

# Draconic Bloodline

August 22, 2022

Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance.

## Dragon Ancestor

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later.

Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

## **Draconic Resilience**

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

## **Elemental Affinity**

Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, you can add your Charisma modifier to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

## **Dragon Wings**

At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

## **Draconic Presence**

Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until

you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

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# Hunter

August 22, 2022

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging [ogres](#) and hordes of [orcs](#) to towering giants and terrifying dragons.

## Hunter's Prey

At 3rd level, you gain one of the following features of your choice.

**Colossus Slayer.** Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

**Giant Killer.** When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

**Horde Breaker.** Once on each of your turns when you make a weapon

attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

## **Defensive Tactics**

At 7th level, you gain one of the following features of your choice.

**Escape the Horde.** Opportunity attacks against you are made with disadvantage.

**Multiattack Defense.** When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

**Steel Will.** You have advantage on saving throws against being frightened.

## **Multiattack**

At 11th level, you gain one of the following features of your choice.

**Volley.** You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

**Whirlwind Attack.** You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

## **Superior Hunter's Defense**

At 15th level, you gain one of the following features of your choice.

**Evasion.** When you are subjected to an effect, such as a red dragon's fiery breath or a [Lightning Bolt](#) spell, that allows you

to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**Stand Against the Tide.** When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

**Uncanny Dodge.** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

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# Oath of Devotion

August 22, 2022

The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold angels—the perfect servants of good—as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

## Tenets of Devotion

Though the exact words and strictures of the Oath of Devotion vary, paladins of this oath share these tenets.

**Honesty.** Don't lie or cheat. Let your word be your promise.

**Courage.** Never fear to act, though caution is wise.

**Compassion.** Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with wisdom.

**Honor.** Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.

**Duty.** Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

## Oath Spells

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<a href="#">Protection from Evil and Good</a> , <a href="#">Sanctuary</a>
5th	<a href="#">Lesser Restoration</a> , <a href="#">Zone of Truth</a>
9th	<a href="#">Beacon of Hope</a> , <a href="#">Dispel Magic</a>
13th	<a href="#">Freedom of Movement</a> , <a href="#">Guardian of Faith</a>
17th	<a href="#">Commune</a> , <a href="#">Flame Strike</a>

### Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

**Sacred Weapon.** As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

**Turn the Unholy.** As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

## **Aura of Devotion**

Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

## **Purity of Spirit**

Beginning at 15th level, you are always under the effects of a [Protection from Evil and Good](#) spell.

## **Holy Nimbus**

At 20th level, as an action, you can emanate an aura of sunlight. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that.

Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage.

In addition, for the duration, you have advantage on saving throws against spells cast by fiends or undead.

Once you use this feature, you can't use it again until you

finish a long rest.

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# Way of the Open Hand

August 22, 2022

Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

## Open Hand Technique

Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

## Wholeness of Body

At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.



## Tranquility

Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a [Sanctuary](#) spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 8 + your Wisdom modifier + your proficiency bonus.

## Quivering Palm

At 17th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 3 ki points to start these imperceptible vibrations, which last for a number of days equal to your monk level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage.

You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

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# Champion

August 22, 2022

The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with

physical excellence to deal devastating blows.

## **Improved Critical**

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

## **Remarkable Athlete**

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

## **Additional Fighting Style**

At 10th level, you can choose a second option from the Fighting Style class feature.

## **Superior Critical**

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18–20.

## **Survivor**

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

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# Circle of the Land

August 22, 2022

The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

## Bonus Cantrip

When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

## Natural Recovery

Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

## Circle Spells

Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you

became a druid. Choose that land – arctic, coast, desert, forest, grassland, mountain, or swamp – and consult the associated list of spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

### Arctic

Druid Level	Circle Spells
3rd	<a href="#">Hold Person</a> , <a href="#">Spike Growth</a>
5th	<a href="#">Sleet Storm</a> , <a href="#">Slow</a>
7th	<a href="#">Freedom of Movement</a> , <a href="#">Ice Storm</a>
9th	<a href="#">Commune with Nature</a> , <a href="#">Cone of Cold</a>

