



THE COMPENDIUM OF FORGOTTEN SECRETS

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Everything a warlock needs to make a pact with otherworldly entities in the world's greatest roleplaying game

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The reader of this contract assumes all liability for sold offspring, dark bargains, dirty deals, and any maddening visions that may arise. Remember, having the fine print in a language you don't understand does not prevent it from being enforced. In the event of a broken deal, you agree to have your corpse eaten by a small but relatively amused slime, your memories added to the Convocation, and your soul claimed by the respective holder or holders. Praise to the jiggly ones! Olooo! Olooo!

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ON THE COVER

A seeker of forbidden arts reveals the true relationship between the Accursed Archive and the Eternal Citadel using an ancient rite.



INTRODUCTION

Contained within these pages are fifteen new and unique warlock patrons, a multitude of new invocations, many new spells and cantrips, and a new familiar for each patron. Additionally, there are dozens of plot hooks for these patrons, hundreds of optional character traits, and design notes on making your own warlock patrons.

FOR THE DUNGEON MASTER

The patrons within this document are generally open enough to be usable (or at least adaptable enough to fit) in almost every fantasy world. However, at the end of this document are a few tips on possible plot potential for each one, and how they might be used to provide your player with a unique experience that you can tailor to your own world and theme.

LORE AND STYLE

You'll probably notice that many of these patrons have specific thematic styles and are often less general in application than those included in the Player's Handbook. On one hand, Wizards did a great job by providing a series of very general patrons that can apply to many different warlocks - which is fantastic for a PHB. On the other hand, by being so general, they neglect to explore all the different themes and features that a warlock can encompass. Not all fiends are about fire and brimstone, not all ethereal oddities can be explored with the nature-bound Fey, and not all nightmarish monsters can be shown with the Great Old One. These are new patrons that can explore those themes without entering the same explicit territory. However, there's no reason the Ashen Wolf can't be a Fiend by another name, the Wild Huntsman or Shadowcat an ancient Fey, or the Keeper of the Depths a Great Old One, so feel free to ignore whatever lore doesn't fit for your world.

UPDATES AND REVISIONS

Each of these patrons have received large amounts of feedback and balancing advice from the excellent and experienced community members of /r/UncoloredArcana and /r/BoH5e. While some options may feel outside the norm, you'll also find design notes listed in Appendix C: *DM Content* that shed light on the creation process.

If you notice something that feels terribly wrong and makes you want to reconsider allowing your players to use this material, feel free to send a message to /u/GenuineBelieverer (me) or post in the thread where you found this and we'll discuss it. These wouldn't even exist without feedback like your own, so it is more than welcome.

FOR THE PLAYER

Warlocks are one of the few classes where conflict is built into the very nature of the character. While clerics may get guidance from the divine, and paladins are bound to an oath, you've taken a darker road fraught with peril and danger just for the mere ability to pursue your other goals.

TALK TO YOUR DUNGEON MASTER

An excellent way to ensure that you can enjoy your warlock is to speak with your Dungeon Master about how your pact was made, what the details of the service were, and how it affected your character as a person. By being upfront about what kinds of expectations you and they have for interactions regarding your patron, you can ensure that you are on the same page, and will get the opportunity to participate in your own subsection of plot - provided you and the Dungeon Master are both on board.

This isn't an easy thing to work out sometimes, especially in premade adventures or certain settings. Communication is key, even if you don't have any specific requests.

CHARISMA AND THE WARLOCK

It's often discussed why the explanation of the warlock class in the Player's Handbook reads the same way one would expect an Intelligence-based class to read. To alleviate this discrepancy for those who want to play that kind of character, there are defined options for Intelligence and Wisdom-based warlocks listed in Appendix A: Optional Rules.

One way to consider a warlock is as an ordinary person getting a loan. This fits with other explanations of Charisma-based spellcasters; a sorcerer is born with the power inside them, and it is tied to their soul. A bard is the same: they express their soul through their magic and art. A paladin has made an oath that represents their personal determination to act in accordance with their beliefs, and that force of internal guidance is expressed magically.

So, the warlock has done the same. They've negotiated the purchase of power and have brought it into their ownership. Their patron cannot take it back without using force in some way, be that through a magical contract or by other means.

This makes them very different from clerics in that the deity of a cleric can simply stop sending them power. There is no force involved, merely a halt in the flow of divine essence.

In this way, they are more akin to sorcerers who have obtained their power in a way other than by birthright or accident. The studying and research they do is not to gain new power from an outside source, but instead to learn, grow, and control the power they have already obtained or to gain key insights into the construction of a new bargain.

Obviously, this paradigm may not apply to all warlocks. Some may be like wizards, and learn to manipulate the power of their patron through study and intellectual pursuit. Others may have a relationship more like that of a cleric and their deity, or a druid and the forces of nature, relying on constant favor and understanding. The soul, sold or held tight within, is the source of the power of the warlock. Is the price worth it?

That's for you to decide.

*"And with a measured haste propel
Yourselves from heaven
through the world
to hell"*

— Johann Wolfgang von Goethe, *Faust*



THE ACCURSED ARCHIVE

In every library, there is a book that has never been read, a section that has never been seen, and a hallway that leads to nowhere - yet, you have managed to read that tome of secrets dark, find that shelf of unholy blasphemies, and step beyond the dead-end corridor into the Accursed Archive, where you have become bound to the nightmare-inducing writings within. Demonology, blood magic, and the summoning of things from beyond the Weave and the Outer Planes are among the most mundane of topics here, but draw at the eye and call to the hand nonetheless. By some malignant intelligence that selects only the most desperate, the most ambitious, and the most willing to sacrifice, the Accursed Archive collects souls to do its ruinous work: to share the terrible truths that reside upon its endless shelves, and bring chaos and upheaval to the outside world through the disclosure of these forgotten secrets.

EXPANDED SPELL LIST

The Accursed Archive 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.

ACCURSED ARCHIVE EXPANDED SPELLS

Spell Level Spells

1st	<i>detect evil and good, inflict wounds</i>
2nd	<i>accursed wish*</i> , <i>dark secret*</i>
3rd	<i>blackened heart*</i> , <i>blasphemy*</i>
4th	<i>Evard's black tentacles, forbidden obelisk*</i>
5th	<i>dispel evil and good, legend lore</i>

Spells in marked with an asterisk are new, and are located at the end of this document in Appendix B: Magic.

TAINED KNOWLEDGE

At 1st level, you have feasted your eyes upon the books of the Archive, and your mind has both withered and grown. Your proficiency bonus is doubled for any ability check you make that uses the Arcana, History, Nature, or Religion skill if you are proficient in that skill, and you gain proficiency in one skill of your choosing.

You can use an action to enter the Accursed Archive along with up to ten willing companions of your choosing. Time does not pass outside the Archive while you are within, and you cannot rest, recover hit points, or maintain concentration while inside. For more information on the Archive, see the "Inside the Archive" section. When you choose to depart, you and your companions return instantly to the point from which you entered.

Once you use this feature, you cannot do so again until you finish a long rest.

WRITTEN IN BLOOD

At 6th level, you've learned the rites to summon beasts of nightmare from the rune-covered scrolls within the Archive. When you take damage, you can use your reaction to summon a single creature with a CR less than or equal to one-third of your warlock level that is a monstrosity, fiend, or aberration to a location within 10 feet of you. The DM chooses which creature of your chosen type is summoned, and its CR should be as close as possible to the requested value. When the creature appears, it is initially hostile to all creatures around it.

The creature remains for one hour or until you banish it as an action while within 30 feet of it. The creature must make a Charisma saving throw against your warlock spell save DC. If it fails, it is banished back to its place of origin. You can continue to attempt to banish the creature until you succeed.

Once you use this feature, you cannot do so again until you finish a long rest.

VILE HERESIES

At 10th level, you uncover secrets that could shatter the balance of the heavens and hells. Choose any spell of 4th level or lower that is not a cantrip. You can cast this spell once using a warlock spell slot. Once you do so, you cannot do so again until you finish a long rest.

Whenever you are within the Archive, you can exchange this spell for a different one, but cannot use it until you finish a long rest. You cannot exchange the spell if you have already cast the spell and have not completed a long rest to restore it.

Whenever you cast your chosen spell, you gain immunity to the frightened condition. This immunity lasts until you finish a short or long rest.

UNSPEAKABLE TRUTHS

At 14th level, you discover the real purpose of the Accursed Archive - the spread of the information that will bring ruin to the world. Whenever you have spent at least one minute communicating with one or more creatures, you can attempt to share an Unspeakable Truth with them.

All creatures who can hear and understand your words other than you must make a Wisdom saving throw against your warlock spell save DC. If they fail, they are driven mad, and suffer confusion as though affected by the *confusion* spell indefinitely. They can repeat this saving throw with disadvantage each time they suffer damage, ending the effect on a success. If they succeed the original saving throw, they can cast a single spell of your choosing that you can cast of 3rd level or lower once without expending a spell slot - all creatures receive the same spell, and you choose the spell each time you use this feature. The spell you choose must be able to inflict damage. Charisma is their spellcasting ability for this spell. A creature can only be affected once by this feature per 24 hours. Each creature can gain only one usage of this benefit at a time. If they would receive the benefit of this feature more than once, the new spell replaces the old spell.

Once you use this feature, you cannot do so again until you finish a long rest.

ELDRITCH INVOCATIONS

THE ARCHIVIST'S INDEX

Prerequisite: Accursed Archive patron, Pact of the Tome feature

You gain advantage on saving throws while within the Archive. Whenever you cast a spell of 1st level or higher that deals damage, you can use your bonus action to cause one target of the spell to become vulnerable to a single damage type until the start of your next turn, rolled randomly on the table below. If the spell you cast deals that damage type, roll again until you get a different result. If the creature has resistance to the damage type, this resistance is ignored for the duration. Once you activate this feature, you cannot do so again until you finish a short or long rest.

- | | |
|---|----------|
| 1 | Fire |
| 2 | Cold |
| 3 | Poison |
| 4 | Necrotic |

COILED QUILL

Prerequisite: Accursed Archive patron, Pact of the Blade feature

Using your Pact of the Blade feature, you can create a whip made of raven feathers and the hide of abominations that always bleeds black ink. Whenever you hit a creature with this weapon, you can cast *hex* without expending a spell slot. Once you do, you cannot do so again until you finish a short or long rest.

CURSE OF CARASPHYX

Prerequisite: Accursed Archive patron, 7th level

Your flesh grows aged in appearance but is imbued with terrible might. While you are not wearing armor, you can choose to have your AC equal 10 + your Charisma modifier + your Strength modifier.

SCRIBE'S ADJUNCT

Prerequisite: Accursed Archive patron, Pact of the Chain feature

While you have a record-hunter as your familiar, it gains additional maximum hit points equal to your warlock level, and you gain the ability to cast the *mending* cantrip.

NIGHTMARISH BLAST

Prerequisite: Accursed Archive patron, 7th level, eldritch blast cantrip

When you cast *eldritch blast*, you can use a bonus action to convert it into a nightmarish blast. Roll a d4 and consult the Archivist's Index table. Each beam deals 3d4 damage of this type, and one struck target of your choosing cannot take reactions until the start of its next turn.

INSIDE THE ARCHIVE

While few have ventured into the Accursed Archive, those who do cannot help but be drawn through the opening hall to gaze upon the tome in the center of the room - the *Index Incarnatus* - the one, endless book that contains the location and description of every single scrap of forbidden lore within the Archive. Even gazing upon it for mere moments can cause discomfort, and reading from it can cause agony to both the body and the soul. Any creature that attempts to read from the Index must make a Charisma saving throw against the DC of the skill check that would be required to gain the knowledge they seek through ordinary means. If they fail, they gain a level of exhaustion, but might still locate the correct tome or scroll. All levels of exhaustion gained while within the Archive are removed whenever the subject finishes a long rest.

THE SILENT ONE

Each time a person speaks or makes noise within the Archive, the DM should roll a d20. If the result is a 1, the person has attracted the attention of the Silent One: a terrifying, tentacled nightmare of unspeakable strength that exists with the sole purpose of curating and protecting the knowledge hidden here. The Silent One is blind, but has keen hearing and long tendrils that cannot be truly harmed by ordinary magic or metal, only driven back for mere moments. The creature is deceptively quick, seeming to flow slowly between each motion.

HUNTING METHODS

Each turn this creature is hunting the party, randomly choose one target, prioritizing those who have spoken loudly or who have damaged writings within the Archive. The target must make an appropriate saving throw or ability check with a DC equal to 10 plus the character's level. If they succeed, they manage to flee, quiet themselves sufficiently, or fend off the monstrosity for a moment, buying time for the rest of the party to complete their work.

If they fail, the dark tendrils of the creature dig into their skin with unnerving ease, injecting a maddening and wriggling mass of unnatural flesh before withdrawing, which inflicts a level of exhaustion. If a member of the party gains six levels of exhaustion, they are seized by the beast and dragged into the depths of the Archive to meet a dark and twisted fate.

FIGHTING THE SILENT ONE

If the party somehow gains the knowledge and skill required to face the Silent One in open combat, the fight will not be an easy task. The creature will make multiple attacks using its tentacles, each inflicting exhaustion unless the target succeeds a Charisma saving throw.

The beast may resort to hit-and-run tactics, concealing itself within the endless and shadowed alcoves of the Archive before lashing out in a vicious barrage of attacks. The Silent One may also grapple and abduct any spellcasters within the party who use spells that require verbal components, seeking to choke the life from them.

A NIGHTMARISH VISAGE

While the Silent One appears before each person who has entered the Archive in a different way, all describe it as large, powerful, and extremely dangerous.

Some claim it looks similar to a hound, blind and eyeless, with massive teeth and an eerie walk that conceals its speed. They say tendrils spiral from its back, laying around the hallways waiting to ensnare someone walking without sufficient caution.

Others claim it looks like a bat, with large wings and ears that twitch atop a mass of tentacles. Those who have seen this incarnation claim it swoops down from the highest bookshelves, crashing into unfortunate souls before pinning them beneath its unholy mass and devouring them alive.

Few see it as a serpent, silently flickering a tongue-like tendril that enables it to seek out those who are quiet enough to hide from it. A rare number call it a spider, sitting within a web of limbs and tentacles, waiting for a fly to stumble upon it.

Those who have fallen to madness after seeing the beast multiple times claim all of these answers are wrong, and put forth an even more disturbing hypothesis: There is not merely a single Silent One, but many. Each that greets the next unfortunate soul is one of the previous victims of the beasts, transformed into their worst nightmare by the unspeakable powers that dwell within the darkest depths of the Archive.

Few believe these tales, of course, but they are hard to shake. After all, those who have attempted to resurrect individuals who've fallen to the beast have failed, even when using the most powerful of magic.

LEAVING THE ARCHIVE

The party can depart from the Archive by returning to the central hall and striking the small bell located beside the Index as an action. Each person striking the bell instantly departs and returns to the location from which they entered the Archive, with no time having passed from the moment they left.

TRAITS OF THE ARCHIVIST

Each warlock who delves into the secrets of the Archive is touched in a different way by the foul knowledge and ancient arts that lie within. Many develop strange habits and unusual practices, while others are physically scarred, marked, or otherwise disfigured during the rituals and practices they perform and the prices that must be paid to achieve ownership of the power they wield. When creating a warlock or after spending time researching in the Archive, consider adding one or more of the following traits to your character.

Roll Trait

- 1 You always attempt to hold books as far away from you as possible when reading.
- 2 You're uncomfortable in open spaces.
- 3 You rarely speak louder than a whisper, and compulsively hush other people.
- 4 You're convinced your shadow is alive and plotting against you. You might be correct.
- 5 You can't stand to see others handle books in your presence, and take them away immediately.
- 6 You curse quietly when you think others aren't listening.
- 7 You constantly chant a single phrase under your breath in a language you don't understand.
- 8 You avoid looking people in the eye.
- 9 Whenever you hear a secret, you write it down.
- 10 You keep a record of the events of each day, and store it within the Archive.
- 11 An eye has grown on the back of one of your hands. You can't see from it, but something can.
- 12 Your skin becomes pale like parchment.
- 13 Thick black veins run through your arms and legs. Occasionally, they twitch.
- 14 Blood placed on your skin appears to form runic sigils. You're not certain what they mean.
- 15 Your tears are black like ink, and stain heavily.
- 16 Your tongue becomes black and eerily long.
- 17 Your irises become red, with black veins running through them.
- 18 Your posture degrades and your back stoops heavily.
- 19 Your hands are always stained with ink, even after being washed.
- 20 Scars you can't explain appear and vanish at random.

THE ASHEN WOLF

You've made a pact with a primal spirit of fire and the hunt; a scourge of the forests and fields, and a harbinger of ill fate. This creature is wise and cunning, making deals with those who have the potential to bring ruin and change. Some consider the beast to be a native to the Plane of Elemental Fire; others call it a fiend from the darkest hells. Whatever the origin, the ember-eyed wolf often extracts payment in the form of wishes gone awry: a demand for power becomes a battle to retain one's humanity, while a request for a peaceful resolution often has the price that brings constant regret.

EXPANDED SPELL LIST

The Ashen Wolf 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.

ASHEN WOLF EXPANDED SPELLS

Spell Level	Spells
1st	<i>inflict wounds, longstrider</i>
2nd	<i>flame blade, pass without trace</i>
3rd	<i>Melf's minute meteors</i> ^{EE} , <i>haste</i>
4th	<i>fire shield, wall of fire</i>
5th	<i>cloudkill, Rary's telepathic bond</i>

Spells referenced as EE are from the Elemental Evil Player's Companion.

BREATH OF SMOKE

Starting at 1st level, you can exhale a 15-foot long cone of blistering embers as an action. Creatures within the cone must make a Constitution saving throw against your warlock spell save DC. Creatures that fail take fire damage equal to your warlock level + your Charisma modifier, and are blinded for one minute. They can repeat their saving throw at the end of each of their turns, ending the effect on a success.

Once you activate this feature, you cannot do so again until you finish a short or long rest. Additionally, you can breathe and see normally in smoke or ash-filled air.

FEAST FOR THE FIRE

Beginning at 6th level, the Ashen Wolf empowers you with a fragment of its terrible hunger. Whenever you move during combat, you can choose to leave behind a trail of ash that hangs gently in the air, lightly obscuring the area until the start of your next turn. Whenever a hostile creature enters this trail, you can use a reaction to summon a set of flaming fangs to bite them. Make a melee spell attack roll against the target. If you hit, the target takes 1d10 fire damage.

ENDLESS PURSUIT

At 10th level, your patron grants you a portion of its primal stamina. You gain resistance to fire damage. Whenever you finish a short rest, you can choose to reduce your level of exhaustion by one. You can do this twice, and you recover these uses when you finish a long rest.

THE HOUNDS OF HELL

At 14th level, you unlock the power to incarnate in the form of your patron. As an action, you assume the form of a Medium or Large canine creature wrapped in flame. Your statistics are unchanged, and your equipment merges into your new form but still functions as normal. For 1 minute, or until you exit this form as a bonus action, you gain the following benefits.

- You ignore your current level of exhaustion.
- Your speed increases by 20 feet.
- You have advantage on melee attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.
- You are immune to fire damage.

When you use this feature, two **hell hounds** (MM pg. 182) burst forth from your burning flesh into spaces within 5 feet of you. They respond eagerly to your commands for the duration of the change, have twice as many hit points as normal, and are elementals, not fiends.

When you exit this form, you immediately attempt to reabsorb the hell hounds. The hell hounds instantly fall apart as ash and swirl back to you from up to 300 feet away. If a hell hound has died or cannot return due to distance, you gain one level of exhaustion per hound that is missing.

Once you use this feature, you cannot do so again until you finish a long rest.

ELDRITCH INVOCATIONS

CHRONICLE OF THE FLAME

Prerequisite: Ashen Wolf patron, Pact of the Tome feature
You can perform a ritual honoring your patron during a short or long rest. When you do so, choose either Dexterity or Strength saving throws. When you make a saving throw of this type, you can use a reaction to gain advantage on that saving throw and cast a single cantrip. Once you use this reaction, you cannot do so again until you finish a short or long rest.



ESSENCE OF ASH

Prerequisite: Ashen Wolf patron, Pact of the Chain feature
If you have an emberborn as your familiar, it gains additional hit points equal to your warlock level plus twice your Charisma modifier.

When you reach 11th level, the emberborn can grow in size to become a Medium creature, at your discretion. While it is Medium, its bite attack deals 2d6 piercing damage and 2d6 fire damage, and the emberborn's speed increases to 50 feet. Creatures hit by the bite attack must make a DC 13 Strength saving throw or be knocked prone. At 16th level, the Medium emberborn's bite attack deals 3d6 piercing damage and 3d6 fire damage.

HELLFIRE INFUSION

Prerequisite: Ashen Wolf patron, eldritch blast cantrip
Whenever you cast *eldritch blast*, you can use your bonus action to empower it with elemental fire. The damage dice per blast changes to 3d4, and the spell deals fire damage instead of force damage. When you do so, enemies within 5 feet of you take necrotic damage equal to 1d4 + your Charisma modifier.

HIDE OF CINDERS

Prerequisite: Ashen Wolf patron, Pact of the Blade feature
You can summon a coating of ash and smoking wood to cover your skin, protecting you from harm. You can choose to have your AC equal 10 + your Dexterity modifier + your Charisma modifier. When you do, you can use your reaction when you are hit with a melee attack to inflict fire damage equal to your Charisma modifier to your attacker.

HUNGER OF THE WOLF

Prerequisite: Ashen Wolf patron
Whenever you reduce a creature to 0 hit points, you can use a bonus action to cast a cantrip targeting an enemy within 10 feet.

