

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Warlock levels 8, 12, and 16.

Contact Patron (Level 9)

In the past, you usually contacted your patron through intermediaries. Now you can communicate

directly; you always have the Contact Other Plane spell prepared. With this feature, you can cast the spell without expending a spell slot to contact your patron, and you automatically succeed on the spell's saving throw.

Once you cast the spell with this feature, you can't do so in this way again until you finish a Long Rest.

Mystic Arcanum (Level 7)

Your patron grants you a magical secret called an arcanum. Choose one level 6 Warlock spell as this arcanum.

You can cast your arcanum spell once without expending a spell slot, and you must finish a Long Rest before you can cast it in this way again.

As shown in the Warlock Features table, you gain another Warlock spell of your choice that can be cast in this way when you reach Warlock levels 13 (level 7 spell), 15 (level 8 spell), and 17 (level 9 spell). You regain all uses of your Mystic Arcanum when you finish a Long Rest.

Whenever you gain a Warlock level, you can replace one of your arcanum spells with another Warlock spell of the same level.

Epic Boon (Level 19)

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Fate is recommended.

Eldritch Master (Level 20)

When you use your Magical Cunning feature, you regain all your expended Pact Magic spell slots.

Eldritch Invocation Options

Agonizing Blast *(2024 Player's Handbook)*

Prerequisite: Level 2+ Warlock, a Warlock cantrip that deals damage

Choose one of your known Warlock cantrips that deals damage. You can add your Charisma modifier to that spell's damage rolls.

Repeatable: You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

Armor of Shadows *(2024 Player's Handbook)*

You can cast Mage Armor on yourself without expending a spell slot.

Ascendant Step *(2024 Player's Handbook)*

Prerequisite: Level 5+ Warlock

You can cast Levitate on yourself without expending a spell slot.

Aspect of the Moon *(Xanathar's Guide to Everything)*

Prerequisite: Pact of the Tome

You no longer need to sleep and can't 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 reading your Book of Shadows and keeping watch.

Beast Speech *(2014 Player's Handbook)*

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

Beguiling Influence *(2014 Player's Handbook)*

You gain proficiency in the Deception and Persuasion skills.

Bewitching Whispers *(2014 Player's Handbook)*

Prerequisite: Level 7+ Warlock

You can cast Compulsion once using a warlock spell slot. You can't do so again until you finish a long rest.

Bond of the Talisman *(Tasha's Cauldron of Everything)*

Prerequisite: Level 12+ Warlock, Pact of the Talisman

While someone else is wearing your talisman, you can use your action to teleport to the unoccupied space closest to them, provided the two of you are on the same plane of existence. The wearer of your talisman can do the same thing, using their action to teleport to you. The teleportation can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

Book of Ancient Secrets *(2014 Player's Handbook)*

Prerequisite: Pact of the Tome

You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class's spell list (the two needn't be from the same list). The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag. On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

Chains of Carceri *(2014 Player's Handbook)*

Prerequisite: Level 15+ Warlock, Pact of the Chain

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

Chaotic Aegis **(Tome of Heroes)**

Prerequisite: Level 5+ Warlock, Wyrdweaver Patron

The pact with your patron offers protection from the powers of entropy. When you or a creature targeting you with an effect must roll a die or dice and consult a table to determine the outcome of the effect, such as with the confusion spell, you can use your reaction to force a reroll of the die or dice. You must use the new result. You must finish a short or long rest before you can use this invocation again.

Chaotic Luck **(Tome of Heroes)**

Prerequisite: Level 3+ Warlock, Wyrdweaver Patron

The tumbling dice of fate sometimes fall in your favor. When you are hit by an attack, you can use your reaction to force the attacker to reroll the damage dice. You must accept the new damage roll. You must finish a short or long rest before you can use this invocation again.

Cloak of Flies *(Xanathar's Guide to Everything)*

Prerequisite: Level 5+ Warlock

As a bonus action, you can surround yourself with a magical aura that looks like buzzing flies. The aura extends 5 feet from you in every direction, but not through total cover. It lasts until you're incapacitated or you dismiss it as a bonus action. The aura grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. Any other creature that starts its turn in the aura takes poison damage equal to your Charisma modifier (minimum of 0 damage). Once you use this invocation, you can't use it again until you finish a short or long rest.

Convulsions of the World **(Tome of Heroes)**

Prerequisite: Level 3+ Warlock

Your mind reaches deep into the ground and an elder voice answers. You can use an action to cause a localized tremor to shake the ground around you. Each creature other than yourself within 20 feet of you must succeed on a Dexterity saving throw or be forced prone. You can choose a number of creatures equal to half your proficiency bonus to automatically succeed on this saving throw. You must finish a long rest before you can use this invocation again.

Devil's Sight *(2024 Player's Handbook)*

Prerequisite: Level 2+ Warlock

You can see normally in Dim Light and Darkness-both magical and nonmagical-within 120 feet of yourself.

Devouring Blade *(2024 Player's Handbook)*

Prerequisite: Level 12+ Warlock, Thirsting Blade Invocation

The Extra Attack of your Thirsting Blade invocation confers two extra attacks rather than one.

Doom Hound **(Tome of Heroes)**

Prerequisite: Level 7+ Warlock, Pact of the Chain, Hunter in Darkness Patron

As a bonus action, your familiar transforms into a more powerful creature for 1 minute. At 7th level and higher, it transforms into a dire wolf. At 12th level and higher, it transforms into a winter wolf. At 18th level and higher, it transforms into a hound of the night. You must finish a short or long rest before you can use this invocation on your familiar again.

Dreadful Word *(2014 Player's Handbook)*

You can cast Confusion once using a warlock spell slot. You can't do so again until you finish a long rest.

Earthblood Geyser **(Tome of Heroes)**

Prerequisite: Level 15+ Warlock

Tapping the living mind of the world, you call forth retribution from the ground. You can cast magma spray at will, without expending a spell slot or material components.

Echo of the First Words **(Tome of Heroes)**

Prerequisite: Level 9+ Warlock, Primordial Patron

The echo of the first magical utterance reverberates across time, confounding those who hear it. You can cast babble once using a warlock spell slot. You can't do so again until you finish a long rest.

Eldritch Mind *(2024 Player's Handbook)*

You have Advantage on Constitution saving throws that you make to maintain Concentration.

Eldritch Sight *(2014 Player's Handbook)*

You can cast Detect Magic at will, without expending a spell slot or material components.

Eldritch Smite *(2024 Player's Handbook)*

Prerequisite: Level 5+ Warlock, Pact of the Blade

Once per turn when you hit a creature with your pact weapon, you can expend a Pact Magic spell slot to deal an extra 1d8 Force damage to the target, plus another 1d8 per level of the spell slot, and you can give the target the Prone condition if it is Huge or smaller.

Eldritch Spear *(2024 Player's Handbook)*

Prerequisite: Level 2+ Warlock, a Warlock cantrip that deals damage

Choose one of your known Warlock cantrips that deals damage and has a range of 10+ feet. When you cast that spell, its range increases by a number of feet equal to 30 times your Warlock level.

Repeatable: You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

Entangling Blast **(Tome of Heroes)**

Prerequisite: Level 5+ Warlock, Eldritch Blast cantrip, Old Wood Patron

When you hit a creature with eldritch blast, the creature must succeed on a Dexterity saving throw or be grappled by roots, vines, and other vegetation until the end of its next turn. The DC for this saving throw and to escape this grapple is your spell save DC.

Extinguishing Blast **(Tome of Heroes)**

Prerequisite: Eldritch Blast cantrip, Hunter in Darkness Patron

When you hit a creature with eldritch blast, you reduce the light surrounding it until the end of your next turn. If the creature is in bright light, the area within 10 feet of it becomes dim light. If the creature is in dim light, the area within 10 feet of it becomes darkness.

Eyes of the Rune Keeper *(2014 Player's Handbook)*

You can read all writing.

Far Scribe *(Tasha's Cauldron of Everything)*

Prerequisite: Level 5+ Warlock, Pact of the Tome

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your proficiency bonus. You can cast the sending spell, targeting a creature whose name is on the page, without using a spell slot and without using material components. To do so, you must write the message on the page. The target hears the message in their mind, and if the target replies, their message appears on the page, rather than in your mind. The writing disappears after 1 minute. As an action, you can magically erase a name on the page by touching it.

Fiendish Vigor *(2024 Player's Handbook)*

Prerequisite: Level 2+ Warlock

You can cast False Life on yourself without expending a spell slot. When you cast the spell with this feature, you don't roll the die for the Temporary Hit Points; you automatically get the highest number on the die.

Forest Trained **(Tome of Heroes)**

You gain proficiency in the Nature and Survival skills.

Gaze of Two Minds *(2024 Player's Handbook)*

Prerequisite: Level 5+ Warlock

You can use a Bonus Action to touch a willing creature and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can take a Bonus Action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. The connection ends if you don't maintain it in this way. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you can cast spells as if you were in your space or the other creature's space if the two of you are within 60 feet of each other.

Ghostly Gaze *(Xanathar's Guide to Everything)*

Prerequisite: Level 7+ Warlock

As an action, you gain the ability to see through solid objects to a range of 30 feet. Within that range, you have darkvision if you don't already have it. This special sight lasts for 1 minute or until your concentration ends (as if you were concentrating on a spell). During that time, you perceive objects as ghostly, transparent images. Once you use this invocation, you can't use it again until you finish a short or long rest.

