

## ALTERNATIVE 3RD LEVEL

# WARLOCK PACT BOONS

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In the long, storied history of outsiders meddling with and granting power to mortals, no two pacts struck have ever been exactly the same. Mortals, remarkably, are creatures of many needs, some (they think, with poor, limited mortal thought) being far more important than others. Most patrons by their nature are providing sorts, and tend to give the mortals at least a semblance of what they desire if only to more fully ensure that the mortals are willing and alive long enough to fulfill their patron's dread will.

In the following section are five new pact boons, able to be taken at 3rd level when all warlocks receive a pact boon, each pertaining to a specific type of item that a warlock could receive from their patron in regards to a need.

Whereas the Pact of the Chain provides companionship, the Pact of the Blade provides martial mastery, and the Pact of the Tome provides knowledge, each of these five alternative pact boons provides a specific something that a warlock patron may supply their faithful servant with when entering into an agreement for cosmic power.

### PACT OF THE SCOURGE

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Many warlocks enter into pacts seeking to inflict pain or exert dominance over others. If this is the case, often patrons will provide the warlock with a conjured whip or flail, which could be anything from an elegant, graceful vine-line lash to a mass of chains and infernal barbs to a limber, barbed tentacular sinew. This pact whip allows the warlock to inflict pain at a relative distance, and is a symbol of the warlock's domination over others.

You can use your action to create a long whip as a pact weapon in your empty hand. You are proficient with it while you wield it, and while in your hands it has a reach of 10 feet, the finesse property, and the ability to do 1d6 plus your Dexterity modifier slashing damage on a hit. This weapon counts as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Your pact weapon 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 weapon (no action required), or if you die.

You can transform one magic whip into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour,



which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

## PACT OF THE BASTION

While any pact that a warlock makes is by definition a pact for power, some few warlocks wish to use this power for the purposes of protection - either for themselves, or for others. When this is the case, a warlock's patron may provide them with a bastion, or a pact shield, with which to defend themselves. This shield may be of any make or composition; it could be simple and elegant, wrought from iron-hard white wood, or it could be an impenetrable barrier of dark fiendish iron, or an otherworldly blockade grown of chitin and nodulus vestigial eyes.

You can use your action to create a pact shield in your empty hand. You are proficient with it while you wield it, and while in your hands it qualifies as an arcane focus.



Your shield disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you dismiss the shield (no action required) or if you die.

You can transform one magic shield into your pact shield by performing a special ritual while you hold 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 or a sentient item 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.

## PACT OF THE MYSTIC TREADER

Others may issue a pact simply to gain increased magical prowess, but you had the foresight to enter into the pact with freedom in mind. To that end, your patron has fulfilled their end of the bargain by providing you with wondrous shoes that greatly increase your mobility, which could appear as intricate soft-leather slippers with glided patterns of leaves and masks, immaculate pitch-black leather boots warm to the touch, or purple nebulous shoes that shift form on every step.

You are gifted a stylish pair of magical shoes or boots by your patron, undoubtedly the finest of their make. While wearing these eldritch shoes, your movement speed increases by +15 feet and you can jump a distance equal to twice your Strength or Dexterity score in feet for a long jump, or twice your Strength or Dexterity modifier plus 3 in feet for a high jump. These shoes always seem to find their way back on to your feet, and when they are more than 60 feet away from your person they disappear and reappear equipped on your feet, displacing any other shoes equipped to the closest available space.

When you attune yourself to a pair of magical shoes or boots, you may choose to replace your



existing eldritch shoes from this feature with the attuned item. If this is the case, your old shoes lose all magical properties they gained from this feature, and the properties of this feature now apply to the newly attuned shoes, in addition to whatever magical abilities the shoes inherently have.

