

Warlock

Ability Requirement: Intelligence 9, Charisma 13

Alignment: May be of any alignment.

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

Weapons: Any ranged or one handed melee weapon.

THACO: As Priest.

Saving Throws: As Wizard.

Weapon Proficiencies: 2 + 1 every 4 levels.

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

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

Casting Check: Charisma based.

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

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

Eldritch Blast: A beam of crackling energy streaks toward a creature within range. Range 100', Damage 1d10, Speed 1. Use your Charisma on the Dexterity chart to determine ranged bonuses.

- **MetaBlasts:** Each take 1 proficiency slot and can be used 3/day
 - **Arcing Blast** (1 Attack): An adjacent creature to the target takes half damage.
 - **Hellfire Blast** (All Attacks): Blasts do Fire damage instead of Force damage.
 - **Maximize Blast** (1 Attack): Blast damage is maxed.
 - **Polar Blast** (All Attacks): Blasts do Cold damage instead of Force damage.
 - **Repulsor Blast** (1 Attack): Target is damaged as normal and is knocked away from the Warlock 10'. If there is an obstruction, the target takes 1d6hp per 5' unable to move.

Warlock Invocations (Usable at will as a **Minor Action**):

- **Armor of Shadows:** +4 to AC if not wearing any armor (May still wear bracers and use a shield) for 8 hours.
- **Beast Speech:** As *Speak with Animals* for 10 minutes.
- **Devil's Sight:** See normally in magic and nonmagical darkness up to 120' for 1 hour.
- **Eldritch Sight:** As *Detect Magic* for 10 minutes.
- **Eyes of the Rune Keeper:** Read all Languages for 1 hour.
- **Hexblade's Curse:** (Hexblade Only) Place a curse on an opponent within 30 feet of you. The target is cursed for 10 rounds, but ends early if the target dies, you fall unconscious, or you do not attack them or get attacked by them in a round. The curse adds 1d6 psychic damage from your Pact Focus weapon against them, however there is a price. Whenever you place the curse, you take 1d6 damage.
- **Mask of Many Faces:** As *Change Self* for 1 hour.
- **Shadowmount:** Call forth a shadowy black riding horse with eyes like molten lava for 8 hours. From a distance, the horse appears to be black, but as you get within 10 feet you see its shadowy nature.

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

- **The Archfey:** Your patron is a lord or lady of the fey, a creature of legend who holds secrets that were forgotten before the mortal races were born. This being's motivations are often inscrutable, and sometimes whimsical, and might involve a striving for greater magical power or the settling of age-old grudges. Beings of this sort include the Prince of Frost; the Queen of Air and Darkness, ruler of the Gloaming Court; Titania of the Summer Court; her consort Oberon, the Green Lord; Hyrsam, the Prince of Fools; the trickster Artagan, the Traveler; and a coven of ancient hags.
- **The Ascended Dragon:** Some Ancient Dragons who have amassed an immense horde and a cult following can ascend into the heavens instead of simply dying. These Dragons of great wisdom and power can imbue those with any level of Dragon blood with special abilities to carry out their earthly goals. Some, like Io, Bahamut, Tiamat, and Faluzure have become gods, but can still create Draconic Warlocks. Others, like Kolchaxis the Shadow Dragon, Siberys the Dragon Above, and Khyber the Dragon Below have ascended and must rely on their Warlocks.
- **The Dark Gods:** You have made a pact with one of the dark gods, not as a cleric or paladin, but as a powerful agent of their goals on Earth. Each god has their own reasons for offering their power in this way, which are often shared with the Warlock through dreams, visions, or even direct communication. Dark gods that will make these pacts include Lolth, Shar, and any of the gods from The First's pantheon.
- **The Fiend:** You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims. Such beings desire the corruption or destruction of all things, ultimately including you. Fiends powerful enough to forge a pact include demon lords such as Demogorgon, Orcus, Fraz'Urb-luu, and Baphomet; archdevils such as Asmodeus, Dispater, Mephistopheles, and Fierna; pit fiends and balors that are especially mighty; and ultroloths and other lords of the yugoloths.
- **The Old One:** Your patron is a mysterious entity whose nature is utterly foreign to the fabric of reality. It comes from the Far Realm, a dimension beyond reality that mortal minds cannot comprehend. Its motives are incomprehensible to mortals, and its knowledge so immense and ancient that even the greatest libraries pale in comparison to the vast secrets it holds. The Old One might be unaware of your existence or entirely indifferent to you, but the secrets you have learned allow you to draw your magic from it. Entities of this type include Darkness Given Hunger, an ancient entity that hungers for mortal minds; Ghaunadar, called That Which Lurks; Tharizdun, the Chained God; Dendar, the Night Serpent; Illyria, Queen of Vahla ha'nesh; Zargon, the Returner; Great Cthulhu; and other unfathomable beings.

Pact Focus: This is the channel that your power flows through. If it is removed from your person, you cannot use your Eldritch powers. Magical Weapon powers may be placed on this item to apply to Eldritch blasts (when appropriate). This also serves as the Material Component for any spell that does not give a specific value for a component. The focus also allows the Warlock to reduce casting time for spells taking less than a round by 1 per level. The focus may be a ring, amulet, brooch, or other small item (consult with your DM when choosing). If you take Hexblade as your Lesser Boon, the chosen weapon becomes your Focus.

