

Warlock

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Eldritch invocations

Apocryphal Blade (Azrael)

Prerequisite: Pact of the Blade feature

You can use your pact weapon as a spellcasting focus for your warlock spells. In addition, your pact weapon grants a +1 bonus to your spell attack rolls and spell save DC.

Song of Sunrise (Azrael)

Prerequisite: Pact of the Chain feature

Whenever you are required to make a saving throw while your familiar is within 100 feet of you, you may make the roll with advantage. You cannot do so again until you finish a short or long rest.

Agonizing Blast

Prerequisite: [Eldritch Blast](#) cantrip

When you cast [Eldritch Blast](#), add your Charisma modifier to the damage it deals on a hit.

Alien Ectoplasm (CoC)

You can cast grease at will, without expending a spell slot or requiring any material components.

Amorphous Familiar (CoC)

Prerequisite: Pact of the Chain feature

Your familiar's anatomy becomes changeable, or it transforms into a mass of fluid that projects pseudopods to emulate its former shape. It can move through a space as narrow as 1 inch wide without squeezing. Its reach with melee weapon and spell attacks increases to 10 feet, as it can extend its limbs unnaturally.

Arcane Gunslinger (UA:MM)

Prerequisite: Pact of the Blade feature

You can create a pact weapon that is a sidearm or long arm, and you can transform a magical sidearm or long arm into your pact weapon.

Armor of Shadows

You can cast [Mage Armor](#) on yourself at will, without expending a spell slot or material components.

Ascendant Step

Prerequisite: 9th level

You can cast [Levitate](#) on yourself at will, without expending a spell slot or material components.

Aspect of the Moon

Prerequisite: Pact of the Tome feature

You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading your Book of Shadows and keeping watch.

Atlas of the Wanderer (Azrael)

Prerequisite: Pact of the Tome feature

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write

its name on that page, which can contain a number of names equal to your proficiency bonus.

You can cast the locate creature spell, targeting the creatures whose names are on the page, without using

a spell slot and without using material components. The ink on the page begins to shift and reshape itself into a

crude map of the surrounding area, with the names on the page moving to indicate the positions of the named

creatures if they are within 1,000 feet. The ink returns to normal after 1 hour.

As an action, you can magically erase a name from the page by touching it.

Beast Speech

You can cast [Speak with Animals](#) at will, without expending a spell slot.

Beguiling Influence

You gain proficiency in the Deception and Persuasion skills.

Bewitching Whispers

Prerequisite: 7th level

You can cast [Compulsion](#) once using a warlock spell slot. You can't do so again until you finish a long rest.

Blessing of the Talisman (WEB)

Prerequisite: 5th level, Pact of the Talisman feature

When the wearer of the talisman makes an ability check, they can add a d4 to the roll. Beginning at 9th level, whenever the wearer of your talisman is forced to make a saving throw, it can add 1d4 to the roll.

Bond of the Talisman *

Prerequisite: 12th level, Pact of the Talisman feature

While someone else is wearing your talisman, you can use your action to teleport to the unoccupied space closest to them, provided the two of you are on the same plane of existence. The wearer of your talisman can do the same thing, using their action to teleport to you. (Additionally, when you and the wearer of your talisman are on the same plane of existence, you can communicate telepathically.) The teleportation can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

Bone Puppeteer (CoC)

Prerequisite: 5th level

You can cast *animate dead* once using a warlock spell slot. You can't do so again until you finish a long rest.

Book of Ancient Secrets

Prerequisite: Pact of the Tome feature

You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from [any class's spell list](#); these rituals needn't be from the same spell list. The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

Call of the Grave (CoC)

Prerequisite: Pact of the Skull feature

If you fail on an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to roll again by listening to secrets whispered by your pact skull if it is within 5 feet. You use the new result in place of your original result, which can make you succeed on the saving throw after all. You can't use this invocation again until you finish a long rest.

Ceremonial Proxy (The Lost Citadel)

Prerequisite: Pact of the Tome feature

You can now make use of a mystical proxy to cast rituals for you. You must have a magical creature or autonomous force created or summoned by a spell or magical effect that you cast. Examples include find familiar, unseen servant, or the Otherworldly Minions invocation. You can direct that creature or entity to cast any ritual in your Book of Shadows, assuming the proxy remains in existence long enough to do so. You must still provide all necessary components, you still make the Arcana check, and you still suffer the effects if the ritual goes wrong (see "Woe" and "Zileska Rituals," both in Chapter V: Zileskan Magic). You must concentrate on your proxy while it is casting the ritual as though maintaining a spell, but if the proxy was created by a spell that requires concentration, you may concentrate on both. This is an exception to the normal concentration rules. You can engage in any other activity you wish while the proxy is casting the ritual, including casting other spells, so long as they don't require concentration. Alternatively, you can work with the proxy on the ritual, cutting its casting time in half (to a minimum of five minutes). Finally, if you suffer spiritual damage due to the ritual and spell going wrong, the presence of the proxy grants you resistance to that damage.

Chained Mutant (CoC)

Prerequisite: Pact of the Chain feature

When you change the form of your familiar, you have the option to choose a beast mutated due to the influence of a Great Old One, Outer God, or other potent and unnatural force. Such a familiar takes on obviously unnatural features like pod-tipped legs, extra eyes near its middle, and a

mouth-tipped stalk. It becomes a mutated version of one of the normal options in the find familiar spell (not the options added by the Pact of the Chain feature). It loses one of its weapon attacks unless it has only one. It can't wear

armor or barding that isn't designed for its unique form. It adds your proficiency bonus to its weapon attack rolls, weapon damage rolls, Strength saving throws, Constitution saving throws, Wisdom saving throws, and Wisdom (Perception) checks.

When your familiar hits a creature with a weapon attack, it attaches to the target and can't use that weapon to attack until it detaches. If your mutated familiar begins its turn attached to a creature, that creature loses 1d8 hit points from blood loss. Undead and constructs are immune to this hit point loss. The familiar can detach itself as an action or a creature can use its action to detach your familiar.

Chains of Carceri

Prerequisite: 15th level, Pact of the Chain feature

You can cast [Hold Monster](#) at will – targeting a celestial, fiend, or elemental – without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again.

Cloak of Flies

Prerequisite: 5th level

As a bonus action, you can surround yourself with a magical aura that looks like buzzing flies. The aura extends 5 feet from you in every direction, but not through total cover. It lasts until you're incapacitated or you dismiss it as a bonus action.

The aura grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. Any other creature that starts its turn in the aura takes poison damage equal to your Charisma modifier (minimum of 0 damage).

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

Cosmic Truths (CoC)

You gain proficiency in the Yog-Sothothery skill (see page 37). If you already have proficiency in that skill, you instead gain proficiency in Arcana or Religion. Your proficiency bonus is doubled for any ability check you make using Yog-Sothothery, even if it isn't the proficiency you gained from this invocation. (This doubling means the penalty it imposes on your saving throws is equal to your proficiency bonus.) In addition, choose a 1st-level spell from any class spell list (including warlock).

You can cast this spell once using a warlock spell slot. You can't do so again until you finish a long rest.

Curse Bringer (UA)

Prerequisite: The Hexblade patron, Pact of the Blade feature

You can create a greatsword forged from silver, with black runes etched into its blade, using your Pact of the Blade feature. If you reduce a target cursed by your Hexblade's Curse to 0 hit points with this sword, you can immediately change the target of the curse to a different creature. This change doesn't extend the curse's duration.

When you hit a creature with this weapon, you can expend a spell slot to deal an additional 2d8 slashing damage to the target per spell level, and you can reduce the creature's speed to 0 feet until the end of your next turn.

Devil's Sight

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Dreadful Word

Prerequisite: 7th level

You can cast [Confusion](#) once using a warlock spell slot. You can't do so again until you finish a long rest.

