

Warlock

Your power comes from a pact made with some powerful supernatural being. Whether you made the pact consciously or subconsciously, or if the pact was made by one of your ancestors is irrelevant. The fact remains that your soul is linked to this being in some way, and it has made all the difference.

Lvl	Class Features
1	Ancestry and background, initial proficiencies, <i>eldritch blast</i> , occult spellcasting, spell repertoire, patron, pact item
2	Skill feat, warlock feat
3	2nd-level spells, general feat, great fortitude, skill increase, signature spells
4	Skill feat, warlock feat
5	3rd-level spells, ability boost, ancestry feat, skill increase
6	Skill feat, warlock feat
7	4th-level spells, expert spellcaster, general feat, skill increase
8	Skill feat, warlock feat
9	5th-level spells, alertness, ancestry feat, lightning reflexes, skill increase, weapon expertise, weapon specialization
10	Ability boost, skill feat, warlock feat
11	6th-level spells, general feat, skill increase
12	Skill feat, warlock feat
13	7th-level spells, ancestry feat, light armor expertise, skill increase
14	Skill feat, warlock feat
15	8th-level spells, ability boost, general feat, master spellcasting, resolve, skill increase
16	Skill feat, warlock feat
17	9th-level spells, ancestry feat, skill increase
18	Skill feat, warlock feat
19	General feat, legendary spellcasting, skill increase, supreme blast
20	Ability boost, skill feat, warlock feat

CLASS FEATURES

ANCESTRY, AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you gain the benefits of your ancestry and background as presented in the PRB.

INITIAL PROFICIENCIES

You gain the initial proficiencies for your class at 1st level. These abilities are noted in the table.

KEY ABILITY

Charisma

HIT POINTS

8 plus Constitution modifier

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in Occultism

Trained in a skill determined by your patron

Trained in a number of skills equal to 2 plus your Intelligence modifier.

ATTACKS

Trained in simple weapons

Trained in unarmed attacks

DEFENCES

Trained in light armor

Trained in unarmored defense

SPELLS

Trained in occult spell attacks

Trained in occult spell DCs

ELDRITCH BLAST

You gain the *eldritch blast* cantrip for free. Your blast can be modified in two different ways. Invocations are a type of focus power which can change and modify the damage or add effects to the blast. Eldritch modifications (EM) are a type of metamagic feat that only affects *eldritch blast*, so you spend an action to change other aspects of your Eldritch Blast.

PATRON

You have a patron who has given you your magical abilities. Choose from the patron list and gain the granted abilities.

Your	Spell Level
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Level	Cantrip	1st	2nd	3rd	4th	5th
1	2 (3)	1 (2)				
2	2 (3)	2 (3)				
3	2 (3)	2 (3)	1 (2)			
4	2 (3)	2 (3)	2 (3)			
5	2 (3)	2 (3)	2 (3)	1 (2)		
6	2 (3)	2 (3)	2 (3)	2 (3)		
7	2 (3)	2 (3)	2 (3)	2 (3)	1 (2)	
8	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)	
9	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)	1 (2)
10	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)
11	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)
12	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)
13	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)
14	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)
15	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)
16	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)
17	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)
18	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)
19	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)
20	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)	2 (3)

OCCULT SPELLCASTING

You gain the ability to perform the Cast a Spell activity in order to cast your spells, and you supply the material, somatic, and verbal components when casting your spells.

Each day you can cast one 1st-level spell. This is learned via the Spell Repertoire class feature. The number of spells you can cast is called your spell slots. The slots increase in number as you increase in level per the table. Some spells require you to make a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (saving throw). Since your key ability is Charisma, your spell attack rolls and power DCs use your Charisma modifier.

Heightened Spells

When you get 2nd level and higher spell slots, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level to match the spell slot. You must have a spell in your spell repertoire at the level you want to cast in order to heighten it to that level.

Cantrips

A cantrip is a special kind of spell that doesn't use spell slots. Cantrips can be used at will, any number of times per day. Cantrips are automatically heightened to half your level rounded up.

SPELL REPERTOIRE

The collection of spells you can cast is called your spell repertoire. At 1st level, you can learn two cantrips. You also learn one 1st-level spell of your choice. You choose these from the common spells from the occult spell list.