### Coast

Druid Level	Circle Spells
3rd	<a href="#">Mirror Image</a> , <a href="#">Misty Step</a>
5th	<a href="#">Water Breathing</a> , <a href="#">Water Walk</a>
7th	<a href="#">Control Water</a> , <a href="#">Freedom of Movement</a>
9th	<a href="#">Conjure Elemental</a> , <a href="#">Scrying</a>

### Desert

Druid Level	Circle Spells
3rd	<a href="#">Blur</a> , <a href="#">Silence</a>
5th	<a href="#">Create Food and Water</a> , <a href="#">Protection from Energy</a>
7th	<a href="#">Blight</a> , <a href="#">Hallucinatory Terrain</a>
9th	<a href="#">Insect Plague</a> , <a href="#">Wall of Stone</a>

### Forest

Druid Level	Circle Spells
3rd	<a href="#">Barkskin</a> , <a href="#">Spider Climb</a>
5th	<a href="#">Call Lightning</a> , <a href="#">Plant Growth</a>
7th	<a href="#">Divination</a> , <a href="#">Freedom of Movement</a>
9th	<a href="#">Commune with Nature</a> , <a href="#">Tree Stride</a>

### Grassland

Druid Level	Circle Spells
3rd	<a href="#">Invisibility</a> , <a href="#">Pass without Trace</a>
5th	<a href="#">Daylight</a> , <a href="#">Haste</a>
7th	<a href="#">Divination</a> , <a href="#">Freedom of Movement</a>
9th	<a href="#">Dream</a> , <a href="#">Insect Plague</a>

### Mountain

Druid Level	Circle Spells
3rd	<a href="#">Spider Climb</a> , <a href="#">Spike Growth</a>
5th	<a href="#">Lightning Bolt</a> , <a href="#">Meld into Stone</a>
7th	<a href="#">Stone Shape</a> , <a href="#">Stoneskin</a>
9th	<a href="#">Passwall</a> , <a href="#">Wall of Stone</a>

### Swamp

Druid Level	Circle Spells
3rd	<a href="#">Acid Arrow</a> , <a href="#">Darkness</a>
5th	<a href="#">Water Walk</a> , <a href="#">Stinking Cloud</a>
7th	<a href="#">Freedom of Movement</a> , <a href="#">Locate Creature</a>
9th	<a href="#">Insect Plague</a> , <a href="#">Scrying</a>

## **Land's Stride**

Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

## **Nature's Ward**

When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

## **Nature's Sanctuary**

When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

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# **Life Domain**

August 22, 2022

The Life domain focuses on the vibrant positive energy, one of the fundamental forces of the universe, that sustains all life.

The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath. Almost any non-evil deity can claim influence over this domain, particularly agricultural deities (such as Chauntea, Arawai, and Demeter), sun gods (such as Lathander, Pelor, and Re-Horakhty), gods of healing or endurance (such as Ilmater, Mishakal, Apollo, and Diancecht), and gods of home and community (such as Hestia, Hathor, and Boldrei).

## Life Domain Spells

Cleric Level	Spells
1st	<a href="#">Bless</a> , <a href="#">Cure Wounds</a>
3rd	<a href="#">Lesser Restoration</a> , <a href="#">Spiritual Weapon</a>
5th	<a href="#">Beacon of Hope</a> , <a href="#">Revivify</a>
7th	<a href="#">Death Ward</a> , <a href="#">Guardian of Faith</a>
9th	<a href="#">Mass Cure Wounds</a> , <a href="#">Raise Dead</a>

## Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor.

## Disciple of Life

Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

## Channel Divinity: Preserve Life

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured.

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five

times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

## **Blessed Healer**

Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

## **Divine Strike**

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

## **Supreme Healing**

Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

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# **College of Lore**

August 22, 2022

Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads



in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

## **Bonus Proficiencies**

When you join the College of Lore at 3rd level, you gain proficiency with three skills of your choice.

## **Cutting Words**

Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.