Gift of the Depths *(2024 Player's Handbook)*

Prerequisite: Level 5+ Warlock

You can breathe underwater, and you gain a Swim Speed equal to your Speed. You can also cast Water Breathing once without expending a spell slot. You regain the ability to cast it in this way again when you finish a Long Rest.

Ghostly Ever-Living Ones *(Xanathar's Guide to Everything)*

Prerequisite: Pact of the Chain

Whenever you regain hit points while your familiar is within 100 feet of you, treat any dice rolled to determine the hit points you regain as having rolled their maximum value for you.

Gift of the Protectors *(2024 Player's Handbook)*

Prerequisite: Level 9+ Warlock, Pact of the Tome

A new page appears in your Book of Shadows when you conjure it. With your permission, a creature can take an action to write its name on that page, which can contain a number of names equal to your Charisma modifier (minimum of one name). When any creature whose name is on the page is reduced to 0 Hit Points but not killed outright, the creature magically drops to 1 Hit Point instead. Once this magic is triggered, no creature can benefit from it until you finish a Long Rest. As a Magic action, you can erase a name on the page by touching it.

Grasp of Hadar *(Xanathar's Guide to Everything)*

Prerequisite: Eldritch Blast cantrip

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

Green Thumb **(Tome of Heroes)**

Prerequisite: Level 5+ Warlock, Old Wood Patron

You can cast Plant Growth once using a warlock spell slot. You can't do so again until you finish a long rest.

Improved Companion **(Tome of Heroes)**

Prerequisite: Level 12+ Warlock, Patron Companion feature

When your patron sends you a beast as part of your Patron Companion feature, you can choose a beast that relates to your patron (as shown in the beast type column in the Animal Lords table) that has a challenge rating of 3 or lower.

Improved Pact Weapon *(Xanathar's Guide to Everything)*

Prerequisite: Pact of the Blade

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells. In addition, the weapon gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls. Finally, the weapon you conjure can be a shortbow, longbow, light crossbow, or heavy crossbow.

Investment of the Chain Master *(2024 Player's Handbook)*

Prerequisite: Level 5+ Warlock, Pact of the Chain

When you cast Find Familiar, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits.

- **Aerial or Aquatic:** The familiar gains either a Fly Speed or a Swim Speed (your choice) of 40 feet.
- **Quick Attack:** As a Bonus Action, you can command the familiar to take the Attack action.
- **Necrotic or Radiant Damage:** Whenever the familiar deals Bludgeoning, Piercing, or Slashing damage, you can make it deal Necrotic or Radiant damage instead.
- **Your Save DC:** If the familiar forces a creature to make a saving throw, it uses your spell save DC.
- **Resistance:** When the familiar takes damage, you can take a Reaction to grant it Resistance against that damage.

Knowledge of the Wood **(Tome of Heroes)**

Prerequisite: Level 15+ Warlock, Old Wood Patron

When you are within 5 feet of a body of water in a forest, you can cast scrying on any creature in that forest at will, without expending a warlock spell slot or material components. You must remain within 5 feet of the body of water for the duration or the spell ends.

Lance of Lethargy *(Xanathar's Guide to Everything)*

Prerequisite: Eldritch Blast cantrip

Once on each of your turns when you hit a creature with your eldritch blast, you can reduce that creature's speed by 10 feet until the end of your next turn.

Lessons of the First Ones *(2024 Player's Handbook)*

Prerequisite: Level 2+ Warlock

You have received knowledge from an elder entity of the multiverse, allowing you to gain one Origin feat of your choice (see chapter 5).

Repeatable: You can gain this invocation more than once. Each time you do so, choose a different Origin feat.

Lifedrinker *(2024 Player's Handbook)*

Prerequisite: Level 9+ Warlock, Pact of the Blade

Once per turn when you hit a creature with your pact weapon, you can deal an extra 1d6 Necrotic, Psychic, or Radiant damage (your choice) to the creature, and you can expend one of your Hit Point Dice to roll it and regain a number of Hit Points equal to the roll plus your Constitution modifier (minimum of 1 Hit Point).

Lurker in Gloom **(Tome of Heroes)**

Prerequisite: Level 7+ Warlock, Hunter in Darkness Patron

As a reaction when you take damage while in dim light or darkness, you wrap shadows around yourself and have resistance to that instance of damage. Once you use this invocation, you can't use it again until you finish a short or long rest.

Maddening Hex *(Xanathar's Guide to Everything)*

Prerequisite: Level 5+ Warlock, Hex spell or a Warlock feature that curses

As a bonus action, you cause a psychic disturbance around the target cursed by your hex spell or by a warlock feature of yours, such as Hexblade's Curse and Sign of Ill Omen. When you do so, you deal psychic damage to the cursed target and each creature of your choice within 5 feet of it. The psychic damage equals your Charisma modifier (minimum of 1 damage). To use this invocation, you must be able to see the cursed target, and it must be within 30 feet of you.

Mask of Many Faces *(2024 Player's Handbook)***Prerequisite:** Level 2+ Warlock

You can cast Disguise Self without expending a spell slot.

Master of Myriad Forms *(2024 Player's Handbook)***Prerequisite:** Level 5+ Warlock

You can cast Alter Self without expending a spell slot.

Minions of Chaos *(2014 Player's Handbook)***Prerequisite:** Level 9+ Warlock

You can cast Conjure Elemental once using a warlock spell slot. You can't do so again until you finish a long rest.

Mire the Mind *(2014 Player's Handbook)***Prerequisite:** Level 9+ Warlock

You can cast Slow once using a warlock spell slot. You can't do so again until you finish a long rest.

Misty Visions *(2024 Player's Handbook)***Prerequisite:** Level 2+ Warlock

You can cast Silent Image without expending a spell slot.

Nature's Armor **(Tome of Heroes)****Prerequisite:** Old Wood Patron

You can use your action to sprout hard thorns across your skin for 1 hour. Your Armor Class becomes 12 + your Dexterity modifier, and, when a creature hits you with a melee weapon attack while within 5 feet of you, it takes piercing damage equal to half your warlock level. You must finish a short or long rest before you can use this invocation again.

One with Shadows *(2024 Player's Handbook)***Prerequisite:** Level 5+ Warlock

While you're in an area of Dim Light or Darkness, you can cast Invisibility on yourself without expending a spell slot.

Otherworldly Leap *(2024 Player's Handbook)***Prerequisite:** Level 2+ Warlock

You can cast Jump on yourself without expending a spell slot.

Pact of the Blade *(2024 Player's Handbook)*

As a Bonus Action, you can conjure a pact weapon in your hand—a Simple or Martial Melee weapon of your choice with which you bond—or create a bond with a magic weapon you touch; you can't bond with a magic weapon if someone else is attuned to it or another Warlock is bonded with it. Until the bond ends, you have proficiency with the weapon, and you can use it as a Spellcasting Focus. Whenever you attack with the bonded weapon, you can use your Charisma modifier for the attack and damage rolls instead of using Strength or Dexterity; and you can cause the weapon to deal Necrotic, Psychic, or Radiant damage or its normal damage type. Your bond with the weapon ends if you use this feature's Bonus Action again, if the weapon is more than 5 feet away from you for 1 minute or more, or if you die. A conjured weapon disappears when the bond ends.

Pact of the Chain *(2024 Player's Handbook)*

You learn the Find Familiar spell and can cast it as a Magic action without expending a spell slot. When you cast the spell, you choose one of the normal forms for your familiar or one of the following special forms: Imp, Pseudodragon, Quasit, Skeleton, Slaad Tadpole, Sphinx of Wonder, Sprite, or Venomous Snake. Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its Reaction.

Pact of the Talisman *(Tasha's Cauldron of Everything)*

Your patron gives you a special amulet, a talisman that can aid you, or anyone else who wears it, enhancing their skills and granting them a fraction of eldritch power. You can use the amulet as your spellcasting focus. Additionally, choose one eldritch invocation that you meet the prerequisites for, and that doesn't require you to expend a warlock spell slot. The wearer of the talisman gains the bonuses of this invocation. The wearer of the talisman uses your warlock level for the invocations, and if the invocation allows for the casting of a spell, it uses your spellcasting ability modifier. You can change the invocation granted by your talisman whenever you finish a long rest. If you lose the talisman, you can perform a 1-hour ceremony to receive a replacement from your patron. This

ceremony can be performed during a short or long rest, and it destroys the previous amulet.
The talisman turns to ash when you die.

Pact of the Tome *(2024 Player's Handbook)*

Stitching together strands of shadow, you conjure forth a book in your hand at the end of a Short or Long Rest. This Book of Shadows (you determine its appearance) contains eldritch magic that only you can access, granting you the benefits below. The book disappears if you conjure another book with this feature or if you die.

Cantrips and Rituals: When the book appears, choose three cantrips, and choose two level 1 spells that have the Ritual tag. The spells can be from any class's spell list, and they must be spells you don't already have prepared. While the book is on your person, you have the chosen spells prepared, and they function as Warlock spells for you.

Spellcasting Focus: You can use the book as a Spellcasting Focus.

Patient Hunter **(Tome of Heroes)**

Prerequisite: Pact of the Tome, Hunter in Darkness Patron

When you identify a creature's tracks using your tome, you have advantage on Wisdom (Perception) and Wisdom (Survival) checks to find and track the creature for the next 24 hours.

