

SO YOU WANT TO PLAY A WARLOCK

A Guide for 5th Edition D&D players looking to convert their Warlocks to Pathfinder 2nd edition

So you've probably been watching all your friends making the jump to Pathfinder 2e and are seeing that there's plenty of really obvious fits for many of their previous build options. That cleric in your party was able to find and easily convert themselves over to Pathfinder 2e's cleric without issue and the party ranger is overjoyed to play a beastmaster ranger in Pathfinder 2nd edition that kicks tons of ass! But what about you? You look around and you don't see a warlock class... Witch is pretty close flavor-wise but everyone seems to have multiple answers to this question...what should you do?

The bad news? There isn't a 1:1 equivalent for warlock in Pathfinder 2e in terms of lining up both mechanics and gameplay in its entirety. The good news though? is that there are plenty of ways to recreate your pact bound Spellcaster through a number of different builds! It mostly just depends on what matters most to you, and what your original 5e build was so I can help guide you to a choice that will hopefully fit you best!

So without further ado, let's begin!

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NOTE:

Pathfinder 2e has tons of classes, archetypes, items, builds and countless different ways to build characters. Archetypes such as Reanimator might be good fit for someone playing with the Undead or Undying patron to give some more necromancy related abilities whereas something like the Celestial Patron Warlock could even be replicated by the Oracle class and their curse if you find it a good fit for your theme and enjoy its mechanics. This guide will be a bit more broad and focus on the Warlock class as a whole and some of the most common builds I've seen crop up such as Hexblade/Pact of the Blade Warlocks vs. More Spellcaster Focused Pact of the Tome or Chain Warlocks and which classes might those builds while keeping as much of the original class intact while including a few suggestions for archetypes should the player wish to branch out and look into adding more variety to their class.



WITCH

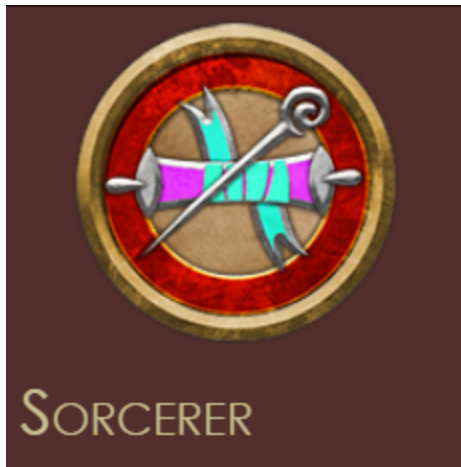
So first off let's get the obvious one out of the way. In terms of story and thematic overlap, Witch has a ton in common with warlock. They're spellcasters who derive their spells from a patron and are tied very closely with them, leading to a very natural parallel between witch and warlock in terms of flavor. The downside is that Witch plays a fair bit differently, and by default, comes packaged in with a familiar tied to their patron, not unlike a pact of the chain Warlock. Witches are prepared spellcasters that play more closely to wizards than their 5e counterpart and they use Intelligence rather than charisma to cast spells. On top of that, depending on what patron you pick, you can have ANY one of the 4 spell lists as your spell list. If you're looking for the spell list that most resembles warlock, occult will most likely be up your alley but arcane is a good 2nd choice. If you're OK with having your spell list be different though that can open up a lot of exciting opportunities. For instance, a Celestial Warlock in 5e gets *some* healing magic but is still primarily using the warlock list, in Pathfinder 2e, you could pick a divine patron and make use of the divine list in its entirety instead when converting your character if you like the idea of having even more healing and divine themed magic to go with your patrons celestial theme! Witches are not good for spellblade or gish builds due to their low hp and lack of armor

You should play Witch if..

- You're more concerned with having the flavor and storytelling of your class remain focused on the patron element and don't really care if your class plays a bit differently
- You are a Pact of the Chain or Pact of the Tome Warlock
- You like the idea of playing a prepared spellcaster who can be built to use magic from any one of the 4 traditions and like using unique hex focus spells and cantrips
- You either like familiars or don't mind being stuck with one by default
- You don't mind using Intelligence instead of Charisma for your casting stat

Archetypes for Witch?

