



# Long Rest Pact Magic and Variants



By Darel Dominguez

# CONTENTS

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## INDEX

LONG REST PACT MAGIC VARIANTS .....	3
Variant Refresh Rule .....	4
Long Rest Pact Magic .....	4
Long Rest Half-Pact Magic .....	5
Variant Half-Pact Magic .....	6
Long Rest Third-Pact Magic .....	7
THE MATH .....	9

## CREDITS

**Design:** Darel "Drunken Yoda" Dominguez

**Art:** Balazs Pirok, Joyce Mauriera



**BY DRUNKEN YODA**

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### OTHER PRODUCTS:





## LONG REST PACT MAGIC VARIANTS

What follows here is a set of rules for pact magic, these rules are alternatives for the current Pact Magic system created for the Warlock class by **Wizards of the Coast** as defined in the *Players Handbook* page 107. These systems were created by pure curiosity of how a Warlock would work in a world where short rest refresh of their spell slots is not allowed. As well as the pure intention of creating a unique magic system for my class **The Scion**.

### FOR WHOM IS THIS?

This supplement was created in mind for DMs who wanted to experiment with Warlock spellcasting and like me think it is an interesting way of casting magic. In addition, this is also targeted toward homebrewers who desire to create their own class and the current systems do not fill that void.

### WHAT IS PROVIDED HERE?

Here you can find the following:

- Spells Known recommended progression.
- Spell Slot and Spell Level progression for a variety of different types of Pact Magic.
- Variant rules for avoiding spamming of short rest refresh by players.
- Progression recommended for Half-Pact Magic, Third-Pact Magic and possible variations of these two.

### WHAT ARE YOU BASING THIS ON?

I took the basis of the chassis, or template, from the Spell Point variant casting rules found in the *Dungeon Master's Guide* on pages 288 and 289. I will go into further detail of this at the end of the supplement, there you will find tables with the operations and values.

### CAN I USE THIS IN MY SUPPLEMENT?

Sure you can, in fact I applaud you for using them. My one and only request is that you reference not only me but also this supplement.

## VARIANT RULE

When you gain the Pact Magic feature or similar, you can choose to forgo the option to regain spell slots on a short rest and take the additional feature below. Consult with your DM, you decide whether to gain the feature in this section.

### SPELL RESERVE

#### 1st-Level Warlock Feature

A number of times equal to half your proficiency bonus (rounded down) per long rest, you can meditate for 1 hour connecting to the power of your patron regaining all spent spell slots. You can do this as part of a short rest.

### LONG REST PACT MAGIC

Level	Features	Spell Slots	Slot Level
1st	—	2	1st
2nd	—	3	1st
3rd	—	4	2nd
4th	—	5	2nd
5th	No Feature	5	3rd
6th	—	6	3rd
7th	No Feature	6	4th
8th	—	7	4th
9th	No Feature	8	5th
10th	—	9	5th
11th	Mystic Arcanum(6th level)	9	5th
12th	—	9	5th
13th	Mystic Arcanum(7th level)	9	5th
14th	—	9	5th
15th	Mystic Arcanum(8th level)	9	5th
16th	—	9	5th
17th	Mystic Arcanum(9th level)	9	5th
18th	—	10	5th
19th	—	11	5th
20th	—	12	5th

## LONG REST PACT MAGIC

All spellcasters regain their spent spell slots on a long rest except Warlock, so what if you wish to implement this feature to a spellcasting class? Thankfully the *Dungeon Master's Guide* has a variant rule to help us in the form of the Spell Point variant rules. What follows is a translation of that rule to shape it in the style of the Warlock's Pact Magic.

### FULL CASTER PACT MAGIC

This section details the rules for using the spell progression for a long rest full caster of pact magic.

### CANTRIPS

The character must follow the cantrip progression detailed in the Cantrips Known column of the Warlock table found on *Player's Handbook* on page 106.

### SPELL SLOTS

The Long Rest Pact Magic table shows how many spell slots you have to cast spells of 1st through 5th level. The table also shows what the level of those slots is; all of the spell slots are the same level. To cast one spell of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a long rest.