Primal Link **(Tome of Heroes)**

You can cast Animal Friendship at will, without expending a spell slot or material components.

Protection of the Talisman *(Tasha's Cauldron of Everything)*

Prerequisite: Level 7+ Warlock, Pact of the Talisman

When the wearer of your talisman fails a saving throw, they can add a d4 to the roll, potentially turning the save into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

Rebuke the Talisman *(Tasha's Cauldron of Everything)*

Prerequisite: Pact of the Talisman

When the wearer of your talisman is hit by an attacker you can see within 30 feet of you, you can use your reaction to deal psychic damage to the attacker equal to your proficiency bonus and push it up to 10 feet away from the talisman's wearer.

Relentless Hex *(Xanathar's Guide to Everything)*

Prerequisite: Level 7+ Warlock, Hex spell or a Warlock feature that curses

Your curse creates a temporary bond between you and your target. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the target cursed by your hex spell or by a warlock feature of yours, such as Hexblade's Curse and Sign of Ill Omen. To teleport in this way, you must be able to see the cursed target.

Repelling Blast *(2024 Player's Handbook)*

Prerequisite: Level 2+ Warlock, a Warlock cantrip that deals damage via an attack roll

Choose one of your known Warlock cantrips that requires an attack roll. When you hit a Large or smaller creature with that cantrip, you can push the creature up to 10 feet straight away from you.

Repeatable: You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

Sculptor of Flesh *(2014 Player's Handbook)*

Prerequisite: Level 7+ Warlock

You can cast Polymorph once using a warlock spell slot. You can't do so again until you finish a long rest.

Shadow Arrow **(Tome of Heroes)**

Prerequisite: Level 12+ Warlock, Pact of the Blade, Hunter in Darkness Patron

When you hit a creature with an arrow shot from your pact weapon, you can fire a second, shadow arrow at the creature as a bonus action. If it hits, the shadow arrow deals necrotic damage equal to the damage dealt by the first arrow.

Shroud of Shadow *(Xanathar's Guide to Everything)*

Prerequisite: Level 15+ Warlock

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

Sign of Ill Omen *(2014 Player's Handbook)***Prerequisite:** Level 5+ Warlock

You can cast Bestow Curse once using a warlock spell slot. You can't do so again until you finish a long rest.

Silent Stalker **(Tome of Heroes)**

You gain proficiency in the Stealth and Survival skills.

Speaker for the Trees **(Tome of Heroes)****Prerequisite:** Level 9+ Warlock, Old Wood Patron

You can cast Speak with Plants at will without expending a spell slot.

Thief of Five Fates *(2014 Player's Handbook)*

You can cast Bane once using a warlock spell slot. You can't do so again until you finish a long rest.

Thirsting Blade *(2024 Player's Handbook)***Prerequisite:** Level 5+ Warlock, Pact of the Blade

You gain the Extra Attack feature for your pact weapon only. With that feature, you can attack twice with the weapon instead of once when you take the Attack action on your turn.

Tomb of Levistus *(Xanathar's Guide to Everything)***Prerequisite:** Level 5+ Warlock

As a reaction when you take damage, you can entomb yourself in ice, which melts away at the end of your next turn.

You gain 10 temporary hit points per warlock level, which take as much of the triggering damage as possible.

Immediately after you take the damage, you gain vulnerability to fire damage, your speed is reduced to 0, and you are incapacitated. These effects, including any remaining temporary hit points, all end when the ice melts. Once you use this invocation, you can't use it again until you finish a short or long rest.

Touch of the Forest **(Tome of Heroes)****Prerequisite:** Level 9+ Warlock, Old Wood Patron

You can cast awaken once using a warlock spell slot. You can't do so again until you finish a long rest.

Trickster's Escape *(Xanathar's Guide to Everything)***Prerequisite:** Level 7+ Warlock

You can cast freedom of movement once on yourself without expending a spell slot. You regain the ability to do so when you finish a long rest.

Undying Servitude *(Tasha's Cauldron of Everything)***Prerequisite:** Level 5+ Warlock

You can cast animate dead without using a spell slot. Once you do so, you can't cast it in this way again until you finish a long rest.

Visions of Distant Realms *(2024 Player's Handbook)***Prerequisite:** Level 9+ Warlock

You can cast Arcane Eye without expending a spell slot.

Voice of the Chain Master *(2014 Player's Handbook)***Prerequisite:** Pact of the Chain

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

Whispers of the Grave *(2024 Player's Handbook)***Prerequisite:** Level 7+ Warlock

You can cast Speak with Dead without expending a spell slot.

Witch Sight *(2024 Player's Handbook)***Prerequisite:** Level 15+ Warlock

You have Truesight with a range of 30 feet.

Otherworldly Patrons (Subclasses)

Ancient Dragons **(Tome of Heroes)**



You have made a pact with one or more ancient dragons or a dragon god. You wield a measure of their control over the elements and have insight into their deep mysteries. As your power and connection to your patron or patrons grows, you take on more draconic features, even sprouting scales and wings.

Expanded Spell List (Level 3)

The Great Dragons allows you to 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.

Spell Level	Spells
1st	Inflict Wounds, Magic Missile
2nd	Heat Metal, Scorching Ray
3rd	Dispel Magic, Lightning Bolt
4th	Greater Invisibility, Ice Storm
5th	Cloudkill, Flamestrike

Dragon Tongue (Level 3)

Starting at 3rd level, you can speak, read, and write Draconic.

Wyrmling Blessing (Level 3)

Also starting at 3rd level, your connection to your draconic patron or patrons bestows a blessing upon you. When you finish a long rest, you choose which blessing to accept. You can have only one blessing at a time. The blessing lasts until you finish a long rest:

Aquatic Affinity. You gain a swimming speed equal to your walking speed, and you can breathe underwater. In addition, you can communicate with beasts that can breathe water as if you had cast the speak with animals spell.

- **Draconic Hunger:** When you are below half your hit point maximum and you reduce a hostile creature to 0 hit points, you regain hit points equal to twice your proficiency bonus. This feature can restore you to no more than half of your hit point maximum.
- **Draconic Sight:** You gain darkvision out to a range of 60 feet. If you already have darkvision, this blessing increases its range by 30 feet. In addition, you can use an action to create an invisible sensor within 30 feet of you in a location you can see or in an obvious location within range, such as behind a door or around a corner, for 1 minute. The sensor is an extension of your own senses, allowing you to see and hear through it as if you were in its place, but you are deaf and blind with regard to your own senses while using this sensor. As a bonus action, you can move the sensor anywhere within 30 feet of you. The sensor can move through other creatures and objects as if they were difficult terrain, and if it ends its turn inside an object, it is shunted to the nearest unoccupied space within 30 feet of you. You can use an action to end the sensor early. A creature that can see the sensor, such as a creature benefiting from see invisibility or truesight, sees a luminous, intangible dragon's eye about the size of your fist.
- **Elemental Versatility:** Choose one of the following when you accept this blessing: acid,

cold, fire, lightning, or poison. You can't change the type until you finish a long rest and choose this blessing again. When you deal damage with a spell, you can choose for the spell's damage to be of the chosen type instead of its normal damage type.

Draconic Mien (Level 6)

At 6th level, you begin to take on draconic aspects. When you finish a long rest, choose one of the following types of damage: acid, cold, fire, lightning, or poison. You have resistance to the chosen damage type. This resistance lasts until you finish a long rest.

In addition, as an action, you can harness a portion of your patrons' mighty presence, causing a spectral version of your dragon patron's visage to appear over your head. Choose up to three creatures you can see within 30 feet of you. Each target must succeed on a Wisdom saving throw against your warlock spell save DC or be charmed or frightened (your choice) until the end of your next turn. Once you use this action, you can't use it again until you finish a short or a long rest.

Ascended Blessing (Level 10)

At 10th level, your connection to your draconic patron or patrons grows stronger, granting you more powerful blessings. When you finish a long rest, you choose which ascended blessing to accept. While you have an ascended blessing, you receive the benefits of its associated wyrmling blessing in addition to any new features of the ascended blessing. You can have only one blessing active at a time. The blessing lasts until you finish a long rest:

- **Aquatic Command:** While this blessing is active, you receive all the benefits of the Aquatic Affinity wyrmling blessing. You can cast the control water and dominate beast spells without expending spell slots. When you cast the dominate beast spell, you can target only beasts that can breathe water. You can cast each spell once in this way and regain the ability to do so when you finish a long rest.
- **Crystallized Hunger:** While this blessing is active, you receive all the benefits of the Draconic Hunger wyrmling blessing. When you kill a creature, you can crystallize a portion of its essence to create an essence gem. This gem functions as an ioun stone of protection, but it works only for you and has no value. As a bonus action, you can destroy the gem to regain one expended spell slot. You can have only one essence gem at a time. If you create a new essence gem while you already have an essence gem, the previous gem crumbles to dust and is destroyed. Once you create an essence gem, you can't do so again until you finish a long rest.
- **Draconic Senses:** While this blessing is active, you receive all the benefits of the Draconic Sight wyrmling blessing. You have blindsight out to a range of 15 feet, and you have advantage on Wisdom (Perception) checks.
- **Elemental Expertise:** While this blessing is active, you receive all the benefits of the Elemental Versatility wyrmling blessing. When you cast a spell that deals damage of the chosen type, including a spell you changed using Elemental Versatility, you add your Charisma modifier to one damage roll of the spell. In addition, when a creature within 5 feet of you hits you with an attack, you can use your reaction to deal damage of the chosen type equal to your proficiency bonus to the attacker. You can use this reaction a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Draconic Manifestation (Level 14)

At 14th level, you can assume the form of a dragon. As an action, you can transform into a dragon with a challenge rating as high as your warlock level divided by 3, rounded down, for 1 minute. This transformation works like the polymorph spell, except you can take only the form of a dragon, and you don't need to maintain concentration to maintain the transformation. While you

are in the form of a dragon, you retain your Intelligence, Wisdom, and Charisma scores. For the purpose of this feature, “dragon” refers to any creature with the dragon type, including dragon turtles, drakes, and wyverns. Once you use this feature, you can’t use it again until you finish a long rest.