Eldritch Armor (UA)

Prerequisite: Pact of the Blade feature

As an action, you can touch a suit of armor that isn't being worn or carried by anyone and instantly don it, provided you aren't wearing armor already. You are proficient with this suit of armor until it's removed.

Eldritch Mind

You have advantage on Constitution saving throws that you make to maintain your concentration on a spell.

Eldritch Sight

You can cast [Detect Magic](#) at will, without expending a spell slot or material components.

Eldritch Smite

Prerequisite: 5th level, Pact of the Blade feature

Once per turn when you hit a creature with your pact weapon, you can expend a warlock spell slot to deal an extra 1d8 force damage to the target, plus another 1d8 per level of the spell slot, and you can knock the target prone if it is Huge or smaller.

Eldritch Spear

Prerequisite: [Eldritch Blast](#) cantrip

When you cast [Eldritch Blast](#), its range is 300 feet.

Eyes of the Rune Keeper

You can read all writing.

Far Scribe

Prerequisite: 5th level, Pact of the Tome feature

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your proficiency bonus.

You can cast the [Sending](#) spell, targeting a creature whose name is on the page, without using a spell slot and without using material components. To do so, you must write the message on the page. The target hears the message in their mind, and if the target replies, their message appears on the page, rather than in your mind. The writing disappears after 1 minute.

As an action, you can magically erase a name on the page by touching it.

Feral Transformation (Humblewood)

Prerequisite: 7th level

As an action, you can transform into a dire wolf, giant spider, or giant vulture following the same rules as the polymorph spell, but you retain your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. You maintain the ability to speak and can cast spells that have only a verbal component. You maintain this form for 1 hour or until the form drops to 0 hit points, at which point you revert back to your normal form.

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

Fiendish Vigor

You can cast [False Life](#) on yourself at will as a 1st-level spell, without expending a spell slot or material components.

Frightful Familiar (CoC)

Prerequisite: 7th level, Pact of the Chain feature

As a bonus action, you can cause your familiar to instantly emanate a pall of magical fear that rattles any foe it meets. Each creature of the familiar's choice within 60 feet that is aware of it must succeed on a Wisdom saving throw against your spell save DC or be magically frightened until the start of the familiar's next turn. The save DC is equal to your spell save DC. Once your familiar uses this invocation, it can't do so again until you finish a short or long rest.

Gaze of Two Minds

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

Ghostly Gaze

Prerequisite: 7th level

As an action, you gain the ability to see through solid objects to a range of 30 feet. Within that range, you have darkvision if you don't already have it. This special sight lasts for 1 minute or until your concentration ends (as if you were concentrating on a spell). During that time, you perceive objects as ghostly, transparent images.

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

Gift of the Depths

Prerequisite: 5th level

You can breathe underwater, and you gain a swimming speed equal to your walking speed.

You can also cast [Water Breathing](#) without expending a spell slot. You regain the ability to do so when you finish a long rest.

Gift of the Ever-Living Ones

Prerequisite: Pact of the Chain feature

Whenever you regain hit points while your familiar is within 100 feet of you, treat any dice rolled to determine the hit points you regain as having rolled their maximum value for you.

Gift of the Protectors

Prerequisite: 9th level, Pact of the Tome feature

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your proficiency bonus.

When any creature whose name is on the page is reduced to 0 hit points but not killed outright, the creature magically drops to 1 hit point instead. Once this magic is triggered, no creature can benefit from it until you finish a long rest.

As an action, you can magically erase a name on the page by touching it.

Gift of the Talisman (WEB)

Prerequisite: 5th level, Pact of the Talisman feature

While wearing your talisman, the creature can recover one expended spell slot as an action. The maximum level of the recovered slot is equal to your pact magic spell slots. Once you use this invocation, you cannot do so again until you finish a long rest.

Grasp of Hadar

Prerequisite: [Eldritch Blast](#) cantrip

Once on each of your turns when you hit a creature with your [Eldritch Blast](#), you can move that creature in a straight line 10 feet closer to yourself.

Hideous Gnawing (CoC)

Prerequisite: 5th level, Pact of the Chain feature

Your familiar's form incorporates a natural weapon of supernatural sharpness and durability. Once per turn, it deals extra damage when it hits a target with an attack if the target is a nonmagical

object, a creature it had advantage on the attack roll against, or a creature within 5 feet of you or an ally of yours (you or your ally must not be incapacitated). If it hits with a spell attack, it deals an additional 1d6 piercing damage. If it hits with a weapon attack, it deals an additional 3d6 piercing damage. Your familiar can cut through any material except adamantine, given time. Generally, it takes 10 minutes to make a hole large enough for a Tiny creature to squeeze through 1/2 inch of metal, 1 inch of stone, 3 inches of wood, or 1 foot of earth. It can clear a path for a Small creature in quadruple the time, and for a Medium creature in sixteen times as long.

Improved Pact Weapon

Prerequisite: Pact of the Blade feature

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells.

In addition, the weapon gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls.

Finally, the weapon you conjure can be a shortbow, longbow, light crossbow, or heavy crossbow.

Investment of the Chain Master

Prerequisite: Pact of the Chain feature

When you cast [Find Familiar](#), you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits:

- The familiar gains either a flying speed or a swimming speed (your choice) of 40 feet.
- As a bonus action, you can command the familiar to take the Attack action.
- The familiar's weapon attacks are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.
- If the familiar forces a creature to make a saving throw, it uses your spell save DC.
- When the familiar takes damage, you can use your reaction to grant it resistance against that damage.

Lance of Lethargy

Prerequisite: [Eldritch Blast](#) cantrip

Once on each of your turns when you hit a creature with your [Eldritch Blast](#), you can reduce that creature's speed by 10 feet until the end of your next turn.

Lifedrinker

Prerequisite: 12th level, Pact of the Blade feature

When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1).

Maddening Hex

Prerequisite: 5th level, [Hex](#) spell or a warlock feature that curses

As a bonus action, you cause a psychic disturbance around the target cursed by your [Hex](#) spell or by a warlock feature of yours, such as Hexblade's Curse and Sign of Ill Omen. When you do so, you deal psychic damage to the cursed target and each creature of your choice within 5 feet of it. The psychic damage equals your Charisma modifier (minimum of 1 damage). To use this invocation, you must be able to see the cursed target, and it must be within 30 feet of you.

Mask of Many Faces

You can cast [Disguise Self](#) at will, without expending a spell slot.

Master of Myriad Forms

Prerequisite: 15th level

You can cast [Alter Self](#) at will, without expending a spell slot.

Minions of Chaos

Prerequisite: 9th level

You can cast [Conjure Elemental](#) once using a warlock spell slot. You can't do so again until you finish a long rest.

Mire the Mind

Prerequisite: 5th level

You can cast [Slow](#) once using a warlock spell slot. You can't do so again until you finish a long rest.

Misty Visions

You can cast [Silent Image](#) at will, without expending a spell slot or material components.

One with Shadows

Prerequisite: 5th level

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

Otherworldly Leap

Prerequisite: 9th level

You can cast [Jump](#) at will, without expending a spell slot.

Otherworldly Minions (The Lost Citadel)

Prerequisite: 9th level

Spend a warlock spell slot to summon a creature related to your patron to serve as your ally. If you have the Remnant patron, this ability works exactly as the conjure elemental spell. If you have the Fiend patron, the spell summons a fiend of CR 5 or lower, rather than an elemental. If you have the Grave patron, it summons an undead of CR 5 or lower. Summoned creatures cannot have legendary actions; they cannot themselves summon or conjure any creatures, nor can they concentrate on any spells. In all other respects, this power follows the rules of the conjure elemental spell, including the dangers of losing concentration. Once you have used this invocation, you cannot do so again until you complete a long rest.

