

# FRIENDS CLOSE, ENEMIES CLOSER

## KEY ELEMENT IN THE EXPRESSION

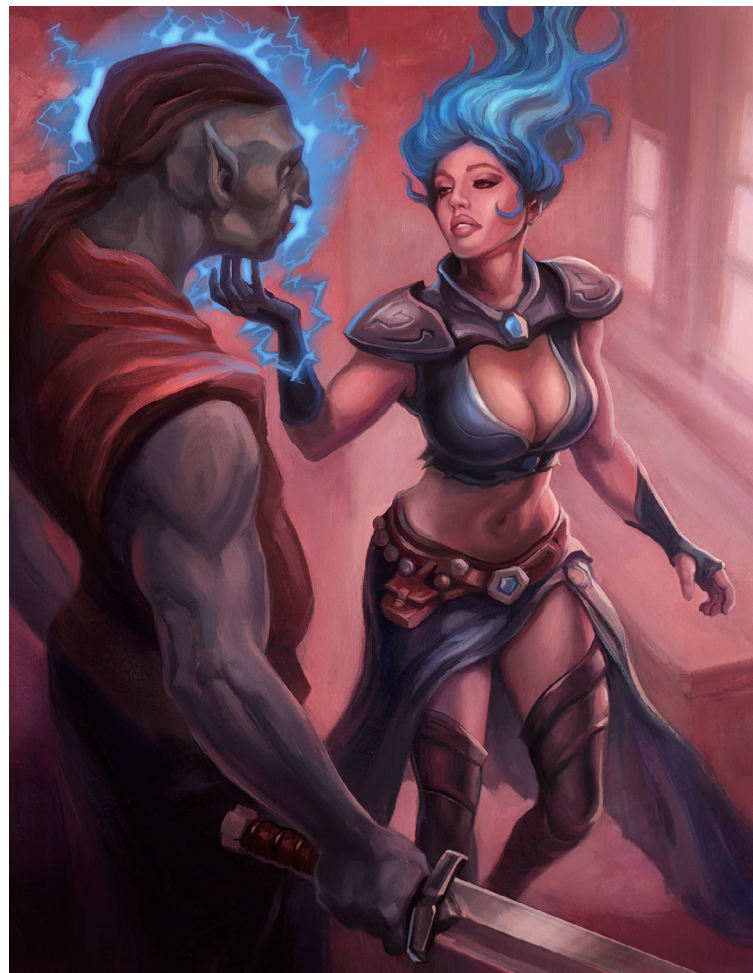
**A** “selling your soul” is that you invest or ally with a force contrary to your nature. Warlocks and their patrons are many things—master and servant, secret weapons, mutual parasites, paramours—but rarely are they friends. Warlock, rejoice and despair! Behold the power of the Sea Lord, the Seducer, and the Trickster, three new patrons of power and consequence. Joining them are a host of new invocations usable by warlocks beholden to any patron.

## THE SEA LORD

You have made a pact with a ruler of the deep, a mighty sea-being who dwells in hidden river caves or the dark depths beneath the waves. Some such beings seek to influence, corrupt, or gain knowledge from the surface world; others view surface-dwellers, including yourself, as feeble and ignorant prey. Such beings include Davy Jones, Father Dagon, the Leviathan, la Llorana, and Triton, the son of the sea.

## EXPANDED SPELL LIST

The Sea 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.



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## SEA LORD EXPANDED SPELLS

### Spell Level Spells

1st	<i>create or destroy water, fog cloud</i>
2nd	<i>acid arrow, blindness/deafness</i>
3rd	<i>water breathing, water walk</i>
4th	<i>black tentacles, control water</i>
5th	<i>cone of cold, conjure elemental (water only)</i>

### Armor of the Deep

Starting at 1st level, your body grows protective patches of scales, barnacles, or coral. When you take damage, except for psychic damage, you may use your reaction to reduce the amount taken by your Charisma modifier + your warlock level (minimum of 1).

### Waterborne

Starting at 6th level, you gain a swim speed of 30 feet, and you can breathe underwater.