Animal Lords **(Tome of Heroes)**

While humanoids have vast pantheons and divine figures of every stripe, the animals of the world have much simpler forms of faith. Among each species there is always one paragon that embodies the animal spirit in a humanoid form, the better to speak to others and represent the animals in the fey courts and the Upper Planes. These timeless entities are connected to every animal of the kind they represent, and their primary concerns are for the well-being of these animals and the natural world as a whole.



Your patron is one such animal lord. Animal lords are varied in their motivations and often come into conflict with each other. They each command legions of animal followers and gather information from all of them. Unlike many other patrons, animal lords often have close relationships with those they bind with pacts, some to control, others to guide and advise. You are your animal lord’s hand in the affairs of humanoids, and your allies are as numerous as the spiders in the corner or the birds in the sky.

You choose a specific animal lord to be your patron using the Animal Lord table. Each type of animal in the world can potentially have an animal lord. If you want to follow a specific type of animal lord, work with your GM to determine the animal lord’s affinity and beast type and where that animal lord fits in the world. For a deeper dive on specific animal lords and for their game statistics, see Creature Codex and Tome of Beasts 2. These books aren’t required to choose an animal lord as your patron or to play this class option.

Animal Lord	Affinity	Beast Type
Bat King	Air	Bats
Brother Ox	Earth	Hooved mammals
Lord of Vultures	Air	Vultures, birds of prey
Mouse King	Earth	Rodents
Queen of Birds	Air	Birds
Queen of Cats	Earth	Felines
Queen of Serpents	Earth	Reptiles
Queen of Scorpions	Earth	Arachnids
Toad King	Water	Amphibians

Expanded Spell List (Level 3)

Animal Lords let you choose from an expanded list of spells when you learn a warlock spell. The Animal Lord Expanded Spells table shows the animal lord spells that are added to the warlock spell list for you, along with the spells associated with your patron’s affinity: air, earth, or water.

Spell Level	Animal Lord Spells	Air Spells	Earth Spells	Water Spells
1st	Speak with Animals	Thrunderwave	Longstrider	Fog Cloud
2nd	Mark Prey	Gust of Wind	Pass without Trace	Misty Step
3rd	Conjure Animals	Fly	Phantom Steed	Water Breathing
4th	Polymorph	Storm of Wings	Sudden Stampede	Control Water
5th	Commune with Nature	Insect Plague	Hold Monster	Cloudkill

Natural Blessing (Level 3)

Starting at 3rd level, you learn the druidcraft cantrip, and you gain proficiency in the Animal Handling skill.

Animalistic Insight (Level 3)

At 3rd level, your patron bestows upon you the ability to discern your foe's flaws to aid in its downfall. You can use an action to analyze one creature you can see within 30 feet of you and impart this information to your companions. You and a number of creatures within 30 feet of you equal to your proficiency bonus each gain one of the following benefits (your choice). This benefit lasts for 1 minute or until the analyzed creature dies:

- You gain a +1 bonus to attack rolls against the analyzed creature.
- You gain a +1 bonus to the damage roll when you hit the analyzed creature with an attack.
- You have advantage on saving throws against the spells and effects of the analyzed creature.
- When the analyzed creature attacks you, you gain a +1 bonus to Armor Class.

Once you use this feature, you can't use it again until you finish a short or long rest. When you reach 10th level in this class, each +1 bonus increases to +2.

Patron Companion (Level 6)

At 6th level, your patron sends you a beast companion that accompanies you on your adventures and is trained to fight alongside you. The companion acts as the animal lord's eyes and ears, allowing your patron to watch over you, and, at times, advise, warn, or otherwise communicate with you.

Choose a beast that relates to your patron (as shown in the Beast Type column in the Animal Lords table) that has a challenge rating of 1/4 or lower. If you have the Pact of the Chain Pact Boon, this beast becomes your familiar.

Your patron companion is friendly to you and your companions, and you can speak with it as if you shared a language. It obeys your commands and, in combat, it shares your initiative and takes its turn immediately after yours. Your patron companion can move and use its reaction on its own, but, if you don't issue any commands to it, the only action it takes is the Dodge action. You can use a bonus action to direct it to take the Attack, Dash, Disengage, Help, Hide, or Search action or an action listed in its statistics. If you are incapacitated, the companion can take any action of its choice, not just Dodge.

If your companion dies, your patron sends a new one to you after 24 hours. If your patron companions die too often, your patron might be reluctant to send a new one or might reprimand you in other ways.

Primal Mastery (Level 10)

At 10th level, you can use your bond to your patron to tap into the innate connection between all animals. At the end of each short or long rest, choose one of the following benefits. The benefit lasts until you finish a short or long rest:

- **Cat Eyes:** You have darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.
- **Chameleonic:** You have advantage on Dexterity (Stealth) checks.
- **Fangs:** You grow fangs. The fangs are a natural melee weapon, which you can use to make unarmed strikes. When you hit with your fangs, you can use Charisma instead of Strength for the attack, and your fangs deal piercing damage equal to 1d6 + your Charisma modifier, instead of the bludgeoning damage normal for an unarmed strike.
- **Hold Breath:** You can hold your breath for 10 minutes.
- **Keen Senses:** You have advantage on Wisdom (Perception) checks that rely on hearing or smell.
- **Leap:** Your jump distance is doubled.
- **Spry:** You have advantage on Dexterity (Acrobatics) checks.
- **Swift:** Your speed increases by 10 feet.
- **Thick Hide:** You gain a +1 bonus to your Armor Class.
- **Webbed Limbs:** You have a swimming speed of 20 feet.

Call the Legions (Level 14)

At 14th level, you can summon a horde of beasts to come to your aid. As an action, you call upon your animal lord, and several beasts of your patron's type appear in unoccupied spaces that you can see within 60 feet of you. This works like a 7th-level conjure animals spell, except you don't need to maintain concentration. Once you use this feature, you can't use it again until you finish a short or long rest.

Archfey Patron *(2024 Player's Handbook)*

Bargain with Whimsical Fey.



Your pact draws on the power of the Feywild. When you choose this subclass, you might make a deal with an archfey, such as the Prince of Frost; the Queen of Air and Darkness, ruler of the Gloaming Court; Titania of the Summer Court; or an ancient hag. Or you might call on a spectrum of Fey, weaving a web of favors and debts. Whoever they are, your patron is often inscrutable and whimsical.

Archfey Spells (Level 3)

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Archfey Spells table, you thereafter always have the listed spells prepared.

Level	Spells
3	Calm Emotions, Faerie Fire, Misty Step, Phantasmal Force, Sleep
5	Blink, Plant Growth
7	Dominate Beast, Greater Invisibility
9	Dominate Person, Seeming

Steps of the Fey (Level 3)

Your patron grants you the ability to move between the boundaries of the planes. You can cast Misty Step without expending a spell slot a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest. In addition, whenever you cast that spell, you can choose one of the following additional effects:

- **Refreshing Step:** Immediately after you teleport, you or one creature you can see within 10 feet of yourself gains 1d10 Temporary Hit Points.
- **Taunting Step:** Creatures within 5 feet of the space you left must succeed on a Wisdom saving throw against your spell save DC or have Disadvantage on attack rolls against creatures other than you until the start of your next turn.

Misty Escape (Level 6)

You can cast Misty Step as a Reaction in response to taking damage. In addition, the following effects are now among your Steps of the Fey options:

- **Disappearing Step:** You have the Invisible condition until the start of your next turn or until immediately after you make an attack roll, deal damage, or cast a spell.
- **Dreadful Step:** Creatures within 5 feet of the space you left or the space you appear in (your choice) must succeed on a Wisdom saving throw against your spell save DC or take 2d10 Psychic damage.

Beguiling Defenses (Level 10)

Your patron teaches you how to guard your mind and body. You are immune to the Charmed condition. In addition, immediately after a creature you can see hits you with an attack roll, you can take a Reaction to reduce the damage you take by half (round down), and you can force the attacker to make a Wisdom saving throw against your spell save DC. On a failed save, the attacker takes Psychic damage equal to the damage you take. Once you use this Reaction, you can't use it again until you finish a Long Rest unless you expend a Pact Magic spell slot (no action required) to restore your use of it.

Bewitching Magic (Level 14)

Your patron grants you the ability to weave your magic with teleportation. Immediately after you cast an Enchantment or Illusion spell using an action and a spell slot, you can cast Misty Step as part of the same action and without expending a spell slot.

Celestial Patron *(2024 Player's Handbook)*

Call on the Power of the Heavens.