Every level you learn one new spell equal to the highest level slot you have. When you add a spell, you can choose a heightened version of a spell you already have so that you can cast the heightened version.

As you gain new spells in your spell repertoire, you might want to replace some of the spells you already know. Each time you gain a level you can swap out one of your old spells for a spell of the same level.

PACT ITEM

Your patron expresses their power through an item. Choose one of the pacts below that you want. During your Daily Preparations you designate a specific item to represent your chosen pact. While you have your item in your possession, you gain a +1 circumstance bonus to your *eldritch blast* attack rolls.

Pact of the Blade- You pact item is a weapon that you are at least trained with. You gain training with martial weapons. Whenever your proficiency with simple weapons increase, your martial weapon proficiency also increases.

Pact of the Cloak- Your pact item is an article of clothing like a cloak, boots, or hat. You gain training with two additional skills of your choice.

Pact of the Shield- Your pact item is a piece of armor that you are at least trained with. You gain training with medium and heavy armor. Whenever your light armor proficiency increases, all of your armor proficiencies increase.

Pact of the Tome- Your pact item is a book, holy symbol, a talisman, or some sort of totem. You learn one additional occult cantrip and you gain one additional spell slot every uneven level (except for level 19). You add one new spell to your repertoire for every additional spell slot you gain.

SKILL FEATS

At 2nd level and every 2 levels thereafter, you gain a skill feat.

WARLOCK FEATS	2ND	SIMPLE WEAPON EXPERTISE	9TH
At 2nd level and every even-numbered level, you gain a warlock class feat.		Your proficiency rank for simple weapons and unarmed strikes increases to expert.	
GENERAL FEATS	3RD	WEAPON SPECILIZATION	9TH
At 3rd level and every 4 levels thereafter, you gain a general feat.		You deal an additional 2 points of damage with weapons and unarmed attacks in which you have an expert proficiency rank. This damage increases to 3 if you are a master, and 4 if you are legendary.	
GREAT FORTITUDE	3RD	LIGHT ARMOR EXPERTISE	13TH
Your body is healthy and hardy. Your proficiency rank for Fortitude increases to expert.		Your proficiency rank for light armor and unarmored defense increases to expert.	
SIGNATURE SPELLS	3RD	MASTER SPELLCASTING	15TH
Expertise allows you to cast some spells more flexibly. For each spell level you have access to, choose one spell of that level to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher level than its minimum, you can also cast all its lower-level versions without learning them separately.		You proficiency rank for occult spell attack rolls and spell DCs increases to master.	
SKILL INCREASES	3RD	RESOLVE	15TH
At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you are untrained in, or to increase your proficiency rank in one skill in which you are already trained to expert. At 7th level, you can use skill increases to increase your proficiency rank to master for a skill you are already an expert in, and at 15th level you can increase your rank to legendary for a skill in which you are a master.		Your proficiency rank for Will saves increases to master. Whenever you roll a success on a Will save, you get a critical success instead.	
ABILITY BOOSTS	5TH	LEGENDARY SPELLCASTING	19TH
At 5th level and every 5 levels thereafter, you boost four of your ability scores.		You proficiency rank for occult spell attack rolls and spell DCs increases to legendary. You gain one 10th-level spell slot and learn one 10th-level spell.	
EXPERT SPELLCASTER	7TH	SUPREME BLAST	19TH
Your proficiency rank for occult spell attack rolls and spell DCs increases to expert.		By spending one focus point, you are able to apply the effects of two invocations to your eldritch blast. Additionally, you can spend one action to gain the effects of two eldritch modifications. Finally, your bonus for having your pact item increases to +2.	
ALERTNESS	9TH	PATRONS	
You are aware of your surroundings. Your proficiency rank for Perception increases to expert.		ABERRATION	
LIGHTNING REFLEXES	9TH	Your patron is some dark aberrant creature, possible even an elder evil. You gain the Alien Blast feat.	
Your body is quick moving. Your proficiency rank for Reflex saves increases to expert.		CELESTIAL	
		Your patron is a majestic being from the upper planes. You gain the Angelic Blast feat.	
		ELEMENTAL	
		Your patron is an elemental being or genie from the creation planes. You gain the Elemental Blast feat.	
		FEY	
		Your patron is a member of the Seelie or Unseelie court, or some other archfey. You gain the Primal Blast feat.	