Once you use this invocation, you cannot do so again until you finish a short or long rest.

SCORCHED BLADE

Prerequisite: Ashen Wolf patron, Pact of the Blade feature
You can create a wickedly-barbed longsword made from embers and red-hot steel using your Pact of the Blade feature. You can choose to have this weapon deal fire damage. When you grapple a target while holding this weapon, you can choose to inflict fire damage equal to your Charisma modifier to the target at the start of each of your turns. Damage this weapon deals treats immunity to fire damage as resistance to fire damage instead. You can choose to use your Charisma modifier for attack and damage rolls made with this weapon.

THROUGH FIRE AND FLAME

Prerequisite: 13th level, Ashen Wolf patron
Whenever you are exposed to fire damage, you can use your reaction to absorb the elemental fire as an offering to the Ashen Wolf. The damage is negated, and instead you gain temporary hit points equal to the amount of damage you would have taken before resistances and immunities. The amount of temporary hit points received at one time cannot exceed three times your Charisma modifier.

You can use this feature twice, and these uses recover whenever you finish a short or long rest.

THE FESTIVAL OF THE WOLF

In some cultures and locations, the Ashen Wolf is celebrated either before or after a successful hunt. Some believe that by praising and honoring the beast, its servants can be kept from preying upon the inhabitants. Others think that the rites performed are to summon the beast, and to invite it to carry off rivals and undesirables.

Regardless of the intention, the rituals performed often carry a common theme. Offerings of food and metal, especially raw meat and rusted steel, are cast into a pyre located on the edge of the city or settlement. Once the fire has risen sufficiently and the meat is fully burned, a sacrificial animal is brought before the pyre, faced into the wilderness, and coated in a tar and oil. The celebrants then fan the flames of the pyre toward the beast until the embers on the wind cause the creature to ignite. The rope securing the creature is cut, and it will run off into the wild, burning brightly. Huntsmen and soldiers will chase the beast into the night, seeking to wound it but not to kill it, as killing it may offend the Wolf. Instead, it is pursued until it escapes, where it is believed to be eaten whole by the Ashen Wolf. A creature that is not healthy enough to flee and escape before perishing is considered an insulting offering and a poor omen, meaning that the Wolf found it an insufficient meal.

TRAITS OF THE EMBERSWORN

Warlocks who have made a pact with the Ashen Wolf are often known as embersworn, and are famed and feared as pyromancers and hunters of men. Consider adding one or more of these traits when creating a warlock or after performing an action that would please the Wolf.

Roll Trait

- 1 You tend to pace in circles before sitting.
- 2 You eat your meat raw or badly burned.
- 3 You habitually start fires using damp or wet wood.
- 4 You have a strange hostility to cats.
- 5 Your voice is scratchy yet oddly deep.
- 6 You prefer to sleep on the ground rather than a bed.
- 7 You talk to fire, and sometimes it answers.
- 8 You compulsively scratch your fingers on wood.
- 9 You never knock before entering.
- 10 You always sit closest to the fire.
- 11 Your skin exudes a thin layer of ash.
- 12 Your eyes glow like hot coals.
- 13 Your fingernails become dark and claw-like.
- 14 Your teeth become eerily large and sharp.
- 15 Your legs become jointed like those of a wolf.
- 16 Your breath often comes out as a cloud of smoke.
- 17 Your hair becomes thick and coarse.
- 18 Food you eat tastes like ashes in your mouth.
- 19 Sparks appear when your skin is rubbed.
- 20 Smoke slowly flows from your head, hands, and feet.



THE ETERNAL CITADEL

You've made a pact with the Eternal Citadel, a massive yet empty bastion that seems to wander between worlds, collecting travelers and then releasing them again once they agree to serve. The Eternal Citadel communicates through the silent transfer of emotions and feelings - an instinctual sense to follow a course of action, no matter how enigmatic it may seem. An unknown number of people have sworn their allegiance to the Citadel, and few ever meet, but they all serve the same end, known or otherwise: preservation against the forces that seek destruction.

EXPANDED SPELL LIST

The Eternal Citadel 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.

ETERNAL CITADEL EXPANDED SPELLS

Spell Level	Spells
1st	<i>absorb elements^{EE}, sanctuary</i>
2nd	<i>arcane lock, warding bond</i>
3rd	<i>glyph of warding, Leomund's tiny hut</i>
4th	<i>Otiluke's resilient sphere, stonework</i>
5th	<i>passwall, wall of stone</i>

RIGHTEOUS GUARDIAN

At 1st level, you gain the ability to shield yourself and others from harm. Whenever you or an ally within 30 feet would take damage, you can use your reaction to create a mystical barrier of energy around them. The amount of damage the ally would take is reduced by half your warlock level + your Charisma modifier.

You can use this feature a number of times equal to your Charisma modifier, and these uses recover when you finish a long rest.

FORCE OF PRESERVATION

At 6th level, whenever you would take damage, you can use your reaction to become immune to the damage from that effect or attack, and you gain temporary hit points equal to half your warlock level.

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

BUILDER OF WALLS

At 10th level, your connection with the Eternal Citadel deepens, enabling you to call upon it for defense. You learn two of the following spells, they count as warlock spells for you, and they do not count against your total spells known: *wall of fire*, *wall of force*, *wall of sand^{EE}*, *wall of water^{EE}*, *wind wall*. You can cast one of these two spells once without expending a spell slot.

Once you do so, you cannot do so again until you finish a short or long rest.

BOUND TO THE AEONS

At 14th level, your oath to the Eternal Citadel becomes irrevocable. You no longer age, and cannot be magically aged. You also do not require food or water.

Additionally, you can call down an onslaught of timeless power from the central spire of the Citadel to burn away the souls of your foes. As an action, choose an infinitely tall 10-foot-radius cylinder at a location you can see within 200 feet of you, which becomes gently illuminated with otherworldly light. At the start of your next turn, a beam of golden energy shoots down from the sky, and creatures within the area must make a Charisma saving throw against your warlock spell save DC. If they fail, they take 7d6 radiant damage, 7d6 force damage, and are blinded until the start of your next turn. If they succeed, they take half as much damage and are not incapacitated. This beam ignores obstacles.

Once you do this, you cannot do so again until you finish a long rest.

ELDRITCH INVOCATIONS

ALLIANCE UPHELD

Prerequisite: Eternal Citadel patron, 7th level

Whenever you use the Righteous Guardian feature on an ally other than yourself who has at least 1 hit point, they recover hit points equal to your Charisma modifier.

STEADFAST COMPANION

Prerequisite: Eternal Citadel patron, Pact of the Chain feature

If you have an animate shield as your familiar, it gains additional hit points equal to your warlock level. You can cast the *mending* and *light* cantrips.

HAMMER OF DAWN

Prerequisite: Eternal Citadel patron, Pact of the Blade feature

You can create a maul from worked stone infused with golden metal using your Pact of the Blade feature. When you do so, you can choose to have the weapon deal force damage instead of bludgeoning damage. Creatures hit by this weapon cannot make opportunity attacks against targets other than you until the start of your next turn. You can choose to use your Charisma modifier for attack and damage rolls made with this weapon.

PRESERVED DOCUMENT

Prerequisite: Eternal Citadel patron, Pact of the Tome feature

Whenever you sign a contract or otherwise make a deal, you are instantly aware of any attempt by the other parties involved of anything that would explicitly break the written agreement.

SERVANTS OF THE CITADEL

Prerequisite: Eternal Citadel patron, eldritch blast cantrip

Whenever you deal damage to an enemy creature with *eldritch blast*, you can use your bonus action to grant temporary hit points equal to your Charisma modifier to an ally that you can see within 60 feet.

INSIDE THE CITADEL

Though the Eternal Citadel often lacks inhabitants, it is far from empty. The moat around the exterior opens into a small interior dock at the center of the Citadel, just beside a massive pit that doesn't appear to have a bottom, around which the central spires stand. Outside this lies a diamond-shaped courtyard filled with empty storefronts, taverns, and residences. Staircases within the spires lead to beautiful homes built like balconies and to galleries of art and cultural achievement from eras past and future. Yet, in a forgotten corner of a cellar below the one destroyed building within the Citadel lies a passage, and none who have entered have ever returned.

TRAITS OF THE TIMELESS

Warlocks who have made a pact with the Eternal Citadel are often known as timeless, and are known for their strangeness and unusual habits, given many are stolen from other worlds. Consider adding one or more of these traits when creating a warlock or after performing one of your duties as a servant of the Citadel.

Roll Trait

- 1 You tend to assess doorways before walking through them.
- 2 You often forget which language is being spoken.
- 3 You occasionally awaken confused about where you are.
- 4 You strongly dislike being alone or confined.
- 5 You are hesitant to destroy any objects.
- 6 You are anxious when outdoors.
- 7 You talk to structures and expect an answer.
- 8 You often stroke stone as though it were a pet.
- 9 You sketch architectural designs in your sleep.
- 10 Your skin appears to be made of marble, in the right light.
- 11 Your skin is always cool to the touch.
- 12 Your eyes glow with a soft, golden light.
- 13 Your flesh chips and cracks rather than being cut in the normal way.
- 14 Your facial structure is oddly statuesque.
- 15 Clothing or armor you wear for long periods of time becomes increasingly thick and durable.
- 16 Your skin tone slowly adapts to appear identical to any stone that you are touching while you are asleep.
- 17 Your hair remains in a single shape, no matter how hard you try to change it.
- 18 A scent of freshly-cut stone seems to follow you.
- 19 When you cast a spell, a soft halo of light forms around your body.
- 20 Walls seem to reach out to caress you when you lean against them.

THE FALLEN EXILE

Stars beyond measure populate the void beyond the world, while celestial spheres circle above. You have met with one of their number, cast down by the many cold and unfeeling suns above for the sin of falling in love with a mortal. As punishment, the spiteful and envious stars shined their pale fury upon the paramour, destroying them utterly. The Exile now wanders the world it has been cast upon, appearing as a shimmer of light. Its goal is known only to those whom it trusts, and it grants power to them as it is powerless itself, stripped of interaction with the mortal world for its hubris. It endlessly searches, seeking either a soul of great kindness to help it find the knowledge and power to resurrect its fallen love, or one unscrupulous enough to wage war upon the very stars themselves. The light shines, but that fire can be cold and merciless, like the wrath of a love destroyed.

EXPANDED SPELL LIST

The Fallen Exile 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.

FALLEN EXILE EXPANDED SPELLS

Spell Level Spells

1st	<i>color spray, faerie fire</i>
2nd	<i>continual flame, see invisibility</i>
3rd	<i>blink, daylight</i>
4th	<i>divination, greater invisibility</i>
5th	<i>circle of power, dispel evil and good</i>

COSMIC CONDUIT

At 1st level, the Exile's duality of betrayal and compassion infuses your spellcasting, enabling you to reach into the world in the same way that it does. Whenever you cast a spell using a warlock spell slot, you can choose to cast the spell as though you were located in the space of an enemy or ally that you can see within 60 feet. When you cast from the space of an enemy, that enemy takes 1d10 fire damage. When you cast from the space of an ally, that ally gains 1d4 temporary hit points.

STARDUST CRUSADER

At 6th level, the Exile grants you a portion of the power it stole from the other stars as it fell, allowing access to their spirits. Choose two of the following Dawn Constellations.

The Chariot: When you take the Attack action, you can take the Dash action as a bonus action.

Death: You gain proficiency in death saving throws.

The Emperor: Fire, cold and lightning damage you deal ignores resistances.

The Fool: Whenever you cast a spell that does not deal damage, you can take the Disengage action as a bonus action.

The Hanged Man: You have advantage on ability checks and saving throws to disbelieve illusions.

The Lovers: You have advantage on saving throws against the charmed condition.



The Magician: Your spells of 1st level and higher ignore half and three-quarters cover so long as there is nothing between the sky and the target.

The Sun: You can cast *feather fall* without expending a spell slot at will, and you gain immunity to falling damage.

Temperance: You gain advantage on Wisdom (Insight) checks made to discern the motives of creatures.

The Tower: You cannot be moved against your will by another creature while your feet are touching the earth.

The World: You learn one cantrip on the wizard spell list. You can replace this cantrip with a different one from the wizard spell list whenever you finish a long rest.

UNDER THE NIGHT SKY

At 10th level, you wrest power from the Exile's true foes with ease. Whenever you finish a long rest, you can exchange your chosen Constellations for different ones. Additionally, you gain resistance to radiant damage.

ASTROLOGICAL SAVANT

At 14th level, you have finally usurped the celestial spheres. You can choose two of the following Dusk Constellations.

The Devil: You have advantage on Persuasion checks to make a bargain with another creature.

The Empress: When you finish a short or long rest, you gain temporary hit points equal to half your warlock level.

The Hierophant: You can cast *water walk* targeting only yourself without expending a spell slot at will. You also gain resistance to fire and acid damage.

Justice: Whenever you cast a spell using a spell slot, you regain hit points equal to the level of the spell slot used.

The Moon: You can cast *enlarge/reduce* without expending a spell slot. Once you do so, you cannot do so again until you finish a short or long rest.

The Priestess: You gain one additional maximum hit point per warlock level you possess so long as you have this Constellation selected.

The Star: You can take a second bonus action on your turn. Once you do so, you cannot do so again until you finish a short or long rest.

Strength: You are considered one size category larger, though your actual size does not change.

The Wheel of Fortune: You can use a bonus action to generate items worth 25 gp. or less. Doing so a second time destroys the previous items.

ELDRITCH INVOCATIONS

ASTROLOGICAL CHART

Prerequisite: Fallen Exile Patron, Pact of the Tome feature
Whenever you are attacked, you can use a reaction to unleash a wave of sparkling light around yourself in a 10-foot radius. All invisible creatures and objects within the area are highlighted in glowing motes of stardust. Hostile creatures within the radius must make a Wisdom saving throw against your warlock spell save DC. Those that fail are blinded until the start of your next turn.

Once you do this, you cannot do so again until you finish a short or long rest. Additionally, you cannot become lost even due to magical interference whenever you have an unobstructed view of the night sky, and you gain advantage on checks made to navigate at night.

SPECK OF SUNLIGHT

Prerequisite: Fallen Exile Patron, Pact of the Chain feature
If you have a sunlit shard as your familiar, it gains additional hit points equal to your warlock level, and it can teleport up to 30 feet using a bonus action.

STOLEN HEART

Prerequisite: Fallen Exile Patron, Pact of the Blade feature
You can create a pike made from smooth black metal impaling a gleaming gemstone using your Pact of the Blade feature. While you are wielding this weapon, you can choose to cast cantrips through your Cosmic Conduit feature, though the additional fire damage or temporary hit points do not apply, and you cannot do so with cantrips that require a weapon attack. You can choose to use your Charisma modifier for attack and damage rolls with this weapon.

THE EXILE'S DEMAND

Prerequisite: Fallen Exile Patron, 20th level
You can cast *wish* once without expending a spell slot. Once you do so, you cannot do so again until you finish a long rest.

THE LEGEND OF THE EXILE

Once, there was a nameless star that hung above the world, shining among all its brothers and sisters. All of them spoke to one another and watched the universe, as they had since the beginning of time and in the countless eons since. They performed their celestial dances with precision and inscrutability, circling and shifting without a single thought for the worlds that orbited them.

However, this star was not like the others. It looked upon the world of mortals, and saw that there was life upon it. Intrigued, it continued to watch, creeping ever so slowly towards the world, so that it might see better into their lives that came and spun past in what seemed to be mere moments to the timeless and cosmic being.

With great hope and sadness it watched as countless creatures rose and fell before it, and it became numb to the violent lives of lesser things, until one fateful moment.

A mortal, singing a song of all the things that made life so bittersweet caught the attention of this nameless star, and so with an effort of will it shifted ever closer, and sought to hear.

The song had pulled it from the endless cycle of apathy that had grown within the heart of the star, and it began to care about the life of the mortal. It shined brightly in the nights and competed with the sun during the day, and its well wishes blessed the mortal with happiness and health.

Yet, all of this required the star to move from where it was intended to be in the celestial balance. The other stars were disrupted, and cried out, spiteful and envious of the emotion a nameless one among their number could feel.

Their rage was made manifest, and they struck the place where the mortal lived with the hate of one-thousand suns and destroyed them utterly. They then took their former sibling and cast them down from the heavens, to wander and beg for champions to bring it justice and peace.

So remember, children, do not follow the dancing lights that come wandering in the night. Those are the servants of the Exile, and the road they walk will only end in sorrow, either for themselves or for the world.

TRAITS OF THE EXILED

Warlocks who have taken the purpose of the Fallen Exile to heart are known as the exiled, as they often forsake societal norms and boundaries in their quest. Consider adding one or more of these traits when creating a warlock or after serving the goal of the Fallen Exile.

Roll Trait

- 1 You are often content to watch the interactions of others, rather than participate directly.
- 2 You never seem to blink.
- 3 You sometimes sleepwalk, and awaken under the starlit sky.
- 4 You have a strange affinity for dark places.
- 5 You are touchy and quick to anger.
- 6 You tend to find decay especially disgusting.
- 7 You frequently curse at the sky under your breath.
- 8 You find it difficult to maintain loving relationships.
- 9 You are the first to extinguish a torch in the darkness.
- 10 You appear youthful and pure in starlight.
- 11 Your skin is always oddly smooth.
- 12 Your eyes appear to contain a field of stars.
- 13 You glow faintly when light is cast upon you.
- 14 Your heart seems to shine gently inside your chest.
- 15 Clothing or armor you wear for long periods of time adopts symbols representing constellations.
- 16 Your blood slowly becomes motes of light when exposed to air.
- 17 Your hair becomes white, like the color of a star.
- 18 A scent of clean night air seems to follow you.
- 19 When you cast a spell, a nimbus of light forms around you.
- 20 Sparks and ribbons of light trail from your fingertips whenever you gesture.



THE FORBIDDEN GRAVEYARD

You've stepped into the Forbidden Graveyard, a sanctuary found on the boundary between life and death, where the rare few whose minds are attuned to this place come to wander as their bodies heal or slip away into the cold clutches of the night. Those that embrace the experience and bind themselves to the Gate of Souls within find themselves gifted with understanding of both the living and the dead. The Gate requires repayment for this mercy, and only the souls of others will do. Choose wisely, for all who cross your path are marked by the Graveyard for collection. It is up to you to safeguard them from that dark plane, or to send them there to take your place in the dark embrace of death.

FORBIDDEN GRAVEYARD EXPANDED SPELLS

Spell Level Spells

1st *inflict wounds, cure wounds*

2nd *aid, suffer**

3rd *phantom steed, sending*

4th *phantasmal killer, dark empowerment**

5th *hallow, legend lore*

EXPANDED SPELL LIST

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

REJECTION OF THE CRYPT

At 1st level, you've been changed from your experience in the Graveyard.

You can add your Charisma modifier to death saving throws, and you gain immunity to effects that would reduce your maximum hit points.

GHOULISH CONSTITUTION

At 6th level, your flesh is filled with the icy chill of the grave. You can choose to allow attacks against you to hit. Whenever you are hit with a melee attack, you can use your reaction to channel dark power into your enemy. When you do, you have resistance to the damage that is dealt to you, and the attacker takes cold damage equal to your warlock level. If the attacker is reduced to 0 hit points, you gain temporary hit points equal to your warlock level.

You can channel this power a number of times equal to your Charisma modifier and these uses recover when you finish a long rest.

KEEPER OF SOULS

At 10th level, your spirit is bound to the Graveyard. Whenever a hostile undead within 60 feet of you is reduced to 0 hit points, you gain temporary hit points equal to your warlock level. You also gain resistance to necrotic damage.

Also, you gain immunity to effects that would kill you instantly without dealing damage.

EVERLASTING PEACE

At 14th level, your mind is freed from mortal concerns, and your body from the curse of decay. You no longer age, and cannot be magically aged. You become immune to the charmed and frightened conditions. Creatures attempting to attack or cast a spell targeting you must make a Charisma saving throw against your warlock spell save DC. If they fail, they cannot target you until the start of your next turn. Once a creature fails their save, they cannot fail again for 24 hours.

ELDRITCH INVOCATIONS

LEDGER OF THE DECEASED

Prerequisite: Forbidden Graveyard patron, Pact of the Tome feature

Whenever you cast a cantrip that deals damage, you can change the damage type to necrotic. When you do so and damage a creature, you can grant temporary hit points equal to your Charisma modifier to a creature other than yourself within 30 feet by using a bonus action.

CREATURE OF CARRION

Prerequisite: Forbidden Graveyard patron, Pact of the Chain feature

If you have a haunted crow as your familiar, it gains additional maximum hit points equal to your warlock level. Whenever you or it reduce a creature to 0 hit points, it recovers a single use of its Shriek action, and the saving throw DC of this action is equal to your warlock spell save DC.

EYES OF THE LOST

Prerequisite: Forbidden Graveyard patron

As an action, you can choose to perceive through the senses of an undead creature within 120 feet. While you do so, you are considered deaf and blind to your own senses.

THE FORGOTTEN CRYPT

Prerequisite: Forbidden Graveyard patron, 16th level

You can cast *Mordenkainen's magnificent mansion* once per long rest without expending a spell slot.

SCYTHE OF THE LIFETAKER

Prerequisite: Forbidden Graveyard patron, Pact of the Blade feature

You can create a glaive of polished bone and golden metal using your Pact of the Blade feature. This weapon deals radiant damage. Whenever you hit a creature with this weapon, you can choose to cast *healing word* using a warlock spell slot as a bonus action. You can use your Charisma modifier for attack and damage rolls with this weapon.

