

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 MYSTICAL TALISMAN

For the large majority of warlocks, the Pact is something that is either sought out personally or offered in a moment of weakness or desperation. Owners of a mystical talisman, by contrast, rarely know what kind of power they have undertaken. They are inheritors of great strength and power, and are expected to uphold the ideals of those who held that power before.

In most cases, those who become warlocks of the Talisman inherit their talisman from a family member or teacher: they join a long line of heroes or villains who have wielded that power in the name of some greater idea. Others are plucked from the masses by powerful entities, chosen for specific traits or characteristics. A small few simply stumble into their power, finding their talisman amidst a pile of rubble. Regardless of the cause, what a Talisman warlock chooses to do with their power is ultimately up to them.

MYSTICAL TALISMAN BONUS SPELLS

Spell Level	Spells
1st	<i>bless, expeditious retreat</i>
2nd	<i>enhance ability, scorching ray</i>
3rd	<i>fireball, phantom steed</i>
4th	<i>dimension door, fire shield</i>
5th	<i>cone of cold, wall of force</i>

MYSTICAL TRANSFORMATION

Starting at 1st level, you can use your action to undergo a fantastic transformation. The exact nature of the transformation varies from talisman to talisman, but it always confers similar changes: an utterly fantastical outfit (suit of armor, brightly colored clothes, symbiotic battle suit, etc.), which completely masks your identity and confers an exaggerated, bombastic manner of speech. While transformed:

- Your AC equals 10 + your Dexterity modifier + your Charisma modifier
- Your unarmed strikes deal 1d4 damage, you can use your Dexterity modifier instead of your Strength modifier for attack and damage rolls for your unarmed strikes, and when you use the attack action to make an unarmed strike you may use your bonus action to make an additional unarmed strike.
- You cannot be recognized as your true identity, except by truesight, your patron, or any creature that watches you transform.
- Select one of the following damage types: acid, cold, fire, lightning, necrotic, radiant, or thunder damage. Spells and abilities that you use which would deal one of those damage types instead deal damage of the selected type. Additionally, you may deal this type of damage with your *eldritch blast* rather than force damage.
- You have disadvantage on Dexterity (Stealth) checks.
- You have disadvantage on Charisma (Deception) checks.
- You cannot gain the benefits of rest or sleep.



Once transformed, you can maintain your transformed state indefinitely. The effect ends immediately if you are unconscious or if you use an action to dismiss it. Once you use this ability, you must take a long rest before you can do so again.

MYSTICAL LUCK

At 6th level, while transformed, you can re-roll an ability check, saving throw, or attack roll. You can choose to do so after you make the roll but before you know the outcome.

Once you use this ability, you must take a short or long rest before you can do so again.

MYSTICAL BARRIER

At 10th level, while transformed, you gain resistance to your chosen damage type. Additionally, when you transform, you gain a number of temporary HP equal to your warlock level + your Charisma modifier.

SUPER MYSTICAL TRANSFORMATION

Starting at 14th level, while transformed, you gain a flight speed equal to your movement speed.

Additionally, you can unleash an ultimate attack: when you hit a creature with an attack, you can deal that creature an additional 10d10 points of your chosen damage type. Once you use this ability, you must take a long rest before you can do so again.

NEW PACT BOONS

The following pact boons are available to all warlocks.

PACT OF THE ROD

As an action, you can summon a rod to your hand, which acts as a spell focus. You gain a +1 bonus to spell attack rolls of spells cast through your rod. Additionally, you can wield your Rod as a mace, which is magical for the purposes of overcoming magical resistance and immunity, and you can use your Charisma modifier instead of your strength modifier for the attack and damage rolls of melee attacks made with it.

Your pact rod 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 bond with one magic mace, club, rod, or staff, turning it into your pact rod. You do so by performing a special ritual while you hold the item. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the item, shunting it into an extradimensional space, and it appears whenever you summon your pact rod thereafter. You can't affect an artifact or a sentient weapon in this way. The item ceases

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

PACT OF THE SKIN

You give themselves over completely to your patron, taking on greater aspects of your benefactor in exchange for more power. Your skin changes to reflect this, changing form and becoming more resistant to damage. When you take bludgeoning, piercing, or slashing damage from a nonmagical weapon that isn't silvered, you can subtract 3 from the damage taken.

NEW ELDRITCH INVOCATIONS

The following pact boons are available to all warlocks.

FELL FLIGHT

Prerequisite: 15th level, Pact of the Skin feature

Your patron grants you the power to fly: this manifests as a pair of wings (of varying designs), a dark aura, or some other sign appropriate to your patron. You gain a fly speed equal to your walking speed.

FELL FORCE

Prerequisite: 7th level, Pact of the Skin feature

You learn to channel your patron's power into your *eldritch blast*. You can now cause your *eldritch blast* to deal psychic damage instead of force damage.

ELEMENTAL BLAST

Prerequisite: 7th level, Pact of the Rod feature, eldritch blast cantrip

You can channel an element through your *eldritch blast*. When you cast *eldritch blast*, you can choose for it to deal acid, cold, fire, or force damage.

ELDRITCH CHANNEL

Prerequisite: 5th level, Pact of the Rod feature

As an action, you can contact your patron with your rod, restoring one expended pact magic spell slot. Once you use this ability, you must take a long rest before you can do so again.

LEGION BLADES

Prerequisite: 4th level, Pact of the Blade feature

You can create second pact blade and/or bind a second weapon as your pact weapon, and can summon both as a single action. When you engage in two-weapon fighting with these weapons, you can add your ability modifier to the damage of the second attack.

MONSTROUS CARAPACE

Prerequisite: 11th level, Pact of the Skin feature

Your already tough form becomes almost impenetrable. You now take 3 + your Charisma modifier fewer points of bludgeoning, piercing, or slashing damage from non-magical sources. Silver weapons ignore this damage reduction.

MONSTROUS CLAWS

Prerequisite: 5th level, Pact of the Skin feature

You can grow a pair of wickedly sharp claws. The damage die of your unarmed strikes increases to 1d6, you can choose to deal either bludgeoning, piercing, or slashing damage with your unarmed strikes. Your unarmed strikes are considered magical for the purposes of overcoming damage resistance or immunity.

Additionally, when you use the Attack action to make an unarmed strike, you can attack twice instead of once.

SHIELD OF ATROPUS

Prerequisite: 4th level, Pact of the Blade feature

You can create and/or bind a Pact Shield in addition to your Pact Blade. You are proficient with this shield, and you can summon both your shield and your blade as a single action. Your pact shield does not benefit from other invocations that benefit your pact blade.

VAMPIRIC BLADE

Prerequisite: 15th level, Pact of the Blade feature

Whenever you strike with your pact blade, you gain a number of temporary hit points equal to your Charisma modifier. Temporary HP gained from this feature stacks with other sources of temporary HP, up to a maximum of twice your Warlock level.