For example, when you are 5th level, you have five 3rd-level spell slots. To cast the 1st-level spell *witch bolt*, you must spend one of those slots, and you cast it as a 3rd-level spell.

### SPELLS KNOWN OF 1ST LEVEL OR HIGHER

To determine how many spells you can cast per level, the Warlock table found in the *Player's Handbook* page 106 this progression should not be changed and kept the same as it balances it against other classes.

Another way of knowing how many spells the character can have prepared is using its spellcasting ability modifier plus its level in this class.

### NO FEATURE LEVELS

As other spellcasters, when the character gains a level that grants a new spell slot level the class should not grant any feature at all. The levels where this applies are: 5th, 7th and 9th level.

### MYSTIC ARCANUM

Since high level spells should be harder to cast, long rest pact magic should grant this harder to cast spells once per long rest. As such, the character should choose one 6th-level spell from the provided spell list as this arcanum.

The character can cast its arcanum spell once without expending a spell slot and must finish a long rest before they can do so again.

At higher levels, the character gains additional spells of their choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. The character regains all uses of its Mystic Arcanum when it finishes a long rest.

## LONG REST HALF-PACT MAGIC

Half casters, like the Paladin and Ranger, forego some magical prowess in order to be proficient with weapons. If you wish to make a class or modify an existing one with this rules here are some rules to have in mind.

### HALF CASTER PACT MAGIC

This section details the rules for using the spell progression for a long rest half caster of pact magic and it is considered for characters that are martially focused like the Paladin and Ranger. If you wish to do a half caster that is focused on casting like the artificer, the pertinent changes need to be made.

### CANTRIPS

As all martial half-casters, the only way they could gain cantrips is if they forgo their fighting style and extra attack features. As such this rules do not consider cantrips in their progression.

### SPELL SLOTS

The Long Rest Half-Pact Magic table shows how many spell slots you have to cast spells of 1st through 3rd level. The table also shows what the level of those slots is; all of the spell slots are the same level. To cast one spell of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a long rest.

For example, when you are 5th level, you have four 2nd-level spell slots. To cast the 1st-level spell *witch bolt*, you must spend one of those slots, and you cast it as a 2nd-level spell.

### SPELLS KNOWN OF 1ST LEVEL OR HIGHER

To determine how many spell you can cast per level, the Ranger table found in the *Player's Handbook* page 90 provides the recommended progression. The known spell progression should not be changed and kept the same as it balances it against other classes.

Another way of knowing how many spell the character can have prepared is using its spellcasting ability modifier plus half its level in this class.

### ADDITIONAL SPELLS SLOTS

Since converting spell points to slots has some left over points, you can use this to provide some additional casting to the class. This additional spell slots start at 1st-level when the character reaches 6th level, this slot scales up as the character gains levels in the class, allowing you to increase the level of this slot to 2nd-level at 15th level and 3rd-level at 17th level.

This is an optional rule as the small amount of residual points is so low that it should not affect the overall power scaling of this template.

### EXTRA ATTACK

Like most other half-casters, this magic progression provides the Extra Attack feature found in the Paladin and Ranger classes. If you desire to not grant an extra attack at this level, you could grant a subclass feature instead.

### LONG REST HALF-PACT MAGIC

Level	Features	Spell Slots	Slot Level
1st	—	—	—
2nd	—	2	1st
3rd	—	3	1st
4th	—	3	1st
5th	Extra Attack	4	2nd
6th	—	4	2nd
7th	—	5	2nd
8th	—	5	2nd
9th	No Feature	5	3rd
10th	—	5	3rd
11th	—	6	3rd
12th	—	6	3rd
13th	Mystic Arcanum(4th level)	6	3rd
14th	—	6	3rd
15th	—	7	3rd
16th	—	7	3rd
17th	Mystic Arcanum(5th level)	8	3rd
18th	—	8	3rd
19th	—	9	3rd
20th	—	9	3rd

### NO FEATURE LEVELS

As other spellcasters, when the character gain a level that grants a new spell slot level the class should not grant any feature at all. 9th level is the only level where this applies.