Warlock Boons:

- **Lesser Boon** (Choose One):
 - **Eldritch Familiar:** You may call a small (12" tall) devil to serve you. The devil acts independently of you, but always obeys your commands. While within 100' of you, you can communicate with it telepathically. As a Minor Action, you can give it a command that it will carry out. Commands include moving, using *Thaumaturgy* (castable on you), using its Thief ability, changing form, or any other your DM allows, except making an attack. Every Devilish Familiar has one alternate form chosen the first time it is called. You may choose from a black cat, a black rat, a 5' constrictor snake, a raven, a hairy spider, or a common bat. Also, you choose one Thief ability the Familiar has. It starts with 4 or less (on a d20) as a success and improves 1 point per your level. As a Minor Action, you may also temporarily dismiss it or recall it to an open spot within 30' of you. If it dies, you may call it again after a long rest and a 1 hour ritual using 10gp of incense.
 - **Eldritch Mystic:** Gain 1 more spell slot per spell level and one more Invocation.
 - **Eldritch Spear:** Like Eldritch Blast, but range is 300 feet and does 3d6 damage.
 - **Hexblade:** Using a weapon with which you are proficient, you may turn it into your Pact Focus by performing a special ritual that takes 1 hour. Once the ritual is complete, a tattoo of your choosing appears on the top of your weapon hand, the weapon disappears, and its image becomes part of that tattoo. From that point on, the weapon can be called to your hand as a Free Action (and its image disappears from the tattoo). In combat, the weapon does the better of 1d10 or its own damage, you use the Warrior's THACO for it, and you may use your Strength or Charisma score for hit and damage bonuses. You may never use an off-hand attack. The weapon ceases to be your Pact Focus if you die, perform the ritual on a different weapon, or the weapon is destroyed. As long as the weapon is within 30', you may call it to your hand as a Minor Action. Those that follow an Ascended Dragon and have natural claws, can use one of them with this boon.
- **Greater Boon** (Based on Patron):
 - **The Archfey:** Curse of the Feywild – Up to 3/day, once per round as your Reaction, when a creature is about to make an attack roll, an ability check, or a saving throw, you can force them to take Disadvantage on the roll. Once per day, you may use Hit Die to regain up to 2 more uses during a Short Rest.
 - **The Ascended Dragon:** Scaleshield – Up to 3/day, once per round as your Reaction, when you take damage from a spell or weapon, you gain or harden your scales, reducing the damage by 2x your level. Once per day, you may use Hit Die to regain up to 2 more uses during a Short Rest.
 - **The Fiend:** Improve Fate: Up to 3/day, once per round as your Reaction, when you are about to make an ability check, a saving throw, or an attack roll you may take Advantage on the roll. Once per day, you may use Hit Die to regain up to 2 more uses during a Short Rest.
 - **The Old One:** Ancient Blessing – Up to 3/day, once per round as your Reaction, when you damage an enemy, you may gain temporary hit points equaling 2x your level. Temporary hit points remain until depleted or you finish a Long Rest. If you receive more temporary hit points when you already have some, you take whichever amount is higher as they do not stack. Once per day, you may use Hit Die to regain up to 2 more uses during a Short Rest.

- **Dark Boon** (Based on Patron):
 - **The Archfey:** Fey Presence – 1/Day as a Minor Action, touch a creature you have not damaged and attempt to charm it. If it fails a save vs spell, the creature is charmed (as the spell) for 2d4 rounds. The creature can be no more than 1 size category larger than you. Once per day, you may use a Hit Die to regain one more use during a Short Rest.
 - **The Ascended Dragon:** Dragon Fear – 1/Day as a Minor Action, touch a creature and show it a glimpse of your Draconic heritage. If it fails a save vs spell, the creature fears you and moves (and must stay) at least 30' from you and takes Disadvantage on attack rolls as long as it can see you, all for 2d4 rounds. The creature can be no more than 1 size category larger than you. Once per day, you may use a Hit Die to regain one more use during a Short Rest.
 - **The Fiend:** Fell Visage – 1/Day as a Minor Action, touch a creature and show him a glimpse of your patron's face on yours. If it fails a save vs spell, the creature fears you and will act on a suggestion for 2d4 rounds (otherwise as the spell). The creature can be no more than 1 size category larger than you. Once per day, you may use a Hit Die to regain one more use during a Short Rest.
 - **The Old One:** Touch of the Far Realm – 1/Day as a Minor Action, touch a creature and attempt to link its mind briefly to the Far Realm. If it fails a save vs spell, the creature becomes incapacitated with muscles tensed and eyes wide, as it experiences the insanity that exposure to the Far Realm causes, for 2d4 rounds. If the creature takes any damage, it immediately recovers and can act normally on its next turn. The creature can be no more than 1 size category larger than you. Once per day, you may use a Hit Die to regain one more use during a Short Rest.