- [Thaumaturge Multiclass Archetype](#): Thaumaturge as a class plays a lot with the esoteric and occult themes and has a number of abilities that would be very fitting for many warlock style builds. Picking up an Implement like the Tome implement through some of their multiclass feats could be a good fit for Warlocks unsatisfied with some of the feats in the Witch class and looking for something else
- [Pactbinder Archetype](#): Flavor wise this has a lot in common with Witch already and some of the abilities contained within might fit your characters theme such as the Pact of Fey Glamour for a player with a Fey Patron for their Witch. This archetype is uncommon so be sure to ask your GM for permission when picking it
- [Loremaster Archetype](#): This could be good for Pact of the Tome Warlock players who are looking to lean into the "knowledge" element of their character



SORCERER

Sorcerers are an extremely flexible casting class in Pathfinder 2e and are a fair bit different from 5e. Just like with Witches, Sorcerers pick their spell list from any one of the 4 major spell lists depending on their bloodline and are full spellcasters, with the major difference being that Sorcerers are Spontaneous instead of Prepared casters. While sorcerers are written as having their source of magic come from their bloodline, this doesn't mean they might not still be a good fit for players who want to play them for their Warlock as you could explain your Patron's influence or the Pact you made as having left its mark on your soul, granting you a simulacrum of their power that has now become your own.....or something like that :P. The sorcerer plays with spontaneous magic and Charisma as a key stat not unlike a Warlock, especially if you pick an Occult Bloodline for the Occult Spell List, but they're not a good fit for gish style builds due to their low hp and lack of armor. Additionally, they have a lot of spell slots so if you liked having fewer spell slots on Warlock it might take a bit of adjusting to play a more traditional caster but their bloodline spells make for great patron themed magic!

You should play a Sorcerer If...

- You're more concerned with having a customizable casting class that can fit a variety of patron themes, and are ok with re-flavoring the origin of the Sorcerer's magic to be more Warlock themed.
- You are a Pact of the Chain or Pact of the Tome Warlock
- You want to play a spontaneous caster capable of using any one of the 4 major spell lists with access to familiars or unique focus spells that you can lean into to emulate previous Warlock build options
- You want to keep using Charisma as your key casting stat

Archetypes for Sorcerer

- **Thaumaturge Multiclass Archetype**: Thaumaturge as a class plays a lot with the esoteric and occult themes and has a number of abilities that would be very fitting for many warlock style builds. Picking up an Implement like the Tome implement through some of their multiclass feats could be a good fit for Warlocks unsatisfied with some of the feats in their main class and looking for something else
- **Pactbinder Archetype** : Flavor wise this has a lot in common with Warlock already and some of the abilities contained within might fit your characters theme. This archetype is uncommon so be sure to ask your GM for permission when picking it
- **Psychic Multiclass Archetype** : Since both Sorcerers and Psychics use Charisma, Sorcerer is a great choice if you want to gain more spell slots or dip into the occult list. This is most suitable for Pact of the Tome or Pact of the Chain style builds



MAGUS

The Magus class is what is considered a “bounded caster” in pathfinder 2e and the style of spellcasting will most likely look familiar to warlock players as they have a small number of overall slots that scale fairly high in level alongside other full spellcasting classes. What makes Magus unique is that they are built to be a “gish” (a term folks use to refer to a sword and spell hybrid build). Magus’s core feature is spellstrike and they're very good at casting spells and striking with their blade, which naturally makes them a very good fit for Hexblade or Pact of the Blade Warlock players. They use Intelligence instead of Charisma to cast spells and utilize the arcane spell list

You should play a Magus If...

- You're more concerned with having the mechanics line up with your Warlock build, and are ok with re-flavoring a Magus to be more Warlock themed.
- You are a Pact of the Blade Warlock or a Hexblade Warlock
- You don't mind using the arcane spell list
- You want to cast spells and swing your sword (or weapon) and do both very well
- You don't mind using Intelligence instead of Charisma for your casting stat

Archetypes for Magus

- [Thaumaturge Multiclass Archetype](#): Thaumaturge as a class plays a lot with the esoteric and occult themes and has a number of abilities that would be very fitting for many warlock style builds. Picking up an Implement like the Tome implement through some of their multiclass feats could be a good fit for Warlocks unsatisfied with some of the feats in their main class and looking for something else
- [Pactbinder Archetype](#) : Flavor wise this has a lot in common with Warlock already and some of the abilities contained within might fit your characters theme. This archetype is uncommon so be sure to ask your GM for permission when picking it
- [Witch Multiclass Archetype](#) or [Wizard Multiclass Archetype](#): Both witch and wizard use Intelligence to cast spells so if you want more spell slots or magic related feats, these two archetypes could be for you. Witch gives you a familiar while Wizard gives you a spell school.



