

OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE ARCHMAGE

Your pact is with the spirit of an extremely powerful spellcaster, a legendary master of the arcane. Perhaps you have come into possession of a relic of theirs that holds a connection to their essence, or perhaps you have fallen under the tutelage of a demilich. Regardless of how you contact them, such spellcasters were immensely powerful in life, and are directly connected to the Weave in death. For your service, they can teach you the deepest secrets of arcana.

Arcane beings powerful enough to forge such a pact include Vecna, Elminster, Mordenkainen, Bigby, Leomund, and Acererak.

ARCHMAGE BONUS SPELLS

Spell Level	Spells
1st	<i>magic missile, Tenser's floating disk</i>
2nd	<i>Melf's acid arrow, Nystul's magic aura</i>
3rd	<i>fireball, Leomund's tiny hut</i>
4th	<i>Mordenkainen's faithful hound, Otiluke's resilient sphere</i>
5th	<i>Bigby's hand, Rary's telepathic bond</i>

ARCANE STORAGE

Starting at 1st level, your pact allows you to prepare a spell for later usage. When you finish a long rest, you can choose one spell you know of a level you can cast. You can cast that spell once at its minimum level without using a spell slot, but cannot cast it otherwise, until you finish a long rest.

UNBREAKABLE SPELL

When you reach 6th level, if you would lose your concentration on a spell before its duration ends, or if a spell you cast is dispelled, you can use your reaction to maintain concentration on the spell or prevent its dispelling.



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

SPELL RESISTANCE

Starting at 10th level, your dealings with the arcane give you a measure of protection from spells. You have resistance to damage from spells.

INDUCE WEAKNESS

At 14th level, as an action, you can weaken a creature you can see within 30 feet and make it more easily influenced and damaged by magic. The creature must make a Charisma saving throw. On a failure, the creature becomes vulnerable to damage from spells until the end of your next turn, and has disadvantage on saving throws against spells for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a successful save.

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