Level	Proficiency Bonus	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
3rd	+2	3	4	2	–	–	–	–	–	–	–	–
4th	+2	4	4	3	–	–	–	–	–	–	–	Ability Score Improvement
5th	+3	4	4	3	2	–	–	–	–	–	–	–
6th	+3	4	4	3	3	–	–	–	–	–	–	Arcane Tradition feature
7th	+3	4	4	3	3	1	–	–	–	–	–	–
8th	+3	4	4	3	3	2	–	–	–	–	–	Ability Score Improvement
9th	+4	4	4	3	3	3	1	–	–	–	–	–
10th	+4	5	4	3	3	3	2	–	–	–	–	Arcane Tradition feature
11th	+4	5	4	3	3	3	2	1	–	–	–	–
12th	+4	5	4	3	3	3	2	1	–	–	–	Ability Score Improvement
13th	+5	5	4	3	3	3	2	1	1	–	–	–
14th	+5	5	4	3	3	3	2	1	1	–	–	Arcane Tradition feature
15th	+5	5	4	3	3	3	2	1	1	1	–	–
16th	+5	5	4	3	3	3	2	1	1	1	–	Ability Score Improvement
17th	+6	5	4	3	3	3	2	1	1	1	1	–
18th	+6	5	4	3	3	3	3	1	1	1	1	Spell Mastery
19th	+6	5	4	3	3	3	3	2	1	1	1	Ability Score Improvement
20th	+6	5	4	3	3	3	3	2	2	1	1	Signature Spell

# Class Features

As a wizard, you gain the following class features.

## Hit Points

**Hit Dice:** 1d6 per wizard level

**Hit Points at 1st Level:** 6 + your Constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per wizard level after 1st

## Proficiencies

**Armor:** None

**Weapons:** Daggers, darts, slings, quarterstaves, light crossbows

**Tools:** None

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

## Equipment

You start with the following equipment, in addition to the equipment granted by your background: \* (a) a quarterstaff or (b) a dagger \* (a) a component pouch or (b) an arcane focus \* (a) a scholar's pack or (b) an explorer's pack \* A spellbook

## Spellcasting

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As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

## Cantrips

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

## Spellbook

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

## Preparing and Casting Spells

The Wizard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell *magic missile*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute

per spell level for each spell on your list.

## **Spellcasting Ability**

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

*Spell save DC = 8 + your proficiency bonus + your Intelligence modifier*

*Spell attack modifier = your proficiency bonus + your Intelligence modifier*

## **Ritual Casting**

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

## **Spellcasting Focus**

You can use an arcane focus as a spellcasting focus for your wizard spells.

## **Learning Spells of 1st Level and Higher**

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook for free. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table. On your adventures, you might find other spells that you can add to your spellbook.

## Arcane Recovery

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You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

## Arcane Tradition

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When you reach 2nd level, you choose an arcane tradition. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

## Ability Score Improvement

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When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## Spell Mastery

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At 18th level, you have achieved such mastery over certain

spells that you can cast them at will. Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

## Signature Spells

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When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend a spell slot as normal.

## *Your Spellbook*

*The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.*

***Copying a Spell into the Book.*** When you find a wizard spell of



1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it. Copying that spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

**Replacing the Book.** You can copy a spell from your own spellbook into another book – for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place. **The Book's Appearance.** Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

# Arcane Traditions

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in fantasy gaming worlds, with various traditions dedicated to its complex study.

The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into eight categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

- [Nullimancy](#)
- [School of Evocation](#)

## Wizard Spells

- [A'elea's Clarifying Familiar](#)
- [Acid Arrow](#)
- [Acid Splash](#)
- [Alarm](#)
- [Alter Self](#)
- [Animate Dead](#)
- [Animate Objects](#)
- [Antimagic Field](#)

- [Antipathy/Sympathy](#)
- [Arcane Eye](#)
- [Arcane Hand](#)
- [Arcane Lock](#)
- [Arcane Sword](#)
- [Arcanist's Magic Aura](#)
- [Astral Projection](#)
- [Banishment](#)
- [Bestow Curse](#)
- [Black Tentacles](#)
- [Blight](#)
- [Blindness/Deafness](#)
- [Blink](#)
- [Blur](#)
- [Burning Hands](#)
- [Carve](#)
- [Chain Lightning](#)
- [Charm Person](#)
- [Chill Touch](#)
- [Circle of Death](#)
- [Clone](#)
- [Cloudkill](#)
- [Color Flesh](#)
- [Color Spray](#)
- [Comprehend Languages](#)
- [Cone of Cold](#)
- [Confusion \(Spell\)](#)
- [Conjure Elemental](#)
- [Conjure Minor Elementals](#)
- [Contact Other Plane](#)
- [Contingency](#)
- [Continual Flame](#)
- [Control Water](#)
- [Control Weather](#)

