

WARLOCK: PACT OF MANA

Though a warlock's patron can sometimes be demanding or restrictive with their powers, many patrons acknowledge the need for their warlocks to be more flexible in serving a patron's grim purposes. The following options allow a warlock more versatility with their spellcasting.

ADDITIONAL PACT BOON

At 3rd level, a warlock chooses one benefit from the Pact Boon feature, representing the nature of the bond that warlock has formed with its patron. The following additional option can be chosen instead of the other Pact Boons available in the *Player's Handbook* and similar sources.

PACT OF MANA

You gain a mana receptacle, a tiny object held in one hand that acts as a spellcasting focus for you, and which holds the potent magics of your patron. Choose or roll a receptacle from the following list, or design one yourself with help from your DM.

If you are ever separated from your receptacle, you can conjure it into your grasp using an action. If your receptacle is destroyed, you can undertake a one hour long ritual to request a replacement from your patron, which may be identical or of a different type. At the ritual's completion, the new receptacle appears in your grasp.

1d12 Receptacle

- 1 A strand of unicorn hair braided into a bracelet
- 2 An hourglass adorned with a smiling death's head
- 3 A set of manacles forged with infernal runes
- 4 A crystal sphere with a large, glowing eye at its center
- 5 A ticking pocketwatch that accurately tells the time on another plane
- 6 A withered, mummified hand
- 7 A beautiful jewel that changes shape subtly when no one is looking
- 8 A scrolled and sealed copy of your contract
- 9 An ancient lantern glowing with an unearthly light
- 10 A grinning skull, inset with gems
- 11 A broken or defiled holy symbol
- 12 An ornate key that won't fit any door you've found

When you choose this pact boon, you no longer have spell slots. Instead, you gain a number of mana points equal to your warlock level, as found on the Mana Potency table. These mana points refresh whenever you finish a short or long rest, and otherwise act as your spell slots normally would.

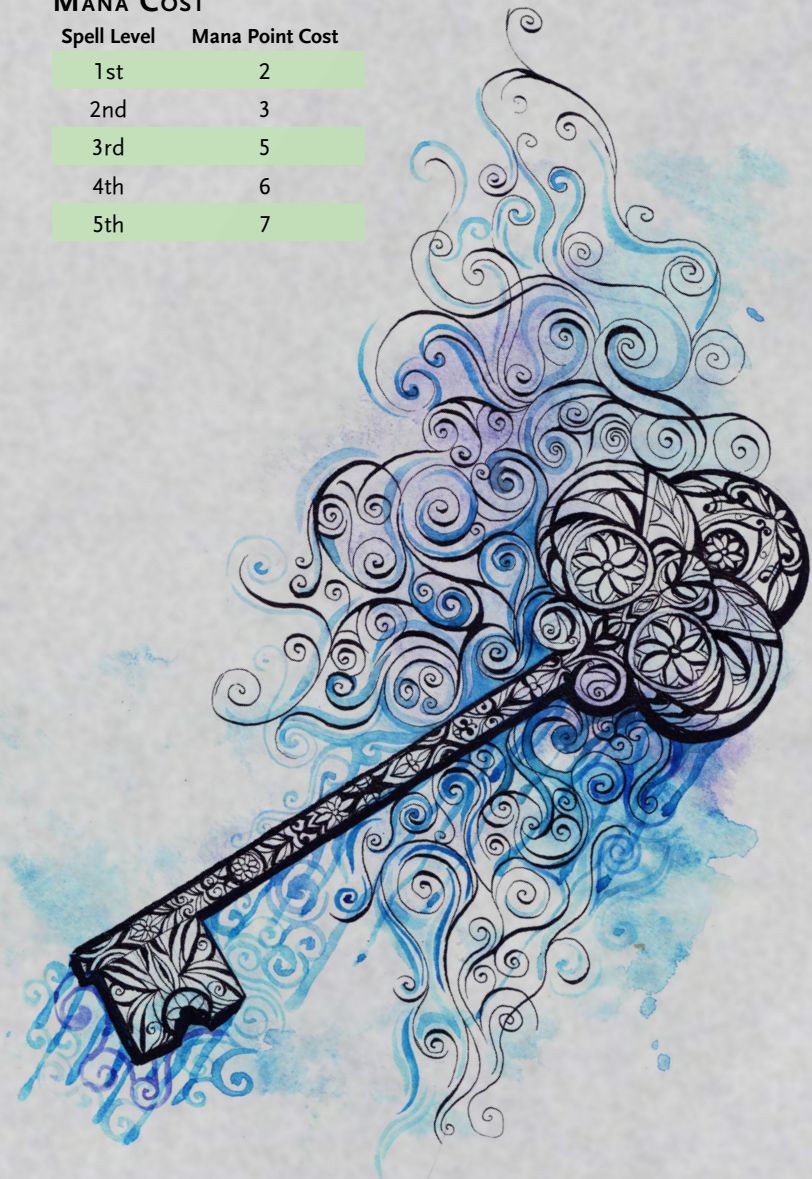
MANA POTENCY

Warlock Level	Mana Points	Maximum Slot Level	Warlock Level	Mana Points	Maximum Slot Level
3rd	6	2nd	12th	21	5th
4th	6	2nd	13th	21	5th
5th	10	3rd	14th	21	5th
6th	10	3rd	15th	21	5th
7th	12	4th	16th	21	5th
8th	12	4th	17th	28	5th
9th	14	5th	18th	28	5th
10th	14	5th	19th	28	5th
11th	21	5th	20th	28	5th

Using these points, when you want to cast a spell, you can purchase a slot of an appropriate spell level using the values on the Mana Cost table as part of the casting of the spell. The Mana Potency table also tells you the maximum slot level you are able to purchase, at specific warlock levels.

MANA COST

Spell Level	Mana Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7



ADDITIONAL INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the options in the *Player's Handbook* and similar sources.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

ARCANE SUSTENANCE

Prerequisite: Pact of Mana feature

When you would spend hit dice to heal during a rest, you can expend 2 points of mana once each rest to gain another warlock hit die on the roll. If that additional die rolls 3 or below, you can choose to reroll it, but you must use the result of the second roll.

ELDRITCH BARGAIN

Prerequisite: 5th level, Pact of Mana feature

You can offer up additional mana in order to cast a spell of your choice from the warlock spell list that you don't know. This cost is 1 additional mana for a spell of 1st or 2nd level, or 2 additional mana for a spell of 3rd through 5th level.

MANA DILETTANTE

Prerequisite: Pact of Mana feature

Choose one class other than warlock that has cantrips on its class spell list. You can cast one cantrip belonging to that class (that you don't already know) by spending 1 mana when you cast the spell. Cast in that way, the spell is a warlock spell for you.

CREDITS:

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