FIEND

Your patron is a cunning being from the lower planes.

You gain the Dark Blast feat.

UNDEAD

Your patron is a powerful undead creature. You gain the Deadly Blast feat.

WARLOCK FEATS

1ST LEVEL

ALIEN BLAST

Prerequisite Your patron is an aberration.

You learn the *alien blast* invocation and gain one focus point. You also gain training in Arcana. Additionally, you learn aklo.

ANGELIC BLAST

Prerequisite Your patron is a celestial.

You learn the *angelic blast* invocation and gain one focus point. You also gain training in Religion. Additionally, you learn celestial.

ARCANE SIGHT

Your patron grants magical insight. You gain the *detect magic* and *read aura* cantrips.

ARMOR OF SHADOWS

You gain *mage armor* as an innate occult spell that you can use at will. It is automatically heightened to a spell level equal to half your level rounded up.

BEGUILING INFLUENCE

You are practiced at interacting with others. You gain training in the Diplomacy and Deception skills.

DARK BLAST

Prerequisite Your patron is a fiend.

You learn the *dark blast* invocation and gain one focus point. You also gain training in Religion. Additionally, you learn infernal or abyssal.

DEADLY BLAST

Prerequisite Your patron is an undead.

You learn the *deadly blast* invocation and gain one focus point. You also gain training in Religion. Additionally, you learn necril.

ELEMENTAL BLAST

Prerequisite Your patron is an elemental.

Choose one of the following elements that your patron is associated with: air (electricity, auran), earth (acid, terran), fire (fire, ignan), water (cold, aquan). You gain the *elemental blast* invocation and gain one focus point. You learn the associated language for your patron, and gain training in Arcana.

FAMILIAR

An animal serves you and assists you in your tasks.

You gain a familiar.

LEAPS AND BOUNDS

Your patron enhances your physical abilities. You gain training in Acrobatics and Athletics.

PRIMAL BLAST

Prerequisite Your patron is a fey.

You learn the *primal blast* invocation and gain one focus point. You also gain training in Nature. Additionally, you learn sylvan.

SNEAK

Your patron helps to hide your actions. You gain training in Stealth and Thievery.

2ND LEVEL

CANTRIP EXPANSION

Your patron grants additional magical power. Add two cantrips from your spell list to your repertoire.

DARK ONE'S OWN LUCK 🐾

Trigger You attempt a save against a spell, before you roll.

You sure are lucky. You gain a +2 circumstance bonus to the save.

ELDRITCH SPEAR ⚔️ (EM)

You can enhance your eldritch spear to go even further. If the next action you take is to cast *eldritch blast*, the range of the spell is increased to 300 feet.

ENHANCED FAMILIAR

Prerequisite a familiar

Your familiar has grown in power. You can select four familiar or master abilities each day instead of two.

MASK OF MANY FACES

You gain *illusionary disguise* as an innate occult spell usable at will. It is automatically heightened to a spell level equal to half your level rounded up.

4TH LEVEL

BESPELL WEAPON ◆

Frequency once per turn

Requirements Your most recent action was to cast a non-cantrip spell

You siphon off some of the magical energy from your last spell and channel it into a weapon you are wielding. Until the end of your turn, the weapon deals an extra 1d6 damage of a type depending on the school of the spell you just cast.

- **Abjuration** force damage
- **Conjuration or Transmutation** the same type as the weapon
- **Divination, Enchantment, or Illusion** mental damage
- **Evocation** a type of damage the spell dealt, or force damage if the spell didn't deal damage
- **Necromancy** negative damage

DEVIL'S SIGHT

Your patron allows you to see in the dark. You gain greater darkvision.

FRIGHTFUL BLAST

Your eldritch blast can scare your foes. You learn the *frightful blast* invocation and gain one focus point.

OCCULT LIFESOURCE

You are fortified with additional lifeforce. You gain *false life* as an innate occult spell usable at will. It is automatically heightened to a spell level equal to half your level rounded up.

RICOCHET BLAST ◆ (EM)

You can bounce your eldritch blast off an object to strike a foe. You ignore cover and can target creatures in which you don't have line of sight. You do have a -2 penalty to your attack if you cannot see the target.