- [Counterspell](#)
- [Cover of Darkness](#)
- [Create Undead](#)
- [Creation](#)
- [Dancing Lights](#)
- [Dark Messenger](#)
- [Dark Shape](#)
- [Darkness](#)
- [Darkvision](#)
- [Degrade](#)
- [Delayed Blast Fireball](#)
- [Demiplane](#)
- [Detect Magic](#)
- [Detect Thoughts](#)
- [Dimension Door](#)
- [Disguise Self](#)
- [Disintegrate](#)
- [Dispel Magic](#)
- [Dominate Monster](#)
- [Dominate Person](#)
- [Dream](#)
- [Enlarge/Reduce](#)
- [Etherealness](#)
- [Expeditious Retreat](#)
- [Exploding Devastation](#)
- [Eyebite](#)
- [Fabricate](#)
- [Faithful Hound](#)
- [False Life](#)
- [Fear](#)
- [Feather Fall](#)
- [Feeblemind](#)
- [Find Familiar](#)
- [Finger of Death](#)

- [Fire Bolt](#)
- [Fire Shield](#)
- [Fireball](#)
- [Flaming Sphere](#)
- [Flesh to Stone](#)
- [Floating Disk](#)
- [Fly](#)
- [Fog Cloud](#)
- [Forcecage](#)
- [Foresight](#)
- [Freezing Sphere](#)
- [Gaseous Form](#)
- [Gate](#)
- [Geas](#)
- [Gentle Repose](#)
- [Globe of Invulnerability](#)
- [Glyph of Warding](#)
- [Grease](#)
- [Greater Invisibility](#)
- [Guards and Wards](#)
- [Gust of Wind](#)
- [Hallucinatory Terrain](#)
- [Haste](#)
- [Hideous Laughter](#)
- [Hold Monster](#)
- [Hold Person](#)
- [Hypnotic Pattern](#)
- [Ice Storm](#)
- [Identify](#)
- [Illusory Script](#)
- [Imprisonment](#)
- [Incendiary Cloud](#)
- [Instant Summons](#)
- [Invisibility](#)

- [Irresistible Dance](#)
- [Jump](#)
- [Knock](#)
- [Kosha's Delicate Touch](#)
- [Legend Lore](#)
- [Levitate](#)
- [Light](#)
- [Lightning Bolt](#)
- [Locate Creature](#)
- [Locate Object](#)
- [Longstrider](#)
- [Mage Armor](#)
- [Mage Hand](#)
- [Magic Circle](#)
- [Magic Jar](#)
- [Magic Missile](#)
- [Magic Mouth](#)
- [Magic Weapon](#)
- [Magnificent Mansion](#)
- [Major Image](#)
- [Mass Suggestion](#)
- [Maze](#)
- [Mending](#)
- [Message](#)
- [Meteor Swarm](#)
- [Mind Blank](#)
- [Minor Illusion](#)
- [Mirage Arcane](#)
- [Mirror Image](#)
- [Mislead](#)
- [Misty Step](#)
- [Modify Memory](#)
- [Move Earth](#)
- [Nondetection](#)

- [Nullified Senses](#)
- [Oblivious Movement](#)
- [Passwall](#)
- [Phantasmal Killer](#)
- [Phantom Steed](#)
- [Plague of Darkness](#)
- [Planar Binding](#)
- [Plane Shift](#)
- [Poison Spray](#)
- [Polymorph](#)
- [Power Word Kill](#)
- [Power Word Stun](#)
- [Prestidigitation](#)
- [Prismatic Spray](#)
- [Prismatic Wall](#)
- [Private Sanctum](#)
- [Programmed Illusion](#)
- [Project Image](#)
- [Protection from Energy](#)
- [Protection from Evil and Good](#)
- [Ramp](#)
- [Ray of Enfeeblement](#)
- [Ray of Frost](#)
- [Remove Curse](#)
- [Resilient Sphere](#)
- [Reverse Gravity](#)
- [Rope Trick](#)
- [Scorching Ray](#)
- [Scrying](#)
- [Secret Chest](#)
- [See Invisibility](#)
- [Seeming](#)
- [Sending](#)
- [Sequester](#)