PSYCHIC

Psychic is a Spontaneous Occult Spellcaster in Pathfinder 2e that specializes in “amping” their cantrips to be more powerful and flexible and in return, gain fewer overall spell slots. While the style of spellcasting might not resemble Warlock in its entirety, the focus on cantrips might be an attractive and familiar aspect for those who are used to Eldritch Blast being their go-to. Psychics are a lot more complex than simply falling back on a single powerful cantrip to spam but they have lots of unique cantrips they can power up by amping them alongside their normal spell slots leading to a unique playstyle that uses the occult list, both of which might be right for you. Additionally, Psychics can use EITHER Intelligence or Charisma for their casting stat which is cool but due to their low hp and lack of armor, they are not a good fit for Pact of the Blade or gish builds.

You should play a Psychic If...

- You're more concerned with having the mechanics line up with your Warlock build, and are ok with re-flavoring a Psychic's source of magic to be more Warlock themed.
- You are a Pact of the Tome Warlock or have the Great Old One Patron
- You want to cast powerful spells and amplify your cantrips to be even more powerful while utilizing occult magic and mind bending abilities through spontaneous magic
- You want to keep using Charisma as your key casting stat

Archetypes for Psychic

- [Thaumaturge Multiclass Archetype](#): Thaumaturge as a class plays a lot with the esoteric and occult themes and has a number of abilities that would be very fitting for many warlock style builds. Picking up an Implement like the Tome implement through some of their multiclass feats could be a good fit for Warlocks unsatisfied with some of the feats in their main class and looking for something else
- [Pactbinder Archetype](#) : Flavor wise this has a lot in common with Warlock already and some of the abilities contained within might fit your characters theme. This archetype is uncommon so be sure to ask your GM for permission when picking it
- [Sorcerer Multiclass Archetype](#): Since both Sorcerers and Psychics use Charisma, Sorcerer is a great choice if you want to gain more spell slots or dip into another list. This is most suitable for Pact of the Tome or Pact of the Chain style builds
- [Familiar Master Archetype](#): If you really love the playstyle of Psychic but just wish it had a familiar so you can convert your Pact of the Chain build over, familiar master is a great option for you. As soon as level 2 you can pick it up and obtain a familiar and with further feats you can give them plenty of useful utility skills and abilities



THAUMATURGE

Ok this ones a bit of a stretch but bear with me here. I know you're looking at the complete lack of spell slots or spellcasting ability this class has and thinking "what is this guy on?" but trust me, i'm going somewhere with this, let me cook. Thaumaturge flavor wise is focused entirely on the occult and esoteric and everything strange and unexplainable in the world. They're a martial class and therefore lack any built in spellcasting ability but as of the time of writing this guide they are the most magical non-caster one can play. Thaumaturges have the ability to Exploit Vulnerability through their esoterica not unlike a Hexblade's Curse and have access to unique "Implements", essentially whole entire class features disguised as items only they can use such as the Mirror which allows them to create duplicates of themselves or the Tome, giving them vast knowledge. Additionally, Thaumaturges are hands down the best scroll users in the game, able to use ANY scroll from ANY list without needing to roll for it and being able to use their scaling Class DC in place of the scrolls original DC, making them surprisingly adept at using magic items and interacting with magic while having none of their own. On top of that they can also create talismans too! While this might not be a good fit for most Warlocks, if you don't mind the lack of spellcasting, this could be a good fit for a Hexblade or Pact of the Blade Warlock who never really used their spells all that much anyways.

You should play a Thaumaturge If...

- You're ok with re-flavoring the abilities to be more Warlock themed and don't mind the lack of built-in spellcasting when you have scrolls or can dip into an archetype for magic
- You are a Pact of the Blade Warlock or Hexblade Warlock
- You want to use strange and unique esoterica to weaken your foes and make use of your occult knowledge to wield unique implements and offer valuable knowledge to your party
- You want to keep using Charisma as one of your key stats

Archetypes for Thaumaturge

- [Pactbinder Archetype](#) : Flavor wise this has a lot in common with Warlock already and some of the abilities contained within might fit your characters theme. This archetype is uncommon so be sure to ask your GM for permission when picking it
- [Sorcerer Multiclass Archetype](#) or [Psychic Multiclass Archetype](#) : Since both Sorcerers and Psychics use Charisma, this can be a great choice if you want to gain spell slots as a Thaumaturge despite not having any of your own built-in. It's a little bit costly to pick up all the feats for spellcasting ability but if you do so you can become Master proficiency in your spell list and gain at least 1 spell slot per level from 1st-8th at a bit of a delayed progression compared to classes with spellcasting built-in. This won't make you a full fledged spellcaster but it might be enough magic for you and your character!