

HILDEBRANT'S GUIDE to



WARLOCKS

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HILDEBRANT'S GUIDE TO WARLOCKS

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Class

Warlock																
Primary Ability: Cha						SP	Hit Die: D8					Skills: 2+int				
lvl	BAB	Inv	F	R	W	Special		1	2	3	4	5	6	7	8	9
1	0	-	0	0	2	Otherworldly patron, pact mage	3	2	1	-	-	-	-	-	-	-
2	1	2	0	0	3	Eldritch invocations	5	2	2	-	-	-	-	-	-	-
3	1	2	1	1	3	Pact Boon	6	2	2	1	-	-	-	-	-	-
4	2	2	1	1	4		7	3	3	2	-	-	-	-	-	-
5	2	3	1	1	4		7	3	3	2	1	-	-	-	-	-
6	3	3	2	2	5	Otherworldly Patron Feature	7	3	3	3	2	-	-	-	-	-
7	3	4	2	2	5		7	3	4	3	2	1	-	-	-	-
8	4	4	2	2	6		7	3	4	3	3	2	-	-	-	-
9	4	5	3	3	6		7	3	4	4	3	2	1	-	-	-
10	5	5	3	3	7	Otherworldly Patron Feature	7	4	4	4	3	3	2	-	-	-
11	5	5	3	3	7	Mystic arcana (6 th)	7	4	4	4	4	3	2	1	-	-
12	6/1	6	4	4	8		7	4	4	4	4	3	3	2	-	-
13	6/1	6	4	4	8	Mystic arcana (7 th)	7	4	4	4	4	4	3	2	1	-
14	7/2	6	4	4	9	Otherworldly Patron Feature	7	4	4	4	4	4	3	3	2	-
15	7/2	7	5	5	9	Mystic arcana (8 th)	7	4	4	4	4	4	4	3	2	1
16	8/3	7	5	5	10		7	4	4	4	4	4	4	3	3	2
17	8/3	7	5	5	10	Mystic arcana (8 th)	7	4	4	4	4	4	4	4	3	2
18	9/4	8	6	6	11		7	4	4	4	4	4	4	4	3	3
19	9/4	8	6	6	11		7	4	4	4	4	4	4	4	4	3
20	10/5	8	6	6	12	Eldritch Master	7	4	4	4	4	4	4	4	4	4

Hit die: D8

Class Skills: 2+int

The warlock's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Intimidate (Cha), Jump (Str), Knowledge(arcana) (Int), Knowledge(the planes) (Int), Knowledge(religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha).

Weapon and Armor Proficiency

Warlocks are proficient with all simple weapons. They are proficient with light armor but not with shields. Because the somatic components required for warlock invocations are relatively simple, a warlock can use any of his invocations while wearing light armor without incurring the normal arcane spell failure chance. However, like arcane spellcasters, a warlock wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure (all invocations, including eldritch blast, have a somatic component). A multiclass warlock still incurs the normal arcane spell failure chance for arcane spells received from levels in other classes.

Otherworldly Patron

At first level you have struck a bargain with an otherworldly being of your choice.

The Fey

Tied through dealings with High Elves or other powerful examples.

Expanded Spell List

The following spells are added to the Warlock Spell List

Spell Level	Spells
1st	Faerie Fire, Sleep
2nd	Calm Emotions, Phantasmal Force
3rd	Blink, Plant Growth
4th	Dominate Beast, Greater Invisibility
5th	Dominate Person, Seeming



Fey Presence

Starting at 1st level, as an Action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom Saving Throw against your Warlock Spell Save DC. The creatures that are all Charmed or Frightened by you (your choice) until the end of your next Turn.

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

Misty Escape

Starting at 6th level, when you take damage you turn Invisible and Teleport up to 60 feet to an unoccupied space you can see. You remain Invisible until the start of your next Turn, you Attack or cast a spell.

Once you use this feature, you can't use it again until you sleep.

Beguiling Defenses

Beginning at 10th level, you are immune to being Charmed & when another creature attempts to Charm you, you can use your Reaction to attempt to turn it back on that creature. The creature must succeed on a Will Saving Throw against your Warlock Spell Save DC or be Charmed by you for 1 minute or until it takes any damage.

Dark Delirium

Starting at 14th level, as an Action, choose a creature that you can see within 60 feet of you. It must make a Wisdom Saving Throw against your Warlock Spell Save DC. On a fail it is Charmed or Frightened by you (your choice) for 1 minute or until your concentration is broken (as if you are concentrating on a spell) or the creature takes any damage.