- [Shapechange](#)
- [Shatter](#)
- [Shield](#)
- [Shocking Grasp](#)
- [Silent Image](#)
- [Simulacrum](#)
- [Sinkhole](#)
- [Sleep](#)
- [Sleet Storm](#)
- [Slow](#)
- [Sphere of Annihilation](#)
- [Spider Climb](#)
- [Stinking Cloud](#)
- [Stone Shape](#)
- [Stoneskin](#)
- [Suggestion](#)
- [Sunbeam](#)
- [Sunburst](#)
- [Symbol](#)
- [Telekinesis](#)
- [Telepathic Bond](#)
- [Teleport](#)
- [Teleportation Circle](#)
- [Thunderwave](#)
- [Time Stop](#)
- [Tiny Hut](#)
- [Tongues](#)
- [Touch Oblivion](#)
- [True Polymorph](#)
- [True Seeing](#)
- [True Strike](#)
- [Unseen Servant](#)
- [Untouchable Minion](#)
- [Vampiric Touch](#)



- [Vitality Exchange](#)
  - [Wall of Annihilation](#)
  - [Wall of Fire](#)
  - [Wall of Force](#)
  - [Wall of Ice](#)
  - [Wall of Stone](#)
  - [Water Breathing](#)
  - [Web](#)
  - [Weird](#)
  - [Wish](#)
  - [Zaganna's Lightvision](#)
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# Warlock

August 22, 2022



Level	Proficiency Bonus	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations Known	Features
1st	+2	2	2	1	1st	–	Otherworldly Patron, Pact Magic
2nd	+2	2	3	2	1st	2	Eldritch Invocations
3rd	+2	2	4	2	2nd	2	Pact Boon

Level	Proficiency Bonus	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations Known	Features
4th	+2	3	5	2	2nd	2	Ability Score Improvement
5th	+3	3	6	2	3rd	3	–
6th	+3	3	7	2	3rd	3	Otherworldly Patron feature
7th	+3	3	8	2	4th	4	–
8th	+3	3	9	2	4th	4	Ability Score Improvement
9th	+4	3	10	2	5th	5	–
10th	+4	4	10	2	5th	5	Otherworldly Patron feature
11th	+4	4	11	3	5th	5	Mystic Arcanum (6th level)
12th	+4	4	11	3	5th	6	Ability Score Improvement
13th	+5	4	12	3	5th	6	Mystic Arcanum (7th level)
14th	+5	4	12	3	5th	6	Otherworldly Patron feature
15th	+5	4	13	3	5th	7	Mystic Arcanum (8th level)

Level	Proficiency Bonus	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations Known	Features
16th	+5	4	13	3	5th	7	Ability Score Improvement
17th	+6	4	14	4	5th	7	Mystic Arcanum (9th level)
18th	+6	4	14	4	5th	8	–
19th	+6	4	15	4	5th	8	Ability Score Improvement
20th	+6	4	15	4	5th	8	Eldritch Master

## Class Features

As a warlock, you gain the following class features.

### Hit Points

**Hit Dice:** 1d8 per warlock level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per warlock level after 1st

### Proficiencies

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** None

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

## Equipment

You start with the following equipment, in addition to the equipment granted by your background: \* (a) a light crossbow and 20 bolts or (b) any simple weapon \* (a) a component pouch or (b) an arcane focus \* (a) a scholar's pack or (b) a dungeoneer's pack \* Leather armor, any simple weapon, and two daggers

## Otherworldly Patron

At 1st level, you have struck a bargain with an otherworldly being of your choice. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

## Pact Magic

Your arcane research and the magic bestowed on you by your patron have given you facility with spells.

## Cantrips

You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.