Your pact draws on the Upper Planes, the realms of everlasting bliss. You might enter an agreement with an empyrean, a couatl, a sphinx, a unicorn, or another heavenly entity. Or you might call on numerous such beings as you pursue goals aligned with theirs. Your pact allows you to experience a hint of the holy light that illuminates the multiverse.

Healing Light (Level 3)

You gain the ability to channel celestial energy to heal wounds. You have a pool of d6s to fuel this healing. The number of dice in the pool equals 1 plus your Warlock level.

As a Bonus Action, you can heal yourself or one creature you can see within 60 feet of yourself, expending dice from the pool. The maximum number of dice you can expend at once equals your Charisma modifier (minimum of one die). Roll the dice you expend, and restore a number of Hit Points equal to the roll's total. Your pool regains all expended dice when you finish a Long Rest.

Celestial Spells (Level 3)

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Celestial Spells table, you thereafter always have the listed spells prepared.

Level	Spells
3	Aid, Cure Wounds, Guiding Bolt, Lesser Restoration, Light, Sacred Flame
5	Daylight, Revivify
7	Guardian of Faith, Wall of Fire
9	Greater Restoration, Summon Celestial



Radiant Soul (Level 6)

Your link to your patron allows you to serve as a conduit for radiant energy. You have Resistance to Radiant damage. Once per turn, when a spell you cast deals Radiant or Fire damage, you can add your Charisma modifier to that spell's damage against one of the spell's targets.

Celestial Resilience (Level 10)

You gain Temporary Hit Points whenever you use your Magical Cunning feature or finish a Short or Long Rest. These Temporary Hit Points equal your Warlock level plus your Charisma modifier. Additionally, choose up to five creatures you can see when you gain the points. Those creatures each gain Temporary Hit Points equal to half your Warlock level plus your Charisma modifier.

Searing Vengeance (Level 14)

When you or an ally within 60 feet of you is about to make a Death Saving Throw, you can unleash radiant energy to save the creature. The creature regains Hit Points equal to half its Hit Point maximum and can end the Prone condition on itself. Each creature of your choice that is within 30 feet of the creature takes Radiant damage equal to 2d8 plus your Charisma modifier, and each has the Blinded condition until the end of the current turn.

Once you use this feature, you can't use it again until you finish a Long Rest.

Fiend Patron *(2024 Player's Handbook)*

Make a Deal with the Lower Planes.

Your pact draws on the Lower Planes, the realms of perdition. You might forge a bargain with a demon lord such as Demogorgon or Orcus; an archdevil such as Asmodeus; or a pit fiend, balor, yugoloth, or night hag that is especially mighty. That patron's aims are evil—the corruption or destruction of all things, ultimately including you—and your path is defined by the extent to which you strive against those aims.

Dark One's Blessing (Level 3)

When you reduce an enemy to 0 Hit Points, you gain Temporary Hit Points equal to your Charisma modifier plus your Warlock level (minimum of 1 Temporary Hit Point). You also gain this benefit if someone else reduces an enemy within 10 feet of you to 0 Hit Points.



Fiend Spells (Level 3)

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Fiend Spells table, you thereafter always have the listed spells prepared.

Level	Spells
3	Burning Hands, Command, Scorching Ray, Suggestion
5	Fireball, Stinking Cloud
7	Fire Shield, Wall of Fire
9	Geas, Insect Plague

Dark One's Own Luck (Level 6)

You can call on your fiendish patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add 1d10 to your roll. You can do so after seeing the roll but before any of the roll's effects occur.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), but you can use it no more than once per roll. You regain all expended uses when you finish a Long Rest.

Fiendish Resilience (Level 10)

Choose one damage type, other than Force, whenever you finish a Short or Long Rest. You have Resistance to that damage type until you choose a different one with this feature.

Hurl Through Hell (Level 14)

Once per turn when you hit a creature with an attack roll, you can try to instantly transport the target through the Lower Planes. The target must succeed on a Charisma saving throw against your spell save DC, or the target disappears and hurtles through a nightmare landscape. The target takes 8d10 Psychic damage if it isn't a Fiend, and it has the Incapacitated condition until the end of your next turn, when it returns to the space it previously occupied or the nearest unoccupied space.

Once you use this feature, you can't use it again until you finish a Long Rest unless you expend a Pact Magic spell slot (no action required) to restore your use of it.

Great Old One Patron *(2024 Player's Handbook)*

Unearth Forbidden Lore of Ineffable Beings.

When you choose this subclass, you might bind yourself to an unspeakable being from the Far Realm or an elder god—a being such as Tharizdun, the Chained God; Zargon, the Returner; Hadar, the Dark Hunger; or Great Cthulhu. Or you might invoke several entities without yoking yourself to one. The motives of these beings are incomprehensible, and the Great Old One might be indifferent to your existence. But the secrets you've learned nevertheless allow you to draw strange magic from it.

Awakened Mind (Level 3)

You can form a telepathic connection between your mind and the mind of another. As a Bonus Action, choose one creature you can see within 30 feet of yourself. You and the chosen creature

can communicate telepathically with each other while the two of you are within a number of miles of each other equal to your Charisma modifier (minimum of 1 mile). To understand each other, you each must mentally use a language the other knows.

The telepathic connection lasts for a number of minutes equal to your Warlock level. It ends early if you use this feature to connect with a different creature.

Great Old One Spells (Level 3)

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Great Old One Spells table, you thereafter always have the listed spells prepared.

Level	Spells
3	Detect Thoughts, Dissonant Whispers, Phantasmal Force, Tasha's Hideous Laughter
5	Clairvoyance, Hunger of Hadar
7	Confusion, Summon Aberration
9	Modify Memory, Telekinesis



Psychic Spells (Level 3)

When you cast a Warlock spell that deals damage, you can change its damage type to Psychic. In addition, when you cast a Warlock spell that is an Enchantment or Illusion, you can do so without Verbal or Somatic components.

Clairvoyant Combatant (Level 6)

When you form a telepathic bond with a creature using your Awakened Mind, you can force that creature to make a Wisdom saving throw against your spell save DC. On a failed save, the creature has Disadvantage on attack rolls against you, and you have Advantage on attack rolls against that creature for the duration of the bond. Once you use this feature, you can't use it again until you finish a Short or Long Rest unless you expend a Pact Magic spell slot (no action required) to restore your use of it.

Eldritch Hex (Level 10)

Your alien patron grants you a powerful curse. You always have the Hex spell prepared. When you cast Hex and choose an ability, the target also has Disadvantage on saving throws of the chosen ability for the duration of the spell.

Thought Shield (Level 10)

Your thoughts can't be read by telepathy or other means unless you allow it. You also have Resistance to Psychic damage, and whenever a creature deals Psychic damage to you, that creature takes the same amount of damage that you take.

Create Thrall (Level 14)

When you cast Summon Aberration, you can modify it so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting, and when summoned, the Aberration has a number of Temporary Hit Points equal to your Warlock level plus your Charisma modifier. In addition, the first time each turn the Aberration hits a creature under the effect of your

Hex, the Aberration deals extra Psychic damage to the target equal to the bonus damage of that spell.

Hexblade *(Xanathar's Guide to Everything)*



You have made your pact with a mysterious entity from the Shadowfell—a force that manifests in sentient magic weapons carved from the stuff of shadow. The mighty sword Blackrazor is the most notable of these weapons, which have been spread across the multiverse over the ages. The shadowy force behind these weapons can offer power to warlocks who form pacts with it. Many hexblade warlocks create weapons that emulate those formed in the Shadowfell. Others forgo such arms, content to weave the dark magic of that plane into their spellcasting.

Because the Raven Queen is known to have forged the first of these weapons, many sages speculate that she and the force are one and that the weapons, along with hexblade warlocks, are tools she uses to manipulate events on the Material Plane to her inscrutable ends.

Expanded Spell List (Level 3)

The Hexblade 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.

Level	Spells
3	Shield, Wrathful Smite, Blur, Branding Smite
5	Blink, Elemental Weapon
7	Phantasmal Killer, Staggering Smite
9	Banishing Smite, Cone of Cold

Hexblade's Curse (Level 3)

Starting at 3rd level, you gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).

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

Hex Warrior (Level 3)

At 3rd level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons.

The influence of your patron also allows you to mystically channel your will through a particular

weapon. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

This benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.

Accursed Specter (Level 6)

Starting at 6th level, you can curse the soul of a person you slay, temporarily binding it to your service. When you slay a humanoid, you can cause its spirit to rise from its corpse as a specter, the statistics for which are in the Monster Manual. When the specter appears, it gains temporary hit points equal to half your warlock level. Roll initiative for the specter, which has its own turns. It obeys your verbal commands, and it gains a special bonus to its attack rolls equal to your Charisma modifier (minimum of +0).

The specter remains in your service until the end of your next long rest, at which point it vanishes to the afterlife.

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

Armor of Hexes (Level 10)

At 10th level, your hex grows more powerful. If the target cursed by your Hexblade's Curse hits you with an attack roll, you can use your reaction to roll a d6. On a 4 or higher, the attack instead misses you, regardless of its roll.

Master of Hexes (Level 14)

Starting at 14th level, you can spread your Hexblade's Curse from a slain creature to another creature. When the creature cursed by your Hexblade's Curse dies, you can apply the curse to a different creature you can see within 30 feet of you, provided you aren't incapacitated. When you apply the curse in this way, you don't regain hit points from the death of the previously cursed creature.

