

SYMBIOTE WARLOCK

A SUBCLASS FOR 5TH EDITION PAYING HOMAGE TO EVERYONE'S FAVORITE BROMANCE

Version 1.0



THE SYMBIOTE WARLOCK

You have made your pact, willingly or otherwise, with an intelligent entity that seems to have intertwined itself with your body, making the two of you a force to reckon with. Some symbiotes range from neutral to evil. They tend to bond best with chaotic entities, in an effort to more thoroughly satisfy its desires. While making the carrier truly powerful, the symbiote has needs that must be met, lest the wearer become the means by which those needs are sated.

CREATING A SYMBIOTE WARLOCK

Players who choose this class may be fans of a particular black-suited anti-hero, or just crave a more bestial feel to a character while still having the flexibility to cast spells. It's strongly suggested that you and the DM discuss the spells you choose and attempt to flavor them as if they manifest directly from the Symbiote. For example, Mage armor may just be the symbiote bulking up around the carrier, and Evard's Black Tentacle's sprout directly from your form in an impressive display of carnage (see what I did there?).

QUICK BUILD

Would you like to be an up close fighter? Put your highest score in STR or DEX, then choose either the Wrathful or Bulky/Lithe size symbiotes, respectively. If you prefer a cunning Warlock, the Cerebral or Watchful size is best, and you can put your highest totals in CHA for best results. Either way, Charisma should be your highest or 2nd highest score, as it's your spellcasting ability. I also suggest CON be given priority, as the Symbiote features tend to encourage close-up fighting styles.

DMING THE SYMBIOTE

The symbiote has its own personality, opinions, likes, and dislikes. Discuss with your DM the kind of personality your symbiote may have, or leave it up to surprise!

- It can speak telepathically to the carrier.
- All damage taken is taken by the carrier.
- If the player dies, it tries to attach to the nearest humanoid. *See hunger for attachment rules.*
- If separate from the carrier, its AC is 12, its HP is double the Warlock Level of the dead character. All other stats are 10.

THE SYMBIOTE WARLOCK

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

CLASS FEATURES

As a Symbiote Warlock, you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per warlock level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per warlock level after 1st.

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

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

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

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

PACT MAGIC

The symbiote grants you the ability to tap into its magical abilities, allowing you to cast spells.

CANTRIPS

At first level, you know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the symbiote warlock table.

SPELL SLOTS

The symbiote warlock table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

SPELLS KNOWN OF 1ST LEVEL OR HIGHER

You know two 1st-level spells of your choice from the warlock spell list. The Spell Known column of the symbiote warlock table shows when you learn more warlock spells of your choice from this feature. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. Additionally, when you gain a level in this class, you can choose one of the warlock spells you know from this feature and replace it with another spell from the warlock spell list. The new spell must also be of a level for which you have spell slots on the symbiote warlock table.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your warlock spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma 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 Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

The Symbiote doubles as the arcane focus. A symbiote warlock cannot cast spells using a component pouch.

SYMBIOTE EXPANDED SPELL LIST

Spell Level Spells

1st	False Life, Mage Armor
2nd	Alter Self, Barkskin
3rd	Tiny Servant, Animate Dead
4th	Evard's Black Tentacles, Vitrioloic Sphere
5th	Mislead, Rary's Telepathic Bond



W.P.L.

HUNGER

HUNGER TABLE

Warlock Level	Points	Hunger	Starving	Satiated
1st	3	1	1	3
4th	5	2	1	5
8th	7	3	1	6
12th	9	4	2	8
16th	11	5	2	10
19th	13	6	3	12

Symbiotes are living beings, and as such, need to eat. A fully fed symbiote will be more effective and less temperamental than a hungry one. As the Symbiote grows in power, so too does its hunger. Symbiotes only eat living or recently living creatures (no constructs or undead), raw and uncooked, and in one bite, so make sure to loot before the feast. A symbiote will refuse to begin eating something that's been dead for longer than 10 minutes, losing 3 hunger points if it does from puking. To make sure the symbiote stays in a workable mood, consider the following information:

The Symbiote must eat once every 8 hours or lose a hunger point. It takes the symbiote 6 seconds or an action to eat a tiny creature, 1 minute to eat a small creature, or 5 minutes to eat a medium creature. If it decides to eat a piece of a creature larger than this, it takes the same amount of time +1 per size upgrade. For example, it takes 6 minutes to eat a medium sized chunk off of a Large Creature, and 3 minutes for it to eat a tiny portion from a Huge creature.

Hunger is affected by the size of the creature consumed. Tiny creatures or 1 lb, whichever is bigger, grant 1 hunger point, small grants 2, and medium 3, etc. Symbiotes can only eat 3 points worth of food per 4 hours.

The amount a symbiote needs to eat is informed by your warlock level. This amount changes at 4th, 8th, 12th, 16th, and 19th level. (Refer to the Hunger Table).