SOUL-BURNING INCANTATION

Prerequisite: Forbidden Graveyard patron, eldritch blast cantrip

Whenever you cast *eldritch blast*, you can use a bonus action to empower the spell with unbalancing energy. Each enemy hit takes an additional 1 necrotic damage, and if this attack kills them or is used on their corpse, they cannot be resurrected or raised as undead by a spell cast using a spell slot lower than 6th level.

FROM THE JOURNAL OF THE GRAVEBOUND, ALVIRA RUX

Truly, there is power here. All around me the currents of fate itself writhe at my fingertips, begging me to tear them asunder. I cast the blood upon the corpse and command it to rise, and the power pours from me, giving life to the dead.

I must be cautious, that the villagers do not see that their former friend has been returned to them in such a state. The last necromancer was foolish, and drew the ire of many. I will not make the same mistake.

I will learn the strengths and weaknesses of those I call forth, and commit them to memory, as failure to remember can lead to frustration and defeat.

I will consult with the higher spirits and the powers that guide this world, and determine how I will proceed with these dark minions at my command.

I will ally with those who understand this power and accept it, as those who would cast it aside may have their reasons, foolish as they may be.

I will think with haste, and command my servants with swiftness and clarity, that they may act with speed and sureness beyond even the cunning of their former souls.

These are the tenets of a true necromancer, and thus they shall be my own.

TRAITS OF THE GRAVEBOUND

Warlocks who have walked the line between life and death and endured the trials of this mysterious place are known as gravebound, as their fate is tied to the inevitable passage of the soul into the beyond. Consider adding one or more of these traits when creating a warlock or after gaining knowledge of the Graveyard's forbidden arts.

Roll Trait

- 1 You avoid walking over graves and corpses whenever possible.
- 2 You occasionally forget to breathe.
- 3 You sometimes sleepwalk, and awaken on bare earth.
- 4 You have a strange affinity for carrion birds.
- 5 You are overly-eager to discuss death and decay.
- 6 You snap your fingers when you're anxious.
- 7 You talk to corpses and expect a response.
- 8 You tend to twitch in an unnatural manner.
- 9 Your shadow sometimes whispers in the voices of the dead.
- 10 You appear skeletal and decayed in moonlight.
- 11 Your skin is always cool to the touch.
- 12 Your eyes are like those of a dead man.
- 13 Your flesh doesn't normally bleed when cut.
- 14 Your heart beats only a few times per minute.
- 15 Clothing or armor you wear for long periods of time loses its color, becoming either pale white or dark black.
- 16 Your blood slowly becomes dust when exposed to air.
- 17 Your hair becomes pale and grows at an unusually high rate.
- 18 A scent of freshly-turned earth seems to follow you.
- 19 When you cast a spell, spectral forms can be seen hovering around you.
- 20 Corpses twitch and shift while in your presence.



THE GELATINOUS CONVOCATION

You've made a pact with the cheerful wandering cubes of sentient ooze that wiggle and wobble their way across the multiverse to visit worlds beyond measure with the singular goal of spreading their offspring within the deepest dungeons to collect and absorb the memories of the fallen. As they happily bounce between the planes, they occasionally encounter a soul they view as truly amusing, so they offer a measure of their strange power over the slimes and oozes of the world using the magic that they wield with a mere wave of their pseudopods.

EXPANDED SPELL LIST

The Gelatinous Convocation 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.

GELATINOUS CONVOCATION EXTENDED SPELLS

Spell level	Spells
1st	<i>grease, Tasha's hideous laughter</i>
2nd	<i>enlarge/reduce, Melf's acid arrow</i>
3rd	<i>meld into stone, slow</i>
4th	<i>stone shape, vitriolic sphere</i>
5th	<i>awaken, summon slime*</i>

RECOVERED MEMORIES

At 1st level, you learn to dissolve the bodies of the dead and learn from their lives. As an action while standing adjacent to a corpse, you can produce an iridescent acid that consumes the corpse over the course of one minute.

After the minute has passed, you can collect the acid to gain the memories of the creature from the last 48 hours of the creature's life, as well as any significant memories of the DM's choosing. You can produce this acid once, and this use recovers whenever you finish a long rest.

Also, you can speak to oozes and communicate simple concepts to them, even if they cannot speak a language.

SIDE SPLITTING

At 6th level, your body becomes somewhat... slimy. Whenever you suffer damage, you can use your reaction to divide into a Medium swarm of Tiny oozes. Your hit points remain the same, and you function as a single unified swarm that occupies the same space as a Medium creature. While in this state, you are incapacitated, have your movement speed halved, have resistance to bludgeoning, piercing, and slashing damage, gain immunity to acid and poison damage, gain the benefits of the Disengage action, and can move through any space as narrow as 1 inch without squeezing. You can choose to return to your normal form without using an action whenever you wish, provided there is room to do so. You can use this feature once, and this use recovers whenever you finish a short or long rest.

When you reach 10th level, you can use this feature at will as an action, but you can still activate this feature as a reaction only once.

ACIDIC BODY

At 10th level, your form is infused with a caustic power. You gain resistance to acid damage. Whenever a creature starts its turn while involved in a grapple with you, you can choose to have it suffer 1d10 acid damage.

CONSUMING JOY

At 14th level, you fully understand the happiness of the Gelatinous Conclave. You can cast *polymorph* using a warlock spell slot, but you can choose to turn the target into an ooze. You can cast this spell once without expending a spell slot, and this use recovers when you finish a long rest. Additionally, you gain immunity to the charmed condition.

ELDRITCH INVOCATIONS

CATALOGUE OF EXPERIENCES

Prerequisite: Gelatinous Convocation patron, Pact of the Tome feature

Whenever you use Recovered Memories to absorb the knowledge of a creature, you can store the experience in your Book of Shadows, and make it come to life upon the pages of the book. You can copy and transfer any memories within the book to another creature by touching them with the Book as an action.

CAUSTIC BLAST

Prerequisite: Gelatinous Convocation patron, 7th level, eldritch blast cantrip

Whenever you cast *eldritch blast*, you can use a bonus action to change it into a caustic blast. Each beam deals 3d4 acid damage instead of the normal value. This attack inflicts the maximum possible damage per roll to unattended objects and structures.

SLICK HANDS

Prerequisite: Gelatinous Convocation patron, 7th level

Your arms extend in rope-like coils of ooze. Your reach for melee attacks and spells that you cast with a range of touch increases by 5 feet. Also, you have advantage on checks to escape a grapple and on Sleight of Hand checks.

SLIME SWORD

Prerequisite: Gelatinous Convocation patron, Pact of the Blade feature

You can create a scimitar made from colorful ooze using your Pact of the Blade feature. This weapon can inflict acid or slashing damage (your choice). Whenever you hit an enemy with this weapon, you can use a bonus action to attempt to grapple the target.

UNUSUAL FORM

Prerequisite: Gelatinous Convocation patron, 13th level

Whenever you would be subject to a critical hit, roll a d4. If the result is a 4, the critical hit is reduced to a normal hit. Additionally, you gain resistance to poison damage.

JIGGLY DEFENSE

Prerequisite: Gelatinous Convocation patron, Pact of the Blade feature, 11th level

When you would take damage, you can use your reaction to gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks for that singular instance of damage.

CONVOCATION'S CHILD

Prerequisite: Gelatinous Convocation patron, Pact of the Chain feature

While you have a wiggly cube as your familiar, it gains additional maximum hit points equal to your warlock level. When you reach 6th level, you can choose to have your wiggly cube grow to become a Medium creature, and at 14th level, you can choose to have your wiggly cube become a Large creature. You can change the size of the cube as a bonus action. Whenever it is Medium, its Engulf damage improves to 2d8 initial damage and to 4d8 at the start of the cube's turn. When it is Large, the damage improves to 3d8 initial damage and to 5d8 at the start of the cube's turn.

TRAITS OF THE CONVOKER

The Convocation touches more than just the soul. Consider adding one or more of these traits when creating a warlock or after contributing to the Convocation's memories.

Roll Trait

- 1 You tend to lick your hands clean.
- 2 You would rather pour water on your head than drink.
- 3 You sometimes talk in your sleep, replaying the memories you have taken from the dead.
- 4 You have a strange fondness for gelatin.
- 5 You are overly-eager to discuss death and the consumption of memories.
- 6 You roll your stomach when dancing.
- 7 You weep uncontrollably at odd times.
- 8 You tend to wiggle in an unnatural manner.
- 9 You sometimes confuse people for corpses you've consumed.
- 10 You appear wet and sticky.
- 11 Your skin is always slimy.
- 12 Your eyes are acid green with purple flecks.
- 13 Cuts on your skin move like mouths.
- 14 Your heart feels like it wanders around in your chest.
- 15 Clothing or armor you wear for long periods of time is scoured clean, becoming shiny or fresh.
- 16 Your blood slowly becomes slime when exposed to air.
- 17 Your hair is perpetually spiked with gel.
- 18 A scent of lime or other fruit seems to follow you.
- 19 When you cast a spell, your veins flare with color.
- 20 You track footprints of slime wherever you go while outdoors. You can suppress this when you notice it.

CHANT OF CONSUMPTION

Oloo! Oloo! Cubed Ones, take this body! Oloo! Oloo! Find the eternal joy! Oloo! Oloo! Seek the freedom from sorrow! Oloo! Oloo! Take this discarded vessel! Oloo! Oloo! Unite this broken shell! Oloo! Oloo! Let us know! Let us see! Grant us this enlightenment! Oloo! Oloo!

Funerary practices of the servants of the Convocation, 9th Era

THE GRAY PORTRAIT

Your dedication to art and beauty has led you to discover the art of creating a Gray Portrait: an artifact that your soul and body are bound to. The portrait reflects your inner self, and suffers the damage you would take, the diseases you would contract, and the cruelty you may inflict. It grants you the power to use your art to perform feats of incredible magic, and to paint beauty and ugliness alike upon the fabric of reality. This freedom from responsibility is corruptive, however, so one must be wary - if the portrait is destroyed, all that suffering returns to collect the devil's due.

EXPANDED SPELL LIST

The Gray Portrait 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.

GRAY PORTRAIT EXPANDED SPELLS

Spell Level	Spells
1st	<i>color spray, sanctuary</i>
2nd	<i>calm emotions, enhance ability</i>
3rd	<i>glyph of warding, sending</i>
4th	<i>death ward, stone shape</i>
5th	<i>contagion, mislead</i>

BOUND TO THE PAINTING

At 1st level, you create and magically bind yourself to your Gray Portrait. The Gray Portrait is a Small object that weighs at least 25 lbs. and has 15 AC, hit points equal three times your warlock level, and resistance to all damage.

It uses your statistics for saving throws. If your portrait is ever destroyed, you die. It can be repaired using the spell *mending* at a rate of 1 hit point per minute. You can choose to see through the Portrait's eyes at any time, and are always aware of its current state. The Portrait does not have to be a painting, but it must be an object that resembles you, such as a statue, doll, or mask. If you are resurrected after your portrait is destroyed, you construct another during your next long rest.

You gain immunity to disease, and you gain advantage on saving throws against poisons and the poisoned condition. Finally, your appearance becomes one of the following: timeless, youthful, refined, dignified, beautiful, elegant, or debauched, and it seems to always stay that way.

At 11th level, your portrait gains an additional 15 hit points.

REDIRECTED SUFFERING

At 6th level, you can more easily send your pain to your painting. Whenever you suffer damage, you can use your reaction to gain resistance to that damage. When you do, your painting takes damage equal to the new total that ignores its resistances.

Whenever you rest, your Gray Portrait mends itself. It recovers half its hit points when you finish a short rest, and recovers all lost hit points when you finish a long rest.

PARCHMENT SKIN

At 10th level, you are irreversibly bound to your Portrait. You no longer age, and cannot be magically aged. You gain resistance to necrotic damage and immunity to effects that would reduce the value of your maximum hit points, such as a vampire's life draining attack.

HATED IMMORTAL

At 14th level, your ties to the Portrait enable you to destroy the lives of others, twisting them with terrible compulsions and inspiring thoughts of revenge. You can cast *geas* or *modify memory* once without expending a spell slot. You cannot do so again until you finish a short or long rest.

ELDRITCH INVOCATIONS

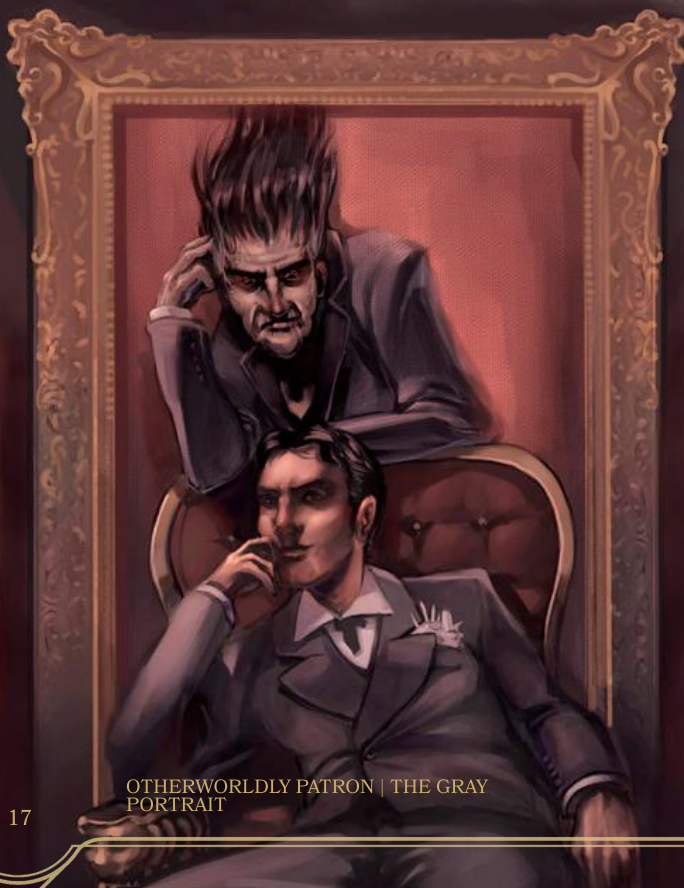
CURSED PORTFOLIO

Prerequisites: Gray Portrait patron, Pact of the Tome feature
Whenever you cast a spell that creates an illusion, you can use a bonus action to become invisible until the start of your next turn, leaving an illusion of yourself standing in your place.

You can do this a number of times equal to your Charisma modifier, and these uses recover when you finish a long rest.

LIVING ART

Prerequisites: Gray Portrait patron, Pact of the Chain feature
When you have an animate image as your familiar, it gains additional maximum hit points equal to your warlock level. The first time you attack a creature that the image has used the Help action on within the past round, the creature takes slashing damage equal to your Charisma modifier.



MAGNUM OPUS

Prerequisites: Gray Portrait patron, 18th level

You can cast *mirage arcane* and *symbol* without expending a spell slot. You can cast one of these spells once. After you do so, you cannot do so again until you finish a long rest.

MASTERFUL ARTISAN

Prerequisites: Gray Portrait patron, 6th level

You learn to cast even the most complex of spells using pure creative talent. Whenever you cast a spell that has a material component, you can choose to ignore the material component if it does not have a cost in gold. When you cast a spell that has a material component that does have a cost in gold, you can increase the casting time according to the following table in order to ignore the material component. Whenever you cast a spell with a casting time greater than 8 hours, you gain one level of exhaustion for each 8-hour period after the first. If this would cause you to reach the maximum level of exhaustion and die, your spellcasting continues until you are interrupted or you finish, at which point you would die. If the material component is directly tied to the spell itself, such as in the spell *imprisonment*, then you magically produce an artwork of equivalent value as part of the spellcasting process.

CASTING TIME TABLE

Gold Value Casting Time

10 gp	+1 round
50 gp	+1 hour
100 gp	the greater of 2x base casting time or 4 hours
1,000 gp	the greater of 5x base casting time or 16 hours
10,000 gp	the greater of 10x base casting time or 24 hours
10,001+ gp	the greater of 25x base casting time or 40 hours

When consulting this table, choose the lowest gold value that would fully cover the gold value of the material component.

PAPERCUT

Prerequisites: Gray Portrait patron, Pact of the Blade feature

You can create a rapier of pale parchment covered in bloody scratches using your Pact of the Blade feature. While you are wielding this weapon, you can cast *minor illusion* as a bonus action. When you cast this illusion in a creature's space, the creature takes 1d4 magical slashing damage.

SIGNATURE WORK

Prerequisites: Gray Portrait patron, 16th level

You can cast *programmed illusion* without using a spell slot. When you do, you can choose a single cantrip that you can cast. The illusion can cast this cantrip once per minute as part of its programming. It uses your warlock spellcasting ability for attack rolls and saving throw DCs.

If you grant a cantrip to an illusion and the illusion would suffer damage from an attack, it is immediately dispelled.

Once you do this, you cannot do so again until you finish a long rest.

CRITIQUE OF SER ISENDALE'S MIRROR

Truly, this statue is a sham, the artist a buffoon, and the decorations are simply appalling to anyone with a sense of taste or true artistic talent. The eerie thing seems to follow you around the room, and not in the way of a skilled sculptor's work. Nay, when I deigned to inspect it, the accursed thing seemed to bite at me with its little teeth. Surely a trick of the light played upon me by my disgust for the abomination, but nevertheless. Spare your eyes, good people. Much like the artist himself, there is nothing of saintly virtue here!

The last publishing of Ser Verigio, before his unfortunate and untimely accident.

TRAITS OF THE ARTIST

Binding one's life to an artwork is not something done without consequence, and takes a toll upon the mind and body alike. Consider adding one or more of these traits when creating a warlock or after acting without care for the consequences.

Roll Trait

- 1 You suffer bouts of paranoia.
- 2 You insist on having only the finest food and drink.
- 3 You sometimes talk in your sleep, laughing at the misfortune you have seen during the day.
- 4 You are extremely critical of other artists.
- 5 You are a shameless self-promoter, even when doing so would be inappropriate.
- 6 You move in a way that is stiff and precise.
- 7 You laugh uncontrollably at odd times.
- 8 You tend to look down on those of lower social standing.
- 9 You sometimes ignore social standards regarding dress and fashion.
- 10 You appear dry and clean at all times, even in water.
- 11 Your skin becomes like plastic, smooth and free from marks or imperfections.
- 12 Your eyes are deep and captivating.
- 13 Your hands are always freshly manicured.
- 14 Your heartbeat can't be heard, only felt.
- 15 Clothing or armor you wear for long periods of time assumes the appearance of what you were wearing in your Gray Portrait.
- 16 Your blood slowly becomes paint when exposed to air.
- 17 Your hair is always identical to how it was in your Gray Portrait.
- 18 A scent of perfume seems to follow you.
- 19 When you cast a spell, a shadowy duplicate of yourself seems to stand beside you.
- 20 Your voice becomes rich in timbre and tone.



KEEPER OF THE DEPTHS

You've made a pact with an ancient, oceanic entity known as the Keeper of the Depths. As life teems within the seas, so do the secrets of the forgotten ages - sunken cities, ships lost at sea, and treasures unimaginable gone to the darkest currents that churn with horrible tentacles and creatures from nightmare. The Keeper watches over all this hidden knowledge, and harvests ever more in its endless pursuit of the unspoken secrets of the universe. In the deepest crevices where sunlight has never been seen, all oceans are one to the Keeper of the Depths, and its desire is insatiable.

EXPANDED SPELL LIST

The Keeper of the Depths 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.

KEEPER OF THE DEPTHS EXPANDED SPELLS

Spell Level	Spells
1st	<i>identify, sleep</i>
2nd	<i>locate object, zone of truth</i>
3rd	<i>crushing tide*</i> , <i>water breathing</i>
4th	<i>control water, divination</i>
5th	<i>legend lore, forgotten pain*</i>

SECRETS OF THE LOST

Starting at 1st level, your patron visits you in your dreams, learning what you've learned in exchange for hidden knowledge.

Whenever you finish a long rest, you gain proficiency in two skills, languages, or tools of your choice. You remain proficient in these until you finish another long rest, at which point you can choose new ones to replace them.

Additionally, you gain a swim speed equal to your movement speed.

SUNKEN DREAMS

At 6th level, you learn to call the force of the depths to crush your enemies and drag them to the deeps. As a bonus action, you can generate a sphere of pressure in a 15-foot radius around yourself. Hostile flying creatures are dragged to the earth, even beyond this radius, and suffer falling damage while hostile swimming creatures sink 30 feet at the start of their next turn. This area counts as difficult terrain for hostile creatures, and any hostile creature that ends its turn there must make a Constitution saving throw against your warlock spell save DC. If they fail, their movement speed is halved until the end of their next turn.

MADNESS OF THE DEEP

At 10th level, your patron allows you to call on its unspeakable secrets and inflict them on others. As an action, choose a creature within 60 feet. The target must make a Wisdom saving throw against your warlock spell save DC. If they fail, they are driven mad, and must use their action to make a melee attack against themselves during their turn. At the start of each of their turns, they can repeat this saving throw, ending the effect on a success.

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

CONSUMPTION OF MIND AND SOUL

Starting at 14th level, you can summon the terrible maw of the Keeper to appear before you as an action. A massive beak surrounded by tentacles appears and attempts to grab a target of your choice within 30 feet. When a creature is targeted, it must make a Strength saving throw against your warlock spell save DC to shake off the grasp of the horror. If the target fails it is dragged into the beak and bitten, taking 6d10 piercing damage and 6d10 psychic damage. If this is enough to reduce the target to 0 hit points, you can choose to have them be swallowed whole by the mouth, consuming them. Either way, the maw then immediately disappears. If you have a creature eaten using this feature, your patron visits you in your dreams during your next long rest and grants you a boon in return for the sacrifice. Choose any spell of 5th level or lower from the warlock or wizard spell lists. You can cast this spell twice using a warlock spell slot, after which it is lost. If you do not cast this spell before sacrificing another creature with this ability and resting, it is lost.