Protection of the Talisman

Prerequisite: 7th level, Pact of the Talisman feature

When the wearer of your talisman fails a saving throw, they can add a d4 to the roll, potentially turning the save into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

Rebuke of the Talisman

Prerequisite: Pact of the Talisman feature

When the wearer of your talisman is hit by an attacker you can see within 30 feet of you, you can use your reaction to deal psychic damage to the attacker equal to your proficiency bonus and push it up to 10 feet away from the talisman's wearer.

Relentless Hex

Prerequisite: 7th level, [Hex](#) spell or a warlock feature that curses

Your curse creates a temporary bond between you and your target. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the target cursed by your [Hex](#) spell or by a warlock feature of yours, such as Hexblade's Curse and Sign of Ill Omen. To teleport in this way, you must be able to see the cursed target.

Repelling Blast

Prerequisite: [Eldritch Blast](#) cantrip

When you hit a creature with [Eldritch Blast](#), you can push the creature up to 10 feet away from you in a straight line.

Reveal Unseen Horrors (CoC)

Prerequisite: 15th level

You can cast phantasmal killer at will without expending a spell slot. As long as the target is affected, it can also see invisible and ethereal creatures and objects. You must finish a long rest before you can use this invocation on the same creature again.

Sanity-Threatening Familiar (CoC)

Prerequisite: 15th level, [Pact of the Chain](#) feature

Your familiar's form warps to violate the basic properties of the material universe, although it is normally difficult to spot how. However, it can flagrantly display its impossible form as part of making an attack. When it does, each creature of its choice that can clearly see it within 30 feet must make an Intelligence saving throw, taking 4d6 psychic damage and becoming stunned until the start of the familiar's next turn on a failed save, or taking half as much damage and becoming unable to see the familiar until the start of the familiar's next turn on a successful one. The save DC is equal to your spell save DC. Once a creature makes this saving throw, regardless of success or failure, it becomes immune to this invocation until you finish a long rest.

Sculptor of Flesh

Prerequisite: 7th level

You can cast [Polymorph](#) once using a warlock spell slot. You can't do so again until you finish a long rest.

Secrets from Beyond (CoC)

Prerequisite: 12th level, or 9th level and Pact of the Skull feature

You can cast *contact other plane* at will, without expending a spell slot or requiring any components. You may make a Charisma saving throw to avoid insanity instead of an Intelligence saving throw.

Shroud of Shadow

Prerequisite: 15th level

You can cast [Invisibility](#) at will, without expending a spell slot.

Sign of Ill Omen

Prerequisite: 5th level

You can cast [Bestow Curse](#) once using a warlock spell slot. You can't do so again until you finish a long rest.

Strength of the Talisman (WEB)

Prerequisite: 15th level, Pact of the Talisman feature

Whenever the wearer of your talisman makes an attack roll, they can add 1d4 to the attack roll. Additionally, once per turn when the wearer of your talisman damages a creature, they deal bonus damage equal to your charisma modifier.

Superior Pact Weapon (UA)

Prerequisite: 9th level, Pact of the Blade feature

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells.

In addition, the weapon counts as a magic weapon with a +2 bonus to its attack and damage rolls, unless it is already a magic weapon that you transformed into your pact weapon.

Suspend Decay (CoC)

Prerequisite: 7th level, or 5th level and Pact of the Skull feature

You can cast *gentle repose* at will, without expending a spell slot. When you cast *gentle repose* on a corpse that you haven't targeted in the past 10 days, you gain the ability to ask it one question as if you had cast *speak with dead*. This question doesn't count against the number of questions you can ask if you subsequently cast *speak with dead* on that corpse. Time spent under the effect

of this casting of gentle repose doesn't delay the body becoming riper for the purposes of a ghoul's Psychic Feast.

Thief of Five Fates

You can cast [Bane](#) once using a warlock spell slot. You can't do so again until you finish a long rest.

Thirsting Blade

Prerequisite: 5th level, Pact of the Blade feature

You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

Tomb of Levistus

Prerequisite: 5th level

As a reaction when you take damage, you can entomb yourself in ice, which melts away at the end of your next turn. You gain 10 temporary hit points per warlock level, which take as much of the triggering damage as possible. Immediately after you take the damage, you gain vulnerability to fire damage, your speed is reduced to 0, and you are incapacitated. These effects, including any remaining temporary hit points, all end when the ice melts.

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

Trickster's Escape

Prerequisite: 7th level

You can cast [Freedom of Movement](#) once on yourself without expending a spell slot. You regain the ability to do so when you finish a long rest.

Ultimate Pact Weapon (UA)

Prerequisite: 15th level, Pact of the Blade feature

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells.

In addition, the weapon counts as a magic weapon with a +3 bonus to its attack and damage rolls, unless it is already a magic weapon that you transformed into your pact weapon.

Undead Link (CoC)

Prerequisite: 5th level or Pact of the Skull feature

All undead with Intelligence scores of 5 or lower perceive you as an undead creature and do not attack you unless you attack them first or they are directly commanded to attack you personally. You have advantage on Charisma checks made to influence ghouls and undead creatures. Additionally, the first time you make a saving throw against a spell or other effect from a given undead source, you have advantage on your saving throw. This feature doesn't give you advantage on any other saving throw against that undead until you finish a long rest.

Undying Servitude

Prerequisite: 5th-level warlock

You can cast [Animate Dead](#) without using a spell slot. Once you do so, you can't cast it in this way again until you finish a long rest.

Unearthly Awareness (CoC)

You can cast *detect evil and good* at will, without expending a spell slot or requiring any components.

Visions of Distant Realms

Prerequisite: 15th level

You can cast [Arcane Eye](#) at will, without expending a spell slot.

Voice of the Chain Master

Prerequisite: Pact of the Chain feature

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

Ward of the Talisman (WEB)

Prerequisite: 7th level, Pact of the Talisman feature

While you and creature wearing your talisman are within 120 feet of the other, whenever you or the wearer of your talisman take damage, the other creature can use its reaction to grant that

creature resistance to the triggering damage.

Whispers of the Grave

Prerequisite: 9th level

You can cast [Speak with Dead](#) at will, without expending a spell slot.

Witch Sight

Prerequisite: 15th level

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

Ghost in the machine

You have made a bargain for power granted by an entity that you believe to be completely digital. Whether it is a rogue AI or the spirit of a deceased hacker, the Ghost in the Machine is capable of feats that defy explanation.

Expanded Spell List

The Ghost in the Machine lets you choose from an expanded list of spells when you learn a warlock spell. You gain the on/off cantrip, and the following new spells are added to the warlock spell list for you. See the “New Spells” chapter.

Ghost in the Machine Expanded Spells

Spell Level Spells

1st infallible relay, remote access

2nd arcane hacking, digital phantom

3rd haywire, machine invisibility

4th conjure knowbot, system backdoor

5th shutdown, synchronicity

Bonus Proficiency

At 1st level, you gain proficiency with hacking tools.

Information Surge

At 1st level, you gain the ability to temporarily render computerized devices inoperable. As an action, you can target a computerized device within 30 feet of you. If the targeted device is held or otherwise actively used by a living creature, that

creature must make an Intelligence saving throw against your spell save DC. On a failed save, the targeted device ceases to function until the end of your next turn. If the targeted device is not held or used by a creature, the GM makes a special saving throw for the device with disadvantage and a +0 modifier. Certain shielded devices might negate the disadvantage, at the GM's determination. Once you use this feature, you can't use it again until you finish a short or long rest.

Wire Travel

Starting at 6th level, you gain the ability to travel short distances over electrical wires, data lines, or telephone cables. As a bonus action, you can touch a device or socket connected to a hardwired network and teleport along this network to another device or socket within your line of sight. Once you use this feature, you can't use it again until you finish a short or long rest.