### That Which Lurks

Starting at 10th level, you gain darkvision out to a range of 60 feet. Additionally, you have advantage on Dexterity (Stealth) checks made to hide in places of water or darkness.

### Drown in the Depths

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly transport the target through the ocean depths. The creature disappears and hurtles through a subaquatic realm. At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target does not have a swim speed or the ability to breathe water, it takes 10d10 cold or piercing damage (your choice) as it is exposed to lightless, icy water or frenzied sharks and tearing coral. Once you use this feature, you can't use it again until you finish a long rest.

## THE SEDUCER

Your patron is an entity that rules over lust, temptation, and the night. Fey, fiends, and enchanters each have their own angle for toying with mortal desires. The Seducer selfishly revels in its power and employs mortals to bring others under its spell. The mortals it dominates sacrifice their wealth, secrets, and morals to partake in their newfound vices. Seducer patrons include legendary vampires such as Dracula or Carmilla, Grendel's mother, Lilith, Pan, Shamhat, and unusually powerful succubi or incubi.

### Expanded Spell List

The Seducer lets you choose from an expanded list of spells when you learn a warlock spell. You gain the *friends* cantrip, and the following spells are added to the warlock spell list for you.

## SEDUCER EXPANDED SPELLS

### Spell Level Spells

1st	<i>command, sleep</i>
2nd	<i>detect thoughts, zone of truth</i>
3rd	<i>beacon of hope, feign death</i>
4th	<i>compulsion, locate creature</i>
5th	<i>dominate person, mislead</i>

### Seducer's Secret

Starting at 1st level, your patron bestows upon you the secret of capturing mortal hearts. As an action, you can cause a creature within 15 feet to make a Wisdom saving throw against your warlock spell save DC. If you or your allies are fighting the target, this save is made with advantage. If the creature fails its saving throw, it is charmed by you for one minute or until you or an ally do anything harmful to it.

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

### Persistent Allure

Starting at 6th level, your charms become even more irresistible. When a creature you target makes a saving throw against your spell or effect that would charm the target, you can use this feature to impose disadvantage on that saving throw.

You can use this feature twice, and you regain all spent uses when you finish a short or long rest.

### Silvertongue

Starting at 10th level, your powers of seduction grow more subtle and more malign. Your enchantment spells no longer signal to targets that they were magically influenced.

Additionally, when you ask a question of a creature that can understand you and is either charmed by you or affected by your *friends* cantrip, you can compel it to answer. The target cannot lie, though they do not have to tell the truth. If the creature is unwilling to convey any answer, it must succeed on a Wisdom save against your warlock spell save DC to remain silent.

You can compel a creature with this feature twice, and you regain all spent uses when you finish a short or long rest.

### Vampiric Kiss

Starting at 14th level, you can drain a victim's life force with a kiss. As an action, you can kiss an adjacent willing or charmed creature. The target must make a Constitution saving throw against your warlock spell save DC. On a failed save, the target takes 5d10 necrotic damage, or half as much on a successful one, and you regain a number of hit points equal to the damage dealt. Using this feature on a creature you've charmed does not end the charm effect.

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

## THE TRICKSTER

You have made a pact with an unruly entity whose infamous antics give migraines to mortals, angels, and fiends alike. Tricksters are occasionally counted among the gods, but by nature they defy definition. Their origins and motives are as inscrutable as their moods are fickle. It isn't even certain whether these patrons are actually subject to pact magic, or if they grant warlocks patronage as a "free" prank for all.

Such beings include Anansi the Spider, Brer Rabbit, Coyote, Eris, Loki, Puck, and Rumpelstiltskin.

### Expanded Spell List

The Trickster 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.

#### TRICKSTER EXPANDED SPELLS

Spell Level	Spells
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1st	<i>heroism, hideous laughter</i>
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2nd	<i>enlarge/reduce, shatter</i>
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3rd	<i>slow, stinking cloud</i>
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4th	<i>confusion, polymorph</i>
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5th	<i>insect plague, wall of force</i>
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### Moment's Mischief

Starting at 1st level, your patron teaches you how to unleash sudden pranks. As a bonus action, you can cause a creature within 30 feet to make a Dexterity saving throw against your warlock spell save DC. If the creature fails its saving throw, it either drops an item it is holding or falls prone (your choice).