Once you summon this maw, you cannot do so again until you finish a long rest.

ELDRITCH INVOCATIONS

AWESTRUCK AWAKENING

Prerequisite: Keeper of the Depths patron

Whenever you finish a long rest, your mind overflows with the terrible secrets of your patron. You can speak to one allied creature over the course of 10 minutes, filling its mind with what you've learned. That creature can add your proficiency bonus to one skill or tool of your choice that it is not already proficient in until its next long rest.

BANE OF FALSEHOOD

Prerequisite: Keeper of the Depths patron, Pact of the Tome feature

Whenever you are in conversation, you can take your Book of Shadows in hand and ask a creature one question. The creature must make a Wisdom saving throw against your warlock spell save DC if it is unwilling to answer. If it fails or if it decides to respond truthfully, the most accurate answer the creature could possibly give is immediately written in the book. Once you do this, you can't do so again until you finish a short or long rest.

CLASH OF WILLS

Prerequisite: Keeper of the Depths patron, 7th level, eldritch blast cantrip

Whenever you cast *eldritch blast*, you can use a bonus action to target one creature hit by the spell and contain their magical energy. The target must make a Wisdom saving throw against your warlock spell save DC. If they fail, their concentration saving throws are made with disadvantage until the end of your next turn.

DARKEST SECRETS

Prerequisite: Keeper of the Depths patron

Whenever you choose your proficiencies from Secrets of the Depths, you can forfeit both gained proficiencies. When you do, you can have your proficiency bonus be doubled for any ability check on a single skill or tool you are proficient with. This lasts until you finish a long rest.

DEEPEST SYMPATHIES

Prerequisite: Keeper of the Depths patron, Pact of the Chain feature

If you have an eyeless watcher as a familiar, it gains additional maximum hit points equal to your warlock level. Whenever it takes the Help action, it can use a bonus action to allow you to add your Charisma modifier to the result of the first damage roll you make before its next turn.

NET OF THE HARVESTER

Prerequisite: Keeper of the Depths patron, Pact of the Blade feature

You can create a net made of coiled seaweed and living flesh using your Pact of the Blade feature. It has a range of 15/30, AC 15, and hit points equal to 5 + your warlock level. The Strength DC to break free is equal to your warlock spell save DC. Creatures entangled in this net suffer 1d8 lightning damage whenever they knowingly lie.

TRAITS OF THE DWELLER

The Keeper takes more than just restful sleep; it steals humanity and one's own sense of self as well. Consider adding one or more of these traits when creating a warlock or after serving the goals of the Keeper of the Depths.

Roll Trait

- 1 You often inquire about the dreams of others.
- 2 You insist on going to bed early every night.
- 3 You sometimes talk in your sleep, whispering terrible secrets about things unknown to you.
- 4 You are extremely interested in the secrets of others.
- 5 You always listen with complete focus when being taught something.
- 6 You move in a way that is somehow... *wrong*.
- 7 You speak to bodies of water and expect a response.
- 8 You tend to blabber on and on.
- 9 You sometimes ask personal questions instead of offering greetings.
- 10 You appear oddly wet at all times, even when dry.
- 11 Your skin becomes rubbery and cold.
- 12 Your pupils are oddly shaped, like those of an octopus.
- 13 Your fingernails have disappeared.
- 14 Your heartbeat can't be felt, only heard.
- 15 Clothing or armor you wear for long periods of time assumes the appearance of coral or seaweed.
- 16 Your blood slowly becomes saltwater when exposed to air.
- 17 Your hair is always wet and discolored.
- 18 A scent of ocean air seems to follow you.
- 19 When you cast a spell, dark tentacles seem to reach up from under your skin before disappearing.
- 20 Your teeth become jagged and triangular, like those of a shark or other predatory fish.

THE PERFECT CHORD

You have heard the most sublime sound in the world, and it has changed you forever. You've taken the resonance into your heart - nay, into your very soul! - and it has brought meaning and inspiration to your days. The Perfect Chord resounds through the quiet places of the world as a clear and harmonious note that spirals with infinite complexity, gaining sentience and life with every sound it collects. It has no motive but to include every sound in the universe within itself and it inspires others with an endless desire to find new forms of radiant music and then call it forth to collect them.

EXPANDED SPELL LIST

The Perfect Chord 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.

PERFECT CHORD EXPANDED SPELLS

Spell level	Spells
1st	<i>dissonant whispers, thunderwave</i>
2nd	<i>knock, silence</i>
3rd	<i>beacon of hope, resonance*</i>
4th	<i>compulsion, dominate beast</i>
5th	<i>animate objects, awaken</i>

SEEKER OF THE SOUND

At 1st level, your heartbeat is tuned to the Perfect Chord. You gain proficiency in the Performance skill. Whenever you cast a spell that has only a verbal and somatic component you can choose to cast it as though it only had a verbal component.

Whenever you cast a spell of 1st level or higher that only has a verbal component, including those modified by this feature, you gain temporary hit points equal to your Charisma modifier that last for one minute.

DECEPTIVE CADENCE

At 6th level, you learn to turn the tempo of battle against your enemies. Whenever you are attacked by a creature that you can see, you can use your reaction to inflict a moment of perfect silence upon your attacker.

It must make a Charisma saving throw against your warlock spell save DC. If it fails, it is deafened for one minute and takes thunder damage equal to 1d6 damage per two warlock levels you possess as the sound echoes back.

Once you use this feature, you cannot do so again until you finish a short or long rest.

VOICE OF THE MAESTRO

At 10th level, your spirit copies the sounds it hears with perfect clarity. You gain resistance to thunder damage. Whenever you sing, you can mimic the sounds of one or more instruments simultaneously. Additionally, you can mimic speech and other vocalizations, but not spellcasting. Creatures must succeed an Insight check against your warlock spell save DC + 10 to determine the sound is falsified by listening alone.

THE GRAND FINALE

At 14th level, you learn to call upon a single note of the Perfect Chord to manifest itself into reality. As an action, you sing to the Chord. When you do, you can choose to have it appear in one of the following ways, each with different effects:

- **Prelude:** You and allies within 30 feet of you gain advantage on initiative checks, and you can add your Charisma modifier to initiative rolls. This effect lasts for 3 hours.
- **Reprise:** While you maintain concentration as though concentrating on a spell, you can use your bonus action to make a single attack. This effect lasts up to 1 minute.

- **Dirge:** Hostile creatures within 30 feet must make a Charisma saving throw against your warlock spell save DC. While you maintain concentration, all hostile creatures that failed their saving throw have disadvantage on all attack rolls and ability checks. This effect lasts up to 1 minute.
- **Encore:** Choose a spell of 7th level or lower that you have seen cast by someone other than you in the past minute. You immediately cast that spell, ignoring material component requirements.

Once you call upon the Chord using this feature, you cannot do so again until you finish a long rest.

ELDRITCH INVOCATIONS

ALLEGRO VIVACE

Prerequisite: Perfect Chord patron, 9th level

You can cast *greater restoration* using a warlock spell slot. Once you cast this spell, you cannot do so again until you finish a long rest.

CHEERFUL DUET

Prerequisite: Perfect Chord patron, Pact of the Chain feature

If you have a symphonic songbird as your familiar, it gains additional maximum hit points equal to your warlock level. You can choose to cast spells that require only verbal components as though you were in your familiar's space.

COMPOSITIONS OF THE MASTERS

Prerequisite: Perfect Chord patron, Pact of the Tome feature

Your ability to speak and cast spells is not impeded by being unable to produce sound, such as when you are within the area of the *silence* spell. Physical impediments such as gags are still effective. You also become immune to the deafened condition.

HARP OF HUNTING HORN

Prerequisite: Perfect Chord patron, Pact of the Blade feature

You can create a longbow or shortbow made from ivory and strung with dozens of strings using your Pact of the Blade feature. This weapon deals thunder damage, and fires arrows of light that it produces when a string is pulled back. Once per turn, you can choose to fire an arrow at an ally in place of making an attack with this weapon, infusing them with energy that grants them advantage on the first attack roll they make before the start of your next turn.

WICKED WALTZ

Prerequisite: Perfect Chord patron, 17th level

You can cast *Otto's irresistible dance* once without using a spell slot. You cannot do so again until you finish a long rest.

MUSICAL PACT OBJECTS

When you select the Pact of the Blade, your pact weapon could appear as a sword inscribed with lines of music, an axe shaped like a guitar, or a maul in the shape of a musical note. Familiars could sing to distract enemies when taking the Help action, and a Tome could contain the most wicked solo ever written.

RECORD OF THE INCIDENT AT ESTELLE SHARP'S PERFORMANCE OF "THE CALLING OF THE RAINBOW'S SOUL"

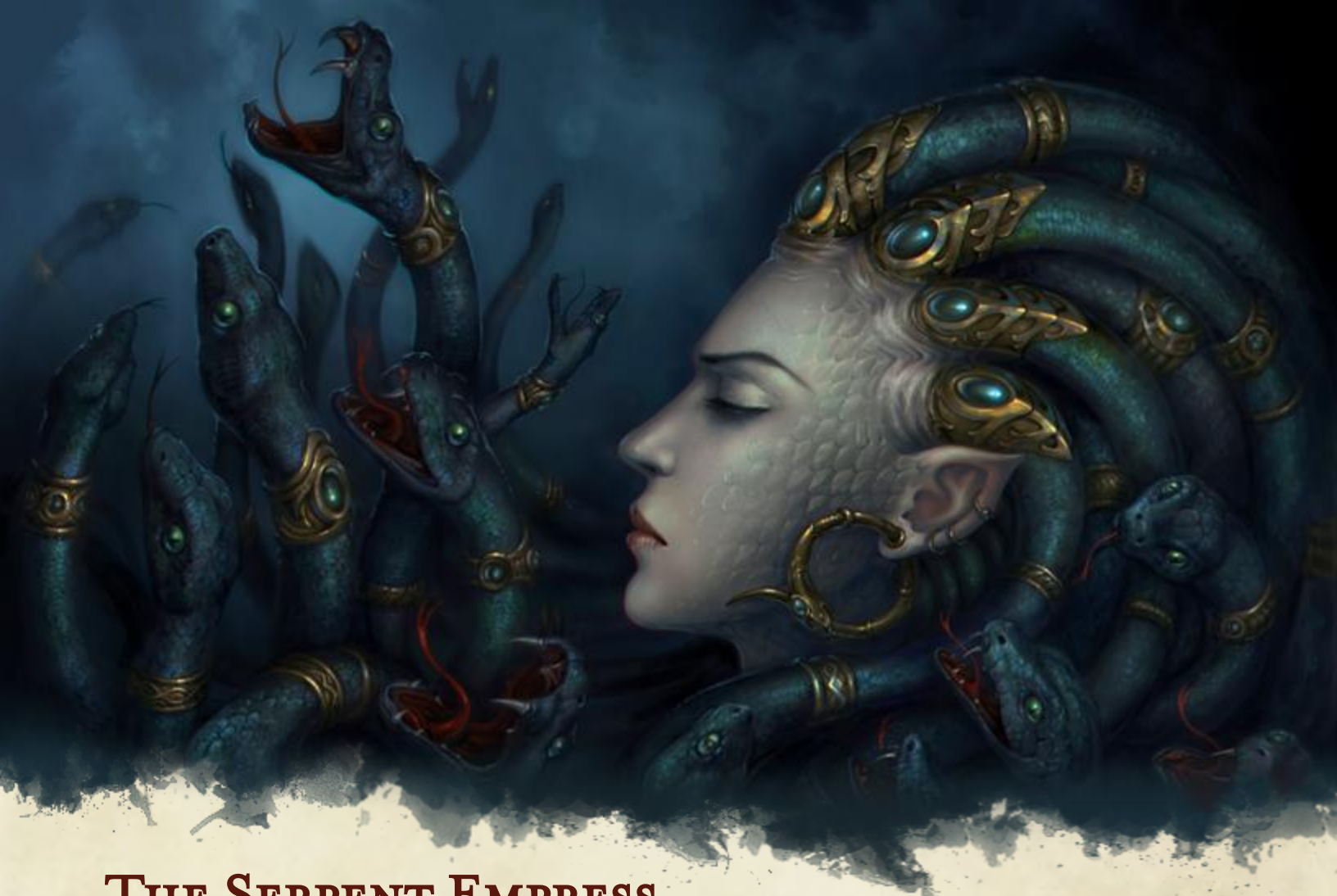
At 7:43 in the "Jovial Spirit" opera house, Ms. Sharp began to sing to a full house of nobles after being greeted with much polite applause. At 7:45, during the opening lines of the chorus, a strange phenomenon began to manifest around Ms. Sharp. Statements taken afterwards from eyewitnesses claimed a sort of "glowing mark" had manifested itself above the stage. One of the nobility who possessed magical aptitude but could not be found for comment had apparently feared foul play of some kind and cast a dweomer that would repel any sorceries present. Their attempt was unsuccessful. Several reported that the quality of her singing had grown steadily as the light remained above the stage, and claimed that such magical enhancements were "unprofessional" and "unwarranted." Soon after, the light disappeared, and the performance resumed without any further disruption. Ms. Sharp declined to comment on the incident, claiming it to be "merely a sign of inspiration."

TRAITS OF THE VOCALIST

Consider adding one or more of these traits when creating a warlock or after seeking a new sound to add to the Perfect Chord's eternal symphony.

Roll Trait

- 1 You often inquire about the musical preferences of others.
- 2 You insist on others joining you when you sing.
- 3 You sometimes sing in your sleep.
- 4 You are extremely interested new environments.
- 5 You always listen with complete focus when hearing music for the first time.
- 6 You move in a way that is perfectly in rhythm.
- 7 You speak to instruments and expect a response.
- 8 You have a tendency to snap in time.
- 9 You sometimes ask people to repeat or speak certain words so that you can memorize their voices.
- 10 You do not walk, you *march*.
- 11 Your skin has odd parallel lines tracing it, like those of sheet music.
- 12 Your eyes are shaped like those of a bird.
- 13 You can't stop your fingers from tapping gently.
- 14 Your heartbeat is always in rhythm with your words.
- 15 Clothing or armor you wear for long periods of time becomes colorful or somber to suit your mood.
- 16 Your speech comes in defined patterns.
- 17 Your hair is always perfectly kept.
- 18 A scent of spring air seems to follow you.
- 19 When you cast a spell, a pulsing light appears from your chest in time with your heartbeat.
- 20 Your vocal range surpasses human hearing.



THE SERPENT EMPRESS

Situated within her palace of gold and turquoise, the Serpent Empress sleeps in serene silence, guiding her slaves about their secret business. Envious and vain, the Empress personifies greed and avarice in the hearts of man. Jealousy, spite, and simple pride have driven her servants to her side. She whispers in a sibilant voice, speaking of wealth and power promised but so rarely delivered. The sins she offers are subtle at first, but grow in style and salaciousness with every slow cycle of the hourglass. You've assigned yourself to her service, and sworn fealty to the Serpent Empress in exchange for a sliver of her supreme strength.

EXPANDED SPELL LIST

The Serpent Empress 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.

SERPENT EMPRESS EXPANDED SPELLS

Spell Level	Spells
1st	<i>command, ray of sickness</i>
2nd	<i>protection from poison, silence</i>
3rd	<i>feign death, serpent's bite*</i>
4th	<i>compulsion, dominate beast</i>
5th	<i>cloudkill, modify memory</i>

BLESSING OF THE EMPRESS

At 1st level, you receive the favor of your patron. You gain advantage on saving throws against poison and the poisoned condition. Whenever you inflict the poisoned condition on a creature, you gain advantage on your first attack roll made within one minute. Additionally, you can speak to snakes, serpents, and other reptiles as though you were under the effects of the *Speak with Animals* spell.

HAIR OF SNAKES

At 6th level, you can cause a swarm of serpents to grow from your head as a bonus action, and they remain until you dismiss them. While they are out, you can see through the eyes of these serpents. As long as the serpents can see, you have advantage on Perception checks, gain darkvision out to 30 feet, and have immunity to the blinded condition. Whenever you are attacked by a creature within 5 feet of you, you can use your reaction to cause the serpents to strike. The attacker must make a Constitution saving throw against your warlock spell save DC or be poisoned until the end of your next turn.

You can use this reaction a number of times equal to your Charisma modifier, and these uses recover whenever you finish a long rest.

TOXIC BLOOD

At 10th level, your veins run with venom. You gain resistance to poison damage and immunity to the poisoned condition. Additionally, poison damage you deal treats immunity to poison as resistance to poison. Creatures immune to the poisoned condition are considered to be not immune, but they do have advantage on any saving throw against the poison.

PETRIFYING GAZE

At 14th level, your patron looks from your eyes and exerts her power through you. As an action while your hair-serpents are revealed and you are not blinded, you can cast *flesh to stone* without using verbal, somatic, or material components. When you do so using this feature, the spell targets all creatures within a 30-foot cone. You can cast this spell in this way once, and this use recovers whenever you finish a long rest.

Additionally, you gain immunity to poison damage.

ELDRITCH INVOCATIONS

SCROLL OF IMPERIAL AUTHORITY

Prerequisite: Serpent Empress patron, Pact of the Tome feature

You can cast *beast bond* and *beast sense* at will without expending a spell slot, but the creature you select must be a snake or other reptile. Whenever you cast these spells, they do not require concentration, but you can only have one active at a time.

OPHIDIAN FANG

Prerequisite: Serpent Empress patron, Pact of the Blade feature

You can create a shortsword carved from the fang of a giant serpent with a hilt of gold wrapped in snakeskin using your Pact of the Blade feature. This weapon inflicts poison or piercing damage (your choice). Whenever you hit a target with this weapon, you can use a bonus action to take the Disengage action. Once you do so, you can't do so again until you inflict the poisoned condition on an enemy, or you finish a short or long rest. Critical hits with this weapon cause the enemy to be poisoned until the end of your next turn.

HANDMAIDEN'S FRIEND

Prerequisite: Serpent Empress patron, Pact of the Chain feature

When you have an imperial cobra as your familiar, it gains additional maximum hit points equal to your warlock level, and you can cast the *poison spray* cantrip, using your familiar as the point of origin for the spellcasting.

MAJESTIC SCALES

Prerequisite: Serpent Empress patron, 5th level

While not wearing armor or a shield, you can choose to have your AC equal 12 + your Dexterity modifier. While you do so, your skin becomes covered in small, semi-transparent scales, and whenever you take the Dodge action, you also gain advantage on Wisdom and Charisma saving throws.

SLAVES OF THE EMPRESS

Prerequisite: Serpent Empress patron, 12th level

You can cast *giant insect* without expending a spell slot, except you can only target snakes. You can create up to two giant constrictor snakes or six giant poisonous snakes. Once you do so, you cannot do so again until you finish a long rest.

VENOMOUS BLAST

Prerequisite: Serpent Empress patron, 7th level, eldritch blast cantrip

Whenever you cast *eldritch blast* you can use a bonus action to turn it into a venomous blast. Each beam deals 3d4 poison damage instead of the normal value, and if you hit a target with two or more beams simultaneously, they must make a Constitution saving throw against your warlock spell save DC or be poisoned until the end of your next turn.

COLD BLOODED

Prerequisite: Serpent Empress patron, 7th level

You can cast *polymorph* once without expending a spell slot, but only to turn the target into a snake or other reptile. Once you do, you cannot do so again until you finish a long rest.

TRAITS OF THE IMPERIAL COURTIER

Consider adding one or more of these traits when creating a warlock or after serving the in schemes of the Empress.

Roll Trait

- 1 You speak with sibilant syllables.
- 2 You insist on eating your food raw.
- 3 You sometimes hiss in your sleep.
- 4 You enjoy watching others squirm.
- 5 You consider other authorities to be beneath you.
- 6 You move in a way that is oddly serpentine.
- 7 You frequently wear snakes upon your body.
- 8 You have a tendency to not blink.
- 9 You rise and posture boldly when threatened.
- 10 You enjoy lounging in the sunlight.
- 11 Your skin has patterned marks of deep color.
- 12 Your irises are shaped like those of a snake.
- 13 Your blood is dark green or black.
- 14 Your skin is always cool to the touch.
- 15 Clothing or armor you wear for long periods of time becomes scaled or patterned.
- 16 Your teeth become fanged and sharp.
- 17 Your tongue becomes long and forked.
- 18 Your shadow seems to be that of a snake.
- 19 When you cast a spell, your eyes glow with a colorful radiance, and shimmering scales cover your skin.
- 20 Your tongue often flicks out, tasting for scents.

THE SHADOWCAT

Your patron is an otherworldly incarnation of fate that strides between planes; a living omen of ill luck and good fortune alike. Drawn to the dreams of mortals, its servants perch upon the chests of the unwary in their sleep, stealing breath and fragments of life from their victims as they feed upon the nightmares this brings. When they've had their fill, they return to their master, who sends them back again to guide wayward children home and lead hunters astray. You've drawn the attention of this creature, for good or ill, and have made your pact in the deepest shadows of the dark.

EXPANDED SPELL LIST

The Shadowcat 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.