Hunter in Darkness **(Tome of Heroes)**

The Hunter in Darkness is an entity that sees all creatures as prey and enjoys instilling fear in its prey. It prefers intelligent prey over mere beasts, as their fear tastes so much sweeter. Hunters who display impressive prowess for hunting pique its interest. The Hunter in Darkness often bestows its power on such individuals to spread fear further than the Hunter can by itself.

Though your patron isn't mindless, it cares only for the thrill of the hunt and the spreading of fear. It cares not what you do with the power it grants you beyond that. Your connection with the Hunter can sometimes cause changes in your worldview. You might view every creature you meet as either predator or prey, or you might face problems with a "kill or be killed" attitude.



Savage Hunter (Level 3)

Starting at 3rd level, when you reduce a hostile creature to 0 hp, its nearest ally within 30 feet of

you must succeed on a Wisdom saving throw against your warlock spell save DC or be frightened of you until the end of its next turn.

Expanded Spell List (Level 3)

The Hunter in Darkness 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.

Level	Spells
3	Bloodhound, Hunter's Endurance, Instant Snare, Mark Prey
5	Clairvoyance, Nondetection
7	Harry, Heart-Seeking Arrow
9	Killing Fields, Legend Lore

The Hunter in Darkness Pact Boons (Level 3)

If you have any of these Pact Boon Eldritch Invocations, they are altered by your patron in the following ways:

- **Pact of the Chain:** Your familiar is a hunting hound made of shadow, and it uses the statistics of a wolf.
- **Pact of the Blade:** Your pact weapon can be a longbow or shortbow in addition to a melee weapon. You must provide arrows for the weapon.
- **Pact of the Tome:** Your tome contains descriptions of tracks made by a multitude of creatures. If you consult your tome for 1 minute while inspecting tracks, you can identify the type of creature that left the tracks (such as a winter wolf), though not the creature's name or specific appearance (such as Frosttooth, the one-eyed leader of a notorious pack of winter wolves that terrorizes the area).

Step into Shadow (Level 6)

Beginning at 6th level, you can disappear into darkness and reappear next to an enemy. As a bonus action while in dim light or darkness, you can disappear in a puff of inky smoke and reappear in an unoccupied space that is also in dim light or darkness within 5 feet of a creature within 30 feet of you. If that creature is frightened and you attack it, you have advantage on the attack roll. Once you use this feature, you can't use it again until you finish a short or long rest.

Strike from the Dark (Level 10)

Beginning at 10th level, your patron's constant hunger for fear inures you to it. You are immune to being frightened. In addition, when you are in dim light or darkness and you hit a creature with a weapon attack, it must succeed on a Wisdom saving throw against your warlock spell save DC or be frightened of you for 1 minute or until it takes any damage.

Avatar of Death (Level 14)

Starting at 14th level, if you reduce a target to 0 hp with a weapon attack, you can use a bonus action to force each ally of the target within 30 feet of you to make a Wisdom saving throw against your warlock spell save DC. On a failure, the creature is frightened of you for 1 minute or until it takes any damage. If a creature is immune to being frightened, it is instead stunned until the end of its next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

Old Wood **(Tome of Heroes)**



You have made a pact with the ancient intelligence of a primeval forest. Before the rise of human civilization, before the time of the elves, before even the dragons, there were the forests. Empires rise and fall around them, but the forests remain as a testament to nature's endurance.

However, times are changing, and the unchecked growth of civilization threatens the green. The intelligences that imbue the antediluvian forests seek emissaries in the world that can act beyond their boughs, and one has heard your call for power. You are a guardian of the Old Wood, a questing branch issuing from a vast, slumbering intelligence sent to act on its behalf, perhaps even to excise these lesser beings from its borders.

Expanded Spell List (Level 3)

Your connection to the forest allows you to 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.

Level	Spells
3	Animal Friendship, Faerie Fire, Animal Messenger, Spike Growth
5	Conjure Animals, Protection from Energy
7	Conjure Woodland Beings, Giant Insect
9	Greater Restoration, Tree Stride

Sap Magic (Level 3)

At 3rd level, your patron bestows upon you the ability to absorb magic from nearby spellcasting. When a creature casts a spell of a level you can cast or lower within 30 feet of you, you can use your reaction to synthesize the magic. The spell resolves as normal, but you have a 25% chance of regaining hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).

Forest's Defender (Level 3)

At 3rd level, your patron gifts you with the skills necessary to defend it. You gain proficiency with shields, and you learn the shillelagh cantrip. Shillelagh counts as a warlock cantrip for you, but it doesn't count against your number of cantrips known.

The Old Wood Pact Boons (Level 3)

If you have any of these Pact Boon Eldritch Invocations, they are altered by your patron in the following ways:

- **Pact of the Chain:** When you conjure your familiar or change its form, you can choose the form of an awakened shrub or child of the briar (see Tome of Beasts) in addition to the usual familiar choices.
- **Pact of the Blade:** The blade of the Old Wood is a weapon made of wood and thorns and grows out of your palm. When you cast shillelagh, your Pact Blade is affected by the spell, regardless of the form your Pact Blade takes.
- **Pact of the Tome:** The Old Wood grows a tome for you. The tome's cover is hardened bark from the forest's native trees, and its pages are leaves whose color changes with the seasons. If you want to add a new spell to your book, you must first plant it in the ground.

After 1 hour, the book emerges from the soil with the new spell inscribed on its leaves. If your tome is lost or destroyed, you must return to your patron forest for it to grow you a new one.

Predatory Grace (Level 6)

Starting at 6th level, you are able to cast pass without trace without expending a spell slot. Once you use this feature, you can't use it again until you finish a short or long rest. In addition, difficult terrain caused by roots, underbrush, and other natural forest terrain costs you no extra movement. You can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Nature's Endurance (Level 10)

At 10th level, your patron has suffused your body with a portion of its ability to withstand harmful magic. You gain resistance to damage from spells of a level you can cast or lower.

Avatar of the Wood (Level 14)

Starting at 14th level, you can channel the power of the forest to physically transform, taking on many of its aspects. Your legs, arms, and torso elongate, your body becomes covered in thick, dark bark, and branches sprout from your head as your hair recedes. You can transform as a bonus action and the transformation lasts 1 minute. While transformed, you gain the following benefits:

- Your Armor Class is 16 plus your Dexterity modifier.
- You gain tremorsense with a radius of 30 feet, and your attacks can reach 5 feet further.
- Your hands become branch-like claws, and you can use the Attack action to attack with the claws. You are proficient with the claws, and the claws count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. You add your Charisma modifier to your attack and damage rolls with the claws. The damage is slashing and the damage die is a d6. If you have the Pact of the Blade feature, your claw attack benefits from your invocations as if it was a pact weapon.
- Your Sap Magic feature changes to Arcasyntesis: When a spell of 5th level or lower is cast within 60 feet of you, you can use your reaction to synthesize the magic. The spell resolves as normal, but you have a 50 percent chance of regaining 1d10 hp per level of the spell cast.

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

Primordial **(Tome of Heroes)**

Some who search for power settle on lesser gods or demon lords, others delve into deeper mysteries until they touch elder entities. These great entities build worlds, crafting mountains and species as if sculpting clay, or annihilate them utterly. Embodying creation, destruction, and the land itself, your patron is an ancient power beyond mortal understanding.

Primordials stand in opposition to the Great Old Ones, the other side of the scale that maintains the balance of reality. Your primordial patron speaks to you in the language of omens, dreams, or intuition, and may call upon you to defend the natural world, to root out the forces of the Void, or even to manipulate seemingly random people or locations for reasons known only to their unfathomable purpose. While you can't grasp the full measure of your patron's designs, as long as your bond is strong, there is nothing that can stand in your way.



Expanded Spell List (Level 3)

The Primordial 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.

Level	Spells
3	Command, Healing Word, Lesser Restoration, Mud
5	Power Word Fling, Revivify
7	Power Word Rend, Stone Shape
9	Conjure Elemental, Creation

Convulsion of the Worldbuilder (Level 3)

At 3rd level, you can use an action to call upon the bond between your primordial patron and the world it created to ripple shockwaves through the ground. Choose a point you can see within 60 feet of you, then choose if the ripples happen in a 30-foot cone, a 30-foot line that is 5 feet wide, or a 20-foot-radius burst. The ripples originate from or are centered on the point you chose, depending on the form the ripples take. Each creature in the cone, line, or burst must succeed on a Dexterity saving throw or take 1d8 bludgeoning damage and be knocked prone. If the ground in the area is loose earth or stone, it becomes difficult terrain until the rubble is cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand.

Once you use this feature, you can't use it again until you finish a short or long rest. When you reach certain levels in this class, the damage increases: at 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Redirection (Level 6)

At 6th level, you learn to channel the reality-bending powers of your patron to avoid attacks. When a creature you can see attacks only you, you can use your reaction to redirect the attack to a target of your choice within range of the attacker's weapon or spell. If no other target is within range, you can't redirect the attack. If the attack is from a spell of 4th level or higher, you must succeed on an ability check using your spellcasting ability to redirect it. The DC equals 12 + the spell's level. Once you use this feature, you can't use it again until you finish a short or long rest.

Adaptive Shroud (Level 10)

At 10th level, your bond with your patron protects you by adapting itself when you are injured. When you take damage, you can use your reaction to gain resistance to the triggering damage type until the start of your next turn. If you expend a spell slot as part of this reaction, the resistance lasts for a number of rounds equal to your proficiency bonus. Once you use this feature, you can't use it again until you finish a short or long rest.