Until this illusion ends the creature thinks it is lost in a misty realm, the appearance of which you choose. The creature can see & hear only itself, you & the illusion.

Once you use this feature, you can't use it again until you sleep.

Celestial

Blessed by a Celestial entity.

Expanded Spell List

The following spells are added to the Warlock Spell List,

Spell Level	Spells
1st	Guiding Bolt, Cure Wounds
2nd	Flaming Sphere, Lesser Restoration
3rd	Daylight, Revivify
4th	Guardian of Faith, Wall of Fire
5th	Flame Strike, Greater Restoration



Bonus Cantrips

At 1st level, you learn the Sacred Flame and Light cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

Healing Light

At 1st level, you have a pool of d6s that you can spend to heal others. The number of dice in the pool equals 1 + your warlock level. As a bonus action, you can heal one creature you can see within 60 feet of you, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). Roll the dice you spend, add them together, and restore a number of hit points equal to the total. Your pool regains all expended dice when you sleep.

Radiant Soul

Starting at 6th level, you have resistance to radiant damage, and when you cast a spell that deals radiant or fire damage, you can add your Charisma modifier to one radiant or fire damage roll of that spell against one of its targets.

Celestial Resilience

Starting at 10th level, you gain temporary hit points whenever you finish a short or long rest. These temporary hit points equal your warlock level + your Charisma modifier. Additionally, choose up to five creatures you can see at the end of the rest. Those creatures each gain temporary hit points equal to half your warlock level + your Charisma modifier.

Searing Vengeance

Starting at 14th level, when you have to make a death saving throw at the start of your turn, you can instead spring back to your feet. You regain hit points equal to half your hit point maximum, and then you stand up if you so choose. Each creature of your choice that is within 30 feet of you takes radiant damage equal to 2d8 + your Charisma modifier, and it is blinded until the end of the current turn.

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

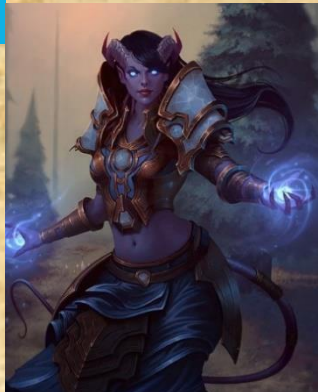
Fiend

Chained by contract to an Infernal being.

Expanded Spell List

The following spells are added to the Warlock Spell List.

Spell Level	Spells
1st	Burning Hands, Command
2nd	Blindness/Deafness, Scorching Ray
3rd	Fireball, Stinking Cloud
4th	Fire Shield, Wall of Fire
5th	Flame Strike, Hallow



Dark One's Blessing

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

Dark One's Own Luck

Starting at 6th level, 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 initial roll but before any of the roll's effects occur. Once you use this feature, you can't use it again until you sleep.

Fiendish Resilience

Starting at 10th level, you can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Hurl Through Hell

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape. At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience. Once you use this feature, you can't use it again until you finish a long rest.

Old Ones

Chained by contract to an Eldritch being from the far realm.

Expanded Spell List

The following spells are added to the Warlock Spell List for you.

Spell Level	Spells
1st	Dissonant Whispers, Tasha's Hideous Laughter
2nd	Detect Thoughts, Phantasmal Force
3rd	Clairvoyance, Sending
4th	Dominate Beast, Evard's Black Tentacles
5th	Dominate Person, Telekinesis



Awakened Mind

Starting at 1st level, you can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

Entropic Ward

At 6th level, when a creature makes an attack roll against you, you can use your reaction to impose a -4 on that roll. If the attack misses you, your next attack roll against the creature has a +4 if you make it before the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

Thought Shield

Starting at 10th level, you have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do. Additionally, your thoughts can't be read unless you allow it.

Create Thrall

At 14th level, you can use your action to touch an incapacitated humanoid. That creature is charmed by you until a Remove Curse spell is cast on it, the charm condition is removed from it, or you use this feature again. You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence.

The Hexblade

Tied to a being from the realm of Shadows.

Expanded Spell List

The following spells are added to the Warlock Spell List.

Spell Level	Spells
1st	Shield, Wrathful Smite
2nd	Blur, Branding Smite
3rd	Blink, Elemental Weapon
4th	Phantasmal Killer, Staggering Smite
5th	Banishing Smite, Cone of Cold



Hex Warrior

At 1st level, you gain proficiency with medium armor, shields, and martial weapons.