SHADOWCAT EXPANDED SPELLS

Spell Level	Spells
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1st	<i>animal friendship, feather fall</i>
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2nd	<i>find traps, silence</i>
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3rd	<i>conjure animals, nondetection</i>
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4th	<i>greater invisibility, phantasmal killer</i>
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5th	<i>antilife shell, creation</i>
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CLAWS OF SHADE

At 1st level, servants of the Shadowcat prowl through the far planes around you, defending you from harm. Whenever a creature you can see attacks you from within 60 feet, you can use your reaction to cause ethereal claws to lash out in retaliation. Make a melee spell attack roll. On a hit, the attacker takes slashing damage equal to your warlock level plus your Charisma modifier. If the target is slain, the attack against you fails. You can use this feature a number of times equal to your Charisma modifier and these uses recover whenever you finish a long rest.

STOLEN LUCK

At 6th level, as a bonus action, you can devour the fortune of a target within 60 feet. The subject has disadvantage on their next attack roll, ability check, or saving throw. You gain advantage on your next attack roll, ability check, or saving throw. Once you use this feature, you can't use it again until you finish a short or long rest.

UMBRAL VAULT

At 10th level, whenever you are subject to an effect that requires you to make a Dexterity saving throw, you can use your reaction to instantly dissolve into a dark mist and reappear at an unoccupied location within 30 feet, avoiding the effect. You cannot use this feature again until you finish a short or long rest.

CALL TO THE NIGHT

At 14th level, you can summon a servant of the Shadowcat into your realm within 30 feet of you as an action. The utterly black feline creature, called an ink lynx, acts under your command during its turn.



The servant remains until it dies, you dismiss it, or one minute has passed. Once you summon the lynx, you cannot do so again until you finish a long rest.

ELDRITCH INVOCATIONS

CODEx OF THE BLACK DAWN

Prerequisite: Shadowcat Patron, Pact of the Tome feature
You can summon forth a conconvocation of servants from the Shadowcat to deepen the darkness of an area. By performing a 10-minute ritual, you can create a small, cold and black false-flame around an object which reduces bright light to dim light and dim light to nonmagical darkness within a 30-foot radius. You can perform this ritual three times, after which you cannot do so again until you finish a long rest. Each false-flame remains until you dispel it as an action or it comes into contact with real fire.

DUSKBORNE COMPANION

Prerequisite: Shadowcat Patron, Pact of the Chain feature
When you have a dimcat as your familiar, it gains additional maximum hit points equal to your warlock level. Whenever it is touching you, you can see in magical darkness and gain darkvision out to 120 feet.

ELDRITCH CLAWS

Prerequisite: Shadowcat patron, 7th level

Whenever you use your Claws of Shade feature to reduce a creature to 0 hit points, you recover that use of the feature and can make a single melee weapon attack as part of the same reaction.

FANG OF THE PROWLER

Prerequisite: Shadowcat Patron, Pact of the Blade feature

You can create a rapier made from polished silver flowing with blue-black smoke using your Pact of the Blade feature. If you hit an enemy with this weapon, you can take the Dodge action as a bonus action; when you do so, you can't use this invocation to do so again until you reduce an enemy to 0 hit points using this weapon or you finish a short or long rest.

SLEEPLESS NIGHTS

Prerequisite: Shadowcat Patron

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 must still perform only light activity, such as reading or keeping watch.

TRAITS OF THE SHADESTRIDER

Consider adding one or more of these traits when creating a warlock or after sealing the fate of an enemy of the Shadowcat.

Roll Trait

- 1 You feel most comfortable in the dark.
- 2 You prefer to be nocturnal in your habits.
- 3 You sometimes hiss when startled.
- 4 You enjoy watching others sleep.
- 5 You view everyone as beneath you.
- 6 You move in a way that is oddly catlike.
- 7 You frequently wear blue jewelry.
- 8 You tend to grin widely even when it would be inappropriate.
- 9 You curl your back and bare your teeth when you are threatened.
- 10 You enjoy lounging in the moonlight.
- 11 Your skin has wisps of shadow coming from it.
- 12 Your irises and eyes are shaped like those of a cat.
- 13 Your blood is thick and dark like ink.
- 14 Your skin fades to an obsidian shade when in shadow.
- 15 Clothing or armor you wear for long periods of time becomes dark and tattered.
- 16 Your teeth become fanged and sharp.
- 17 Your ears become pointed and catlike.
- 18 Your shadow seems to pace beside you, even against the light. The effect is disconcerting to others.
- 19 When you cast a spell, your eyes glow with a blue light, and shadows pour from your hands.
- 20 Small retractable claws sprout from your fingers in place of your fingernails.

INK LYNX

Large fey, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 65 (10d10+10)

Speed 45 ft., climb 45 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +8

Skills Stealth +8, Perception +6

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 16

Languages can't speak, but understands commands

Challenge 5 (1,800 XP)

Eyes of the Hunter. Magical darkness doesn't impede the lynx's darkvision.

Nightmare Hunter. Whenever the lynx succeeds on a saving throw, it can use a reaction to teleport up to 60 feet and make a single claw attack.

Shadow Dweller. The ink lynx can choose to generate an aura of magical darkness around itself as an action, as the *darkness* spell, except the area only fills a ten-foot cube centered on the lynx and moves with it. It can suppress this aura using a bonus action.

Actions

Multiattack. The ink lynx makes two claw attacks and one bite attack.

Shadowed Pounce. The ink lynx teleports up to 60 feet and makes one bite attack.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 7 (2d6) psychic damage.

ANCIENT CHILDREN'S' SONG

"Follow, follow, follow it home. Follow the Shadowcat home. Sleep, sleep, sleep in the night. Do not wake with fright. Dance, dance, dance in your dream. Light shall not be seen. Laugh, laugh, laugh till you cry. It will not let you fly.

Run, run, run till you're home. Follow the Shadowcat home."

"Follow, follow, follow it home. Follow the Shadowcat home. Sleep, sleep, sleep in the night. Let it take your fright.

Dance, dance, dance in your dream. Help in its scheme. Laugh, laugh, laugh till you cry. It will say goodbye.

Run, run, run till you're home. Follow the Shadowcat home."

7th Era, source unknown



THE STORM LORD

You've made a pact with an ancient power known as the Storm Lord. Massive and timeless, this godlike entity sails the winds of the void through the darkest places between the skies of countless worlds. His is the spirit that consumes the remains of the purified souls of heroes, and his wings cover the sky like the maelstroms he brings. This entity finds silent amusement at seeing mortals in peril, and it tends to draw cults of shadowy beings to worship at its altars, performing dark rituals in the name of the Lord of Winds.

EXPANDED SPELL LIST

The Storm Lord 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.

STORM LORD EXTENDED SPELLS

Spell level	Spells
1st	<i>fog cloud, thunderwave</i>
2nd	<i>gust of wind, warding wind</i>
3rd	<i>call lightning, wind wall</i>
4th	<i>ice storm, storm sphere^{EE}</i>
5th	<i>control winds^{EE}, mislead</i>

MAJESTY OF THE CLOUD RULER

At 1st level, you can cause other creatures to cower as you manifest a fraction of the awe-inspiring glory of the Storm Lord. As an action, you can cause creatures of your choosing within a 30-foot radius originating from you to make a Charisma saving throw against your warlock spell save DC. The creatures that fail their saving throws are knocked prone, and have their speed halved 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.

BREATH OF THE GALE

At 6th level, you passively manifest a small tempest around yourself. Whenever you take the Dash action or move using a reaction, nonmagical ranged attacks against you are made with disadvantage until the start of your next turn. Also, you have advantage on saving throws against dangerous gasses, clouds, and forceful winds or other similar effects. Finally, your vision is not obscured by fog, mist, smoke, or other airborne particles.

RIDER OF LIGHTNING

Beginning at 10th level, your patron grants you a connection to the primal places that are heard in the thunder. Whenever you deal lightning or thunder damage using a spell of 1st level or higher or cast a spell granted by your patron's extended spell list, you can use a bonus action to teleport to an unoccupied location within 5 feet of the target or to a point within the spell's area.

SLAYER OF THE KING

At 14th level, you discover the secrets of the unspoken heroes that sought the downfall of the Storm Lord. As an action, you can cleave the air with a blade of purest wind. All targets within 5-foot-wide line 300 feet long and 300 feet high must make a Dexterity saving throw against your warlock spell save DC. Those that fail take force damage equal to three times your warlock level, while those that succeed take half as much damage. Once you use this feature, you cannot do so again until you finish a long rest.

ELDRITCH INVOCATIONS

ARC LIGHTNING

Prerequisite: Storm Lord Patron, 11th level, eldritch blast cantrip

Whenever you hit an enemy with *eldritch blast*, you can use a bonus action to cast *lightning bolt* directly at the target using a warlock spell slot.

DANCE OF THE STORM

Prerequisite: Storm Lord Patron, 15th level

You can cast *fly* on yourself at will without expending a spell slot or material components.

ESSENCE OF THE SKY

Prerequisite: Storm Lord Patron, Pact of the Chain feature

If you have a spark seeker as your familiar, it gains additional hit points equal to your warlock level. Whenever you cast a spell that deals thunder or lightning damage or is from the patron's Expanded Spell List, the seeker can attack with its spikeshard as a reaction.

FLAYWIND GLAIVE

Prerequisite: Storm Lord Patron, Pact of the Blade feature

You can create a glaive made of silver mist and storm-scarred steel using your Pact of the Blade feature. You can use your Charisma modifier for attack and damage rolls with this weapon. When a ranged attack misses you while you are wielding this weapon, you can use a reaction to move up to 15 feet. If the attacker is within reach after you move, you can make a single melee attack against them with this weapon as part of the same reaction.

GRIMOIRE OF THE ENDLESS RAIN

Prerequisite: Storm Lord Patron, Pact of the Tome feature

Whenever you finish a long rest, you can spend 10 minutes performing a ritual to change the weather within a 1-mile radius. When you do, an unnatural storm appears and slowly follows you around, gently raining and occasionally flashing with lightning. Whenever you reduce a creature to 0 hit points while outside, you can use your reaction to call a bolt of lightning to strike your outraised hand. Creatures of your choosing within a 5-foot radius must make a Constitution saving throw against your warlock spell save DC. Those that fail are deafened for one minute, and you gain resistance to thunder and lightning damage for one minute.

WINDSWEEP DEFENSE

Prerequisite: Storm Lord Patron, Pact of the Blade feature

Whenever you are wearing no armor or shield, you can choose to have your AC equal 11 + your Charisma modifier. While you do so, you can use your reaction to move up to 10 feet without provoking an opportunity attack whenever you are targeted with a melee attack, potentially causing the attack to miss if the enemy cannot pursue.

RITE OF THE STORMBRINGER

Within each cult to the Storm Lord there is an individual known as the Herald, who is charged with speaking the will of the Lord to his disciples. The Heralds must perform the Rite of the Stormbringer to advance to this title, but few are blessed with the mantle. To gain this, they go to the highest point within the land. There, the initiate is stripped, beaten, and dangled from the precarious perch by rope for three days and three nights. Those that survive are considered worthy of the attention of the Lord, and are inducted into the ranks of the Stormbringers. Those that die are hailed as heroes, and their souls are consumed by the Storm Lord.

TRAITS OF THE HERALD

Consider adding one or more of these traits when creating a warlock or after sending the soul of a hero to the Storm Lord.

Roll Trait

- 1 You feel uncomfortable in heavy clothing.
- 2 You prefer to be outdoors whenever possible.
- 3 You whistle quietly at odd times.
- 4 You enjoy even the most extreme weather.
- 5 You view most people as beneath you.
- 6 You move in a way that is strangely light.
- 7 You frequently wear dark robes.
- 8 You tend to grin widely when watching the suffering of others.
- 9 You do not ask. You declare.
- 10 You enjoy standing outside in a storm.
- 11 Your skin has wisps of fog coming from it.
- 12 Your eyes change color to match the sky.
- 13 Your blood is watery, as though it were rained upon.
- 14 Your skin crackles with sparks when rubbed strongly.
- 15 Clothing or armor you wear for long periods of time becomes scarred with lightning marks.
- 16 Your body is covered in symbolic tattoos.
- 17 Your hair constantly swirls, even in still air.
- 18 Your face is cruel and alien to behold.
- 19 When you cast a spell, your eyes glow with a blue light, and mist pours from your hands.
- 20 Thunder echoes your speech while you are outside during a storm.

THE WARRIOR-SAINT

You've made a pact with the Warrior-Saint, one of the great champions of the multiverse. This ancient being acts as an enforcer of the cosmic balance - law and chaos, good and evil. It is the agent of the forces of creation and destruction that act upon the world, and is more akin to a supernatural phenomenon than a god or demon. The Warrior-Saint grants objects and boons of terrible power crafted during the creation of the world, as well as the strength to enforce your own morality and philosophy in the eternal conflict that spans between the planes. In exchange, it watches through the eyes of its servants, and uses them as guardians of its treasures.

EXPANDED SPELL LIST

The Warrior-Saint 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.

WARRIOR-SAINT EXPANDED SPELLS

Spell Level Spells

1st *detect evil and good, searing smite*

2nd *enlarge/reduce, enhance ability*

3rd *blinding smite, protection from energy*

4th *aura of life, stoneskin*

5th *banishing smite, circle of power*

BLIND JUSTICIAR

At 1st level, your vision is blessed by the ethereal sight of the Warrior-Saint. As a bonus action, you can choose to gain truesight out to 5 feet which lasts until the end of your next turn. Until the end of your next turn, you suffer from disadvantage on attacks and Perception checks against targets beyond this range. This improves to 10 feet at 11th level, and to 20 feet at 17th level.

TREASURES OF PAST AGES

At 6th level, your Pact object or familiar is granted power from the Warrior-Saint. You gain one of the following benefits depending on your Pact Boon feature:

Pact of the Blade: You gain proficiency in medium armor and shields. Whenever you are targeted with a ranged spell attack while wielding your Pact weapon, you can use a reaction to make a Charisma saving throw against the caster's spell save DC. If you succeed, the caster must choose a different valid target or the spell fails.

Pact of the Chain: Before your familiar would suffer damage, you can use your reaction to grant your familiar immunity to damage from that attacker until the end of the turn.

Pact of the Tome: Whenever you are attacked, you can cast a spell or cantrip with a range of *self* as a reaction before the result is revealed.

You can use a reaction granted by this feature a number of times equal to your Charisma modifier, and these uses recover whenever you finish a long rest.



HANDS OF THE SAINT

At 10th level, you learn to call the ethereal hands of the Warrior-Saint from your back as a bonus action. The hands can be used to cast spells with somatic components or to hold a single target you've grappled. While they are deployed, you gain resistance to force damage and have advantage on Athletics checks made to shove or grapple. The hands remain until you dismiss them as a bonus action.

GUARDIAN OF BALANCE

At 14th level, your patron accepts you as a disciple of the eternal law, and gifts you a treasure of its own creation. You gain one of the following benefits depending on your Pact feature:

Pact of the Blade: Whenever you cast a cantrip while wielding your Pact weapon, you can make a single attack with it as a bonus action. Additionally, you gain proficiency in heavy armor.

Pact of the Chain: Your familiar can make attacks without you taking the Attack action. It gains a bonus to attack and damage rolls equal to your Charisma modifier.

Pact of the Tome: Whenever you've cast a spell that requires concentration and affects only allies or yourself, you can temporarily dismiss it as a bonus action. During that time, it has no effect and does not require concentration. You can resume the spell as a bonus action. You can have only one spell dismissed at a time, and a spell that is dismissed is lost if you finish a long rest.

ELDRITCH INVOCATIONS

ALL ELSE EQUAL

Prerequisites: Warrior-Saint Patron, 7th level

You can choose to have *searing smite*, *blinding smite*, and *banishing smite* apply whenever you strike a target with any attack, rather than only weapon attacks.

BETWEEN THE WORLDS

Prerequisites: Warrior-Saint Patron, 16th level

You can cast *plane shift* without expending a spell slot. Once you cast this spell, you cannot do so again until you finish a long rest.

TITAN'S BLADE

Prerequisites: Warrior-Saint Patron, Pact of the Blade feature

You can create a greatsword of polished star-steel capped with a shining gemstone using your Pact of the Blade feature. Whenever you strike a creature with this weapon, you can choose to unleash a wave of magical force to push the target up to 10 feet directly away from you. You can choose to use your Charisma modifier for attack and damage rolls with this weapon.

SCRIPTURE OF NATURAL LAW

Prerequisites: Warrior-Saint Patron, Pact of the Tome feature

You can cast *zone of truth* once without expending a spell slot. This use recovers whenever you finish a short or long rest. You automatically succeed on saving throws against this spell.

SERVANT-PRIESTS

Prerequisites: Warrior-Saint Patron, Pact of the Chain feature

While you have a scribeant swarm as your familiar, it gains additional maximum hit points equal to your warlock level, and you gain advantage on Investigation and Perception checks.

TITANIC MIGHT

Prerequisites: Warrior-Saint Patron, 11th level

Whenever you have activated Hands of the Saint, your body flows with righteous power. You count as one size larger for the purposes of grappling and encumbrance, and you gain immunity to falling damage and damage from being forcibly moved.

WILL OF THE SAINT

Prerequisites: Warrior-Saint Patron

You can choose to have your AC equal 13 + your Strength modifier, as the robes of the Warrior-Saint cover your armor and flesh to protect you from harm. A shield's benefits apply as normal. Additionally, you can bypass the effects of the *non-detection* spell as the Saint's impartial gaze comes more easily to you.

DETAILS OF THE PACT BETWEEN THE WARRIOR SAINT AND ARCHPRIEST ISAURA

The signatory henceforth agrees to act in accordance with the wishes of the Saint until the conclusion of this contract. The wishes are as follows: The signatory shall destroy both fiends and celestials that trespass upon the sacred ground of the Temple. The signatory shall judge the living mortals within this plane in a fair and just manner. The signatory shall make responsible use of the treasures granted to them. The signatory shall not consort with fiends, celestials, or other extradimensional entities except in appropriate cases, which are as follows....

..... I hereby do proclaim and declare that I shall follow the written, spoken, and unspoken intention of this binding document, lest my soul be forfeit:

Archpriest Isaura of the Seventh Temple

TRAITS OF THE DISCIPLES OF THE SAINT

The strain of containing the power of the Warrior-Saint takes a toll upon the body and the spirit. Consider adding one or more of these traits when creating a warlock or after destroying the enemies of balance in the Saint's name.

Roll Trait

- 1 You enjoy discussing the nature of law.
- 2 You judge others harshly for their flaws.
- 3 You hold even deities in contempt.
- 4 You greatly enjoy slaying the wicked.
- 5 You view most people as beneath you.
- 6 You seem to occupy a larger space than you should.
- 7 You do not speak, you *declare*.
- 8 You tend to avoid strong displays of emotion or affection.
- 9 You do not ask. You demand clarification.
- 10 You enjoy making contracts with others.
- 11 Your skin has wisps of ethereal light coming from it.
- 12 Your eyes become a steel gray color.
- 13 Your blood is silver, like mercury.
- 14 Your skin is unnaturally hairless.
- 15 Clothing or armor you wear for long periods of time becomes inscribed with legal codes.
- 16 Your forehead is marked with a glowing tattoo.
- 17 Your face is eerily symmetrical.
- 18 Your shadow is always cast directly underneath you.
- 19 When you cast a spell, your eyes glow with a blue light, and radiant power pours from your fingertips.
- 20 Your voice can be clearly heard even in disruptive conditions, as though you were a judge delivering a verdict to a silent courtroom.



THE WEAVER OF LIES

The speech of a god is the act of creation itself, but what happens when the gods lie? The small accumulated deceptions come together, forming a creature of webs and treachery, lies and deceit. The Weaver, it is called, but it is a being woven from the lies of the gods themselves. Its influence is felt each day, in the small comforts one tells oneself to the greatest of blasphemies against the divine concordant. Spiders toil in service to the Weaver, and you've joined them in your greed.

EXPANDED SPELL LIST

The Weaver of Lies 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.

WEAVER OF LIES EXPANDED SPELLS

Spell Level	Spells
1st	<i>alarm, ray of sickness</i>
2nd	<i>silence, web</i>
3rd	<i>feign death, nondetection</i>
4th	<i>compulsion, phantasmal killer</i>
5th	<i>modify memory, insect plague</i>

POISONED MIND

When you forge this pact at 1st level, your patron teaches you the first lie ever told.

You gain proficiency in the Deception skill, and gain 1d4 temporary hit points whenever you make a Deception skill check. Also, whenever you cast a spell of 1st level or higher that targets a single hostile creature, you can use a bonus action to force the target to make a Constitution saving throw. If it fails, it is poisoned until the end of your next turn.

A TOUCH ON THE WEB

At 6th level, you learn to summon the slaves of the Weaver to extract vengeance. Whenever you take damage from a melee attack, you can use your reaction to summon a horde of spiders into the space adjacent to you. They have the same statistics as a **Giant Spider** (MM 328), except they are Small. These creatures obey your commands and act on your turn. You can summon up to one spider per two warlock levels, and they disappear when slain or after one minute has passed.

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

TRICKSTER'S DANCE

At 10th level, you can deceive even the fabric of reality. You cannot suffer disadvantage on saving throws. Additionally, you can cast *mislead* without expending a spell slot. Once you do so, you cannot do so again until you finish a long rest.

WALK INTO MY PARLOR

At 14th level, your blood flows with poison, yet your words are smooth as honey. You gain immunity to poison damage and the poisoned condition. As an action, you can attempt to charm a single target that speaks a language.