Crushing Regard of the Primordial One (Level 14)

At 14th level, you learn to direct the weight of your patron's infinite gaze onto the unworthy. You can use an action to cause of the following effects. Once you use this feature, you can't use it again until you finish a long rest.

- **One Creature:** One creature you can see within 60 feet of you must make a Wisdom saving throw. On a failed save, the creature takes 10d10 force damage and is paralyzed for 1 minute. On a successful save, the creature takes half as much damage and isn't paralyzed. At the end of each of its turns, a paralyzed target can make another Wisdom saving throw. On a success, the condition ends on the target.
- **Multiple Creatures:** Each creature in a 20-foot-radius sphere centered on a point you can

see within 100 feet of you must make a Constitution saving throw. On a failed save, a creature takes 5d10 force damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

The Fathomless *(Tasha's Cauldron of Everything)*



You have plunged into a pact with the deeps. An entity of the ocean, the Elemental Plane of Water, or another otherworldly sea now allows you to draw on its thalassic power. Is it merely using you to learn about terrestrial realms, or does it want you to open cosmic floodgates and drown the world?

Perhaps you were born into a generational cult that venerates the Fathomless and its spawn. Or you might have been shipwrecked and on the brink of drowning when your patron's grasp offered you a chance at life. Whatever the reason for your pact, the sea and its unknown depths call to you.

Entities of the deep that might empower a warlock include krakens, ancient water elementals, godlike hallucinations dreamed into being by kuo-toa, merfolk demigods, and sea hag covens.

Expanded Spell List (Level 3)

The Fathomless 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.

Level	Spells
3	Create or Destroy Water, Thunderwave, Gust of Wind, Silence
5	Lightning Bolt, Sleet Storm
7	Control Weather, Summon Elemental (water only)
9	Bigby's Hand (appears as a tentacle), Cone of Cold

Tentacle of the Deep (Level 3)

You can magically summon a spectral tentacle that strikes at your foes. As a bonus action, you create a 10-foot-long tentacle at a point you can see within 60 feet of you. The tentacle lasts for 1 minute or until you use this feature to create another tentacle.

When you create the tentacle, you can make a melee spell attack against one creature within 10 feet of it. On a hit, the target takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. When you reach 10th level in this class, the damage increases to 2d8.

As a bonus action on your turn, you can move the tentacle up to 30 feet and repeat the attack.

You can summon the tentacle a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Gift of the Sea (Level 3)

You gain a swimming speed of 40 feet, and you can breathe underwater.

Oceanic Soul (Level 6)

You are now even more at home in the depths. You gain resistance to cold damage. In addition, when you are fully submerged, any creature that is also fully submerged can understand your speech, and you can understand theirs.

Guardian Coil (Level 6)

Your Tentacle of the Deep can defend you and others, interposing itself between them and harm. When you or a creature you can see takes damage while within 10 feet of the tentacle, you can use your reaction to choose one of those creatures and reduce the damage to that creature by 1d8. When you reach 10th level in this class, the damage reduced by the tentacle increases to 2d8.

Grasping Tentacles (Level 10)

You learn the spell *Evard's Black Tentacles*. It counts as a warlock spell for you, but it doesn't count against the number of spells you know. You can also cast it once without using a spell slot, and you regain the ability to do so when you finish a long rest.

Whenever you cast this spell, your patron's magic bolsters you, granting you a number of temporary hit points equal to your warlock level. Moreover, damage can't break your concentration on this spell.

Fathomless Plunge (Level 14)

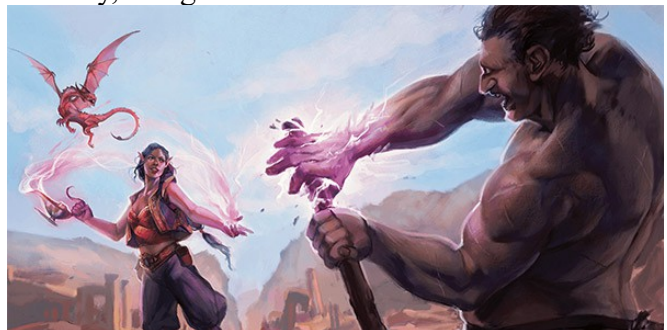
You can magically open temporary conduits to watery destinations. As an action, you can teleport yourself and up to five other willing creatures that you can see within 30 feet of you. Amid a whirl of tentacles, you all vanish and then reappear up to 1 mile away in a body of water you've seen (pond size or larger) or within 30 feet of it, each of you appearing in an unoccupied space within 30 feet of the others. Once you use this feature, you can't use it again until you finish a short or long rest.

The Genie *(Tasha's Cauldron of Everything)*

You have made a pact with one of the rarest kinds of genie, a noble genie. Such entities rule vast fiefs on the Elemental Planes and have great influence over lesser genies and elemental creatures. Noble genies are varied in their motivations, but most are arrogant and wield power that rivals that of lesser deities. They delight in turning the table on mortals, who often bind genies into servitude, and readily enter into pacts that expand their reach.

You choose your patron's kind or determine it randomly, using the Genie Kind table.

1d4	Kind	Element
1	Dao	Earth
2	Djinni	Air
3	Efreeti	Fire
4	Marid	Water



Expanded Spell List (Level 3)

The Genie lets you choose from an expanded list of spells when you learn a warlock spell. The Genie Expanded Spells table shows the genie spells that are added to the warlock spell list for you, along with the spells associated in the table with your patron's kind: dao, djinni, efreeti, or marid.

Spell Level	Genie Spells	Dao Spells	Djinni Spells	Efreeti Spells	Marid Spells
1st	Detect Evil and Good	Sanctuary	Thunderwave	Burning Hands	Fog Cloud
2nd	Phantasmal Force	Spike Growth	Gust of Wind	Scorching Ray	Blur
3rd	Create Food and Water	Meld into Stone	Wind Wall	Fireball	Sleet Storm
4th	Phantasmal Killer	Stone Shape	Greater Invisibility	Fire Shield	Control Water
5th	Creation	Wall of Stone	Seeming	Flame Strike	Cone of Cold
9th	Wish	-	-	-	-

Genie's Vessel (Level 3)

Your patron gifts you a magical vessel that grants you a measure of the genie's power. The vessel is a Tiny object, and you can use it as a spellcasting focus for your warlock spells. You decide what the object is, or you can determine what it is randomly by rolling on the Genie's Vessel table, selecting the spell, and it becomes a sorcerer spell for you.

1d6	Vessel
1	Oil lamp
2	Urn
3	Ring with a compartment
4	Stoppered bottle
5	Hollow statuette
6	Ornate lantern

While you are touching the vessel, you can use it in the following ways:

- **Bottled Respite:** As an action, you can magically vanish and enter your vessel, which remains in the space you left. The interior of the vessel is an extradimensional space in the shape of a 20-foot-radius cylinder, 20 feet high, and resembles your vessel. The interior is appointed with cushions and low tables and is a comfortable temperature. While inside, you can hear the area around your vessel as if you were in its space. You can remain inside the vessel up to a number of hours equal to twice your proficiency bonus. You exit the vessel early if you use a bonus action to leave, if you die, or if the vessel is destroyed. When you exit the vessel, you appear in the unoccupied space closest to it. Any objects left in the vessel remain there until carried out, and if the vessel is destroyed, every object stored there harmlessly appears in the unoccupied spaces closest to the vessel's former space. Once you enter the vessel, you can't enter again until you finish a long rest.
- **Genie's Wrath:** Once during each of your turns when you hit with an attack roll, you can deal extra damage to the target equal to your proficiency bonus. The type of this damage is determined by your patron: bludgeoning (dao), thunder (djinni), fire (efreeti), or cold (marid).

The vessel's AC equals your spell save DC. Its hit points equal your warlock level plus your proficiency bonus, and it is immune to poison and psychic damage. If the vessel is destroyed or you lose it, you can perform a 1-hour ceremony to receive a replacement from your patron. This

ceremony can be performed during a short or long rest, and the previous vessel is destroyed if it still exists. The vessel vanishes in a flare of elemental power when you die.

Elemental Gift (Level 6)

You begin to take on characteristics of your patron's kind. You now have resistance to a damage type determined by your patron's kind: bludgeoning (dao), thunder (djinni), fire (efreeti), or cold (marid). In addition, as a bonus action, you can give yourself a flying speed of 30 feet that lasts for 10 minutes, during which you can hover. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Sanctuary Vessel (Level 10)

When you enter your Genie's Vessel via the Bottled Respite feature, you can now choose up to five willing creatures that you can see within 30 feet of you, and the chosen creatures are drawn into the vessel with you.

As a bonus action, you can eject any number of creatures from the vessel, and everyone is ejected if you leave or die or if the vessel is destroyed.

In addition, anyone (including you) who remains within the vessel for at least 10 minutes gains the benefit of finishing a short rest, and anyone can add your proficiency bonus to the number of hit points they regain if they spend any Hit Dice as part of a short rest there.

Limited Wish (Level 14)

You entreat your patron to grant you a small wish. As an action, you can speak your desire to your Genie's Vessel, requesting the effect of one spell that is 6th level or lower and has a casting time of 1 action. The spell can be from any class's spell list, and you don't need to meet the requirements in that spell, including costly components: the spell simply takes effect as part of this action.