Additionally, whenever you sleep, 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 sleep. 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.

Hexblade's Curse

Starting at 1st level, as a bonus action, choose one creature you can see within 30 feet of you. The curse ends early if the target dies, you die, or you are incapacitated. The target is cursed for 1 minute. Until the curse ends, you gain the following benefits: You gain a bonus to damage rolls against the cursed target based on your level (Level 1-4 +2, Level 5-8 +3, Level 6-12 +4, Level 13-16 +5, Level 17-20 +6)

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.

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

Accursed Specter

Starting at 6th level, 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

At 10th level, if the target cursed by your Hexblade's Curse hits you with an attack roll, you can use a free action to roll a d6. On a 4 or higher, the attack instead misses you, regardless of its roll.

Master of Hexes

Starting at 14th level, 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.

The Soulless

Forever bound to a powerful representative of Coldar, like the Frostmaiden.

Expanded Spell List

The following spells are added to the Warlock Spell list.

Spell Level	Spells
1st	False Life, Sanctuary
2nd	Silence, Spiritual Weapon
3rd	Feign Death, Speak with Dead
4th	Ice Storm, Locate Creature
5th	Commune, Cone of Cold



Sentinel Raven

Starting at 1st level, you gain a spirit that assumes the form and game statistics of a raven. It always obeys your commands, which you can give telepathically while it is within 100 feet of you. While the raven is perched on your shoulder, you gain darkvision with a range of 30 feet and a bonus to your passive Wisdom (Perception) score and to Wisdom (Perception) checks. The bonus equals your Charisma modifier.

While perched on your shoulder, the raven can't be targeted by any attack or other harmful effect; only you can cast spells on it; it can't take damage; and it is incapacitated.

You can see through the raven's eyes and hear what it hears while it is within 100 feet of you.

In combat, you roll initiative for the raven and control how it acts. If it is slain by a creature, you gain a +4 on all attack rolls against the killer for the next 24 hours.

The raven doesn't require sleep. While it is within 100 feet of you, it can awaken you from sleep as a bonus action.

The raven vanishes when it dies, if you die, or if the two of you are separated by more than 5 miles. At the end of a short or long rest, you can call the raven back to you—no matter where it is or whether it died—and it reappears within 5 feet of you.

Soul of the Raven

At 6th level, as a bonus action when your raven is perched on your shoulder, your body merges with your raven's form. While merged, you become Tiny, you replace your speed with the raven's, and you can use your action only to Dash, Disengage, Dodge, Help, Hide, or Search. During this time, you gain the benefits of your raven being perched on your shoulder. As an action, you and the raven return to normal.

Raven's Shield

At 10th level, you gain a +4 on death saving throws, immunity to the frightened condition, and resistance to necrotic damage.

Death's Right Hand

Starting at 14th level, you can cast Finger of Death. After you cast the spell with this feature, you can't do so again until you finish a long rest.

The Starborne

Sharing the dreams of a dead(?) God...

Expanded Spell List

The following spells are added to the Warlock Spell List.

Spell Level	Spells
1st	Feather Fall, Jump
2nd	Levitate, Locate Object
3rd	Clairvoyance, Sending
4th	Arcane Eye, Locate Creature
5th	Legend Lore, Passwall



Shielding Aurora

Starting at 1st level, as a bonus action, you create a whirling aurora of brilliant energy that swirls around you. Until the end of your next turn, you gain resistance to all damage, and if a hostile creature ends its turn within 10 feet of you, it takes radiant damage equal to your warlock level + your Charisma modifier.

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

Pact Boon: Pact of the Star Chain

At 3rd level, a character dedicated to the Seeker can select this option instead of one of the warlock's existing Pact Boon options. The Seeker grants you a chain forged from starlight. While the chain is on your person, you know the Augury spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

Additionally, you can invoke the Seeker's power to gain a +4 on an Intelligence check while you carry this item. Once you use this ability, you cannot use it again until you complete a short or long rest.

If you lose your Star Chain, you can perform a 1-hour ceremony to receive a replacement from the Seeker. The ceremony can be performed during a short or long rest, and it destroys the previous chain. The chain disappears in a flash of light when you die.

Astral Refuge

At 6th level, as an action, you disappear from the world for a brief moment and enter the Astral Plane, taking advantage of its timeless nature. While in your astral refuge, you can take two actions to cast spells that target only you. After using those two actions, you return to the space you occupied and your turn ends.

