

Celestial Warlock 2024 (Revised)

Level 3: Celestial Spells

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Celestial Spells table, you thereafter always have the listed spells prepared.

Celestial Spells

Warlock Level	Spells
3	Aid, Cure Wounds, Guiding Bolt, Lesser Restoration, Light, Sacred Flame
5	Daylight, Revivify
7	Fount of Moonlight, Wall of Fire
9	Greater Restoration, Summon Celestial

Level 3: Healing Light

You gain the ability to channel celestial energy to heal wounds. You have a pool of d6s to fuel this healing. The number of dice in the pool equals 1 plus your Warlock level.

As a Bonus Action, you can heal yourself or one creature you can see within 60 feet of yourself, expending dice from the pool. The maximum number of dice you can expend at once equals your Charisma modifier (minimum of one die). Roll the dice you expend, and restore a number of Hit Points equal to the roll's total. Your pool regains all expended dice when you finish a Long Rest.

Level 6: Radiant Soul

Your link to your patron allows you to serve as a conduit for radiant energy. When you cast a spell that deals damage, you may convert the damage to Radiant or Fire damage. When you do, you can add your Charisma modifier to that spell's damage. This applies for the full duration of the spell. You may use this ability a number of times equal to half your proficiency bonus (rounded up). You regain all uses of this ability on a short rest and half the uses whenever you use Magical Cunning. Using this ability on Warlock cantrips does not consume uses.

Level 10: Guiding Light

You can channel celestial power to give guidance to yourself and others. When a creature within 60 feet of you makes a skill check or saving throw, as a reaction, you can expend up to 2 dice from your Healing Light ability to grant them a bonus to the roll equal to the result. When you do, those dice are d4s. If this ability is triggered by a saving throw to avoid taking damage and the creature succeeds they take no damage from the triggering event. All other harmful effects occur as normal.

Level 14: Searing Vengeance

When you or an ally within 60 feet of you is about to make a Death Saving Throw, you can unleash radiant energy to save the creature. The creature regains Hit Points equal to half its Hit Point maximum and can end the Prone condition on itself. Each creature of your choice that is within 30 feet of the creature takes Radiant damage equal to 2d8 plus your Charisma modifier, and each has the Blinded condition until the end of the current turn.

Once you use this feature, you can't use it again until you finish a Long Rest.