### MYSTIC ARCANUM

Since high level spells should be harder to cast, long rest pact magic should grant this harder to cast spells once per long rest. As such, the character should choose one 4th-level spell from the provided spell list as this arcanum.

The character can cast its arcanum spell once without expending a spell slot and must finish a long rest before they can do so again.

At 17th level, the character gains one 5th-level spell of their choice that can be cast in this way. The character regains all uses of its Mystic Arcanum when it finishes a long rest.

## VARIANT HALF-PACT MAGIC

The following spell progression is another take on spellcasting based on Pact magic, this progression allows players to cast all their slots at 5th level but with the limitation that they get less spell slots and are more limited in player options as seen in the table below.

### VARIANT HALF-PACT MAGIC

Level	Features	Spell Slots	Slot Level
1st	—	—	—
2nd	—	2	1st
3rd	—	3	1st
4th	—	3	1st
5th	Extra Attack	4	2nd
6th	Arcanum(1st level)	4	2nd
7th	—	5	2nd
8th	—	5	2nd
9th	No Feature	5	3rd
10th	—	5	3rd
11th	—	6	3rd
12th	—	6	3rd
13th	No Feature	6	4th
14th	—	6	4th
15th	—	7	4th
16th	—	7	4th
17th	Arcanum(2nd level)	7	5th
18th	—	7	5th
19th	—	8	5th
20th	—	8	5th

## VARIANT HALF CASTER PACT MAGIC

Here you can find the spell progression for a long rest half caster of pact magic that has all their slots reach 5th level. This progression is considered for characters that are martially focused like the Paladin and Ranger. If you wish to do a half caster that is focused on spellcasting like the artificer, the pertinent changes need to be made.

## CANTRIPS

As all martial half-casters, the only way they could gain cantrips is if they forgo their fighting style and extra attack features. As such this rules do not consider cantrips in their progression.

## SPELL SLOTS

The Long Rest Half-Pact Magic table shows how many spell slots you have to cast spells of 1st through 5th level. The table also shows what the level of those slots is; all of the spell slots are the same level. To cast one spell of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a long rest.

For example, when you are 5th level, you have four 2nd-level spell slots. To cast the 1st-level spell *witch bolt*, you must spend one of those slots, and you cast it as a 2nd-level spell.

## SPELLS KNOWN OF 1ST LEVEL OR HIGHER

To determine how many spell you can cast per level, the Ranger table found in the *Player's Handbook* page 90 provides the recommended progression. The known spell progression should not be changed and kept the same as it balances it against other classes.

Another way of knowing how many spell the character can have prepared is using its spellcasting ability modifier plus half its level in this class.

## EXTRA ATTACK

Like most other half-casters, this magic progression provides the Extra Attack feature found in the Paladin and Ranger classes. If you desire to not grant an extra attack at this level, you could grant a subclass feature instead.

## NO FEATURE LEVELS

As other spellcasters, when the character gain a level that grants a new spell slot level the class should not grant any feature at all. The levels where this applies are: 9th and 13th level.

## ARCANUM

Since there are remaining spell points, this spell progression allows the player to cast an extra spell at some level once per long rest. As such, the character should choose one 1st-level spell from the provided spell list as this arcanum at 6th level.

The character can cast its arcanum spell once without expending a spell slot and must finish a long rest before they can do so again.

At 17th level, the character gains one 2nd-level spell of their choice that can be cast in this way. The character regains all uses of its Arcanum when it finishes a long rest.

## LONG REST THIRD-PACT MAGIC

Third casters are mainly for subclasses, granting access to spellcasting to classes who regularly should not have it. As an alternative option to regular spellcasting for subclasses here you can find an option for long rest Pact Magic.

### THIRD CASTER PACT MAGIC

This section details the rules for using the spell progression for a long rest third caster of pact magic and it is considered for subclasses that are for martial classes like the Eldritch Knight and Arcane Trickster.

### CANTRIPS

As with other subclasses that grant spellcasting, you can grant cantrips in the subclass progression. To see what the cantrip progression should be, the Cantrips Known column of the Long Rest Third-Pact Magic table provides the needed information.