Far Wanderer

At 10th level, you no longer need to breathe, and you gain resistance to fire damage and cold damage.

Astral Sequestration

Starting at 14th level, by performing a special ritual over the course of 5 minutes, you shift yourself and up to ten willing creatures you can see to the Astral Plane. You and those creatures gain the benefits of a short rest while sequestered on the Astral Plane. You then return to the spaces you all occupied when you used this ability, with no time having passed in the world. During this short rest, you and the creatures you sequester can make use of any options available during a rest that affect only you and the creatures you sequester. Once you use this ability, you cannot use it again until you complete a long rest.

The Undying

Rising to serve a terrifying Undead being such as a vampire!

Expanded Spell List

The following spells are added to the Warlock Spell List.

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



Among the Dead

Starting at 1st level, you learn the Spare the Dying cantrip, which counts as a warlock cantrip for you. You also have a +4 on saving throws against any disease.

Additionally, if an undead targets you directly with an attack or a harmful spell that is not an AoE that happens to include you, that creature must make a Wisdom saving throw against your spell save DC. 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

Starting at 6th level, 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

Beginning at 10th level, 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

When you reach 14th level, 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.

Eldritch Invocations

In your study of occult lore, you have unearthed Eldritch Invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd Level, you gain two Eldritch Invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain Warlock levels, you gain additional invocations of your choice.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level. A level prerequisite in an invocation refers to Warlock level, not character level.

Pact Boon

At 3rd Level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

Pact Magic

Use Sorcerer points to cast a spell in a higher spell slot. Points can also be used to prepare spells of any level of fourth level or lower.

- **Pact of the Chain**

You learn the *Find Familiar* spell and can cast it as a ritual. The spell doesn't count against your number of Spells known. When you cast the spell, you can choose one of the normal forms for your familiar or one of the following Special forms: imp, Pseudodragon, Quasit, or Sprite.

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 Blade**

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming Resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one Magic Weapon into your pact weapon by performing a Special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a Short Rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

- **Pact of the Talisman**

Your patron gives you a special amulet that can aid you, or anyone else who wears it, when the need is great. When the wearer makes an Ability Check with a Skill in which they lack Proficiency, they can add 1D4 to the roll. 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 & destroys the previous amulet. The talisman turns to ash when you die.

- **Pact of the Tome**

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three Cantrips from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those Cantrips at will. They don't count against your number of Cantrips known. If they don't appear on the Warlock spell list, they are nonetheless Warlock Spells for you.

If you lose your Book of Shadows, 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 book. The book turns to ash when you die.

Mystic Arcanum

At 11th level, choose one 6th-level spell from the Warlock Spell List as an arcanum. You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again. At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

Eldritch Master

At 20th level, you can spend 1 minute entreating your patron for aid to regain all your expended spell slots from your Pact Magic feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