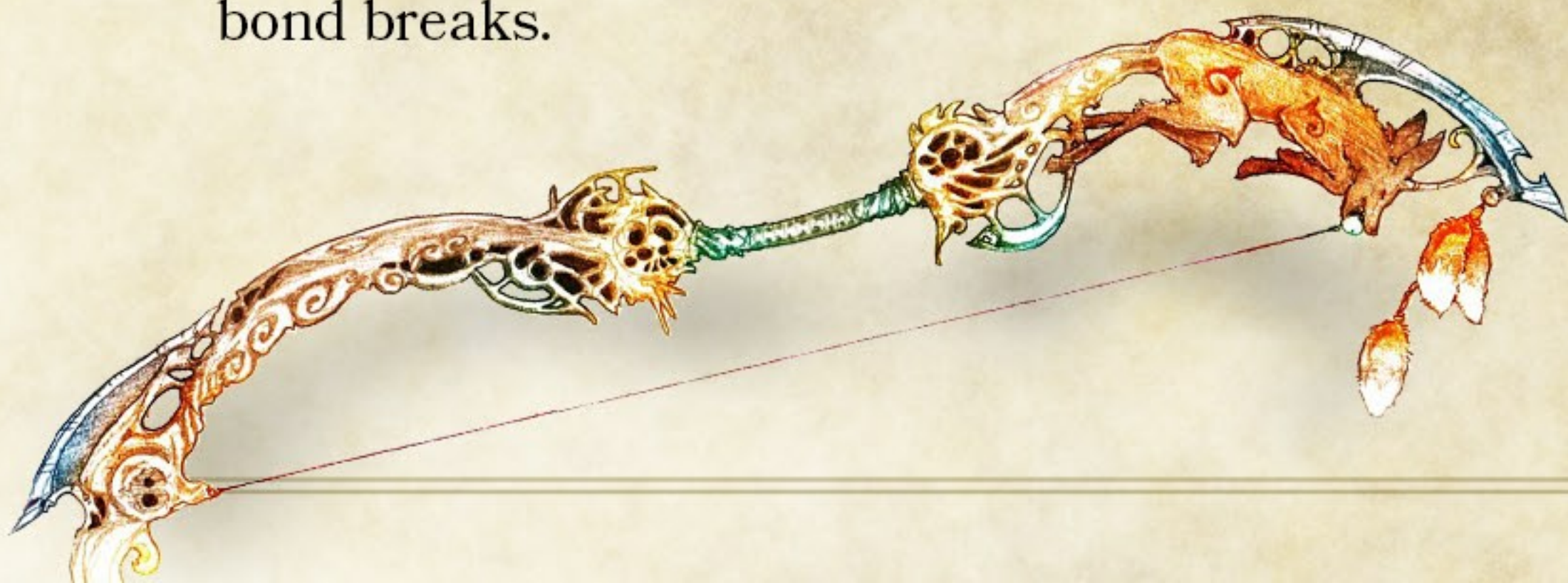
## PACT OF THE ARC

The ability to strike quickly from a distance is a valuable skill, and your patron has bestowed a pact bow upon you to allow you to lay low your enemies while escaping from harm. This may be such things as a long, slender twig plucked from the most ancient tree in the Feywild strung with unicorn mane thread, or a burning construct of hot iron bound with strands of liquid flame, or a fibrous, living thing molded from bone and sinew of creatures best left unknown.

You can use your action to create a ranged pact weapon in your empty hand. You can choose the form that this ranged weapon takes each time you create it, and it must be a bow or crossbow of some kind. You are proficient with it while you wield it, and while in your hands it qualifies as an arcane focus. This weapon and its ammunition count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Your pact weapon 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 weapon (no action required), or if you die.

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



## PACT OF THE PEACEMAKER

Warlocks making pacts in modern (or post-modern) times might have need of more reliable ordinance than mere spells can provide. A patron may be so persuaded to supply adequate protection from a growing arsenal of supernatural armament, should the prospective warlock think to ask, and the firearms provided may take forms such as an old-fashioned historical blunderbuss crafted of leaf-patterned bronze, a sharp-edged, jet-black, and evil-looking glock, or a strangely glowing alien weapon from out of this world.

You can use your action to create a pistol as a pact weapon in your empty hand. You are proficient with it while you wield it, and while in your hands it has a range of 30/90 feet, the loading property, and the ability to do 1d10 plus your Dexterity modifier piercing damage on a hit. While you hold a firearm granted to you by this feature, it qualifies as an arcane focus. This weapon and its ammunition count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon 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 weapon (no action required), or if you die.