The target must make a Wisdom saving throw against your warlock spell save DC. If they are in combat, they have advantage on this saving throw. If they fail, they are charmed for one minute and must obey a single verbal command of your choosing that does not put them in visible danger. After they fail to resist once, they have advantage on subsequent attempts to resist for one hour. Whenever a creature succeeds on their Wisdom saving throw, they become immune to this effect for 24 hours. A creature that succeeds their Wisdom saving throw is aware that you are attempting to manipulate them, but cannot detect the magical nature of the manipulation without additional senses or detection by magical means.

ELDRITCH INVOCATIONS

ACOLYTES OF THE ARACHNID

Prerequisite: Weaver of Lies patron, Pact of the Tome feature
Whenever you finish a short or long rest, you can perform a weaving ritual over the course of 10 minutes. When you finish, you can touch a number of creatures equal to your Charisma modifier. These creatures are immune to the *web* spell or natural webbing and climbing costs no extra movement while the creature is touching a web. This lasts until that creature finishes a short or long rest.

ASSASSIN IN THE DARK

Prerequisite: Weaver of Lies patron, Pact of the Chain feature
If you have a shade widow as your familiar, it gains additional hit points equal to your warlock level. Whenever it uses the Bite action, you can use your reaction to impose disadvantage on the target's first Constitution saving throw against the widow's poison.

BINDING BLAST

Prerequisite: 9th level, Weaver of Lies patron, eldritch blast cantrip
Whenever you cast *eldritch blast*, you can use a bonus action to send transparent webbing to bind all targets that you've hit with your *eldritch blast*. None of the targets can move farther from one another than they were when you cast the spell unless they succeed a Strength (Athletics) check against your warlock spell save DC at the start of their next turn, which frees them from the webbing. Forced movement, such as a shove, automatically breaks the webbing.

BLASPHEMOUS WHISPER

Prerequisite: 7th level, Weaver of Lies patron
You can activate the Poisoned Mind feature whenever you cast a cantrip that targets only one enemy creature and requires a saving throw or melee spell attack.

LAIR OF THE LIAR

Prerequisite: Weaver of Lies patron, 7th level
You can cast the *web* spell once without expending a spell slot. Once you do so, you cannot do so again until you finish a short or long rest. Whenever you cast *web* and maintain concentration for the full duration, you can choose to have the web become permanent and impossible to dispel.

THE SILVER TONGUE

Prerequisite: Weaver of Lies patron, Pact of the Blade feature
You can create a dagger made of silver and bone using your Pact of the Blade feature. This weapon deals psychic damage. Whenever you strike a creature with this weapon, you can choose to inflict no damage. When you do, the target must make a Wisdom saving throw. If they fail, they are charmed by you until the start of your next turn, and will not take hostile actions against you, but may target your companions.

A PRAYER TO A FALSE GOD

"Oh Weaver, let what I have heard be false. Let your whispers speak to the world in which I live, for I have sinned so deeply and fully that even the gods themselves have turned their backs to me, and cast me into the shadow. Oh Weaver, Deceiver, Great Teller of Falsehoods, take me into your web that I might never see the truth of my deeds ever again..."

6th Era, author unknown

TRAITS OF THE SPIDERSWORN

The blissful heresy of a servant of the Weaver comes from a corruption of the mind and soul. Consider adding one or more of these traits when creating a warlock or after spinning a great web of lies in service to the Weaver.

Roll Trait

- 1 You enjoy telling tall tales.
- 2 You take advantage of the gullible at every opportunity.
- 3 You view the gods in a poor light.
- 4 You greatly enjoy fooling the wicked.
- 5 You view trusting people as tools for your use.
- 6 You always try to get the last word in.
- 7 You tend to talk in circles.
- 8 You frequently reject the logical arguments of others.
- 9 You do not tell, you *imply*.
- 10 You enjoy betrayal, even against yourself.
- 11 Your skin has long barbed hairs growing from it.
- 12 Your eyes become a glowing gold color.
- 13 Your blood is green, like the ichor of an arachnid.
- 14 Your skin is an unhealthy hue.
- 15 Clothing or armor you wear for long periods of time becomes covered in spider web insignias.
- 16 You grow additional eyes on your forehead.
- 17 Your facial proportions seem somehow *off*.
- 18 Your shadow is always cast directly towards the nearest light source.
- 19 When you cast a spell, shadows shaped like spiders crawl from your mouth and rush to cover your hands.
- 20 Your skin is covered in chitinous plates.



THE WILD HUNTSMAN

You've made a pact with the Wild Huntsman, a dark incarnation of the predatory nature of man. Cursed with a bitter chill that can only be shaken by the blood of the prey, and riding astride a steed whose eyes are cold as ice, the Wild Huntsman journeys between the planes seeking the greatest of challenges and the weakest of souls to harvest for his collection. You've encountered this entity and survived where others have fallen before his spear, and in return your life has been spared and your bargain made. You've been granted a place at the Huntsman's table and the services of his tireless steeds and hunting hounds, who howl in the darkest winter nights while seeking living souls to claim.

HUNTSMAN'S DISCIPLE

At 1st level, you gain proficiency in the Survival skill.

When you encounter the tracks of a creature, you can use an action to immerse the tracks left by the creature in a 100-foot radius in illusory white light.

This effect lasts for one minute. Once you have used this action three times, you cannot do so again until you finish a short or long rest.

EXPANDED SPELL LIST

The Wild Huntsman 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.

WILD HUNTSMAN EXPANDED SPELLS

Spell Level	Spells
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1st	<i>hunter's mark</i> , <i>ice knife</i> ^{EE}
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2nd	<i>cordon of arrows</i> , <i>pass without trace</i>
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3rd	<i>conjure animals</i> , <i>haste</i>
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4th	<i>freedom of movement</i> , <i>locate creature</i>
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5th	<i>awaken</i> , <i>cone of cold</i>
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BLACK FROST

At 1st level, you can call on your connection to the cold winds of the blizzard to carry you to your quarry. Whenever you make an attack roll, you can use a bonus action move up to 30 feet towards your target, even while mounted. When you do so, you create icy difficult terrain along your path and in a 5-foot radius around your space at your destination that lasts until the start of your next turn.

Hostile creatures that move into the area of this ice for the first time must make a Dexterity (Acrobatics) check against your warlock spell save DC or be knocked prone.

COLD RIDER

Starting at 6th level, you learn to summon a steed from the Huntsman's stable. You can cast *find steed* without expending a spell slot. When cast in this way, its casting time is one action, and you can choose to have the steed appear underneath you.

While you are mounted on the steed, you can choose to redirect any damage that it would take to yourself. Your steed does not recover hit points whenever you cast the spell again, but does recover all lost hit points whenever you finish a short or long rest.

If your steed has been reduced to 0 hit points, it cannot be summoned again using this feature until you finish a long rest. At 14th level, you can re-summon a fallen steed after you finish a short rest.

HOUNDS OF THE HUNTSMAN

At 10th level, you learn to call to the Huntsman's favored servants. You gain resistance to cold damage, and are not subject to exhaustion gained from cold environments or high altitudes.

As an action, you can summon a pack of the Huntsman's hounds to an empty space within 30 feet of you. These hounds understand your commands, and obey you without hesitation. They also gain additional maximum hit points equal to your warlock level. Whenever your pack is reduced to 0 hit points, they vanish into frozen mist. You can also dismiss your hounds at any time as an action, causing them to disappear - their hit points remain constant during this time. If your pack has been reduced to 0 hit points, it cannot be summoned again until you finish a long rest.

FIMBULWINTER

At 14th level, the cold winds of the boreal forests come at your call. You, your steed, and your hounds ignore difficult terrain while in cold regions, and your hounds and steed also gain resistance to cold damage. Whenever you finish a long rest, you can choose to perform a ritual that will gradually change the climate of a 10-mile radius to become cold and snowbound by an unnatural blizzard. This need be performed only once in mountainous or cold environments, twice in temperate regions, or three times in warm, tropical lands to reach full effect.

Creatures not native to the cold have disadvantage on Survival and Perception checks while within the area of Fimbulwinter. Creatures of your choosing are immune to this effect and to any exhaustion from being exposed to a cold environment.

If you fail to perform this ritual, the blizzard will cease within the day, and the snow will melt as normal.

ELDRITCH INVOCATIONS

BITTERCHILL BLAST

Prerequisite: Wild Huntsman patron, eldritch blast cantrip

You can choose to imbue your *eldritch blast* with freezing cold as a bonus action. Each beam deals 3d4 cold damage instead of the usual value, and the tracks of any creature you target with this attack glow with a pale light for 1 hour.

CHRONICLE OF WINTERS PAST

Prerequisite: Wild Huntsman patron, Pact of the Tome feature

You can use an action to infuse yourself with the most bitter of glacial ice. For one minute, cold damage you deal treats immunity to cold damage as resistance to cold damage. You also gain immunity to cold damage for the duration. Once you do so, you cannot do so again until you finish a short or long rest.

FROSTBOUND ARMOR

Prerequisite: Wild Huntsman patron, 5th level

You gain proficiency in medium armor and heavy armor.

GRIM HARVESTER

Prerequisite: Wild Huntsman patron

You can use your action to take a trophy from a corpse. You can gain advantage on one single attack roll, skill check, or saving throw of your choosing before the next dawn. You can use this feature twice, and recover all expended uses whenever you finish a short or long rest.

HIDDEN LODGE

Prerequisite: Wild Huntsman patron, 15th level

You can cast *Mordenkainen's magnificent mansion* once without expending a spell slot. You can't do so again until you finish a long rest.

LORD OF BEASTS

Prerequisite: Wild Huntsman patron, 13th level

Your hounds gain a bonus to their attack and damage rolls equal to your Charisma modifier, and the saving throw on your hound's attacks equals 8 + your proficiency bonus + half your Charisma modifier rounded up. If you have a familiar, it also gains this bonus.

SEEKER OF PREY

Prerequisite: Wild Huntsman patron, Pact of the Chain feature

When you have a harrowing hawk as your familiar, it gains additional maximum hit points equal to your warlock level, and you can communicate telepathically with your hounds and steed from up to ten miles away, and can perceive through their senses in the same way you can with your familiar.

SLAYER'S ARMORY

Prerequisite: Wild Huntsman patron, Pact of the Blade feature

You can create any simple or martial weapon from blackened cold iron and the bone of ancient beasts using your Pact of the Blade feature. If this weapon is a ranged weapon, it instantly creates ammunition when drawn. Whenever you hit a creature with this weapon while they are the subject of *hunter's mark*, the target takes 1d6 additional damage, and the bonus damage type is changed to cold damage. You can choose to use Strength for attack and damage rolls with this pact weapon, even if it is ranged.

TRAITS OF THE FROZEN RIDER

Consider adding one or more of these traits when creating a warlock or after slaying a beast in the Huntsman's name.

Roll Trait

- 1 You enjoy the outdoors immensely.
- 2 You harry your foes before killing them.
- 3 You view other warlocks as kin.
- 4 You boast of your kills at every opportunity.
- 5 You take a trophy from everything you hunt.
- 6 You feel comfortable in cold weather.
- 7 You prefer armor made of natural materials.
- 8 You frequently mock weaknesses you see.
- 9 You count actions over words.
- 10 You love the taste of meat.
- 11 Your skin is always coated in a thin layer of frost.
- 12 Your irises become a pale white color.
- 13 Your blood freezes when exposed to air.
- 14 Your skin is cold to the touch.
- 15 Clothing or armor you wear for long periods of time becomes covered in murals of hunting and sport.
- 16 Your weapons gradually become blackened.
- 17 A helm or mask appears in place of your face.
- 18 Antlers sprout from your head.
- 19 When you cast a spell, a swirl of snow spirals around you, and the air grows chill.
- 20 Your beasts enjoy your company, and compete for your attention.

HOUNDS OF THE HUNTSMAN

Large pack of Medium beasts, neutral

Armor Class 14 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	10 (0)	11 (+0)	10 (0)

Skills Perception +6, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, special (see text)

Senses passive Perception 16

Languages Understands master but can't speak

Challenge 1 (200 XP)

Frostborn Pack. The hounds can occupy another creature's space and vice versa, and can move through any opening large enough for a Medium hound. The pack can't regain hit points from magical healing, but recovers all missing hit points whenever it finishes a long rest.

Keen Hunters. The hounds have advantage on Wisdom (Perception) checks that rely on hearing or smell, and can track creatures across water.

Living Legion. The hounds are immune to conditions that would only apply to a single target, such as poison from a dagger or grappling by one person. When determining this, the hounds count as 4 Medium creatures standing adjacent to one another in two rows of two. The hounds have advantage on saving throws against spells and effects that would function on only a single target, such as *poison spray*, and they have disadvantage on saving throws from spells and effects that would apply to all the space they occupy, such as a well-aimed *fireball*.

Perfect Pack Tactics. The hounds function with a single purpose, and always have advantage on melee attacks.

Actions

Overwhelm. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 10 (2d6 +3) piercing damage, and the target must succeed a DC 13 Strength saving throw or be knocked prone. If the hounds have half their hit points remaining or fewer, the target takes 6 (1d6 +3) piercing damage and must succeed a DC 11 Strength saving throw or be knocked prone.

THE BARGAIN OF THE ARCHIVIST

OPTIONAL RULES FOR AN INTELLIGENCE-BASED WARLOCK

Some patrons, such as the Great Old One, Keeper of the Depths, and Accursed Archive are particularly suited to a more intelligent warlock, but any of them can be suited if you've talked with your DM about how this may be implemented. These rules are designed to enable you to play a warlock that is based on Intelligence as the primary attribute for the class instead of Charisma. Wizards beware - the warlock is entering your domain with secrets once thought forgotten.

SAVING THROWS

Your saving throw proficiencies become Intelligence, Wisdom instead of Charisma, Wisdom when you select this class at 1st level.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your warlock spells, so you use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

CLASS FEATURE AND INVOCATION ALTERATION

Whenever a warlock class feature or an Eldritch Invocation references your Charisma modifier, you must use your Intelligence modifier instead of your Charisma modifier.

THE BARGAIN OF THE PRIEST

OPTIONAL RULES FOR A WISDOM-BASED WARLOCK

Some patrons, such as the Fey, Storm Lord, Ashen Wolf, Eternal Citadel, Forgotten Graveyard, and Warrior-Saint are particularly well suited for a warlock that relies on Wisdom, but many of them can be suitable if you've talked with your DM about how this may be possible.

These rules are designed to enable you to play a warlock that is based on Wisdom instead of Charisma as the primary attribute for the class.

Clerics and druids should stand aside, for the darkest parts of nature and gods once thought forgotten have returned.

CLASS SKILLS

The class skill list is replaced with the following one: Animal Handling, Arcana, Insight, Medicine, Nature, Religion, Survival.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your warlock spells, so you use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

CLASS FEATURE AND INVOCATION ALTERATION

Whenever a warlock class feature or an Eldritch Invocation references your Charisma modifier, you can choose to use your Wisdom modifier instead of your Charisma modifier.

UNIVERSAL INVOCATIONS

BLAST WAVE

Prerequisite: Pact of the Blade feature, 5th level, eldritch blast cantrip

While you are wielding your pact weapon, you can use an action to unleash a shockwave of power around you. Each hostile creature within a 30-foot radius must make a Dexterity saving throw against your warlock spell save DC. If they fail, they take damage and suffer effects as though they were struck by a single beam from your *eldritch blast*.

ELDRITCH EMPOWERMENT

Prerequisite: Pact of the Blade feature, 5th level, eldritch blast cantrip

While you are wielding your pact weapon, you can use a bonus action to empower it with your *eldritch blast*. The first time you hit a creature with your pact weapon before the start of your next turn, it also takes damage and suffers any additional effects as though it were struck by a single beam from your *eldritch blast*. If you have the Agonizing Blast invocation, you can choose to add your Charisma modifier to the damage roll if you are at least 11th level.

ELDRITCH SHAPING

Prerequisite: 5th level, eldritch blast cantrip

You've learned to change how your *eldritch blast* is produced, and can modify how it affects others. You can take this invocation multiple times. The first time, you learn two of the following eldritch blast shapes that you qualify for. Each subsequent time, you learn two additional shapes. Whenever you gain another warlock level, you can change the shapes you have access to.

Whenever you cast *eldritch blast*, you can choose one of the following shapes for it to take. Agonizing Blast, Repelling Blast, and anything other than a change to the damage type of *eldritch blast* are "additional effects".

ELDRITCH CONE

Your blast is shaped into a 15-foot cone. Each creature within must make a Dexterity saving throw against your warlock spell save DC. If they fail, they take 1d4+1 force damage per beam your eldritch blast can produce, and are subject to any additional effects as though struck by half your maximum number of beams, rounded down.

ELDRITCH SHOCKWAVE

Your blast is shaped into a 30-foot line. Each creature within must make a Dexterity saving throw against your warlock spell save DC.

If they fail, they take 1d4+1 force damage per beam your eldritch blast can produce, and are subject to any additional effects as though struck by half your maximum number of beams, rounded down.

ELDRITCH RAY

Your blast is overcharged into a ray of power that targets a single enemy within the range. The target creature must make a Dexterity saving throw against your warlock spell save DC. If they fail, they take 1d12 force damage per beam your eldritch blast can produce, and are subject to any additional effects as though struck by half your maximum number of beams, rounded down.

ELDRITCH SHIELD

Prerequisite: 9th level

Your blast is shaped into a shield of energy around you that lasts for three rounds. While the shield is active, you gain a +1 bonus to your AC. If you are attacked, you can use your reaction to launch one beam of your *eldritch blast* at the attacker before the attack strikes. After you use this reaction, the shield fades.

ELDRITCH SPIKE

Prerequisite: 13th level

Your blast is shaped into a lance that juts up from the ground at a distant location. Choose a 20-foot line with an origin point within 60 feet of you. Each creature in the area must make a Dexterity saving throw against your warlock spell save DC. If they fail, they take 1d6 force damage per beam your eldritch blast can produce, and are subject to any additional effects as though struck by half your maximum number of beams, rounded down.

ELDRITCH ONSLAUGHT

Prerequisite: 16th level

Your blast is shaped into a massive sphere. Choose a radius of up to 20 feet within the range of your *eldritch blast*. Each creature within must make a Dexterity saving throw against your warlock spell save DC. If they fail, they take 1d4+1 force damage per beam your eldritch blast can produce, and are subject to any additional effects as though struck by half your maximum number of beams, rounded down.

FLEXIBLE SHAPING

Prerequisite: 7th level, eldritch blast cantrip, Eldritch Shaping invocation

Your *eldritch blast* ignores half and three-quarters cover. When you cast this cantrip and shape it into an alternative form using the Eldritch Shaping Invocation, you can choose to exempt creatures and objects of your choosing from suffering the effects of the spell. Finally, whenever you finish a long rest, you can exchange one of your known blast shapes for a new one.

GRAND EXECUTIONER'S BLADE

Prerequisite: Pact of the Blade feature, 15th level

Whenever you summon your pact weapon, you can use a bonus action to cast a spell of 1st level or higher with a casting time of one action. When you do so, you gain advantage on your next attack made with your pact weapon.

GRAND OGGULTIST'S TOME

Prerequisite: Pact of the Tome feature, 15th level

Whenever you cast a cantrip, you can use a bonus action to empower yourself with a defensive aura. Until the start of your next turn, whenever a hostile creature enters a space within 5 feet of you, you can use your reaction to trigger the aura, pushing the enemy up to 10 feet directly away from you.

GRAND SUMMONER'S CHAIN

Prerequisite: Pact of the Chain feature, 15th level

Your control over your familiar increases. You can choose to instantly cast *find familiar* without expending a spell slot immediately after you finish a short or long rest, and you do not need material components for this spell.

SACRIFICIAL DEMISE

Prerequisite: Pact of the Chain feature, 6th level

As an action, you can cause your familiar to sacrifice itself in an explosion of eldritch power. Choose any damage type that the familiar can inflict with an attack. Creatures within 20 feet of your familiar must make a Dexterity saving throw against your warlock spell save DC. If they fail, they take 1d6 damage per two warlock levels you possess of the chosen damage type, or half as much damage if they succeed. Your familiar is instantly slain by this sacrificial attack, but can be summoned again by casting *find familiar* as normal.

TWINNED BLADES

Prerequisite: Pact of the Blade feature

You gain access to a second pact weapon, and you can summon both whenever you would summon one of them. When you engage in two-weapon fighting using both your pact weapons, you can add your ability modifier to the damage of the second attack.

DARK ARTS

For more warlock invocations and spells, as well as new and exciting races, monsters, and class options, check out [/u/Jonoman3000's Dark Arts Player's Companion](#).

NEW CANTRIPS

(These cantrips are available to warlocks and bards.)

CHEERFUL SONG

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You sing a happy little tune, bolstering the spirits of up to 3 allies within range. Affected creatures gain 1 temporary hit point, and can add a +1 bonus to their attack rolls, saving throws, and ability checks made before the start of your next turn.

FRESH PAINT

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 hour, special

You create a magical paint that runs from your fingertips or fills a small container. You can use this paint in any way you could use ordinary paint. For each minute you spend coating a surface in this paint, the paint remains for twice as long. You can create any color of paint you choose each time you cast the spell.

NEW SPELLS

ACCURSED WISH

2nd-level conjuration

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

You speak aloud, demanding a boon from one of the darkest planes. You instantly replicate the effects of a spell of 1st level from the sorcerer spell list, or a cantrip from any spell list. Each time you cast this spell, roll a d20. If the result is a 1 or lower, you are struck by an unholy force, and are reduced to 0 hit points and fail your first and second death saving throws immediately after the spell is cast. If you are struck down a second time due to this spell before you finish a long rest, you die and cannot be resurrected by a spell cast using a spell slot lower than 8th level.

