

ELDRITCH INVOCATIONS

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

At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice.

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

CHAIN GANG

Prerequisites: 12th level, Pact of the Chain

You can maintain two familiars at once. You can dismiss and/or summon both familiars as a single action, and when you cast the spell *find familiar* it affects either or both of your familiars, your choice. When you take the Attack action, you can forgo one of your own attacks to allow either or both of your familiars to make an attack of their own using their reaction.

CODIX OF THE ABYSS

Prerequisites: 15th level, Pact of the Tome

Your patron provides you access to a secret wellspring of power. Select another Warlock Patron; you learn and can cast all of the spells from that patron's Expanded Spell List. You also gain an additional pact magic spell slot.

ELDRITCH CLAW

Prerequisite: 5th level

When you cast a cantrip that requires one or more ranged spell attacks, you can make melee spell attacks instead.

ELDRITCH PLATE

Prerequisites: 5th level, Pact of the Blade

As an action, you can summon a suit of unearthly armor, which fits to you perfectly and dons itself instantly; this armor can be of any type. You are considered proficient with your Eldritch Plate, though you must still meet the Strength requirements for the type of armor you summon. Your Eldritch Plate disappears if it is removed and is more than 5 feet away

from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the armor (no action required), or if you die.

You can transform one suit of magic armor into your eldritch plate by performing a special ritual while you wear the armor. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the armor, shunting it into an extradimensional space, and it appears whenever you summon your Eldritch Plate thereafter. You can't affect an artifact in this way. The armor ceases being your Eldritch Plate if you die, if you perform the 1-hour ritual on a different suit of armor, or if you use a 1-hour ritual to break your bond to it. The suit appears at your feet if it is in the extradimensional space when the bond breaks.

FONT OF ENERGY

When you gain this invocation, select one of the following damage types: acid, cold, fire, lightning, necrotic, or radiant. When you deal damage with a warlock spell or any warlock class ability or invocation that deals damage, you can deal your chosen damage type instead of the effects normal damage type.



GHOULISH MOUNT

Prerequisite: 7th level

You can cast the spell *find greater steed* once using a warlock spell slot. You can't do so again until you finish a long rest.

IMPACTFUL CURSE

Prerequisites: 5th level, hex spell or a warlock feature that curses

As a bonus action, you can attempt to shove a creature that is affected by your *hex* spell or by a warlock feature of yours, such as Hexblade's Curse or Sign of Ill Omen, by blasting them with a wave of eldritch force. When attempting to shove a creature with this ability, you make a Charisma check with proficiency instead of an Strength (Athletics) check.

To use this invocation, you must be able to see the cursed target and it must be within 30 feet of you.

LEGION BLADES

Prerequisite: Pact of the Blade

You can create second pact weapon and/or bind a second weapon as your pact weapon, and can summon both as a single action.

NIGHTMARE

Prerequisites: 15th level, Ghoulish Steed invocation

When you cast the spell *find greater steed*, you may choose to summon a Nightmare to serve as your mount.

SHIELD OF ATROPOS

Prerequisite: Pact of the Blade

You can create a Pact Shield in addition to your pact weapon, which appears strapped to your waiting arm. You are proficient with this shield, and you can summon both your shield and your weapon as a single action. Your Pact Shield disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the shield (no action required), or if you die.

You can transform one magical shield into your pact shield by performing a special ritual while holding the shield. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the shield, shunting it into an extradimensional space, and it appears whenever you create your pact shield thereafter. You can't affect an artifact in this way. The

shield ceases being your pact shield if you die, if you perform the 1-hour ritual on a different shield, or if you use a 1-hour ritual to break your bond to it. The shield appears at your feet if it is in the extradimensional space when the bond breaks.

PAGES OF INFINITE MADNESS

Prerequisite: 11th level, Pact of the Tome

You permanently alter your Mystic Arcanum. At each level you gain the Mystic Arcanum class feature, you instead gain a spell slot and a spell known of that level. Unlike your Pact Magic slots, these spell slots are restored after a long rest. You can only use these spell slots while your Tome is in your possession. Once you take this invocation, it cannot be replaced when you gain a level in the warlock class.

PALE HORSE

Prerequisite: 3rd level

You can cast the spell *find steed* once using a warlock spell slot. You can't do so again until you finish a long rest.

RETALIATING CURSE

Prerequisites: 5th level, hex spell or a warlock feature that curses

When you are stuck by a creature that is affected by your *hex* spell or by a warlock feature of yours, such as Hexblade's Curse and Sign of Ill Omen, you can use your reaction to deal that creature necrotic damage equal to half your warlock level.

SEARING CURSE

Prerequisites: 5th level, hex spell or a warlock feature that curses

As a bonus action, you cause a creature that is affected by your *hex* spell or by a warlock feature of yours, such as Hexblade's Curse or Sign of Ill Omen, to explode with fire. If you do so, the creature and each creature of your choice within 5 feet of it takes 1d8 points fire damage.

SHADOW WARRIOR

Prerequisite: 5th level

You learn the *shadow blade* spell; this spells does not count against your total number of spells known. When you make an attack with *shadow blade*, you can use your Charisma modifier for the attack and damage rolls.

When you cast *shadow blade*, you can choose to give the weapon the two-handed property; if you do so, the damage dice of the weapon become d10s.

TWIN SORROWS

Prerequisites: 10th level, hex spell

When you cast the *hex* spell or use a bonus action to transfer the spell to a new creature, you can target two creatures with the spell. You must be able to see both creatures, and they must be within 15 feet of each other. You can only have two creatures affected by the spell at a time.

VAMPIRIC BLADE

Prerequisites: 15th level, Pact of the Blade

Whenever you hit a hostile creature with your pact blade, you can use a bonus action to regain a number of hit points equal to half the damage dealt.

VENGEFUL RESURGENCE

Prerequisite: 10th level

You can cast the spell *death ward* on yourself once without expending a spell slot. If the spell is ended by taking damage, you explode in a surge of otherworldly energy; each creature within 5 feet of you takes force damage equal to your warlock level + your Charisma modifier, and must succeed on a Strength saving throw or be shoved 10 feet away from you in a straight line.

Once you use this ability to cast this spell, you can't do so again until you finish a long rest.

FEATS

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Grappler feat until your Strength is restored.

LESSER BARGAIN

Prerequisite: Charisma 13 or higher

You have sealed a bargain with an entity who grants you a modicum of power. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain a Pact Boon, as if you were a warlock of 3rd level. This must be a Pact Boon that you do not already possess.

GREATER BARGAIN

Prerequisite: Charisma 15 or higher, Lesser Bargain feat

You broker for more power from your benefactor. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20
- You gain two warlock invocations of your choice. You must be able to meet the prerequisites for these invocations, if any. If you do not have levels in the warlock class, count your warlock level for the purposes of prerequisites as half your class level (rounded down).

GRAND BARGAIN

Prerequisite: Charisma 17 or higher, Greater Bargain feat

Through masterful persuasion, you convince your benefactor to grant you even more power. You gain the following benefits:

- You gain a single Pact Magic spell slot. This slot's level is equal to 1/4 your level. If you already possess the Pact Magic class feature, this slot is the same level as slots granted by that feature. Once you expend this spell slot, you regain it when you finish a short or long rest.
- You learn two cantrips, two 1st level spells, and one 2nd level spell from the warlock spell list. Charisma is your spellcasting ability for these spells.