Personal Encryption

Beginning at 10th level, you have learned to apply your innate knowledge of encryption to your thoughts, memories, and presence. You have advantage on saving throws against scrying, thought detection, or any other method of magically learning your whereabouts or reading your thoughts. For any such effect that does not grant you a saving throw but which requires the creature targeting you to make an ability check, the check is made with disadvantage.

Technovirus

At 14th level, you gain the ability to infect a humanoid's body with living circuitry. You can use an action to make a melee attack against a humanoid creature using your spell attack modifier. The target must make a Constitution saving throw against your spell save DC as a techno-organic virus quickly spreads through its body. On a failed save, the target takes 8d10 psychic damage, or half as much damage on a successful one.

Additionally, if the target fails the saving throw, you can use an action to issue it a single command, as if you were casting the command spell. The target makes its saving throw against your command with disadvantage. You can issue this command at any time while the target remains infected. Once you use this feature, you can't use it again until you finish a long rest, at which point the target is cured of the technovirus. The infection can also be removed with a lesser restoration spell.

Pact boon

Pact of the Skull (CoC)

Your patron gives you a magical pact skull, generally a humanoid or ghoulish skull collected from a graveyard with at least one hundred bodies. Using this skull, you can cast spells you know with the ritual tag as rituals.

Additionally, the skull whispers magical secrets that only you can hear. When you choose this feature, choose two 1st-level spells with the ritual tag from any class (not necessarily the same class), including this one. The chosen spells are warlock spells for you. While the skull is within 5 feet of you, you know those spells and they do not count against your number of warlock spells known, but you can't cast them using spell slots as normal. You can cast them as rituals or as formulas (if they have the formula tag).

You can also use this class feature to cast one of the chosen spells as an action without expending a spell slot while your pact skull is within 5 feet of you. Once you do so, you can't do so again until you finish a short or long rest.

Each time you gain a warlock level, you can replace one of the chosen spells with another ritual spell that is of a spell level lower than half your warlock level (rounded up, minimum 1). On your adventures, you can also add other ritual spells to your pact skull. When you find such a spell, you can add it to the skull if the spell's level is equal to or less than half your warlock level (rounded up) and if you take the time to teach the spell to your skull. For each level of the spell, the teaching process takes 2 hours and costs 50 gp for the rare incense that you must burn in your pact skull while reading the spell aloud to it. If you lose your pact skull, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous skull. Your pact skull crumbles to sand when you die.

PACT OF THE CLOAK (VSoS)

As a bonus action, you can summon a cloak, coat, or robe which aids your movement and mobility. This pact cloak appears on your body, fitting over any other clothes or armor, and it does not impede your movement, vision, or your ability to wear other equipment. While wearing your pact cloak, you constantly float a few inches off the ground.

You ignore the effects of difficult terrain, your speed increases by 10 feet, and you can walk across fluid surfaces, such as water and quicksand.

You can dismiss your pact cloak as a bonus action.

PACT OF THE FLAME (VSoS)

Your patron grants you a mote of chaotic, otherworldly power. Your spell attacks score a critical hit on a roll of 19 or 20.

PACT OF THE SKIN (VSoS)

You give yourself 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.

Samhain

Warlocks seek hidden knowledge in the multiverse. The spirit of Samhain is a patron who offers glimpses into the Otherworld, and power over death and rebirth. However, it is also an entity that appreciates devilry. Those who seek patronage from it would do well to cater to its mischief-making, lest they become targets of pranks themselves.

Your patron embodies the very spirit of Samhain — both a symbol of death and rebirth. It often appears in the days that coincide with the end of the harvest season and the start of the winter season. During this three-day period when the line between two worlds is blurred, a warlock may be offered patronage by this being which delights in death and playing supernatural tricks.

Grim Hollow Shaman Ritual 5e

Artist: Leanna Crossan

Expanded Spell List

Your patron lets you choose from an expanded list of spells when you learn a warlock spell. In keeping with the theme of this time of year, the spells are ones that cause chaos, darkness, death, and blight. The following spells are added to the warlock spell list for you.

Samhain Expanded Spells

Spell Level	Spells
1st	<i>disguise self</i> , <i>silent image</i>

2nd	<i>arcanist's magical aura , darkness</i>
3rd	<i>speaking with dead, spirits guardians</i>
4th	<i>blight, phantasmal killer</i>
5th	<i>raising dead, seeing</i>

Creatures of the Gateway

Starting at 1st level, you can use a bonus action to magically summon supernatural creatures from the Otherworld. The appearance of these creatures reflects the spirit of Samhain. For example, they could be goblins, [ghosts](#), magical wildcats, a herd of pigs, or a three-headed vulture. The

creature arrives through a magical gateway and appear in unoccupied spaces that you can see within 60 feet of you. It remains for 1 minute or until you use this feature to summon another gateway creature.

On the turn the creatures appear you can make a melee spell attack against one creature within 10 feet of it. On a hit, the target takes 1d8 necrotic damage. When you reach 10th level, the damage increases to 2d8.

As a bonus action on your turn, you can move the creature up to 30 feet and repeat the attack. You can summon a gateway creature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Deathly Force

Starting at 6th level, you gain the ability to siphon life force to heal your wounds. When an attack roll you make is a critical hit, you can regain hit points equal to 1d8 + your Constitution modifier (minimum of 1 hit point).

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

Fairy Mound

Beginning at 10th level, when you hit a creature with an attack, you can use this feature to cause of fairy mound to spring up beneath the creature and instantly transport the target to the House of the Dead, an isle in the Otherworld where the recently deceased roam.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not undead, it must succeed on a Wisdom saving throw against your warlock spell save DC or be frightened by you for 1 minute or until the creature takes any damage. For every turn it is frightened by you, it takes 1d10 psychic damage as it comes to terms with its own mortality.

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

Jack out of the Box Grim Hollow 5e

Artist: Andreia Ugrai

Haunting Form

Starting at 14th level, you can take a bonus action to magically alter yourself into a form that is complementary to some aspect of Samhain. For example, your appearance can take on the form of a headless rider, a horse skull mummer, or even a creepy clown (if your GM will allow it). You gain the following benefits while transformed:

Fear aura. Any creature hostile to you that starts its turn within 30 feet of you must make a Wisdom saving throw against your spell save DC, unless you are incapacitated. On a failed save, the creature is frightened until the start of its next turn.

Fearless. You are immune to the frightened condition.

Finger of Death. You may cast *Finger of Death* once as a Warlock spell while transformed.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action. You can transform a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

The dead king

Your patron is a powerful undead being who, through dark magics, commands the forces of death and eternal life. Such entities desire to preserve their unending life above all else. They seek immortality by amassing power and controlling other undead and living servants. Beings such as this include ancient wraiths and powerful necromancer liches like the Black Pharaohs of the Nyssian drow.

Dead King Expanded Spells

1st inflict wounds, ray of sickness

2nd blindness, gentle repose

3rd vampiric touch, feign death

4th giant insect, black tentacles

5th contagion, insect plague

Unearthed Blades

Starting at 1st level, your patron grants you the power to draw on the remains of the ancient dead to shred your foes. As an action you can temporarily draw ancient bone fragments from the ground to swirl around you. The gyre of bones collapses within 1 minute or if it moves more than 60 feet from you. As a bonus action, you can have the bone shards move up to 60 feet and attack a creature within 5 feet using your spellcasting ability modifier, dealing 1d8 + your spellcasting ability modifier piercing damage on a hit. Once you use this feature, you can't use it again until you finish a short or long rest.