Eldritch Invocations

Agonizing Blast	<i>eldritch blast</i> cantrip	Add Charisma modifier to <i>eldritch blast</i> damage.
Armor of Shadows	-	Allow to cast <i>mage armor</i> at will.
Ascendant Step	9th level	Allow to cast <i>levitate</i> at will.
Aspect of the Moon	Pact of the Tome	Don't need to sleep and can't be forced to sleep by any means.
Beast Speech	-	Allow to cast <i>speak with animals</i> at will.
Beguiling Influence	-	Give proficiency in Deception and Persuasion skills.
Bewitching Whispers	7th level	Allow to cast <i>compulsion</i> (1/long rest).
Bond of the Talisman	12th level, 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.
Book of Ancient Secrets	Pact of the Tome	Allow to cast two 1st-level spells from any class as rituals.
Chain-Master's Fury	9th level, Pact of the Chain	As a Bonus Action, you can command your familiar to make one Attack.
Chains of Carceri	15th level, Pact of the Chain	Allow to cast <i>hold monster</i> at will on celestial, fiend, or elemental.
Chains of Talamh	15th level, 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.
Chronicle of the Dead	Pact of the Tome	You can place a corpse's hand or similar appendage on your Book of Shadows and ask one question aloud. After 1 minute, the answer appears written in blood in your book. The answer is provided by the dead creature's spirit to the best of its knowledge and is translated into a language of your choice. You must use this ability within 1 minute of a creature's death, and a given creature can only be asked one question in this manner.
Cloak of Flies	5th level	Grant adv. on Charisma (Intimidation) checks and dis. on all other Charisma checks. Others creatures in area take poison damage.
Devil's Sight	-	Allow to see normally in darkness up to 120 ft.
Devil's Kiss	5th level, Eldritch Blast cantrip, Diabolic (Infernal) Patron or Bloodline	You can channel the fires of the Hells through your Eldritch Blast. When you hit a creature with that cantrip, you can cast Fireball as a Bonus Action using a Warlock spell slot. However, the spell must be centered on a creature you hit with that Eldritch Blast.
Dreadful Word	7th level	Allow to cast <i>confusion</i> (1/long rest).
Eldritch Armour	Pact of the Blade	As an Action, you can touch a suit of armor that isn't being worn or carried by anyone & instantly don it, provided you aren't wearing armor already. You are Proficient with it until it's removed.
Eldritch Mind	Pact of the Tome	You have a +4 on Concentration checks.
Eldritch Smite	5th level, Pact of the Blade	Deal extra force damage with pact weapon (1d8+1d8/spell slot) and knock the target prone if it's Huge or smaller.
Eldritch Sight	-	Allow to cast <i>detect magic</i> at will.
Eldritch Spear	<i>eldritch blast</i> cantrip	The range of <i>eldritch blast</i> increases to 300 ft.
Ephemeral Gaze	7th level	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.
Eyes of Eternity	-	You can read all writing. You can comprehend any written word or symbol, should it hold any linguistic meaning
Eyes of the Rune Keeper	-	Allow to read all writing.
Far Scribe	5th level, Pact of the Tome	A new page appears in your Book of Shadows. With your permission, a creature can use an Action to write its name on that page, which can contain a number of names equal to your Charisma modifier (min. of 1). You can cast the Sending spell, targeting a creature whose name is on the page, without using a spell slot or material components. To do so, you must write the message on the page. The target hears the message in their mind & 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 the name on it.
Fiendish Vigor	-	Allow to cast <i>false life</i> at will.
Gaze of Two Minds	-	Allow to perceive through the senses of a willing humanoid.
Ghostly Gaze	7th level	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 sleep.
Gift of the Depths	5th level	Allow to breathe underwater and to cast <i>water breathing</i> (1/long rest).
Gift of the Ever-living Ones	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	9th level, Pact of the Tome	A new page appears in your Book of Shadows. With your permission, a creature can use an Action to write its name on that page, which can contain a number of names equal to your Charisma modifier (minimum of 1). 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 an Action, you can magically erase a name on the page by touching the name on it.
Grasp of the Child	Eldritch Blast cantrip, Darkness Patron	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 you.
Grasp of Hadar	<i>eldritch blast</i> cantrip	Hit a creature with <i>eldritch blast</i> bring it 10 ft closer to you.
Improved Pact Weapon	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	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: The familiar gains either a Flying or Swimming Speed (your choice) of 40'. The familiar no longer needs to breathe. The familiar's weapon Attacks are considered magical for the purpose of overcoming Immunity and Resistance to nonmagical attacks. If the familiar forces a creature to make a Saving Throw, it uses your Spell Save DC.

Lance of Lethargy	<i>eldritch blast</i> cantrip	Hit a creature with <i>eldritch blast</i> reduces its speed by 10 ft.
Lifedrinker	12th level, Pact of the Blade	Add Charisma modifier to the pact weapon damage (necrotic damage).
Maddening Hex	5th level, <i>hex</i> 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	-	Allow to cast <i>disguise self</i> at will.
Master of Myriad Forms	15th level	Allow to cast <i>alter self</i> at will.
Minions of Chaos	9th level	Allow to cast <i>conjure elemental</i> (1/long rest).
Mire the Mind	5th level	Allow to cast <i>slow</i> (1/long rest).
Misty Visions	-	Allow to cast <i>silent image</i> at will.
One with Shadows	5th level	Allow to become invisible in an area of dim light or darkness without moving.
Otherworldly Leap	9th level	Allow to cast <i>jump</i> at will.
Path of the Seeker	Starborne patron	The Seeker bids you to travel in search of knowledge & little can prevent you from walking your path. You ignore Difficult Terrain, have a +4 on all checks to escape a Grapple, manacles, or rope bindings & a +4 on Saving Throws against being Paralyzed.
Protection of the Talisman	9th level, Pact of the Talisman	When the wearer of your talisman makes a Saving Throw in which they lack Proficiency, they can add a D4 to the roll.
Rebuke of the Talisman	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 Charisma modifier (minimum of 1 damage) & push it up to 10 feet away from the talisman's wearer.
Relentless Hex	7th level, <i>hex</i> 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	<i>eldritch blast</i> cantrip	Hit a creature with <i>eldritch blast</i> push it up to 10 ft away.
Sculptor of Flesh	7th level	Allow to cast <i>polymorph</i> (1/long rest).
Seeker's Speech	Starborne patron	When you complete a Long Rest, you can pick 2 Languages. You gain the ability to speak, read & write the chosen Languages until you finish your next Long Rest.
Shroud of Shadow	15th level	Allow to cast <i>invisibility</i> at will.
Sign of Ill Omen	5th level	Allow to cast <i>bestow curse</i> (1/long rest).
Thief of Five Fates	-	Allow to cast <i>bane</i> (1/long rest).
Thirsting Blade	5th level, Pact of the Blade	Allow to attack twice with your pact weapon.