6TH LEVEL

LUCK BLADE

Prerequisite Pact of the Blade

You are lucky. Once per day you can reroll an attack roll. You must keep the second roll even if it is worse. This is a fortune effect.

LUCK DEFENSE

Prerequisite Pact of the Shield

You are lucky. Once per day you can reroll a saving throw. You must keep the second roll even if it is worse. This is a fortune effect.

LUCK MAGIC

Prerequisite Pact of the Tome

You are lucky. Once per day you can reroll a spell attack roll. You must keep the second roll even if it is worse. This is a fortune effect.

LUCK SKILL

Prerequisite Pact of the Cloak

You are lucky. Once per day you can reroll a skill check. You must keep the second roll even if it is worse. This is a fortune effect.

OTHERWORLDLY FEAR

Your patron can help you strike fear into the heart of your enemies. You gain *fear* as an innate occult spell usable at will. It is automatically heightened to a spell level equal to half your level rounded up.

SPLIT BLAST ◆ (EM)

You split your eldritch blast into two. If the next action you take is to cast *eldritch blast*, you target two creatures at a spell level 2 levels lower. Both attacks use the same modifier, but this counts as two attacks for calculating the multiple attack penalty.

STEADY SPELLCASTING

You are able to hold on to your spells. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

8TH LEVEL

DARKNESS FALLS

You shroud the area in darkness. You gain *darkness* as an innate occult spell usable at will. It is automatically heightened to a spell level equal to half your level rounded up.

ENHANCED BLAST

You learn how to make your eldritch blast even more powerful. You learn the *enhanced blast* invocation and gain one focus point.

NO REST FOR THE WICKED

You no longer need to sleep. At night you are fully rested if performing 8 hours of light activities like reading, practicing forms, or taking watch.

PATRON'S RESISTANCE

You gain resistance depending on your patron. The value is equal to 1 + half your level.

- **Aberration** mental
- **Celestial** good
- **Elemental** the element of your patron
- **Fey** poison
- **Fiend** evil
- **Undead** negative energy

10TH LEVEL

CONE BLAST ◆ (EM)

You modify your eldritch blast to attack every enemy within a 30 foot cone. Instead of an attack roll, all targets need to make a basic reflex save. Your pact bonus increases the spell DC.

PATRON'S GIFT

Your patron has bestowed a gift upon you.

- **Aberration** +2 circumstance bonus to saves against enchantments
- **Celestial** +10 to all movement speeds
- **Elemental (air)** fly speed of 15 feet, but must end your turn on a surface or you fall
- **Elemental (earth)** tremorsense 30 feet as an imprecise sense
- **Elemental (fire)** deny advantage
- **Elemental (water)** swim speed equal to half your land speed
- **Fey** ignore difficult terrain
- **Fiend** 2 Hit Points per level
- **Undead** +2 circumstance bonus to saves against disease

SEE THE UNSEEN

You see things that are hidden from sight. You gain *see invisibility* as an innate occult spell usable at will.

It is automatically heightened to a spell level equal to half your level rounded up.

TOUCH MINDS

You can touch another mind with your own. You gain telepathy 30 feet with another creature in which you share a language.

12TH LEVEL

BESHADOWED BLAST

You learn a new way to hinder your enemy with your eldritch blast. You learn the *besshadowed blast* invocation and gain one focus point.

INVOCATION FOCUS

You recover your focus quickly. If you have spent at least 2 Focus Points since the last time you Refocus, you recover 2 Focus Points when you refocus instead of 1.

MOVE AS A SPIDER

You are able to climb on walls. You gain *spider climb* as an innate occult spell usable at will. It is automatically heightened to a spell level equal to half your level rounded up.

RETRIBUTION

You inflict damage upon your enemies. The type of damage is the same as the focus power granted by the 1st-level feat obtained from your patron. The extra damage is triggered differently depending on your pact. The amount of damage is 1d6 + your Charisma modifier.

- **Blade** Whenever you critically strike an enemy.
- **Cloak** Whenever you critically succeed a saving throw, the target is the creature who caused you to roll the save.
- **Shield** Whenever an enemy critically strikes you.
- **Tome** Whenever you critically succeed a spell attack roll.

14TH LEVEL

CHAIN BLAST ◆ (EM)

You modify your eldritch blast to bounce from one target to another. After you hit a target, you can target another creature within 30 feet of the first target. If that hits, it bounces to a third target within 30 feet and so on. This continues until you miss. All

attacks use the same attack modifier. You can end up targeting a number of creatures equal to your Charisma modifier.