## Spell Slots

The Warlock table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest. For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell [Thunderwave](#), you must spend one of those slots, and you cast it as a 3rd-level spell.

## Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

## Spellcasting Ability

Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

*Spell save DC = 8 + your proficiency bonus + your Charisma modifier*

*Spell attack modifier = your proficiency bonus + your Charisma modifier*

## Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your warlock spells.

## Eldritch Invocations

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

## Pact Boon

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

### Pact of the Chain

You learn the [Find Familiar](#) spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: [imp](#), [pseudodragon](#), [quasit](#), or [sprite](#).

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.

### Pact of the Blade

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield

it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

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

## **Pact of the Tome**

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless warlock spells for you.

If you lose your Book of Shadows, 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 book. The book turns to ash when you die.

## **Ability Score Improvement**

When you reach 4th level, and again at 8th, 12th, 16th, and 19th

level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## **Mystic Arcanum**

At 11th level, your patron bestows upon you a magical secret called an arcanum. Choose one 6th-level spell from the warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

## **Eldritch Master**

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended spell slots. You can spend 1 minute entreating your patron for aid to regain all your expended spell slots from your Pact Magic feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

## **Eldritch Invocations**

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



## **Agonizing Blast**

**Prerequisite:** [Eldritch Blast](#) cantrip

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

## **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.

## **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.

## **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 (the two needn't be from the same 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.

## **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.

## **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 Sight

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

## 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.

## Fiendish Vigor

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

## 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.

## 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).

## 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](#) on yourself at will, without expending a spell slot or material components.

## 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.

## 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.

## 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.

## 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.

## 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.

## 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.

### ***Your Pact Boon***

*Each Pact Boon option produces a special creature or an object that reflects your patron's nature.*

***Pact of the Chain.*** Your familiar is more cunning than a typical familiar. Its default form can be a reflection of your patron, with sprites and pseudodragons tied to the Archfey and imps and quasits tied to the Fiend. Because the Great Old One's nature is inscrutable, any familiar form is suitable for it.

***Pact of the Blade.*** If your patron is the Archfey, your weapon might be a slender blade wrapped in leafy vines. If you serve

*the Fiend, your weapon could be an axe made of black metal and adorned with decorative flames. If your patron is the Great Old One, your weapon might be an ancient-looking spear, with a gemstone embedded in its head, carved to look like a terrible unblinking eye.*

**Pact of the Tome.** *Your Book of Shadows might be a fine, gilt-edged tome with spells of enchantment and illusion, gifted to you by the lordly Archfey. It could be a weighty tome bound in demon hide studded with iron, holding spells of conjuration and a wealth of forbidden lore about the sinister regions of the cosmos, a gift of the Fiend. Or it could be the tattered diary of a lunatic driven mad by contact with the Great Old One, holding scraps of spells that only your own burgeoning insanity allows you to understand and cast.*

## Otherworldly Patrons

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return.

Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

- [Fiend](#)

# Warlock Spells

- [Astral Projection](#)
- [Banishment](#)
- [Blight](#)
- [Charm Person](#)
- [Chill Touch](#)
- [Circle of Death](#)
- [Comprehend Languages](#)
- [Conjure Fey](#)
- [Contact Other Plane](#)
- [Counterspell](#)
- [Create Undead](#)
- [Darkness](#)
- [Demiplane](#)
- [Dimension Door](#)
- [Dispel Magic](#)
- [Dominate Monster](#)
- [Dream](#)
- [Eldritch Blast](#)
- [Enthrall](#)
- [Etherealness](#)
- [Expeditious Retreat](#)
- [Eyebite](#)
- [Fear](#)
- [Feeblemind](#)
- [Finger of Death](#)
- [Flesh to Stone](#)
- [Fly](#)
- [Forcecage](#)
- [Foresight](#)
- [Gaseous Form](#)
- [Glibness](#)



- [Hallucinatory Terrain](#)
- [Hellish Rebuke](#)
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- [True Polymorph](#)
- [True Seeing](#)
- [True Strike](#)
- [Unseen Servant](#)
- [Vampiric Touch](#)

- [Vitality Exchange](#)