HUNGRY

The Symbiote becomes hungry when it has fewer than half of its maximum hunger points. The following effects happen when the Symbiote is hungry:

- Your AC drops by 1
- You become Reckless, making all melee attacks with advantage, but also giving enemies advantage whether you took the attack action or not.
- Disadvantage on all Charisma-based skills.

STARVING

The Symbiote begins to starve if its hunger level gets too low (Refer to the Hunger Table). You do not want this to happen.

If the Symbiote begins to starve it will try to take control once an hour every hour. Make a Charisma Save equal to 10+ the number of hours that have passed since it began starving. If it goes 8 hours without eating under this condition, it will consume a single limb of its wearer and gain 1 hunger point, stabilizing it and resetting the starving condition. If there are no limbs to eat, it will consume its now former host, and attach to the nearest humanoid available and attempt to wrest control of them via the same rules. It will then force a pact with that entity.

If the Symbiote takes control, it will seek out what it perceives as a suitable meal (up to the DM) and attempt to consume it. This condition ends when it gains any hunger points.

The Symbiote becomes Satiated if regularly fed, leading to a full Hunger point total. The following effects happen when the Symbiote is satiated:

- Your AC increases by 1
- Pick one: Resistance to Bludgeoning, Piercing, or Slashing from non-magical weapons.
- 1/long rest, can spend 1 hunger point to gain Warlock slots equal to Con modifier (min1).

SONIC AGONY

The Symbiote is vulnerable to Thunder Damage. If the wearer takes Thunder damage equal to 5 times the character's Warlock level, roll a Con save. The DC of this save starts at 19 at level 1, and declines by 1 every level, until level 10, where the Con save remains at 10 in perpetuity. If the warlock saves, they must make a save at the end of each turn thereafter unless it is healed for at least half the amount of damage that caused the effect. Upon taking the requisite damage and failing the save, the Symbiote and all the abilities it grants, cease to operate, as the symbiote goes to where it normally lives on the wearer's body, lying dormant until the end of the next Long Rest. The wearer can only cast cantrips during this time. At level 20 Warlock, the Symbiote Warlock must fail the Con save twice before it suffers these effects.

SYMBIOTIC ENTITY

Starting at 1st level, your symbiote manifests itself in a combination of ways. The Symbiote must be attached to you at all times, so consider this when choosing, as some options are more conspicuous than others. You may pick one of the following size options. At levels 6, 10, and 14 you may pick one feature. You may pick features that denote a lower level when you reach 10th or 14th level.

SIZES

BULKY

Your symbiote often manifests in an impressive display of musculature, making you an imposing figure when violence begins. As a Bonus Action, your unarmored AC is 13+DEX. You grow in size. This growth increases size by one category - from Medium to Large, for example. You also become proficient in Intimidation Checks if you aren't already. This symbiote lives around the torso, upper arms, and upper thighs of the carrier.

LITHE

Your symbiote appreciates a more slender appearance, and as such, prefers to use cunning rather than size to defeat opponents. Can use the Dash, Disengage, Hide, or Dodge Actions as a Bonus Action. This symbiote lives on the back, and into the vertebrae of the carrier.

CEREBRAL

Your symbiote prefers the more cultured approach to conflict, granting you proficiency in Persuasion and Insight checks. This symbiote lives at the base of the skull, back of the neck, and into the spinal cord of the carrier.

WATCHER

Your symbiote prefers awareness in all situations. You gain Proficiency in Perception checks and gain Darkvision of 60ft, or an increase of Darkvision for an additional 60ft, whichever applies. This symbiote lives in the eyes, ears, and throat of the carrier.

WRATHFUL

Your symbiote lives to cause pain. It lives on the dominant arm of the carrier, out in the open. Unarmed strikes do 1d6 bludgeoning, piercing, or slashing, depending on what weapon the carrier chooses to emulate. Weapon damage type can be changed as a Bonus Action. This weapon counts as a Pact Weapon if applicable. The Alter Self spell adds 1d6 to your damage, rather than replacing it.

PACT BOON

At 3rd level, the symbiote grants you a boon. You may choose any of the official 5th Edition Pact Boons, but the Symbiote offers its own, new pact.

PACT OF THE SYMBIOTE

You are granted the Alter Self spell. This does not count against your spells known. In addition to this, when you cast *Alter Self* at levels higher than 2nd, duration of the spell's effects increases by 1 hour per slot level, as well as:

Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed. For each level above 2nd, your swimming speed increases by 10 ft.

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.

Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it. For each level above 2nd, the damage increases by 1d6. At slot level 5, the bonus becomes +2.

FEATURES

At levels 6, 10, and 14, you may choose one feature from the following options. At level 10, you may choose a level 6 feature instead. At level 14, you may choose a level 10 or level 6 feature instead.

INTELLECT

At 6th level, you can choose one Eldritch Invocation of your choice if you qualify for it. You may take this feature multiple times.