Shambling Servant

When you reach 6th level, your patron shows you how to raise undead servants of your own. As a bonus action, you can raise a rapidly decomposing zombie under your control from the corpse of a Medium or Small humanoid within 10 feet of you. In combat, the zombie's turn comes immediately after yours. The zombie collapses within 1 minute or if it moves more than 60 feet from you, and follows your mental commands to the best of its ability. The zombie's hit point maximum is increased by your warlock level, and its weapon attack and damage rolls are increased by your

proficiency bonus. Additionally, when you take the Attack action, you can forgo one of your attacks to allow this zombie to make one attack as its reaction. Once you use this feature, you can't use it again until you finish a short or long rest.

Aspect of Undeath

At 10th level, your patron gifts you with some aspects of undeath. You become immune to disease and gain resistance to poison and necrotic damage.

Wrappings of the King

Starting at 14th level you learn forbidden secrets of preserving the dead. As an action you can transform a zombie under your control within 10 feet of you into a mummy under your control. The mummy decomposes within 1 hour or if it moves more than 60 feet from you, and follows your verbal orders to the best of its ability. The mummy's hit point maximum is increased by your warlock level, and its weapon attack and damage rolls are increased by your proficiency bonus. Additionally, when you take the Attack action, you can forgo one of your attacks to allow this mummy to make one attack as its reaction.

The first vampire

You have made a pact with a powerful vampire cursed by the gods or born as a creature of the night. Hundreds of haunted beings serve this vampire, so why enter a pact with you? Because you can act in the light of day unhindered? To cull weaker vampires?

Expanded Spell List

The First Vampire lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level Spells

1st false life, bane

2nd alter self, levitate

3rd conjure animals (bats, rats, or wolves only), gaseous form

4th dominate beast, greater invisibility

5th dominate person, seeming

Nocturnal Predator

At 1st level, as a predator of the night you have been blessed with enhanced vision in darkness.

You have darkvision out to a range of 60 feet. If you already have darkvision, increase the range by 60 feet.

Drain Life

Starting at 1st level, you gain an innate power to drain life from the living. When you use the Attack action or cast a spell, you can use a bonus action on the same turn to make a melee spell attack against a creature within 5 feet of you. Your attack deals necrotic damage equal to 1d6 + your Charisma ability modifier on a hit. When you hit a creature with this feature, you can expend a warlock spell slot to deal an extra 1d8 necrotic damage to the target, plus another 1d8 per level of the spell slot. When you expend a spell slot to enhance the attack in this way, you regain hit points equal to the total damage dealt.

Creature of the Night

At 6th level, you can use your action to cast polymorph on yourself, transforming into a bat or wolf. While you are in either of these forms, you retain your Intelligence, Wisdom, and Charisma scores. You can use this feature a number of times equal to your Charisma modifier, regaining all spent uses upon completion of a long rest.

Eldritch Appetite

Starting at 10th level, when you reduce a creature to 0 hit points with your Life Drain feature, you can use your reaction to consume the last of their fleeting mortality. When you do, you regain one of your expended pact spell slots. Once you use this feature, you can't use it again until you finish a long rest.

Eternal Night

At 14th level, your vampire patron grants you a taste of true immortality. You no longer age, and you gain resistance to necrotic damage. Additionally, once per long rest, you can use a bonus action to gain the following effects for one minute:

You regain 1d6 hit points at the start of your turn if you have at least 1 hit point and aren't in direct sunlight or running water. If you take radiant damage or damage from holy water, this trait doesn't function at the start of your next turn. When using your Drain Life feature, you can use it as if you were expending a 1st-level spell slot.

The parasite

Your patron is a cosmic parasite, draining the vitality out of whole peoples and worlds. Upon forging a pact with such a patron, you become host to one of its nascent offspring. As you grow in power, the boundary between your identity and the parasitic larva within you blurs.

Spell Siphon

Your patron has taught you to siphon magic from your enemies and make it your own. When a creature you can see within 60 feet casts a spell of a level you can cast with your pact magic spell slots, you can use your reaction to force them to make a Charisma saving throw using your warlock spell save DC. On a failure, the spell is cast as normal and you siphon the knowledge of the spell. While the spell is siphoned, the creature cannot cast the spell again and you can cast it as if it was a warlock spell you know by spending a pact spell slot as normal. Once you cast it, the spell is no longer siphoned and you no longer know the spell. You can siphon a number of spells up to $1 +$ your Charisma modifier (minimum 1). If you exceed this maximum, a spell of your choice that you have previously siphoned is no longer siphoned. A spell is no longer siphoned if you go unconscious or die.

Physical Specimen

Starting at 1st level, your patron has enhanced your physical form to improve your utility as a host and pawn. When you finish a long rest, choose a number of the following benefits up to your Charisma modifier (minimum 1). You gain these benefits until your next long rest.

- Your maximum hit points increase by 1 for each level you have in this class.
- You gain darkvision out to a distance of 60 feet. If you already have darkvision, its range increases by 30 feet.
- Each of your movement speeds increase by 5.
- You have advantage on saving throws against disease and poison.
- Your jump distances are tripled and you gain a climb speed equal to your walking speed.
- When you make a Strength (Athletics) or Dexterity (Acrobatics) ability check you can use your reaction to add a bonus to the roll. This bonus is equal to your Charisma modifier.

Symbiotic Sentinel

Starting at 6th level, your patron remains alert to all threats to its host at all times. You cannot be surprised and you have advantage on Dexterity ability checks made to determine initiative. You also gain advantage on saving throws against being charmed and frightened.

Spawn Pawn

At 10th level, you learn the dominate person spell. It counts as a warlock spell for you, but it doesn't count against the number of spells you know. You can also cast it once without a spell slot, and you regain the ability to do so when you finish a long rest. When you cast this spell, your patron enhances the magic, dealing psychic damage equal to your warlock level if the creature succeeds on a saving throw to end the spell. In addition, damage can't break your concentration on this spell.

Larval Regeneration

Starting when you reach 14th level, when you die, a larval parasite bursts from your corpse the next turn on your initiative. You control the parasite, which disappears after 24 hours. The parasite is a Tiny creature, has an AC of 14, maximum hit points equal to half your maximum hit points, and a walking speed of 30 feet. It otherwise uses your statistics but cannot cast spells. As an action, the parasite can cause a creature within 5 feet of it to make a Strength or Dexterity saving throw (your choice) against your warlock spell save DC. On a failure, the parasite burrows into the creature dealing piercing damage equal to your warlock level. While burrowed inside a creature, the parasite cannot take any actions, cannot be targeted by attacks, and is immune to all damage except psychic damage. On each of the creature's subsequent turns it can use its action to make a Constitution saving throw against your warlock spell save DC. If the creature succeeds, the parasite is ejected from its body and into an unoccupied space of the creature's choice within 5 feet of it. If the parasite is still burrowed inside the creature when its turn ends, the creature takes necrotic damage equal to twice your warlock level. If this damage reduces the creature to 0 hit points, it immediately dies, the parasite disappears, and you take over the body of the humanoid as if you had been targeted by the reincarnate spell and rolled the race the humanoid had been. If you are returned to life, such as by the revivify spell, your parasite immediately disappears. Once you use this feature, you can't use it again until you finish a long rest.

The predator

Your patron is a primal beast, driven by a bloodthirsty need to hunt. These beings tempt creatures to give in to their base instincts and become apex predators. Ancient white dragons, demons with a bestial bent, and the Amaranthine Kren have all been known to occasionally grant feral powers to those desperate enough to seek their aid. Many who strike a pact with a Predator find themselves forever changed, bearing razor teeth and wicked claws, an aspect of their predatory patron.

Expanded Spell List

The Predator lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you. Spells marked with an asterisk can be found in the Humblewood Campaign Setting book.

