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 creatures 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 it's 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.

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