WARFARE

At 6th level, your symbiote has increased in strength. As an action, your symbiote lashes out in all directions, and inky black tendrils beat all creatures of your choice in a 30 ft radius. Each creature you choose must make a DEX save or take 1d6 bludgeoning, 1d6 piercing, and 1d6 slashing. If they fail by 5 or more, they are also grappled and pulled within 5ft of you. You may use this feature a number of times equal to your CHA modifier.

CONSUME

At 6th level, your symbiote can consume a deceased foe quickly. As an action, your symbiote can eat the body of a Medium or Smaller creature in a single gulp, granting you 3d6 temporary HP. This feature can be used once per 4 hours, as the Symbiote refuses to overeat. The Temporary Hit Points expire after 1 hour. This satisfies points of Hunger like normal.

SPIDER-LIKE

At 6th level, your symbiote gains abilities akin to a spider. The wearer is considered under the effect of the Spider Climb spell at all times, without needing to expend a spell slot. In addition to this, a number of times equal to the wearer's CHA bonus, the wearer can cast Web without expending a spell slot.

SAVOR

At 10th level, the symbiote has learned to appreciate a quality meal, gaining an extra hunger point each time it consumes a creature. In addition to this, instead of gaining Warlock slots 1/long rest when satiated, can now do it 2/long rest.

LEVIATHAN

At 10th level, all your melee attacks have a reach of 15ft, and can use a bonus action to attempt a pull (use grapple rules)

PREDATOR

At 10th level, can use an action to cast Greater Invisibility 1/long rest. While using this effect, you may concentrate on Alter Self as well, but no other spell. In addition, all weapon attacks you hit with while invisible do an extra 2d6 of the damage type from your weapon, or your chosen damage type from either the Alter Self spell or the Wrathful size feature.

DESTROY

At 14th level, your symbiote has become a killing machine capable of incredible damage. You may now add your Proficiency modifier to damage rolls, and you gain one extra attack if the attack action is taken.

GLUTTONY

At 14th level, your symbiote's eyes get bigger than its stomach. It can now eat Large creatures for 4 hunger points. In addition to this, if a creature is at or below 50hp and the symbiote can eat it, you can use an action to execute it, consuming it entirely in a single turn, and gaining the effects of the Enlarge Spell's Enlarge feature for 1d4 rounds while it digests. The target must make a DEX save against your spellcasting DC; on a fail, the execution takes place. This ability works in conjunction with both the Consume and Savor features.

MASSIVE

At 14th level, your symbiote has unimaginable strength. Your strength become 20.

BREAKNECK

At 14th level, your symbiote is ridiculously quick. Your dexterity becomes 20.

STURDY

At 14th level, your symbiote becomes incredibly hardy. Your constitution becomes 20.

ADDITIONAL ELDRITCH INVOCATIONS

SAVAGERY

Prerequisite: Level 15, Pact of the Symbiote

Your unarmed attack are +1. This modifier stacks on the bonus that *Alter Self* provides.

WEB SLINGING

Prerequisite: Level 5, Pact of the Symbiote

You have the ability to shoot webs out of your symbiote's hands to use for a variety of uses. As an action, you can shoot a web 30 feet. You choose which part of the web is sticky. You may use these to climb with and have the same stats as rope (PHB 153).

You may also attempt to Grapple a creature with the web. Make an attack roll with your Dex + Prof. On a hit, the creature is grappled. If the creature is your size or smaller, and is still grappled at the beginning of your next turn, you may use an action to shoot one more web at it. On a hit, you may then restrain the creature once you are within 5 ft of it as a bonus action.

There are as many applications for this as there are for ropes; get creative! You may shoot webs a number of times equal to your Constitution modifier (min 1).

MURDEROUS MAW

Prerequisite: Level 5, Pact of the Symbiote

As a bonus action, your symbiote covers your face if it isn't already, and opens its mouth, revealing razor-sharp teeth and a 14 inch long tongue. As an action, you can make a bite attack causing 1d6 piercing damage, and clamping down. You then make a contested grapple attempt. On a success, this renders the target's speed 0 until the end of its next turn, where it can use an action to attempt an escape against your spellcasting DC. You are proficient with this natural weapon, and the effects of the *Alter Self* spell stack with this weapon's damage.

BULKIER

Prerequisite: Level 9, Buly Size Feature, Pact of the Symbiote
Your unarmored defense is now 15+DEX.

CHARISMA SAVES

Jake is the DM of the D&D stream, Charisma Saves, which airs every Sunday at <http://www.Twitch.tv/ActualJake>. It features 4 of his best friends, some of whom are moderately internet famous, and hours of heavy Roleplay content sure to scratch that particular itch only D&D seems to scratch. This homebrew and many more can be seen in action! You can follow Jake on Twitter at <https://twitter.com/PapaBirdJake>.

CREDIT

This was made with the template from The Homebrewery. <https://homebrewery.naturalcrit.com/>

Custom art by Sarah! She does commissions of D&D character art and is the official artist for Charisma Saves! She streams art and commissions in the process on <http://www.twitch.tv/legndofphoenix>. You can follow Sarah at <https://twitter.com/legndofphoenix>.