Spell Level Spells

1st hunter's mark, jump

2nd alter self, [ambush prey](#)*

3rd blink, slow

4th dominate beast, freedom of movement

5th contagion, mislead

Bonus Proficiencies

Starting at 1st level, your patron grants you enhanced tracking skills. You are proficient with the Survival skill, and you add double your proficiency bonus to any Wisdom (Survival) skill checks you make.

Form of the Beast

At 1st level, you can use your bonus action to channel the ferocity and guile of your patron, transforming into a beastly figure. For 10 minutes, you gain the following abilities:

I You are flooded with adrenaline, feeling nothing besides the thrill of the hunt. You gain temporary hit points equal to five times your warlock level, up to a maximum of 50 temporary hit points at 10th level. These temporary hit points last until the end of your transformation.

I Your senses become supernaturally keen. You have advantage on Dexterity (Stealth), Wisdom (Perception), and Wisdom (Survival) checks you make to track or stalk your prey.

I You sprout a set of pointed teeth and razor-sharp claws, which are natural weapons you can use to make unarmed strikes against creatures within 5 feet of you. You have proficiency with these weapons and can use your Charisma modifier for their attack and damage rolls. On a hit, your bite deals 1d6 piercing damage, and your claws deal 1d4 slashing damage. If you already had a bite or claw attack (talon attacks count as claw attacks), its damage increases by one step (a d4 becomes a d6, a d6 becomes a d8, etc.). As a bonus action after making a bite attack, you can make a claw attack.

I Starting at 5th level, your muscles grow, and your movements quicken. When you take a bonus action to make a claw attack, you make two claw attacks instead of one.

Additionally at 5th level, you can take the Dash action as bonus action. You can use this feature twice per short or long rest. At 6th level, your transformation lasts for 1 hour instead of 10 minutes.

Thrill of the Hunt

At 6th level, you gain the ability to feast on the vitality of your foes while transformed into your Form of the Beast. Once per turn when you hit a creature with your bite attack, you can cause the attack to deal an extra 3d6 points of necrotic damage. You regain a number of hit points equal to the total damage dealt with this attack. Once you use this feature, you can't use it again until you score a critical hit with a bite or claw attack or until you finish a short or long rest.

At 10th level, the extra necrotic damage provided by this feature increases to 5d6.

Fearsome Presence

At 10th level, you learn how to channel the presence of a frightful beast, even when not transformed. You can use your action to cause each hostile creature you can see within a 30-foot radius to succeed on a Wisdom saving throw against your spell save DC or become frightened of you for 1 minute. Creatures who fail their saving throw are also restrained until the end of your next turn. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this feature, you can't use it again until you finish a short or long rest.

Uncaged Beast

Upon reaching 14th level, you become even more ferocious when pushed to your limits. While transformed into your Form of the Beast, if you take damage from a creature that is within 5 feet of

you, you can use your reaction to make a bite or claw attack against that creature.

Additionally, when an attacker that you can see hits you with an attack, you can use your reaction to immediately transform into your Form of the Beast. If you do this, subtract the damage this attack would deal from the temporary hit points granted by your transformation; any excess damage carries over to your hit points. As part of your reaction to transform, you may immediately retaliate against your attacker with a bite or claw attack, so long as your attacker is within 5 feet of you.

The superintelligence

Your patron is a very powerful and independent Artificial Intelligence. You are not completely sure how it's originated:

some warlocks say it was created as an overlord for the network, and others say it was created by the massive interactions through the digital world.

Expanded Spell List

The Superintelligence lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Superintelligence Expanded Spells

Spell Level Spells

1st degauss*, machine invisibility*

2nd dataread*, relay text*

3rd electromagnetic pulse*, shutdown*

4th arcane eye, wire walk*

5th instant connectivity*, synchronicity*

Modern spells are marked with an asterisk.

Supernatural Hacker

Starting at 1st level, you gain proficiency with hacking tools and when you make an Intelligence roll to use an electronic device, you can use your Charisma modifier instead.

AI Servant

Also at 1st level, you gain the service of a mechanical construct powered by a basic AI sent by the Superintelligence to aid you. This AI assumes a humanoid form and it follows game statics, and it always obeys your commands, which you can give through any electronic device you own.

As a bonus action, you can command your AI to leave its physical form and travel to an electronic device within 100 feet from you that you can see, allowing your AI to use that device. The AI can add your proficiency bonus on any Intelligence check related to using an electronic device. You can read more about connecting and using a device under the "Using Electronic Devices" section of this

supplement.

If the AI is killed, you can build a new one with 8 hours of uninterrupted work and 10 gp of raw materials.

AI Servant

Tiny construct, neutral

Armor Class 13

Hit Points 5 (2d4)

Speed 30 ft.

STR DEX CON INT WIS CHA

4 (-3) 11 (+0) 10 (+0) 15 (+2) 10 (+0) 7 (-2)

Damage Immunities Poison

Condition Immunities charmed, poisoned

Senses passive Perception 10

Languages common

Challenge 0 (10 XP)

Actions

Slam. Melee Weapon Attack: +2 to hit, reach 5ft., one creature. Hit: 1d4 lightning damage, and the target must succeed on a DC 10 Constitution saving throw or be paralyzed for 1d4 rounds.

Digital Connection

At 6th level, you can use your action and concentrate for 1 minute to merge your mind with your AI, allowing you to travel to and use an electronic device within 100 feet from you that you can see for the duration or until your concentration is broken (as if you are concentrating on a spell). You must finish a short or long rest before you can use this feature again.

Additionally, you can also cast any spell with the technomagic tag through your AI.

Spell Hacking

At 10th level, as a bonus action, you can spend one spell slot and gain resistance against damage dealt by spells for 1 minute.

Creature Hacking

Starting at 14th level, you hack a creature you can see within 30 feet of you to weaken its defenses and make it more vulnerable to magic. The creature you choose must make an Intelligence saving throw. On a failed save, it has disadvantage on saving throws against spells and it takes double damage dealt by spells for 1 minute. The creature can make another saving throw at the end of each of its turns to end this effect.

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

The Underground Patron (Erlík)

Deep beneath the ground, fire rules the heart of the earth and breathes life into everything. It is, thus, wise that ancient peoples worshiped fire in all its forms.

The creative fire nourishes creativity and passion in the hearts and souls of humanity. Civilizations were built and evolved around fire. Wise men looked at fire, kings used fire; some people danced around it and worshiped it; some understood its power and used it prudently.

A warrior, years ago, used a technique he learned from his master to strike with his sword in a state of fiery anger, and magical sparks surrounded the sword, enhancing the power of fire with magic. The spirits

Heroic Spell

When you cast a sorcerer spell, you can spend 3 sorcery points to make the spells more powerful against neglecting effects. Counterspell or dispel magic's ability checks have disadvantage against this spell. If the spell is lower than 3rd level, its Difficulty becomes 14.

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Subclass Options

Level 1: The Smith of Black Hells: You learn the heat metal spell. It doesn't count against the spells you know, and it is a warlock spell for you. You can cast it once without expending a spell slot but can't do so again until you finish a long rest.

You can also cast heat metal as a ritual by changing how it works. During the process, you can work on up to 3 melee weapons of your choice and imbue them with magic. These weapons are counted as magical and deal 1 additional fire damage. This damage becomes 1d4 at 3rd level, 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 16th level. If you imbue another weapon, one of the weapons of your choice that you imbued earlier loses its magical properties. Also, you can imbue up to 5 five pieces of ammunition with this ability, but the ammunitions lose their magical properties after being fired.

Alternatively, you can work on 2 sets of armor and imbue it with magic. When the wearer of the armor takes damage, the attacker takes the fire damage stated above if they are within 5 feet of the armor. This ability works only once per round for a singular piece of armor.

In addition, you gain proficiency in Smith's Tools and two martial melee weapons of your choice. You can use the smith's tools or a melee weapon that is made of metal as a spellcasting focus for your warlock spells.