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

## Wake of Misfortune

Beginning at 6th level, you can call on your patron to spoil good fortune. When a creature within 30 feet makes a roll with advantage, you may instead force it to make the roll with disadvantage instead. If the creature fails this roll, it also either drops an item it is holding or falls prone (your choice).

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

## Essence of Deception

Starting at 10th level, creatures have disadvantage on Wisdom (Insight) checks made against you or to contest your Charisma (Deception) checks. You have advantage on saving throws granted by spells or effects that compel you to speak the truth, such as *zone of truth*.

## Gift of Chaos

At 14th level, you gain the ability to sabotage an object with chaotic energy. You can use an action to imbue an unattended object you can touch with such energy. Choose a damage type; while the object is held by or on the person of another creature, you can use a reaction to cause the object to explode. Its holder makes a Dexterity saving throw. On a failed save, the creature takes 6d10 damage of the type you chose, or half as much damage on a successful one. The object breaks if it is non-magical, or launches 25 feet in a random direction if it is magical.

Additionally, if the target fails its saving throw, it is affected by the *confusion* spell, with no initial saving throw. This effect does not require concentration and lasts for one minute, or until the creature succeeds on its saving throw.

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

## NEW INVOCATIONS

### Contract of the Eldritch Charlatan

*Prerequisite: 9th level*

You can cast a modified version of *planar binding* once using a warlock spell slot. You can't do so again until you finish a long rest. The spell still requires material components.

Using the spell in this way, it can also target aberrations, dragons, monstrosities, and intelligent undead. While casting this spell on a non-hostile creature, the verbal and somatic components are incorporated into a supernatural pact negotiation. The "pact" you offer the target is snared with loopholes and misinformation, and you have advantage on Charisma (Deception) checks made to entice or preoccupy the target with your "bargain," disguising your spellcasting. Regardless of the result Charisma (Deception) checks made in this way, the target becomes aware of the spell when it makes its saving throw.

### Fangs of Bakunawa

*Prerequisite: 5th level, Pact of the Blade feature*

You can cast *steel drive*<sup>1</sup> once using a warlock spell slot. You can't do so again until you finish a long rest.

### Frog Fangs

*Prerequisite: Pact of the Chain feature*

When a creature summoned or controlled by you attacks another creature and hits, it deals extra force damage equal to your Charisma modifier (minimum 1).

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<sup>1</sup> Thiago Rosa, "Masters of the Wild." *EN World EN5ider*, <https://www.patreon.com/posts/masters-of-wild-3304917>

## Rites of Humanity

*Prerequisite: 9th level*

You can cast a modified version of *reincarnate* once using a warlock spell slot. You can't do so again until you finish a long rest. The spell still requires material components.

This invocation targets a living beast or monstrosity instead of a dead humanoid, and transforms it into a random humanoid determined by the *reincarnate* table. While casting this spell on a non-hostile creature, the verbal and somatic components are incorporated into civilized, "human" activities, and you have advantage on Persuasion checks made to calm or entice the target. An unwilling target makes a Wisdom saving throw against your warlock spell save DC to avoid the transformation, and becomes aware that it was the target of a spell. A transformed creature's new form and capabilities are that of a non-player character of equal or lesser challenge rating. Shapechangers aren't affected by this invocation.

## Rune-Bound Memory

*Prerequisite: Pact of the Tome feature*

When invocations grant you a spell that you can cast once per long rest using a warlock spell slot, you can cast the spell again after either a long or short rest.

## Scholarly Arcanum

*Prerequisite: Mystic Arcanum feature, Pact of the Tome feature*

Choose a school of magic and two such spells of a level you can cast via your arcanum of that school from any class's spell list. The spells appear in your Book of Shadows and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast these spells with your arcanum as though they were warlock spells. Whenever you can replace a warlock spell for one of higher level, you can instead upgrade one of these spells.