You can transform one magic firearm of a type which you are allowed to generate into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

## EXPANDED INVOCATIONS

The following is an expanded list of eldritch invocations pertaining to the pact boons listed here.

As with other invocations, if an eldritch invocation listed here has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

### DREAD LASH

*Prerequisite: 5th Level, Pact of the Scourge feature*

Whenever you take the Attack action with your pact weapon whip, you may choose to cast the cantrip *thorn whip* (even if you do not know it) instead of or in addition to making a regular attack with your whip as part of the action. The cantrip is considered to be a warlock cantrip for the purposes of this ability, with Charisma as its spell-casting stat.

### FLAYING TORMENT

*Prerequisite: 12th Level, Pact of the Scourge feature*

When holding your pact weapon whip you can use your Attack action to make two attacks with your whip. If you also have the Dread Lash invocation, you may use your Attack action to make two attacks with your whip and cast one instance of *thorn whip*.



### HEXWHIP

*Prerequisite: Pact of the Scourge feature*

While holding your whip, any spell with a range of touch instead has a range of 10 feet.

### KNOWLEDGEABLE SOLES

*Prerequisite: Pact of the Mystic Treader feature*

After a long rest, you may choose one of the following skills to gain proficiency in, as long as you are wearing your eldritch shoes: Acrobatics, Athletics, Performance (dance), or Stealth. Once per long rest, you may choose to gain advantage on a skill check involving the skill your shoes currently give you proficiency in.

### PHENOMENAL DASH

*Prerequisite: 10th Level, Pact of the Mystic Treader feature*

While you are wearing your eldritch shoes, you may use the Dash action as a bonus action.



## WALK BETWEEN WORLDS

*Prerequisite: 5th Level, Pact of the Mystic Treader feature*

Whenever you move and are wearing your eldritch shoes, you may choose to phase partially into the ethereal plane. If you do, attacks of opportunity made against you during this movement are made with disadvantage.

## ELDRITCH ARROWS

*Prerequisite: 5th Level, Pact of the Arc feature, eldritch blast cantrip*

You can channel the magics of your *eldritch blast* into your pact weapon, generating arrows made of pure eldritch force. You may cast *eldritch blast* through your pact weapon, consuming no ammo. Cast in this way, *eldritch blast* adds your Dexterity modifier in place of your Charisma modifier to the roll to hit. While channelled through your pact weapon, *eldritch blast* uses either the maximum range of *eldritch blast* or your weapon, whichever is greater, and neither inherently confers disadvantage for long range. If you also have the Agonizing Blast invocation, you may add your Dexterity modifier instead of your Charisma modifier to the damage this attack deals on a hit.

## OUTSIDER'S AGILITY

*Prerequisite: Pact of the Arc feature*

When an enemy ends their movement adjacent to you, you may use your reaction to disengage and move five feet away from them. You can't do so again until you finish a short or long rest.

## UNCANNY AIM

*Prerequisite: Pact of the Arc feature*

When making an attack with your pact weapon (including channeling *eldritch blast* through it), you ignore any kind of cover besides total cover.

## CHIMERIC AEGIS

*Prerequisite: 5th Level, Pact of the Bastion feature*

When holding your pact shield, you can cast *protection from energy* on yourself without expending a spell slot. You can't do so again until you finish a short or long rest.

## ETHEREAL SHELL

*Prerequisite: 12th Level, Pact of the Bastion feature*

As an action, you may form a hemispherical dome with a radius of up to 10 feet. This dome is utterly impenetrable, confers total cover and blocks line of sight - you cannot hear or see anything outside the dome while inside it, and vice versa. This dome lasts until the beginning of your next turn. You can't use this ability again until you finish a short or long rest.



## WALL OF WORLDS

*Prerequisite: Pact of the Bastion feature*

When holding your pact shield, you may cast the *shield* spell as a reaction without spending a spell slot, even if you do not know it. You can't do so again until you finish a short or long rest.