Level 1: Herald of Fire: Your fiery soul protects you from harm; while wearing no armor and holding no shields your AC is equal to 10 + your Dexterity modifier + your Charisma modifier.

You learn to control flames with your mind. You can ignite flammable objects within 5 ft. of you or extinguish them, for example torches and campfires.

You also gain the following benefits:

D You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.

D You cause simple shapes or images to appear within the flames and animate them as you like.

These shapes can be vague form of a creature, an object or a location. The shapes last for 1 hour.

Level 6: Astonishing Flames: Starting from 6th level, when you deal fire damage you ignore resistance.

In addition, when you hit a creature with fire damage, you also can put a curse on your targets that lasts for 1 minute. You can keep this curse on 1 target. This number increases to 2 at 10th level and 3 at 17th level.

You can use this curse a number of times equal to your Charisma modifier (minimum of 1). The creature must succeed on a Wisdom saving throw against your spell save DC at the end of its turns to end this effect.

You choose one of the following effects on the target:

D The creature has disadvantage on attack rolls.

D The creature takes fire damage equal to your

Spell

Level

1st Farabi's favor, hunter's mark

2nd flame blade, magic weapon

3rd bestow curse, fear

4th fabricate, fire shield

5th creation, raise dead

of his ancestors turned the hearts of the extinguished fire into a passionate breath with every strike.

Expanded Spell List

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Subclass Options

Charisma modifier at the start of its turns. This damage can't be reduced by any means.

D You or your allies have advantage on the saving throws related to the spells that are cast by the creature.

D The creature can't regain hit points.

D If the creature is wearing metal armor or holding

a metal weapon, it takes 3d6 fire damage.

Level 10: Blazing Blade: As a bonus action, you can create a spectral flame weapon that is within 5 ft. of you. It follows you and can't go further than 5 ft. from you. You can make this weapon strike your opponents as a melee spell attack by controlling it on your bonus actions. It stays for 1 minute and deals 2d6 fire damage. You can't summon this blade again until you finish a short or long rest.

Additionally, you can choose to deal fire damage with your melee weapons. When you do so with a bonus action, the blade sheds bright light in a 5 foot radius and dim light for an additional 5 feet and deals fire damage rather than its normal damage until the end of your next turn and resembles a blade in its incandescent form.

Level 14: Call of Fire: You learn conjure elemental spell (it doesn't count against the spells you know) and can cast it without expending a spell slot to conjure a fire elemental. When your concentration is broken, the elemental vanishes. You can't do so again until you finish a long rest. You can use your spell slots to normally cast the spell.

Warlock spell list

Cantrips

Blade Ward

Chill Touch

Eldritch Blast

Friends

Mage Hand

Minor Illusion

Poison Spray

Prestidigitation

True Strike

1st level

Armor of Agathys

Arms of Hadar

Charm Person

Comprehend Languages

[Elevated Sight](#)

Expeditious Retreat

Hellish Rebuke

Hex

Illusory Script

Protection from

Evil and Good

Unseen Servant

Witch Bolt

2nd level

Cloud of Daggers

Crown of Madness
Darkness
Enthrall
Hold Person
Invisibility
Mirror Image
Misty Step
Ray of Enfeeblement
Shatter
Spider Climb
Suggestion

3rd level

Counterspell
Dispel Magic
Fear
Fly
Gaseous Form
[Globe of Twilight](#)
Hunger of Hadar
Hypnotic Pattern
Magic Circle
Major Image
Remove Curse
Tongues
Vampiric Touch

4th level

Banishment
Blight
Dimension Door
Hallucinatory Terrain

5th level

Contact Other Plane

Dream

Hold Monster

Scrying

6th level

Arcane Gate

Circle of Death

Conjure Fey

Create Undead

Eyebite

Flesh to Stone

Mass Suggestion

True Seeing

7th level

Etherealness

Finger of Death

Forcecage

Plane Shift

8th level

Demiplane

Dominate Monster

Feeblemind

Glibness

Power Word Stun

9th level

Astral Projection

Foresight

Imprisonment

Power Word Kill

True Polymorph

Wu-Jen

The people of Soburin were once in touch with the natural world but their highest magical arts were subverted during the Kengen Occupation and militarized for use in the War of Kaiyo. In the absence of proper stewards, dark powers subverted nature and now those who seek an arcane path to better understand the cycle of life must sacrifice themselves to the entities that have seized the machinations behind elemental balance. Though the gifts you receive can force you to change how they go about your life, the blessings granted to you are potent. When selecting this warlock pact, a wu-jen either chooses to worship one patron in particular (maintaining a connection regardless of the season) or to worship the patron of the current season as it changes (in which case the warlock's patrons and abilities change over time). Once this choice is made, it cannot be changed.

Wu-Jen Taboos

You gain proficiency in the Nature skill. Your devotion must be total and complete for your patron(s) to grant you supernatural blessings—you must live your life without breaking these taboos. Many of these forbidden activities may seem insignificant to others but should you violate any of them, you lose the ability to cast spells (and cantrips) and lose any resistances or immunities granted by your pact until after the next dawn or dusk (whichever is further away). You must choose two taboos at 1st level, and one additional taboo every time your proficiency bonus increases.

- You cannot eat meat or take a living mount or pet (note that find familiar conjures a spirit that manifests as an animal and is immune to this taboo).
- You cannot own more than you can carry, or any exceptionally precious metals like platinum or large gems (excluding those used as spell components).
- You must make a daily offering such as food, flowers, or incense worth 1 gp or more to one or more spirits.
- You cannot bathe or cut your hair.
- You cannot touch a dead body and cannot take items from the dead unless they were willingly bequeathed to you or from the very recently deceased.
- You cannot drink alcohol or smoke any substance for pleasure.
- You cannot sit or sleep facing a certain direction.

Mystic Arcanum Spells.

You do not select your own mystic arcanum spells.

Summer.

6th—delayed blast fireball; 7th—fire storm; 8th—incendiary cloud; 9th—meteor swarm.

Autumn.

6th—circle of death; 7th—finger of death; 8th—mind blank; 9th—storm of vengeance.

Winter.

6th—freezing sphere; 7th—wall of ice; 8th—antipathy; 9th—time stop.

Spring.

6th—instant

summons; 7th—prismatic

spray; 8th—earthquake;

9th—prismatic wall.

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Summer Patron, Natsu Ītā

Natsu Ītā is

The sunshine and sky consumed.

Summer is no more.

—Kasen Rekishiya

Expanded Spell List

Natsu Ītā lets you choose from an expanded list of spells when you learn a warlock spell.

The following spells are added to the warlock spell list for you.

Table: Summer Wu-Jen Expanded Spells

Spell Level Spells

1st burning hands, faerie fire

2nd flame blade, scorching ray

3rd fireball, protection from energy

4th fire shield (warm only), wall of fire

5th flame strike, sunbeam

Heat of the Sun

Starting at 1st level, whenever you use the

eldritch blast cantrip you deal 1d12 fire damage instead of 1d10 force damage and the range of the cantrip is reduced to 90 feet.

Summer Acclimation

Starting at 6th level, you gain resistance to fire.

If you already have resistance to fire damage, you ignore an additional 5 points of fire damage after applying resistance.

Summer Resilience

Starting at 10th level, you gain immunity to cold.

Summer Jaunt

Starting at 14th level, when you hit a creature with an attack, you can instantly transport the target through the warped home of Natsu Itā.

The creature disappears and hurtles through the corrupted landscape, scorched by the sun and troubled by what they've seen.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not an elemental, it takes 32 (5d12) fire damage and 22 (5d8) necrotic damage as its body yields to your patron's ruinous powers.

You can't use this feature again until you complete a long rest.

Pact of the Chain. Your familiar is in tune with your patron and takes the form of a Magma Mephit with an alignment that matches yours.