PATRON SUSTAINABILITY

Your patron is all that you need to survive. You no longer need to eat, drink, or breath.

SPELL RESISTANCE

Your patron protects you from magic. You gain a +1 status bonus to saves against spells and magic.

SUMMON PATRON

You can call forth a representation of your patron to aid you. You gain *summon patron* as an innate occult spell that you can use at will. It is automatically heightened to a spell level equal to half your level rounded up.

16TH LEVEL

ARMOR SPECILIZATION

Prerequisite Pact of the Shield

Your pacts helps to defend you. You gain the armor specialization effects of your armor.

EFFORTLESS CONCENTRATION ◆

You can easily maintain a spell. You immediately gain the effects of a Sustain a Spell action, allowing you to extend the duration of one of your warlock spells.

GREATER WEAPON SPECIALIZATION

Prerequisite Pact of the Blade

Your damage from weapon specialization increases to 4 for weapons and unarmed attacks in which you're an expert, 6 if master, and 8 if legendary.

LETHARGIC BLAST

You can use your eldritch blast to slow down an enemy. You learn the *lethargic blast* invocation and gain one focus point.

SHROUD OF SHADOW

You use shadow to hide your form. You gain *invisibility* as an occult spell that you can cast at will. It is automatically heightened to a spell level equal to half your level rounded up.

SKILL SPECILIZATION

Prerequisite Pact of the Cloak

You gain one skill point and one skill feat.

SPELL SPECILIZATION

Prerequisite Pact of the Tome

Choose one school of magic. Your non-cantrip spells gain a +1 circumstance bonus to spell attack rolls and spell DCs if they are from that school.

18TH LEVEL

ASCENDANT STEP

The earth cannot hold you. You gain *levitate* as an occult spell that you can cast at will. It is automatically heightened to a spell level equal to half your level rounded up.

DOOM BLAST ◆ (EM)

You modify your eldritch blast to attack every enemy within a 20 foot emanation. All attacks use the same attack modifier, but after the spell is used, they do count towards your multiple attack penalty.

IMPROVED DEFENSE

Prerequisite Pact of the Shield

Whenever you are critically struck by an attack, roll a flat check DC 17. On a success, the attack is changed to a success instead of a critical success.

IMPROVED FORTITUDE

Prerequisite Pact of the Blade

Whenever you roll a success for a Fortitude save, it counts as a critical success.

IMPROVED REFELXES

Prerequisite Pact of the Cloak

Whenever you roll a success for a Reflex save, it counts as a critical success.

IMPROVED SPELLCASTING

Prerequisite Pact of the Tome

All of your spells are considered signature spells and can be freely heightened.

INVOCATION WELLSPRING

The power of your patron replenishes your focus. If you have spent at least 3 Focus Points since the last time you Refocus, you recover 3 Focus Points when you refocus instead of 1.

20TH LEVEL

OCCULT BLADE

Prerequisite Pact of the Blade

Your weapons training is complete. Your unarmed, simple weapon, and martial weapon proficiency ranks increase to master.

OCCULT CLOAK

Prerequisite Pact of the Cloak

You have reached the pentacle of your skills training. You gain two skill points that you can spend. Additionally, your proficiency rank in Perception increases to master.

OCCULT SHIELD

Prerequisite Pack to the Shield

Your defenses are the best they can get. Your proficiency ranks in all your defenses increases to master.

OCCULT TOME

Prerequisite Pact of the Tome

You are a supreme occult spellcaster. You gain a 10th-level spell slot and add a 10th-level occult spell to your spell repertoire.

QUICK BLAST

You can cast *eldritch blast* very quickly. You learn the *quick blast* invocation and gain one focus point.

PATRON TRANSFORMATION

You can channel your patron and become their avatar. You gain the *patron transformation* spell usable once daily.

SPELLS/INVOCATIONS

ALIEN BLAST

FOCUS 1

(Uncommon, Attack, Evocation, Invocation, Mental)

Cast ◇

Target creature hit by your eldritch blast

The power of your patron adds to your eldritch blast. You deal an additional 1d6 points of mental damage.

Heightened (+3) You deal an additional 1d6 points of mental damage.