## CURSESLINGER

*Prerequisite: knowledge of the hex spell, Pact of the Peacemaker feature*

When you attack and hit a target under the effect of your *hex* spell with your pact weapon, you may use the following feature associated with the weapon you are wielding:

- **Pistol:** Increase the damage die from *hex* to 1d8.
- **Automatic Pistol:** Gain advantage on the next spell attack you make against the target, until the end of your next turn.
- **Revolver:** You may end concentration on *hex* immediately to deal an additional 4d8 force damage to the target instead of *hex*'s 1d6.
- **Shotgun:** You may end concentration on *hex* immediately to force all creatures within 5 feet of the target, including the target, to make a Dexterity save against your spell save DC, instead of dealing *hex*'s 1d6 damage. Any creature that fails the save takes 2d6 force damage, or no damage on a success.

## OTHERWORLDLY ORDINANCE

*Prerequisite: 12th Level, Pact of the Peacemaker feature*

You may conjure a revolver or a shotgun instead of a pistol as your pact weapon. When in your hands, the revolver has a range of 40/120, the reload (6 shots) property, and the ability to do 2d8 plus your Dexterity modifier piercing damage on a hit, while the shotgun has a range of 30/90, the reload (2 shots) and two-handed properties, and the ability to do 2d10 plus your Dexterity modifier piercing damage on a hit.

## PATRON'S OWN PISTOL

*Prerequisite: 5th Level, Pact of the Peacemaker feature*

You may conjure an automatic pistol instead of a pistol as your pact weapon. While in your hands, the automatic pistol has a range of 50/150 feet, the reload (15 shots) property, and the ability to do 2d6 plus your Dexterity modifier piercing damage on a hit. While wielding a firearm without the loading property as a pact weapon, you may use the Attack action to attack with it twice.



## EXPANDED DRAWBACKS

If you are using the Invocation Drawbacks optional rule, presented elsewhere on **WALROCK HOMEBREW**, you may apply the following drawbacks to the additional Invocations featured here.

### CHIMERIC AEGIS

Your skin constantly changes color very slightly. It is usually imperceptible and not readily noticeable, but those in your presence for long durations are often somewhat unnerved by it.

### CURSESLINGER

The tips of your fingers up to the first knuckle are tinged a greasy, dirty black, and no amount of scrubbing will remove this coloring.

### DREAD LASH

Small thorns, spikes, or spines grow and break through the skin on your forearms. They are painful, but do not hinder you in any way, aside from occasionally catching on clothing or other objects.

### ELDRITCH ARROWS

Whenever your hands are idle, you instinctively begin to whittle arrowheads out of available materials, whatever they may be, without being conscious of doing so.

### ETHEREAL SHELL

The only time you ever, truly feel safe is when you are enclosed on all sides in a relatively small space.

### FLAYING TORMENT

You find yourself, to an ever-frightening degree, becoming addicted to the sensation of causing others suffering.

### HEXWHIP

Your arms lengthen by half a foot, and are strangely flexible. Your reach is not improved considerably, but onlookers are often disturbed by how your arms move.

### KNOWLEDGEABLE SOLES

Your shoes are exceptionally wise, and are great conversationalists. You often wonder why no one else can hear them, but really, it's their loss.

### OUTSIDER'S AGILITY

Your elbows and knees are double jointed, an unnerving sight to those that witness you.

### OTHERWORLDLY ORDINANCE

Your patron gifts you with thick knots of muscle up and down your forearms to absorb the recoil of your weapons, but they have a frightening tendency to twitch and flex without your input.



### PATRON'S OWN PISTOL

Very occasionally, you hear the tell-tale click of a gun's hammer being drawn back, ready to fire, when no such weapon is present.

### PHENOMENAL DASH

You sometimes cannot stop moving. You constantly fidget, and occasionally sleepwalk for distances.

### UNCANNY AIM

You are unusually certain that danger exists just behind the next wall, around the next bend.

### WALK BETWEEN WORLDS

Due to your constant exposure to the Ethereal Plane, your skin and hair adopt a noticeably paler hue.

### WALL OF WORLDS

Holding your shield fills you with a surprising and occasionally potent feeling of invulnerability.

#### CREDITS:

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