Tomb of Forth

5th level, Soulless patron

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.

Tomb of Levistus

5th level

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.

Trickster's Escape

7th level

Allow to cast *freedom of movement* (1/long rest).

Visions of Distant Realms

15th level

Allow to cast *arcane eye* at will.

Voice of the Chain Master

Pact of the Chain

Allow to communicate telepathically with your familiar and speak through it.

Whispers of the Grave

9th level

Allow to cast *speak with dead* at will.

Witch Sight

15th level

See the true form of shapechangers or creatures concealed by certain magic within 30 ft.

Spell List

Cantrips

<ul style="list-style-type: none"> • Blade Ward • Booming Blade • Chill Touch • Create Bonfire • Eldritch Blast 	<ul style="list-style-type: none"> • Friends • Frostbite • Green Flame Blade • Infestation • Lightning Lure 	<ul style="list-style-type: none"> • Mage Hand • Magic Stone • Minor Illusion • Poison Spray • Prestidigitation 	<ul style="list-style-type: none"> • Sword Burst • Thunderclap • Toll the Dead • True Strike
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1st Level

<ul style="list-style-type: none"> • Armor of Agathys • Arms of Hadar • Cause Fear • Cloud of Daggers • Charm Person • Comprehend Languages 	<ul style="list-style-type: none"> • Distort Value • Expeditious Retreat • Healing Elixir • Hellish Rebuke • Hex • Id Insinuation 	<ul style="list-style-type: none"> • Illusory Script • Protection from evil/good • Puppet • Remote Access • Sense Emotion 	<ul style="list-style-type: none"> • Thunderwave • Unseen Servant • Witch Bolt
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2nd Level

<ul style="list-style-type: none"> • Crown of Madness • Darkness • Earthbind • Enthral 	<ul style="list-style-type: none"> • Flock of Familiars • Hold Person • Invisibility 	<ul style="list-style-type: none"> • Mirror Image • Misty Step • Ray of Enfeeblement 	<ul style="list-style-type: none"> • Shatter • Spider Climb • Suggestion
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3rd Level

<ul style="list-style-type: none"> • Counterspell • Dispel Magic • Enemies Abound • Fear 	<ul style="list-style-type: none"> • Fly • Gaseous Form • Hunger of Hadar 	<ul style="list-style-type: none"> • Hypnotic Pattern • Magic Circle • Major Image 	<ul style="list-style-type: none"> • Remove Curse • Tongues • Vampiric Touch
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4th Level

<ul style="list-style-type: none"> • Banishment • Blight 	<ul style="list-style-type: none"> • Dimension Door • Elemental Bane 	<ul style="list-style-type: none"> • Galder's speedy courier 	<ul style="list-style-type: none"> • Hallucinatory Terrain
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5th Level

• Contact Other Plane	• Dream	• Hold Monster	• Scrying
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6th Level

• Arcane Gate • Circle of Death • Conjure Fey	• Create Undead • Eyebite • Flesh to Stone	• Investiture of Flame • Investiture of Ice • Investiture of Stone	• Investiture of Wind • Mass Suggestion • True Seeing
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7th Level

• Etherealness	• Finger of Death	• Forcecage	• Plane Shift
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8th Level

• Demiplane • Dominate Monster	• Feeblemind	• Glibness	• Power Word: Stun
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9th Level

• Astral Projection • Foresight	• Imprisonment	• Power Word: Kill	• True Polymorph
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