### SPELLS KNOWN OF 1ST LEVEL OR HIGHER

To determine how many spell you can cast per level, the fighters Eldritch Knight table found in the *Player's Handbook* page 75 provides the recommended progression. The known spell progression should not be changed and kept the same as it balances it against other classes.

### ARCANUM

Since there are remaining spell points, this spell progression allows the player to cast an extra spell at some level once per long rest. As such, the character should choose one 1st-level spell from the provided spell list as this arcanum at 7th level.

The character can cast its arcanum spell once without expending a spell slot and must finish a long rest before they can do so again

### LONG REST THIRD-PACT MAGIC

Level	Features	Cantrips Known	Spell Slots	Slot Level
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	2	2	1st
4th	—	2	3	1st
5th	—	2	3	1st
6th	—	2	3	1st
7th	Arcanum (1st)	2	4	2nd
8th	—	2	4	2nd
9th	—	2	4	2nd
10th	—	3	5	2nd
11th	—	3	5	2nd
12th	—	3	5	2nd
13th	—	3	5	3rd
14th	—	3	5	3rd
15th	—	3	5	3rd
16th	—	3	6	3rd
17th	—	3	6	3rd
18th	—	3	6	3rd
19th	—	3	6	4th
20th	—	3	6	4th

# THE MATH

What follows is an explanation of the columns for achieving the balance of this spellcasting system. The following description applies to all tables.

- **Level:** Character level.
- **Spell Points:** Total number of spell points a character is supposed to get at that level according to the *Dungeon Master's Guide*.
- **Points for Arcanum:** What does an Arcanum spell cost for that respective levels, it adds the cost of one single spell at that level.
- **Arcanum Level:** What spell level are the Arcanum slots for that are used once per long rest.
- **Spell Points without Arcanum:** Spell Points - Points for Arcanum.
- **Cost of Spell:** What does a single spell slot cost for the level of what spell slots should be at that level.
- **Total Spell Slots:** Spell Points without Arcanum / Cost of Spell (this has been rounded to one decimal for simplicity.)
- **Adjusted Slots:** Adjusting by hand the information got Total Spell Slots.
- **Spell Slot Level:** Level of all spell slots for that level.

## LONG REST FULL-PACT MAGIC

Level	Spell Points	Points for Arcanum	Arcanum Level	Spell Points without Arcanum	Cost of Spell	Total Spell Slots	Adjusted Slots	Spell Slot Level
1	4	0	-	4	2	2.0	2	1st
2	6	0	-	6	2	3.0	3	1st
3	14	0	-	14	3	4.7	4	2nd
4	17	0	-	17	3	5.7	5	2nd
5	27	0	-	27	5	5.4	5	3rd
6	32	0	-	32	5	6.4	6	3rd
7	38	0	-	38	6	6.3	6	4th
8	44	0	-	44	6	7.3	7	4th
9	57	0	-	57	7	8.1	8	5th
10	64	0	-	64	7	9.1	9	5th
11	73	9	6th	64	7	9.1	9	5th
12	73	9	6th	64	7	9.1	9	5th
13	83	19	6th & 7th	64	7	9.1	9	5th
14	83	19	6th & 7th	64	7	9.1	9	5th
15	94	30	6th, 7th & 8th	64	7	9.1	9	5th
16	94	30	6th, 7th & 8th	64	7	9.1	9	5th
17	107	43	6th, 7th, 8th & 9th	64	7	9.1	9	5th
18	114	43	6th, 7th, 8th & 9th	71	7	10.1	10	5th
19	123	43	6th, 7th, 8th & 9th	80	7	11.4	11	5th
20	133	43	6th, 7th, 8th & 9th	90	7	12.9	12	5th