At Higher Levels When you cast this spell using a spell slot of 3rd level, you can replicate a spell of 2nd level or lower, and the threshold for being struck increases to a result of 2 or lower. When you cast this spell using a spell slot of 4th level, you can replicate a spell of 3rd level or lower, and the threshold for being struck increases to a result of 3 or lower. This pattern continues until the spell is cast using a slot of 7th or higher level, where no additional effect is gained and the threshold is not increased.

BLACKENED HEART

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You reach out towards a living creature that you can see. The target must make a Constitution saving throw. If it fails, its body is filled with vile poison, and it takes 10d6 poison damage at the start of its next turn.

If the target is reduced to 0 hit points before the start of its next turn, the poison explodes outward from it in a shower of disgusting bile. Creatures within a 10-foot radius of the target must make a Dexterity saving throw. If they fail, they take 10d6 poison damage, or half as much on a successful save.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the damage of each phase of the spell increases by 2d6 per spell slot level above 3rd.

BLASPHEMY

3rd-level abjuration

Casting Time: 1 reaction

Range: Self

Components: V

Duration: 1 minute

You curse, and will away the healing magics of nature and the gods. Each time a creature within a 60-foot radius of you would recover hit points, it must make a Charisma saving throw. If it fails, it does not recover hit points and instead takes 1d6 psychic damage. You can end this spell as an action.

CRUSHING TIDE

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You summon a rushing wave of water that manifests in a 60-foot line that is 15 feet wide. Creatures within the radius must make a Strength saving throw. If they fail, they are knocked prone and take 3d6 bludgeoning damage. If they succeed, they are not knocked prone and take half as much damage.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the bludgeoning damage increases by 1d6 per spell slot level above 3rd.

DARK SECRET

2nd-level divination

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You learn the greatest weakness of the target. Until the end of your next turn, you have advantage on all ability checks, attack rolls, and saving throws involving your target or actions it has taken, and it has disadvantage on all ability checks and attack rolls involving you or actions you have taken.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, you can choose one additional target per spell slot level above 2nd.

DARK EMPOWERMENT

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You channel dark energy into yourself. For the duration, you have resistance to damage dealt by living creatures that are not fiends, celestials, or fey. Whenever you damage a living creature, you gain temporary hit points equal to your spellcasting modifier. These temporary hit points last for the duration of this spell.

FORBIDDEN OBELISK

4th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon forth 10-foot-tall pillar 5 feet across covered in runic inscriptions from the depths of the Accursed Archive. You or any creature can attempt to read from the obelisk while within 5 feet of it as an action. The reader must make a Wisdom saving throw. If they succeed, they gain advantage on Wisdom ability checks and saving throws for one hour. If they fail, they are struck blind for one minute. A creature can only attempt to read from this pillar once per time it is summoned.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the duration of the blindness increases to 10 minutes and the duration of advantage increases to 2 hours.

FORGOTTEN PAIN

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You call back to dark times, inflicting an ancient magical torture upon a foe. Roll a d4 and consult the following table. The creature takes 4d6 damage of that type if it fails a Charisma saving throw. While you maintain concentration on this spell, you can use a bonus action to force the target make a Charisma saving throw, taking 4d6 damage of that type if they fail.

Roll	Damage Type
1	Necrotic
2	Fire
3	Lightning
4	Psychic

RESONANCE

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You sing to the inherent order within the ground around you. While you maintain concentration on this spell, you can use your action to disrupt that order. Choose a 10-foot cube within range. Creatures and objects within that square must make a Dexterity saving throw. If they fail, they sink into the ground as it softens and rehardens, becoming restrained for as long as you maintain concentration. Each round, the target can make a Strength saving throw, ending the effect on a success. Until the spell ends you can repeat this process, choosing a different 10-foot cube.

SERPENT'S BITE

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V,S

Duration: Concentration, up to 1 minute

Massive, venomous fangs spring from your mouth. Make a melee spell attack against a target within your reach. On a hit, the target takes 3d6 poison damage, and the target must make a Constitution saving throw. If they fail, they are poisoned until the start of your next turn. Until the spell ends, you can make the attack again on each of your turns as an action.

At Higher Levels. When you cast this spell using a slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd. When you cast this spell using a slot of 5th level or higher, you can make a single melee weapon attack as a bonus action after using your action to attack with this spell.

SUFFER

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point at a creature within range and speak a terrible word, commanding them to suffer. The target must make a Charisma saving throw. If they fail, they take 2d8 necrotic damage and 2d8 psychic damage and they have disadvantage on Strength and Dexterity ability checks for 1 minute. If they succeed, they take half as much damage and do not have disadvantage.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the necrotic damage or the psychic damage (your choice) increases by 1d8 per slot level above 2nd.

SUMMON SLIME

5th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V,S,M (a vial of acid)

Duration: Concentration, up to 1 hour

You summon ooze creatures that appear in unoccupied spaces that you can see within range. A summoned creature disappears when it drops to 0 hit points or when the spell ends. Choose one of the following options for what appears:

- One ooze creature of challenge rating 4 or lower.
- Two ooze creatures of challenge rating 2 or lower.
- Four ooze creatures of challenge rating 1 or lower.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns.

They obey any verbal commands that you issue to them (no action required by you). If you don't issue commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creature's statistics.

FOR THE DUNGEON MASTER

The patron can be considered one of the most important figures within the life of a warlock. This section contains several potential plot options for each patron, to tie them into the world and make them relevant to the events at hand.

THE ACCURSED ARCHIVE

Even if your setting is limited on libraries, the Archive could be a location filled with perpetually spoken oral histories, a gallery of art, or accessible by opening a certain book at a certain time. The cruel cunning behind this place is often subtle, and makes answers that lead to darker fates far easier to find.

The Archive has gained another resident - who are they, and what are they looking for?

A local religion is promoting the destruction of books and knowledge - in this instance, are they justified?

An artifact is discovered in the Archive - what does it do, and what does it want?

The Silent One has gone missing from the Archive. Where did it go, and what is it planning?

An accursed wish has gone awry, leading to a terrible tragedy. Can anything be done?

THE ASHEN WOLF

The Wolf is a beast of both cunning and resolve. It often finds humor in things mortals would consider anathema, but can display a curious sense of mercy. Consider the following potential plot hooks:

The warlock is considered an evil fiend by a local religious organization, but they desire help for some reason. Why?

The patron is behaving erratically - forcing predators from their normal hunting grounds and into settled lands. How has this happened?

Followers of another patron seek to somehow find and slay the Wolf. While they are destined to fail, what disaster do they bring along the way?

A hunt has been called to seek out a nearby terrible beast and slay it - the Wolf demands that the warlock be the first to find and kill the creature.

An emberborn or other fire elemental has been captured and enslaved, and the patron demands that it be freed.

THE ETERNAL CITADEL

Preservation is not always nice, and some things that should be long destroyed are often kept intact by the work of the Citadel, yet it is often benevolent nevertheless. Here are some potential plot hooks to play to the strengths of a Citadel warlock:

The warlock is tasked with defending a particular person with their life. Why does the Citadel care?

The party must safeguard a location from an encroaching horde of invaders, but are they what they seem?

There is a creature of immense power that must be contained, and the players have been requested to help. Who benefits?

The Citadel itself has become corrupted, and begins to bring the worst of villains into the most vulnerable of times. What are the consequences of this betrayal?

An extraplanar force seeks the destruction of the Citadel using a powerful magical artifact, but to what end?

Other servants of the Citadel appear, with a task in mind - but are they truly who they claim to be?

The Citadel has taken a friend of the warlock captive. Why has it done so, and what does it intend?

THE FORBIDDEN GRAVEYARD

The Graveyard is a place filled with lost secrets and artifacts, guarded by strange and intricate magics. There is balance there, but the balance of a person with one foot in the grave. Consider these potential plot hooks:

A fallen warrior from ages past seeks to right a grievous wrong. How is the warlock involved?

Angels, seeking to know who is meddling with the souls of the dead, come to investigate the warlock. How do they react?

A broken battlefield sends the players into the Graveyard, where they meet a former soldier. What is their story?

Another player who has nearly died during the events of the campaign considers becoming aligned with the Graveyard. What price do they pay for power?

The warlock meets another individual within the Graveyard - but who do they meet, and why is another person there?

Inexplicably, the Forgotten Graveyard has become full despite being an infinite plane. Spirits are somehow escaping and returning to their bodies, even those that are decayed long past recognition. It's up to the party to stop this madness, even as the dead rise and try to resume their former lives - or are consumed by a terrible hunger for living flesh.

THE GELATINOUS CONVOCATION

The Convocation does not see death as mortals do. It is fascinated with the lives that are led by ordinary people and heroes alike, and is always interested in collecting that knowledge and experience with a sizzling splash of magical ooze. Consider these potential plot hooks:

The warlock has been assigned to escort a collection of oozes into a newly-discovered dungeon. What troubles do they meet on the way?

A great champion has fallen, and the party must recover the memories of the champion before their corpse is devoured. What secrets did this champion hold?

A murder has occurred, and the party must decide if desecrating the body is worth it to find the killer. Did the victim even know?

The oozes of a dungeon have consumed enough memories to become sentient, but they're morose and depressed. Can they be helped?

THE GRAY PORTRAIT

The Portrait is not a patron with desires of its own. Indeed, it is the freedom from responsibility and consequence that makes it so enticing and desirable, but that same freedom gives the warlock all the farther to fall. Consider these plot hooks:

A rival artist has declared war on the warlock for stealing his audience, and vows bloody revenge. To what depths will they sink to gain it?

The warlock's portrait has been discovered by someone untrustworthy - who are they, and what do they plan?

Someone from the warlock's past recognizes them, but swears they haven't aged a day - how does this impact their relationship?

A friend of the warlock's sees the decay of the Portrait, and fears for the soul of their companion. How do they intervene?

The Gray Portrait is an homage to the classic tale *The Picture of Dorian Gray* by Oscar Wilde, featuring a man whose supernatural painting kept him safe from the evil he did to himself and others, until he realized what he had become.

THE KEEPER OF THE DEPTHS

The Keeper is ever-present, constantly seeking and curious. The secrets of magic, history, and the desires and foibles of mortals are endlessly interesting to this entity, as it has no dominion over the dead. It can provide intriguing mysteries with every fall of night, so consider some of these:

There is an artifact located near where the party is resting - according to a map from countless ages ago. How does the Keeper react to what is discovered?

A group is attempting to conceal a secret that could spell the end of a kingdom. Should the party investigate, or assist in the cover up?

A powerful wizard has created a new spell, and the Keeper wants to add it to the collection, by any means necessary. What is the spell, and why has the wizard invented it?

A new land has been discovered, but the Keeper whispers that it was once a great empire, now lost to time. What treasures and knowledge lie in wait?

THE PERFECT CHORD

The Chord is not exactly sentient, at least in the conventional sense. It is single-minded pursuit of new music and sounds, but rarely gets involved in mortal affairs. The Chord can appear in a variety of ways, but often manifests in a glowing, shimmering chorus of light and noise. Consider these melodies to add to your plot:

The Chord has begun to speak words and phrases - what do they mean? What does this portend?

An entire city has gone totally silent. Is this the work of the Chord, or something darker?

The warlock has been tasked with traveling to the peak of a massive mountain, and singing a certain note at a certain time. Does this bring reward, or disaster?

A bard has sworn to best the warlock in a competition. What tricks will they pull along the way?

THE SERPENT EMPRESS

Nobility, the intrigue of court, the connotations of such zealous fervor, and the collection of garden statues in the shape of terrified servants all add to the mysterious nature of the Empress. Her desire is almost always power and prestige, fame in the eyes of mortals and gods alike. Consider these plot hooks, for the glory of the Empress:

The warlock has been assigned to assassinate a noble in a distant land without being implicated. What happens when a rival servant of the Empress intervenes?

The party is temporarily transformed into serpents, and must overcome challenges for the amusement of the Empress. How will they earn their forms back?

The Wild Huntsman arrives uninvited in the court of the Empress - what does he want, and how does this impact the warlock?

The Empress desires the recovery of an artifact of one of her former champions - however, the object is cursed. What happens to the bearer, and can the curse be broken?

THE SHADOWCAT

The Shadowcat is an entity that follows a strange set of rules and is often compared to fey, though few know its true nature. The cat has an uncommon fondness for safeguarding children, but shows a callous and cruel countenance to their parents. Consider these plot hooks:

A child has been kidnapped and the Shadowcat has assigned the warlock to resolve this problem - but the child has wandered into the Feywild after escaping. Where did they end up?

Servants of the Wild Huntsman are seeking the pack of the Ashen Wolf with dark intentions. Why does the Shadowcat want the warlock to intervene, and in what way?

The inhabitants of a city are seemingly immune to nightmares - what magical power has done this, and should the warlock interfere to feed their patron?

The servants of another patron are interfering with something the Shadowcat finds interesting. Stop them, but without letting them know they were targeted. What is the Shadowcat interested in, and why?

THE STORM LORD

Ancient and unknowable, and rarely communicating with words, the Lord never touches the ground, even while at rest. The Storm Lord can provide several different plot hooks, such as these:

A cult to the Storm Lord has arisen in a nearby city, but the Lord is displeased with them. What have they done, and what punishment do they deserve?

A ritual to summon a hurricane must be performed at a certain day in a certain location, or disaster will follow. What is this disaster, and is stopping it worth the price?

One of the children of the Storm Lord has fallen from his favor, and seeks redemption. How can this be earned?

Inhabitants of the Elemental Plane of Air have been sighted nearby, but what is their aim?

An emissary from a nearby kingdom seeks the favor of the Lord. How can it be earned, and why do they seek it?

THE WARRIOR-SAINT

This patron functions as judge, jury and executioner for the violators of natural law. Arbitrary and absolute, the Saint doesn't take prisoners without good cause, and has earned the ire of many other patrons. Consider plot hooks such as these:

A cult of the Weaver of Lies has disrupted the peace of a valley. What falsehoods have they told, and to what end?

The Shadowcat has saved a child who was fated to die - what does the warlock do? Can fate be changed, or is it destiny?

The Accursed Archive has chosen a new servant, but this servant seeks to enslave a powerful fiend. How is this to be done, and should the warlock intervene?

A prisoner of the Saint has escaped and left a swath of devastation before disappearing. Where did it go, and why do its minions continue to appear to wreak havoc?

The Serpent Empress has stolen the heart of a mortal champion fated to summon an army of angels to the material plane - how does the Saint respond?

THE WEAVER OF LIES

As a creature tied to the fate and dishonesty of the gods themselves, this entity is more cunning than even the darkest of demons. The Weaver sees much, and says more, but how much can it be trusted? Consider these terrible twists for your plot, to show the influence of the Weaver:

There is an artifact that will bring great rewards to the owner. The problem is, it's owned by someone else who doesn't know quite what they have. How can the warlock obtain it, and what does it do?

The traitor wasn't a traitor after all - the Weaver just decided to get involved. What are the consequences?

The lies the warlock has told are finally catching up to them, and at the worst possible time. How do their allies and enemies react?

The biggest lie is the most believable - the party is mistaken for someone else, and must maintain the ruse. Who are they mistaken for, and what must they do?

Agents of the gods are seeking the warlock for an unknown reason. Will this lead to conflict, or alliance?

THE WILD HUNTSMAN

The Wild Huntsman honors all who fight and kill with valor and skill, even if they work against him and his goals. His influence is keenly felt in places wrapped in snow, and he is seen in his true incarnation on the material plane more often than any other patron. Consider these plot hooks:

The party has been tasked with slaying a massive and ancient beast. When it is revealed to be sentient and peaceful, how do they react?

Servants of the Ashen Wolf are seeking the warlock's head as a trophy. What methods will they sink to in their quest, and how can the warlock turn the tables?

The Huntsman has demanded the souls of a village in payment for a single favor. Will the party accept the deal, or seek another solution?

The Storm Lord is angry with the Huntsman for interfering with the weather. Can the party resolve this conflict before the storms and blizzards destroy their city?

DESIGN NOTES FOR PATRONS

Here are my thoughts on how to create warlock patrons, which I've used to create everything in this document.

First, seek inspiration. Find a great piece of art, a character from a book, or an event in your world that can give you a goal. Second, decide on the themes you intend to explore in your patron. Stick with no more than three unique themes, as anything more can lose cohesion. For example, the Keeper of the Depths covers the themes of secret knowledge, the ocean, and dreams. The Serpent Empress covers the themes of poison, authority, and snakes.

Then, create a spell list that fits this theme, but be careful to ensure that the spells you select aren't stronger or longer lasting than they should be. Always err on the side of more specific use or utility when it comes to expanded spell lists, and try to avoid overly tempting spells like *haste* when possible. Spells in the expanded list are always those not already on the warlock spell list. For the first level feature, pick something that is immediately and universally useful or interesting. It's not uncommon to see that the power of an expanded spell list in combat is balanced against the power of the first level feature in combat, though this is a fine line to walk. Always check the balance of power against other warlock features in the PHB, as comparison to another homebrew can easily lead you astray.

The sixth level feature should be an active form of defense. While this may be a reaction, it doesn't have to be. The tenth level feature should be some form of utility or passive resistance. The fourteenth level feature is something you can go a bit wild with, but it should drive the core concept of the patron home or represent their strongest ability.

After you're done, consider filling in the remaining design space with invocations and a familiar, paying close attention to those already existing and doing your best to balance against them. Afterward, make sure you use peer review. Many things, this document included, would be dramatically inferior without the gracious and helpful advice of others. If someone is harsh in their criticism, that often means they want you to succeed but know that without dedication, it won't turn out right.

Once you've accomplished all of this and made changes based on feedback, give it a try. Some things can be tricky to balance, so be willing to reduce the power of features even as you use them in game both for the enjoyment of other players and for yourself.

PACT OF THE CHAIN FAMILIARS

Warlocks who have been granted the Pact of the Chain can select from the following list of familiars in addition to those outlined in the feature's list. Each patron offers a unique familiar, though these familiars can be summoned by any follower of the eldritch arts using the proper rites.

ANIMATE IMAGE

The animate image is a small, two-dimensional work of sentient art that shifts and changes to suit its environment. They're created as servants and spies by warlocks of the Gray Portrait, and by other skillful artisans and craftsmen who spill blood in the name of their art. These images are mischievous and cruel, delighting in taunting former friends into harming one another and making rude gestures to amuse and insult. Most are humanoid, but some are of fantastical animals, imaginary beasts, and even landscapes or scenery. They can change their appearance quite dramatically as suits their mood, and tend to try to occupy frames or the exteriors of statues whenever possible.

ANIMATE SHIELD

Animate shields are summoned from the long-silent forges of the Eternal Citadel, made long ago to defend the servants of the massive fortress from any invader. They rest silently when not addressed on in combat, but are always wary of attackers to the point of paranoia. Most are hesitant to leave the sight of their charge, and will only do so by direct order. They also seem to have a cutting sense of humor, mocking opponents and striking at their minds with subtle magics whenever they are attacked. They have a strange rivalry with other magical objects, especially magical weapons, which they view with disdain and distrust due to their opposing purpose. They are fond of gifts of art and masonry, and adore being painted and encrusted with gemstones when done as a show of ownership and affection.

DIMCAT

The dimcat is a small feline creature that cloaks itself in shadow, and feeds on the nightmares of the unwary. Servants of the Shadowcat, the dimcats are sent out into the world to safeguard children and guide them away from dangerous situations, often appearing in very small ways to influence events so that the child is unaware of the danger in the first place. Creatures that draw their ire find themselves wreathed in blinding blackness before being bitten by the cat, filling their minds with a psychic onslaught of nightmares. The dimcat feeds on the doubts, fears, and nightmares of sleeping mortal adults, sitting upon them with mouth outstretched to catch the fever dreams as they rise in a black mist. Those who awaken only see the stark blue eyes shining down at them, and are paralyzed by the strange power of the dimcat. When at rest, they are silent and watchful, seeming to enjoy batting out burning candles and other sources of light.

EMBERBORN

An emberborn is a small, canine-like creature created from ash and burning embers built around a core of molten metal. They are birthed from the corpses of the creatures sacrificed to the Ashen Wolf, yet they are often friendly and pleasant to mortals. When provoked, they unleash a blast of ash and smoke before closing in with teeth like red-hot pokers. When at rest, they often sleep within fireplaces and other areas where fires are commonly stoked. They feast on raw meat whenever the opportunity presents itself, and enjoy being presented with gifts of metal and rare wood.

ANIMATE IMAGE

Small construct, neutral

Armor Class 16 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 30 ft., special

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	13 (+1)	8 (-1)	10 (+0)	11 (0)

Skills Perception +5

Damage Immunities attacks from nonmagical sources

Condition Immunities blinded, deafened, exhaustion, poisoned, restrained

Senses blindsight 5 ft., passive Perception 15

Languages understands Common and those known by its master, but can't speak.

Challenge 1 (200 XP)

Magic Resistance. The animate image has advantage on saving throws against spells and other magical effects.

On Your Skin. Any time the animate image is covering a creature, attacks against that target that hit the image cause the full damage to be applied to the creature underneath as well.

Two Dimensional. The animate image cannot stand on its own, but it can cover any surface without being harmed. Whenever it is touching a creature or object that moves, the image goes with it. The image can slide through cracks as thin as paper without suffering ill effect. If the image is located on an object held in midair that isn't touching anything else, as though by levitation, it is trapped and cannot move.

Actions

Papercut. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one target. *Hit:* 5 slashing damage. If the animate image can't be seen by one of its allies, it can't use this attack.

Inscribe. The image burns a copy of itself onto the surface it is covering, inflicting 1 acid damage.