ANGELIC BLAST

FOCUS 1

(Uncommon, Attack, Evocation, Good, Invocation)

Cast ◇

Target creature hit by your eldritch blast

The power of your patron adds to your eldritch blast. You deal an additional 1d6 points of good damage.

Heightened (+3) You deal an additional 1d6 points of good damage.

BESHADOWED BLAST

FOCUS 6

(Uncommon, Conjuration, Shadow, Invocation)

Cast ◇

Target creature hit by your eldritch blast

Saving Throw Fortitude

Shadows mix with your eldritch blast which can blind your opponent. The target attempts a Fortitude against the effect.

Critical Success Immune to your *besshadowed blast* for 24 hours.

Failure The target is blinded for 1 round.

Critical Failure The target is blinded for 2 rounds

Heightened (+3) The duration of the blinded condition is increased by 1 round.

DARK BLAST

FOCUS 1

(Uncommon, Attack, Evil, Evocation, Invocation)

Cast ◇

Target creature hit by your eldritch blast

The power of your patron adds to your eldritch blast. You deal an additional 1d6 points of evil damage.

Heightened (+3) You deal an additional 1d6 points of evil damage.

DEADLY BLAST

FOCUS 1

(Uncommon, Attack, Evocation, Invocation, Negative,)

Cast ◇

Target creature hit by your eldritch blast

The power of your patron adds to your eldritch blast. You deal an additional 1d6 points of negative energy damage.

Heightened (+3) You deal an additional 1d6 points of negative energy damage.

ELDRITCH BLAST

CANTRIP 1

(Uncommon, Attack, Evocation, Warlock)

Cast ◇◇

Range 60 feet; **Target** 1 creature

A ray of magical energy bursts forth from your outstretched finger towards your enemy. You deal

1d6 plus your Charisma modifier points of damage on a successful hit (doubles on a critical success).

Heightened (+2) You deal an extra 1d6 points of damage

ELEMENTAL BLAST FOCUS 1

(Uncommon, Attack, Evocation, Invocation)

Cast ◆

Target creature hit by your eldritch blast

The power of your patron adds to your eldritch blast. You deal an additional 1d6 points of elemental damage appropriate for your patron. The invocation gains the trait of the appropriate element.

Heightened (+3) You deal an additional 1d6 points of elemental damage.

ENHANCED BLAST FOCUS 2

(Uncommon, Evocation, Invocation)

Cast ◆

Target creature hit by your eldritch blast

Your eldritch blast is stronger than normal. All the damage die changes from d6s to d8s.

FRIGHTFUL BLAST FOCUS 1

(Uncommon, Enchantment, Fear, Invocation)

Cast ◆

Target creature hit by your eldritch blast

Saving Throw Will

Your eldritch blast can cause fear in the heart of the target. When the creature that is targeted by your eldritch blast is hit, they must also make a Will saving throw with the following effects.

Critical Success Immune to your *frightful blast* for 24 hours.

Failure The target gains the Frightened 1 condition.

Critical Failure The Frightened condition is 2

Heightened (+3) The value of the frightened condition is increased by 1

LETHARGIC BLAST FOCUS 8

(Uncommon, Enchantment, Fear, Invocation)

Cast ◆

Target creature hit by your eldritch blast

Saving Throw Will

Your eldritch blast attacks the target's body slowing them down. The target attempts a Fortitude save.

Critical Success Immune to your *lethargic blast* for 24 hours.

Failure The target gains the Slowed 1 condition.

Critical Failure The Slowed condition is 2

Heightened (+2) The value of the slowed condition is increased by 1.

PATRON TRANSFORMATION SPELL 9

(uncommon, polymorph, transmutation)

Cast ◆◆

Duration 1 minute

You transform into an avatar of your patron, assuming large size. You must have sufficient space to expand, or the spell is lost. You can dismiss the spell

You gain the following statistics and abilities regardless of your form you assume:

- **AC** = 20 + your level. Ignore your armor's check penalty and Speed reduction.
- 25 temporary Hit Points.
- **Darkvision**.
- One or more abilities or attacks specific to your patron. You are trained with any new attacks you gain with a +28 attack modifier.
- **Athletics** modifier of +30 unless yours is higher.
- Your eldritch blast deals the damage listed for your patron.