## LONG REST HALF-PACT MAGIC

Level	Spell Points	Points for Arcanum	Arcanum Level	Spell Points without Arcanum	Cost of Spell	Total Spell Slots	Adjusted Slots	Spell Slot Level
1	0	0	-	0	0	-	-	-
2	4	0	-	4	2	2.0	2	1st
3	6	0	-	6	2	3.0	3	1st
4	6	0	-	6	2	3.0	3	1st
5	14	0	-	14	3	4.7	4	2nd
6	14	0	-	14	3	4.7	4	2nd
7	17	0	-	17	3	5.7	5	2nd
8	17	0	-	17	3	5.7	5	2nd
9	27	0	-	27	5	5.4	5	3rd
10	27	0	-	27	5	5.4	5	3rd
11	32	0	-	32	5	6.4	6	3rd
12	32	0	-	32	5	6.4	6	3rd
13	38	6	4th	32	5	6.4	6	3rd
14	38	6	4th	32	5	6.4	6	3rd
15	44	6	4th	38	5	7.6	7	3rd
16	44	6	4th	38	5	7.6	7	3rd
17	57	13	4th & 5th	44	5	8.8	8	3rd
18	57	13	4th & 5th	44	5	8.8	8	3rd
19	64	13	4th & 5th	51	5	10.2	9	3rd
20	64	13	4th & 5th	51	5	10.2	9	3rd

## VARIANT HALF-PACT MAGIC

Level	Spell Points	Points for Arcanum	Arcanum Level	Spell Points without Arcanum	Cost of Spell	Total Spell Slots	Adjusted Slots	Spell Slot Level
1	0	0	-	0	0	-	-	-
2	4	0	-	4	2	2.0	2	1st
3	6	0	-	6	2	3.0	3	1st
4	6	0	-	6	2	3.0	3	1st
5	14	0	-	14	3	4.7	4	2nd
6	14	2	1st	12	3	4.0	4	2nd
7	17	2	1st	15	3	5.0	5	2nd
8	17	2	1st	15	3	5.0	5	2nd
9	27	2	1st	25	5	5.0	5	3rd
10	27	2	1st	25	5	5.0	5	3rd
11	32	2	1st	30	5	6.0	6	3rd
12	32	2	1st	30	5	6.0	6	3rd
13	38	2	1st	36	6	6.0	6	4th
14	38	2	1st	36	6	6.0	6	4th

## VARIANT HALF-PACT MAGIC

Level	Spell Points	Points for Arcanum	Arcanum Level	Spell Points without Arcanum	Cost of Spell	Total Spell Slots	Adjusted Slots	Spell Slot Level
15	44	2	1st	42	6	7.0	7	4th
16	44	2	1st	42	6	7.0	7	4th
17	57	5	1st & 2nd	52	7	7.4	7	5th
18	57	5	1st & 2nd	52	7	7.4	7	5th
19	64	5	1st & 2nd	59	7	8.4	8	5th
20	64	5	1st & 2nd	59	7	8.4	8	5th

## LONG REST THIRD-PACT MAGIC

Level	Spell Points	Points for Arcanum	Arcanum Level	Spell Points without Arcanum	Cost of Spell	Total Spell Slots	Adjusted Slots	Spell Slot Level
1	0	0	-	0	0	-	-	-
2	0	0	-	0	0	-	-	-
3	4	0	-	4	2	2.0	2	1st
4	6	0	-	6	2	3.0	3	1st
5	6	0	-	6	2	3.0	3	1st
6	6	0	-	6	2	3.0	3	1st
7	14	2	1st	12	3	4.0	4	2nd
8	14	2	1st	12	3	4.0	4	2nd
9	14	2	1st	12	3	4.0	4	2nd
10	17	2	1st	15	3	5.0	5	2nd
11	17	2	1st	15	3	5.0	5	2nd
12	17	2	1st	15	3	5.0	5	2nd
13	27	2	1st	25	5	5.0	5	3rd
14	27	2	1st	25	5	5.0	5	3rd
15	27	2	1st	25	5	5.0	5	3rd
16	32	2	1st	30	5	6.0	6	3rd
17	32	2	1st	30	5	6.0	6	3rd
18	32	2	1st	30	5	6.0	6	3rd
19	38	2	1st	36	6	6.0	6	4th
20	38	2	1st	36	6	6.0	6	4th