Once you use this feature, you can't use it again until you finish 1d4 long rests.

The Undead *(Van Richten's Guide to Ravenloft)*



You've made a pact with a deathless being, a creature that defies the cycle and life and death, forsaking its mortal shell so it might eternally pursue its unfathomable ambitions. For such beings, time and morality are fleeting things, the concerns of those for whom grains of sand still rush through life's hourglass. Having once been mortal themselves, these ancient undead know firsthand the paths of ambition and the routes past the doors of death. They eagerly share this profane knowledge, along with other secrets, with those who work their will among the living.

Beings of this type include the demilich Acererak, the vampire tyrant Kas the Bloody-Handed, the githyanki lich-queen Vlaakith, the dracolich Dragotha, the undead pharaoh Ankhtepot, and the elusive Darklord, Azalin Rex.

Expanded Spell List (Level 3)

the Undead 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.

Spell Level	Spells
1st	Bane, False Life
2nd	Blindness/Deafness, Phantasmal Force
3rd	Phantom Steed, Speak with Dead
4th	Death Ward, Greater Invisibility
5th	Antilife Shell, Cloudkill

Form of Dread (Level 3)

You manifest an aspect of your patron's dreadful power. As a bonus action, you transform for 1 minute. You gain the following benefits while transformed:

- You gain temporary hit points equal to 1d10 + your warlock level.
- Once during each of your turns, when you hit a creature with an attack, you can force it to make a Wisdom saving throw, and if the saving throw fails, the target is frightened of you until the end of your next turn.
- You are immune to the frightened condition.

You can transform a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. The appearance of your Form of Dread reflects some aspect of your patron. For example, your form could be a shroud of shadows forming the crown and robes of your lich patron, or your body might glow with glyphs from ancient funerary rites and be surrounded by desert winds, suggesting your mummy patron.

Grave Touched (Level 6)

Your patron's powers have a profound effect on your body and magic. You don't need to eat, drink, or breathe. In addition, once during each of your turns, when you hit a creature with an attack and roll damage against the creature, you can replace the damage type with necrotic damage. While you are using your Form of Dread, you can roll one additional damage die when determining the necrotic damage the target takes.

Necrotic Husk (Level 10)

Your connection to undeath and necrotic energy now saturates your body. You have resistance to necrotic damage. If you are transformed using your Form of Dread, you instead become immune to necrotic damage.

In addition, when you are reduced to 0 hit points, you can use your reaction to drop to 1 hit point instead and cause your body to erupt with deathly energy. Each creature of your choice that is within 30 feet of you takes necrotic damage equal to 2d10 + your warlock level. You then gain 1 level of exhaustion. Once you use this reaction, you can't do so again until you finish 1d4 long rests.

Spirit Projection (Level 14)

Your spirit can become untethered from your physical form. As an action, you can project your spirit from your body. The body you leave behind is unconscious and in a state of suspended animation. Your spirit resembles your mortal form in almost every way, replicating game statistics but not your possessions. Any damage or other effects that apply to your spirit or physical body affects the other. Your spirit can remain outside your body for up to 1 hour or until your concentration is broken (as if concentrating on a spell). When your projection ends, your spirit returns to your body or your body magically teleports to your spirit's space (your choice).

While projecting your spirit, you gain the following benefits:

- Your spirit and body gain resistance to bludgeoning, piercing, and slashing damage.
- When you cast a spell of the conjuration or necromancy school, the spell doesn't require verbal or somatic components or material components that lack a gold cost.
- You have a flying speed equal to your walking speed and can hover. You can move through creatures and objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside a creature or an object.
- While you are using your Form of Dread, once during each of your turns when you deal necrotic damage to a creature, you regain hit points equal to half the amount of necrotic damage dealt.

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

The Undying *(Sword Coast Adventurer's Guide)*

Death holds no sway over your patron, who has unlocked the secrets of everlasting life, although such a prize – like all power – comes at a price. Once mortal, the Undying has seen mortal lifetimes pass like the seasons, like the flicker of endless days and nights. It has the secrets of the ages to share, secrets of life and death. Beings of this sort include Vecna, Lord of the Hand and the Eye; the dread Iuz; the lich-queen Vol; the Undying Court of Aerenal; Vlaakith, lich-queen of the githyanki; and the deathless wizard Fistandantalus.

In the Realms, Undying patrons include Larloch the Shadow King, legendary master of Warlock's Crypt, and Gilgeam, the God-King of Unther.

Expanded Spell List (Level 3)

The Undying 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.

Spell Level	Spells
1st	False Life, Ray of Sickness
2nd	Blindness/Deafness
3rd	Feign Death, Speak with Dead
4th	Aura of Life, Death Ward
5th	Contagion, Legend Lore

Among the Dead (Level 3)

You learn the Spare the Dying cantrip, which counts as a warlock cantrip for you. You also have advantage on saving throws against any disease. Additionally, undead have difficulty harming you. If an undead targets you directly with an attack or a harmful spell, that creature must make a Wisdom saving throw against your spell save DC (an undead needn't make the save when it includes you in an area effect, such as the explosion of Fireball). On a failed save, the creature must choose a new target or forfeit targeting someone instead of you, potentially wasting the attack or spell. On a successful save, the creature is immune to this effect for 24 hours. An undead is also immune to this effect for 24 hours if you target it with an attack or a harmful spell.

Defy Death (Level 6)

You can give yourself vitality when you cheat death or when you help someone else cheat it. You

can regain hit points equal to 1d8 + your Constitution modifier (minimum of 1 hit point) when you succeed on a death saving throw or when you stabilize a creature with Spare the Dying. Once you use this feature, you can't use it again until you finish a long rest.

Undying Nature (Level 10)

You can hold your breath indefinitely, and you don't require food, water, or sleep, although you still require rest to reduce exhaustion and still benefit from finishing short and long rests. In addition, you age at a slower rate. For every 10 years that pass, your body ages only 1 year, and you are immune to being magically aged.

Indestructible Life (Level 14)

You partake of some of the true secrets of the Undying. On your turn, you can use a bonus action to regain hit points equal to 1d8 + your warlock level. Additionally, if you put a severed body part of yours back in place when you use this feature, the part reattaches. Once you use this feature, you can't use it again until you finish a short or long rest.

The Wyrdwearer **(Tome of Heroes)**



Your patron is probability itself, the personified wellspring of chance as embodied by chosen deities, entities, and eldritch beings across the planes. By binding yourself to the Wyrdwearer, you live by the roll of the dice and the flip of the coin, delighting in the randomness of life and the thrill of new experiences. You might find yourself driven to invade a lich's keep to ask it about its favorite song, or you might leap onto a dragon's back to have the right to call yourself a dragonrider. Life with a pact-bond to your patron might not be long, but it will be exciting.

Expanded Spell List (Level 3)

The Wyrdwearer lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock list for you.

Spell Level	Spells
1st	Bane, Faerie Fire
2nd	Blur, Frenzied Bolt
3rd	Bestow Curse, Hypnotic Pattern
4th	Compulsion, Reset
5th	Battle Mind, Mislead

Probability Wellspring (Level 3)

Starting at 3rd level, you gain the ability to manipulate probability. You have a pool of d6s that you spend to fuel your patron abilities. The number of probability dice in the pool equals 1 + your warlock level. You can use these dice to turn the odds in your or your ally's favor. When you or a friendly creature you can see within 30 feet of you makes an attack roll, ability check, or saving throw, you can use your reaction to expend probability dice from the pool, rolling the dice and adding the total result to that roll. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). Your pool regains all expended dice when you finish a long rest. When you reach certain levels in this class, the size of your probability dice

increases: at 5th level (d8), 11th level (d10), and 17th level (d12).

Appropriate Advantage (Level 3)

At 3rd level, you learn to shift the weaves of fate to aid allies and hinder foes. When a creature you can see within 60 feet of you makes an attack roll, ability check, or saving throw with advantage, you can use your reaction to expend one probability die and force that creature to make a Charisma saving throw against your spell save DC, adding the probability die to the DC. On a failed save, the creature loses advantage on that roll, and one friendly creature you can see within 60 feet has advantage on its next d20 roll of the same type the creature used (attack roll, ability check, or saving throw).

Improbable Duplicate (Level 6)

At 6th level, you can channel dark power from your patron to empower your attacks and spells. Once on each of your turns, when you hit a creature with an attack, you can expend one or more probability dice, up to half your Charisma modifier (minimum of 1), and add the probability dice to the attack's damage roll.

Inconceivable Channeling (Level 10)

At 10th level, you learn to redirect magical energy, converting the power to restore your pool of probability dice. When a friendly creature you can see within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to take the damage instead. You halve the damage you take as your probability wellspring absorbs some of the magical energy. For every 10 damage prevented in this way, you regain one expended probability die. You can't regain more than half your maximum probability dice from this feature. Once you use this feature, you can't use it again until you finish a short or long rest.

Favored Soul (Level 14)

Starting at 14th level, your very presence spins probability. When a creature you can see within 60 feet of you makes an attack roll, ability check, or saving throw with advantage, you can use your reaction to force the creature to make a Charisma saving throw against your spell save DC. On a failed save, the creature has disadvantage on that roll, and you have advantage on one d20 roll of your choice within the next minute. Once you use this feature, you can't use it again until you finish a short or long rest.