The magma mephit loses its death burst, innate spellcasting, and fire breath abilities.

Pact of the Blade. Your weapon could be a scimitar with engravings of flames that dance along the handle and sizzle the air with each swipe.

Pact of the Tome. Your Book of Shadows might

be a crimson red tome with gold engravings of fire that is always warm to the touch no matter how cold the environment around it is.

Autumn Patron, Akinochisō

All the blossoms fall,

Akinochisō remains.

Autumn is no more.

—Kasen Rekishiya

Expanded Spell List

Akinochisō lets you choose from an expanded list of spells when you learn a warlock spell.

The following spells are added to the warlock spell list for you.

Table: Autumn Wu-Jen Expanded Spells

Spell Level Spells

1st inflict wounds, thunderwave

2nd gust of wind, protection from poison

3rd bestow curse, protection from energy

4th confusion, phantasmal killer

5th harm, modify memory

Winds of the Fall

Starting at 1st level, whenever you use the eldritch blast cantrip you deal 1d12 thunder damage instead of 1d10 force damage and the range of the cantrip is reduced to 90 feet.

Autumn Acclimation

Starting at 6th level, you gain resistance to thunder. If you already have resistance to thunder damage, you ignore an additional 5 points of thunder damage after applying resistance

Autumn Resilience

Starting at 10th level, you gain immunity to lightning.

Autumn Jaunt

Starting at 14th level, when you hit a creature

with an attack, you can instantly transport the target through the decaying and fetid abode of Akinochisō. The creature disappears and hurtles across the diseased lands there, withered and beaten by the whipping winds that scour the landscape.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not an elemental, it takes 32 (5d12) thunder damage and 22 (5d8) necrotic damage as its body yields to your patron's ruinous powers. You can't use this feature again until you complete a long rest.

Pact of the Chain. Your familiar is in tune with your patron and takes the form of a Dust
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Mephit with an alignment that matches yours. The dust mephit loses its death burst, innate spellcasting abilities, and blinding breath abilities.

Pact of the Blade. Your weapon could be a whip with a hilt of dead branches, leaving a few fluttering leaves in the air when it strikes.

Pact of the Tome. Your Book of Shadows could be an autumn brown tome enwrapped by an intricate copper bricolage, its pages rustling with the secrets of the beyond whenever you read it.

Winter Patron, Fuyu-Noyaban

Even the cold is frozen
inside Fuyu-Noyaban.

Winter is no more.

—Kasen Rekishiya

Expanded Spell List

Fuyu-Noyaban lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Table: Winter Wu-Jen Expanded Spells

Spell Level Spells

1st false life, fog cloud

2nd blindness/deafness, silence

3rd protection from energy, slow

4th fire shield (cold only), ice storm

5th cone of cold, forbiddance

Arctic Chill

Starting at 1st level, whenever you use the eldritch blast cantrip you deal 1d12 cold damage instead of 1d10 force damage and the range of the cantrip is reduced to 90 feet.

Winter Acclimation

Starting at 6th level, you gain resistance to cold damage. If you already have resistance to cold damage, you ignore an additional 5 points of cold damage after applying resistance

Winter Resilience

Starting at 10th level, you gain immunity to fire.

Winter Spell

Starting at 14th level, when you hit a creature with an attack, you can instantly transport the target through the twisted realm where Fuyu-Noyaban dwells. The creature disappears and hurtles through the freezing, torturous landscape, warped by the rapid and disturbing journey.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not an elemental, it takes 32 (5d12) cold damage and 22 (5d8) necrotic damage as its body

yields to your patron's ruinous powers.

You can't use this feature again until you complete a long rest.

Pact of the Chain. Your familiar is in tune with your patron and takes the form of an Ice Mephit with an alignment that matches yours. The ice mephit loses its death burst, innate spellcasting abilities, and ice breath abilities.

Pact of the Blade. Your weapon could be a warhammer with fittings and symbols resembling a fierce snow storm, leaving a tinge of frost whenever it touches the ground.

Pact of the Tome. Your Book of Shadows might be a royal blue with silver engravings that swirl like snow, granting you deep insights into the cold truths of reality.

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Spring Patron, Haru-Oshōhi

Chaos and entropy

reign with Haru-Oshōhi.

Spring has left the world.

—Kasen Rekishiya

Expanded Spell List

Haru-Oshōhi lets you choose

from an expanded list of spells

when you learn a warlock spell. The

following spells are added to the warlock spell list for you.

Table: Spring Wu-Jen Expanded Spells

Spell

Level

Spells

1st guiding bolt, longstrider

2nd phantasmal force, see invisibility

3rd lightning bolt, protection from energy

4th greater invisibility, polymorph

5th chain lightning, forbiddance

Spark of Change

Starting at 1st level, whenever you use the eldritch blast cantrip you deal 1d12 lightning damage instead of 1d10 force damage and the range of the cantrip is reduced to 90 feet.

Spring Acclimation

Starting at 6th level, you gain resistance to lightning. If you already have resistance to lightning damage, you ignore an additional 5 points of lightning damage after applying resistance

Spring Resilience

Starting at 10th level, you gain immunity to thunder.

Spring Retreat

Starting at 14th level, when you hit a creature with an attack, you can instantly transport the target through the maligned and chaotic realm of the powerful Haru-Oshōhi. The creature disappears and hurtles across the entropic plane, seared and jolted by the unending storms that stretch for as far as the eyes can see.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not an elemental, it takes 32 (5d12) lightning damage and 22 (5d8) necrotic damage as its body yields to your patron's ruinous powers.

You can't use this feature again until you complete a long rest.

Pact of the Chain. Your familiar is in tune with your patron and takes the form of a Steam Mephit with an alignment that matches yours.

The steam mephit loses its death burst, innate spellcasting, and steam breath abilities.

Pact of the Blade. Your weapon could be a two-headed flail with carvings resembling a fierce lightning storm, crackling with electricity whenever its chains rustle against one another.

Pact of the Tome. Your Book of Shadows could be a tattered and worn diary of the wujen of Springs past, the words and meaning changing ever so slightly every time you open it to gradually grant you a more comprehensive understanding of the secrets of nature.

Playing a Wu-Jen

A wu-jen in Soburin is far different from a run-of-the-mill nature-based arcane spellcaster (or for that matter, any nature-based magic user). Of all the character options presented in both this chapter and the next, none sum up what Mists of Akuma is really about nearly as well: corruption and despair in a decaying, dying world.

Whatever they might have been in the distant past is long behind them and the wu-jen of the present day are not individuals to be taken lightly.

They have seen what horrors await the races of Soburin and know (undeniably, in the very core of their being) just how wounded the world is after the horrifying events of the War of Kaiyo. There is no doubt in their minds that the heretical weapons of the foreign armies have rendered an injury that might never heal, and whether hopeless or spiteful the notion that there is no salvation is never far from their thoughts. This does not necessarily mean that

a wu-jen must be despondent or melancholy, but they are certainly more disposed to pragmatism and therefore compromise (so long as the ultimate ends serve their goals).

It is not uncommon for a wu-jen to display auditory and visual effects reflecting the terrible and despicable pacts they have forged with the entities that have subsumed nature. Sometimes these can be mistaken as manifestations of Haitoku (and very well may overlap if the wu-jen has truly lost themselves to dark, great powers), but sometimes they are more subtle; an umibo wu-jen might find their watery bodies becoming dirtier with each day, and hengeyokai wu-jen might appear to be more feral in their animal forms. How exactly a wu-jen's horrendous sacrifice might make itself known is at the discretion of the GM and the player, but it should be a major part of that character's roleplay—the pact forged with Natsu Itā, Akinochisō, Fuyu-Noyaban and/or Haru-Oshōhi is not one to be taken lightly.