You also gain the specific abilities listed for your patron below:

- **Aberration** Gain tentacle attack that deals 6d6+6 bludgeoning damage, immune to mental damage and effects, eldritch blast deal mental damage.
- **Celestial** All melee, ranged, and eldritch blast attacks gain the effects of the holy rune, fly speed 30 ft., gain +1 status bonus to saves, gain vulnerability 10 to evil, eldritch blast deals good damage.
- **Elemental** Immune to bleed, paralysis, poison, and sleep; slam attack that deals 5d6+5 bludgeoning and elemental damage; immune to the appropriate element, your eldritch blast deals the appropriate element damage.
- **Fey** Resist 5 physical damage, vulnerability 5 to cold iron, gain a Mesmerizing Aura 30 ft. Will save against your spell DC or be slowed 1 whenever they are in the aura, ignore difficult terrain and greater difficult terrain, eldritch blast deals poison damage.
- **Fiend** All melee, ranged, and eldritch blast attacks gain effect of unholy rune, gain +1 status bonus to saves, gain claw attack that deals 5d6+5 piercing and evil damage, gain vulnerability 10 to good. eldritch blast deals evil damage.

- **Undead** Negative healing, immune to death effects, disease, paralysis, poison, sleep; gain slam attack that deals 5d6+6 bludgeoning negative energy damage, eldritch blast deals negative energy damage (cannot be used to heal negative healing creatures).

PRIMAL BLAST FOCUS 1

(Uncommon, Attack, Evocation, Invocation, Poison)

Cast ◆

Target creature hit by your eldritch blast

The power of your patron adds to your eldritch blast.
You deal an additional 1d6 points of poison damage.

Heightened (+3) You deal an additional 1d6 points of poison damage.

QUICK BLAST FOCUS 9

(Uncommon, Invocation)

Cast ◆

Target You begin to cast *eldritch blast*

The power of your patron adds to your eldritch blast.
You are able to decrease the number of actions needed to cast your eldritch blast by 1.

SUMMON PATRON SPELL 7

(Uncommon, Conjuration)

Cast ◆◆◆

Range 30 feet

Duration sustained up to 1 minute

You conjure a representative of your patron to help you. This works like *summon animal* except that you summon a creature of the same type as your patron and whose level is 9 or lower.

Heightened (+1) as *summon animal*

WARLOCK MULTICLASSING

WARLOCK DEDICATION FEAT 2

Prerequisite Charisma 14

You cast spells like a warlock. You gain access to the Cast a Spell activity. You gain a spell repertoire with one common occult cantrip. You're trained in spell Attack rolls and spell DCs. Your key ability for your warlock spells is Charisma. You gain the *eldritch blast* cantrip. You gain training in Occultism, if you are already trained in Occultism you can select another skill. You choose a patron, but gain no other benefits from it.

BASIC WARLOCK SPELLCASTING FEAT 2

You gain the basic spellcasting benefits. Each time you gain a spell slot of a new level from the warlock archetype, add a common spell of the appropriate level to your repertoire.

BASIC PATRON BOND FEAT 4

You gain a 1st or 2nd-level warlock feat.

PACT ITEM FEAT 4

You select a pact, but you don't gain any benefits from it other than what is described below. During your Daily Preparations select an item associated with your pact. While you have this item in your possession you gain a +1 circumstance bonus to your eldritch blast attack rolls.

ADVANCED PATRON BOND FEAT 6

Prerequisite Basic Patron Bond

You gain one warlock feat. For the purposes of prerequisites, your warlock level is half your character level.

Special You can select this feat more than once. Each time you do, you gain another warlock feat.

PATRON'S BREADTH FEAT 8

Prerequisite Pact of the Tome

Your repertoire expands, and you can cast more spells each day. Increase the number of spells in your repertoire and number of spell slots you gain from warlock archetype feats by 1 for each spell level other than your two highest warlock spell levels. Additionally, you learn another common occult cantrip.

EXPERT WARLOCK SPELLCASTING FEAT 12

Prerequisite Basic Warlock Spellcasting, master in Occult

You gain the expert spellcasting benefits.

MASTER WARLOCK SPELLCASTING FEAT 18

Prerequisite Basic Warlock Spellcasting, legendary in Occult

You gain the master spellcasting benefits.