ANIMATE SHIELD

Small construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 0 ft., flying 45 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	11 (+0)	12 (+1)	11 (0)

Skills Perception +6

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, radiant

Condition Immunities blinded, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common and those known by its master

Challenge 1 (200 XP)

Durable. All attacks against the animate shield have their damage reduced by 3, and it has advantage on Constitution saving throws.

Equipment: The animate shield can be equipped as a shield and the bearer is considered proficient in its use. The only action it can take while it is equipped is to remove itself from the bearer.

Magic Resistance. The animate shield has advantage on saving throws against spells and other magical effects.

Spiteful Defense. Whenever an enemy attacks the animate shield, they take 2 (1d4) psychic damage.

Actions

Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and the target is pushed back 5 feet.

Guard. As an action, the animate shield hovers around an ally within 5 feet of it and moves with the ally. The first three times that ally is attacked before the start of the shield's next turn, the animate shield becomes the target of the attack instead. The shield cannot be forcibly moved during this time.

DIMCAT

Tiny fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 14 (4d4 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +6

Skills Perception +5, Stealth +6

Damage Resistances bludgeoning, piercing, slashing

Senses darkvision 120 ft., passive Perception 15

Languages understands Common and those known by its master, but can't speak.

Challenge 1 (200 XP)

Eyes of the Hunter. Magical darkness doesn't impede the dimcat's darkvision.

Magic Resistance. The dimcat has advantage on saving throws against spells and other magical effects.

Nightmare Feast. Whenever the dimcat sits on a creature that is unconscious, the creature is paralyzed until the dimcat leaves or is removed.

Shadow Dweller. The dimcat can choose to generate an aura of magical darkness around itself as an action, as the *darkness* spell, except the area only fills a five-foot cube centered on the dimcat and moves with it. It can suppress this aura using a bonus action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) psychic damage.

Shadow Hop. The dimcat teleports to a point within 10 feet. This is only available while it is in magical darkness.

EMBERBORN

Small elemental, neutral

Armor Class 14 (natural armor)

Hit Points 31 (7d6 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	11 (+0)	10 (+0)	11 (0)

Skills Perception +5

Damage Immunities fire, necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Common and those known by its master, but can't speak.

Challenge 1 (200 XP)

Form of Ash. The emberborn can pass through openings as small as a 1-inch square without being slowed or hindered. Opportunity attacks against the emberborn are made with disadvantage.

Living Ember. Hostile creatures that touch the emberborn or attack it in melee take 2 (1d4) fire damage.

Magic Resistance. The emberborn has advantage on saving throws against spells and other magical effects.

Pack Tactics. The emberborn has advantage on attack rolls against a creature if at least one of the emberborn's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) fire damage.

Burst. (Recharge after a Short or Long Rest). The emberborn blasts ash and embers from its body. Creatures within 5 feet of the emberborn must make a DC 12 Dexterity saving throw. If they fail, they are blinded until the end of their next turn and take 7 (2d6) fire damage. If they succeed, they are unaffected.

EYELESS WATCHER

The eyeless watcher is a tentacled horror with small wings that speaks in whispers, often repeating the grimmest word it has most recently heard. A new one is born with each secret the Keeper of the Depths learns, and they emerge from the deep dreams of its mind to grace the mortal world with their presence. The watchers are praised and reviled for their unceasing usefulness, but their own tentacles bear a poison far deadlier than their servitude. They enjoy causing fear and concern, but seem to do so out of habit more than any actual malice. When at rest, they tend to immerse themselves in water, and flutter their tendrils out to the edges of whatever body of water they have occupied. Most are seemingly brilliant to the minds of ordinary mortals, and whisper secrets from worlds and lifetimes beyond those of any who are present now. They have an interesting rivalry with the Archive's record-hunters, and seek to safeguard their secrets from being catalogued in such a mundane fashion as literature. Instead, they hold oral traditions as the highest form of knowledge, and seek to share them in the dreams they visit on the nights of a full moon.

EYELESS WATCHER

Tiny aberration, neutral

Armor Class 14 (natural armor)

Hit Points 14 (4d4 + 4)

Speed 5 ft., flying 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	17 (+3)	13 (+1)	16 (+3)	16 (+3)	10 (0)

Skills Perception +8

Senses blindsight 60 ft., passive Perception 18

Languages Common and those known by its master

Challenge 1 (200 XP)

Amphibious. The eyeless watcher can breathe both air and water.

Helpful. The eyeless watcher can take the Help action at a range of 10 feet.

Improved Magic Resistance. The eyeless watcher has advantage on saving throws against spells and other magical effects, and has resistance to damage from spells.

Actions

Lashing Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit:* 5 (1d8) bludgeoning damage plus 8 (1d8 + 3) poison damage and the creature must make a DC 11 Constitution saving throw or be incapacitated for 1 round.

HARROWING HAWK

The harrowing hawk is a large bird with stone-cold eyes that is infused with merciless ice. Bred as hunting birds by the Wild Huntsman, these creatures are far deadlier than their cruel visage belies. When they swoop down to attack their prey, they freeze the edges of their wings and stab with the ice-coated feathers, leaving the frost in the wound to slow their victim. As the ice builds, they let out a piercing cry to summon their master to strike down the target from afar. When at rest, they tend to rest upon the shoulders of their masters and gaze at menacingly at those around them. They enjoy gifts of carved bone and scrimshaw, which they use to make their nests, and feast upon frozen meat with gusto.

HARROWING HAWK

Small beast, neutral

Armor Class 15 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 10 ft., flying 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	10 (+0)

Skills Intimidation +5, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical sources

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 18

Languages can't speak, but understands those known by its master

Challenge 1 (200 XP)

Chill Wind. Ranged weapon attacks against the hawk are made with disadvantage. The hawk can take the Disengage action as a bonus action.

Hunter's Cry. The hawk can let out a piercing cry as a bonus action, alerting creatures within 500 feet to its exact location.

Magic Resistance. The hawk has advantage on saving throws against spells and other magical effects.

Actions

Frozen Pinions. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 5 (1d4 + 3) cold damage and the target's movement speed is reduced by 10 feet during its next turn. Each time the target is hit after the first, the movement speed reduction increases by 5 feet. This resets after one minute.



HAUNTED CROW

Animals on the verge of death sometimes wander into the Forbidden Graveyard, and the carrion birds who come to hover over them are often drawn in as well. As familiar as they are with those on the border of life and death, spirits of the dead occasionally wander back in their grasp, infusing the carrion birds with sinister energies. Their eyes glow with an eerie light, their wings beat silently, and a trail of horrible shadow filled with the grasping hands of those the beast has consumed follows the bird with malevolent intent. They speak in the voices of dead relatives and take pride in their foul mockery of the living, yet often offer wise advice and dangerous secrets to those who have defied death.

IMPERIAL COBRA

The imperial cobra is one of the deadliest venomous snakes, and their bloodline has been infused with the magic of the Serpent Empress, granting them speech and cunning. Hatched from a long lineage bred to be spies, assassins, and assistants to courtiers, these cobras are malicious and devious. When threatened, they strike with a swift bite before slithering off in the blink of an eye. Their venom is potent and infused with powerful magic that enables it to harm even those protected against such toxins. When at rest, they seek out small animals, such as rats or birds, and torment them for entertainment, gradually injecting small amounts of venom until the creature dies in horrible agony. These cobras enjoy flattery as well as games of wit and chance, and gleefully accept gifts of precious gemstones, mirrors, exotic meats, and eggs from reptiles and birds alike.

HAUNTED CROW

Tiny beast, neutral

Armor Class 14

Hit Points 17 (5d4 + 5)

Speed 10 ft., flying 50 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	12 (+1)	10 (+0)	13 (+1)	11 (0)

Skills Perception +4, Stealth +8

Damage Resistances bludgeoning, piercing and slashing from nonmagical sources.

Damage Immunities necrotic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Common and those known by its master

Challenge 1 (200 XP)

Cruel Mimicry. The haunted crow can eerily copy voices that it has heard within the past day. A DC 14 Insight check reveals that the sound is false.

Magic Resistance. The haunted crow has advantage on saving throws against spells and other magical effects.

Shrouded Dance. The haunted crow leaves a trail of dark shadow behind it as it flies that remains until the start of its next turn. Whenever it attacks using Peck, it can choose to attack from any point along that shadow trail. Also, the crow does not provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Peck. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 3 (1d6) necrotic damage.

Shriek. (Recharges after a Short or Long Rest). The crow unleashes a terrifying scream. Hostile creatures within 40 feet of the crow must make a DC 12 Wisdom saving throw. If they fail, they are frightened for 1 minute. They can repeat this saving throw at the end of each of their turns, ending the effect on a success.

IMPERIAL COBRA

Small beast, neutral

Armor Class 15

Hit Points 22 (5d6 + 5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	20 (+5)	12 (+1)	14 (+2)	12 (+1)	14 (+2)

Skills Perception +3, Persuasion +4, Stealth +7

Damage Immunities poison

Condition Immunities charmed, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common and those known by its master

Challenge 1 (200 XP)

Favored Servant. Poison damage the cobra deals treats immunity to poison as resistance to poison.

Creatures immune to the poisoned condition are considered not immune, but they do have advantage on any saving throw against it.

Forked Words. Whenever the cobra is touching another creature, both gain advantage on Deception checks.

Magic Resistance. The imperial cobra has advantage on saving throws against spells and other magical effects.

Slippery Scales. The imperial cobra can take the Disengage and Dash actions as bonus actions. The cobra also has advantage on checks to escape a grapple.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage and the creature must make a DC 12 Constitution saving throw or take 3 (1d6) poison damage and be poisoned for one minute. The creature can repeat this saving throw at the start of each of its turns, ending the effect on a success.

RECORD-HUNTER

The record-hunter is a small, featureless humanoid constructed entirely of paper covered in runic script, generated by the will of the Accursed Archive. These tiny origami figures move with great stealth to avoid the unwanted attentions of the Silent One. Able to track down even the most obscure sources of information, they act as invaluable allies to the archivists. When threatened, they fold into the shapes of fantastical beasts and fly high into the air, their runic scripts pulsing with power as they lash at the minds of their aggressors to silence them and preserve the sanctity of the Accursed Archive.

RECORD-HUNTER

Tiny construct, neutral

Armor Class 16 (natural armor)
Hit Points 21 (6d4 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	13 (+1)	16 (+3)	12 (+1)	11 (0)

Skills Perception +3, Stealth +8
Damage Resistances attacks from nonmagical sources, psychic, poison, necrotic
Condition Immunities charmed, frightened, poisoned, exhausted, deafened, blinded
Senses blindsight 10 ft., passive Perception 13

Languages understands Common and those known by its master, but can't speak.
Challenge 1 (200 XP)

Folding Figure. The record-hunter can fold itself into an origami figure of any shape or creature. Its statistics remain the same in any form, but if the shape has wings, its walking speed is halved and it gains a flying speed equal to twice its new walking speed.

Living Paper. While the record-hunter remains motionless, it is indistinguishable from an ordinary origami figurine or pile of papers.

Magic Resistance. The record-hunter has advantage on saving throws against spells and other magical effects.>

Seek Knowledge: The record-hunter intuitively knows the layout of any library it enters, and the location of all written works within.

Actions

Silent Secret. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 8 (1d10 + 3) psychic damage and the target must make a DC 15 Wisdom saving throw or become unable to speak or cast spells that require verbal components until the start of the record-hunter's next turn.

SCRIBEANT SWARM

The scribeant swarm is a mass of scarab-like insectoid constructs, each covered in delicate hieroglyphic writing and imbedded with a single gemstone. They can align their gems to unleash painful rays of light in self-defense. Created ages ago by servants of the Warrior-Saint, these little machines act as record-keepers of all the events that happen in the multiverse. They act in perfect concert, and move with an eerie buzzing noise that can disturb the cowardly.

SCRIBEANT SWARM

Small swarm of Tiny constructs, neutral

Armor Class 14 (natural armor)
Hit Points 21 (6d6)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	11 (0)	10 (0)	12 (+1)	11 (0)

Skills Perception +5
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, diseased, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 5 ft., passive Perception 15
Languages understands Common and those known by its master, but can't speak.
Challenge 1 (200 XP)

Beautiful Craftwork. When immobile, the swarm is indistinguishable from a collection of cunningly-made statuettes or jewelry.

Magic Resistance. The swarm has advantage on saving throws against spells and other magical effects.

Perfect Record. The swarm records everything it sees and experiences within an internal crystalline matrix, and can display images and sounds from this memory by projecting them onto a nearby surface as an action. It can inscribe an image onto an appropriate surface using its Gem-light Lance over the course of 5 minutes.

Swarm Construct. The scribeant swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny scarab. The swarm can regain hit points from magic, resting, and the *mending* cantrip.

Actions

Gem-light Lance *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) radiant damage, or 7 (2d6) radiant damage if the swarm has half its hit points or fewer.

Scripture Spark *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target within the swarm's space. *Hit:* 8 (2d8) lightning damage, or 4 (1d8) lightning damage if the swarm has half its hit points or fewer.

SHADE WIDOW

The shade widow is an eerily silent spider-shaped construct made entirely of animate webbing and shaped obsidian. Created by the Weaver of Lies as assassins, these deadly objects are used to tie up loose ends wherever they arise. They'll often lie in wait under the beds of unsuspecting victims before emerging to bite with fangs coated in magical poison. Acolytes of the Weaver are fond of them due to their ability to create massive webs that can bind and disorient foes with incredible speed, making them invaluable while fleeing from an angry mob after the lies they've spun fall to tatters.

SHADE WIDOW

Tiny construct, neutral

Armor Class 14

Hit Points 7 (2d4 + 2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	18 (+4)	12 (+1)	10 (+0)	11 (0)	11 (0)

Skills Perception +4, Stealth +8

Damage Resistances bludgeoning, piercing and slashing from nonmagical sources

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages understands Common and those known by its master but cannot speak

Challenge 1 (200 XP)

Magic Resistance. The shade weaver has advantage on saving throws against spells and other magical effects.

Spider Climb. The shade widow can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the shade widow knows the exact location of any other creature in contact with the same web.

Web Walker. The shade widow ignores movement restrictions caused by webbing.

Web Weaver. The shade weaver can produce enough natural webbing per minute to cover a 10-foot radius.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 11 (2d6 + 4) poison damage and the creature must make a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat this saving throw at the beginning of each of their turns, ending the effect on a success.

SPARK SEEKER

The spark seeker is a small, manta-ray-like creature that floats on the winds and uses them for defense. Once parasites that crawled upon the hide of the Storm Lord, the spark seekers have been touched by the legendary power of the godlike being and have grown and changed, gaining the ability to wield magical energies in exchange for service to the Lord. When threatened, they craft a shard of crystal by compressing the dust in the air around them and firing it at their target after charging it with electricity. When at rest, they scuttle along at a slow pace, finding a nook in some stone to lie in on a side that is exposed to the wind and elements. They enjoy gifts of meat and perfumes, and chirp excitedly when they are carried around. At night, colonies of spark seekers perform elaborate mating dances, lighting up the sky with flashes of lightning and strong gusts of wind. An entire colony of them working in concert can start a tornado or typhoon, making them dangerous when near civilized areas.

SPARK SEEKER

Tiny beast, neutral

Armor Class 14 (natural armor)

Hit Points 14 (4d4 + 4)

Speed 5 ft., flying 45 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (0)

Skills Perception +6

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 15

Languages understands Common and those known by its master, but can't speak.

Challenge 1 (200 XP)

Flutterby. The spark seeker can take the Disengage action as a bonus action.

Innate Spellcasting. The spark seeker's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *gust*

1/long rest: *skywrite, warding wind*

Magic Resistance. The spark seeker has advantage on saving throws against spells and other magical effects.

Storm Shield. Ranged weapon attacks targeting the spark seeker are made with disadvantage.

Actions

Spikeshard. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 3 (1d6) piercing damage plus 6 (1d4 + 3) lightning damage.

SUNLIT SHARD

The sunlit shard is a small humanoid construct made from the crystalized starlight of the Fallen Exile's tears that were shed when it witnessed the execution of its mortal love. These shards appear as small statues bearing the appearance of the paramour, and are given as a reminder of the grim purpose that drives the servants of this fallen star. They glow with radiant power in the darkness of the night, and drive back the shadows that would hide the lost artifacts and rituals needed to complete their task. These shards are single-minded in their quest, and cannot be turned aside by danger. When their charge is threatened, they willingly sacrifice themselves as the Exile was willing to, seeking to save their fallen comrade at the cost of their own lives. They still bear that spark of scorn for mortality that their originator once held, however, and strike with malevolent light whenever they witness the fall of a mortal foe.

SYMPHONIC SONGBIRD

The symphonic songbird is a colorful avian creature that mimics the voices of others, and can produce a beautiful melody fit for any occasion. They seem to originate from birds that have fallen for the allure of the Perfect Chord and have been touched by the magical emanations that constantly flow from it. Infused with choral power, they speak and sing with the voices of any sounds they have heard. Oddly enough, they seem to prefer being exposed to a constant onslaught of sound when at rest, and will seek out the noisiest place around to build their nests. Colonies of songbirds will form full orchestral symphonies, to the delight of the rare few who are granted an audience. When threatened, they dazzle and strike with wicked beaks, inspiring one another to fight with fervor and fury against all aggressors. They enjoy gifts of fruit and shiny objects, which they use to build elaborate nests. Their songs are legendary for leading travelers astray, however, and they are often viewed with mistrust and suspicion by folk in less civilized lands.

WIGGLY CUBE

The wiggly cube is a small, colorful, semi-transparent ooze that gently dissolves a little of everything it touches in a quest to experience all the flavors of the multiverse. They are sent down by the greater cubes within the Convocation to learn and grow before eventually returning to the space between the planes where the Gelatinous Convocation makes its home. They're surprisingly expressive for a simple square of slime, and often bounce and jiggle to express their feelings on a topic. They enjoy consuming corpses and other dead organic material, as they learn more and more about the universe with each meal. When threatened, the cube will resort to violence with an intimidating glee, lashing out with its pseudopods and trying to goad the attacker into engaging in melee combat. Against foes smaller than itself, the cube will rush them and attempt to engulf and consume them. They speak to the minds around them with a childlike innocence even as they feast on dead mortals and beasts alike. When at rest, the cube will seek a stone surface to rest upon, and will wobble slowly back and forth in a pattern seemingly designed to entice the unwary into touching it.

SUNLIT SHARD

Small construct, neutral

Armor Class 14 (natural armor)
Hit Points 26 (4d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical sources

Damage Immunities cold, fire, poison, psychic, radiant

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages can't speak, but understands those known by its master

Challenge 1 (200 XP)

Bitter Apathy. Whenever a hostile creature within 30 feet of the shard is reduced to 0 hit points, it can use a reaction to lance out with a fragment of its being, dealing 1d8 radiant damage to a target of its choosing within 30 feet.

Magic Resistance. The shard has advantage on saving throws against spells and other magical effects.

Never Again. Whenever an ally within 30 feet of the shard would be reduced to 0 hit points, the shard can use a reaction to sacrifice itself, restoring that ally to 1 hit point and destroying the shard.

Starshine. The shard can choose to generate an aura of bright light in a 20-foot radius around it and dim light in another 20-foot radius beyond that. It can toggle this aura as a bonus action. Also, it can cast the *light* cantrip. These light sources count as natural sunlight.

Actions

Dazzle. A target within 10 feet takes 2 (1d4) radiant damage and the target and all hostile creatures within 5 feet of the target must make a DC 15 Dexterity saving throw or be blinded until the end of the shard's next turn.

SYMPHONIC SONGBIRD

Tiny fey, neutral

Armor Class 14 (natural armor)

Hit Points 14 (4d4 + 4)

Speed 10 ft., flying 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	16 (+3)

Skills Perception +5, Performance +7

Senses passive Perception 15

Languages Those known by its master

Challenge 1 (200 XP)

Magic Resistance. The songbird has advantage on saving throws against spells and other magical effects.

Perfect Mimicry. The songbird can perfectly replicate any sound that it has heard. A DC 20 Perception check reveals that the sound is falsified.

Shining Feathers. Hostile creatures that attack the songbird must make a DC 12 Charisma saving throw. If they fail, the attack misses.

Actions

Peck. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and 2 (1d4) psychic damage.

Fitting Tune (Recharges after a Short or Long Rest). The symphonic songbird chirps a beautiful song. Allied creatures within 30 feet gain advantage on their next attack roll, saving throw, or ability check.

WIGGLY CUBE

Small ooze, neutral

Armor Class 8

Hit Points 45 (6d6 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	18 (+4)	8 (-1)	10 (+0)	11 (0)

Damage Immunities acid, cold, bludgeoning, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

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

Languages understands Common and those known by its master, and has telepathy with a range of 10 feet, but can't speak otherwise.

Challenge 1 (200 XP)

Corrosive Form. A creature that hits the cube with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. The cube can eat through 1-inch-thick nonmagical wood or metal in one round.

Magic Resistance. The wiggly cube has advantage on saving throws against spells and other magical effects.

Ooze Cube. The cube occupies its entire space whenever it is Medium or larger. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 4 (1d8) acid damage.

The cube can only hold one creature equal to its size, or four creatures of one size or more smaller than itself.

Squishy. The cube is immune to falling damage.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved or attacked. A creature that tries to enter the cube's space while unaware of it is surprised by the cube.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) acid damage.

Engulf. The cube moves up to its speed. While it does so, it can enter the spaces of other creatures. Whenever the cube enters the space of a hostile creature, and the creature is of the same size or smaller than the cube, it must make a DC 12 Dexterity saving throw. If it succeeds, it can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 4 (1d8) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 14 (3d8) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.