

Warlock

WARLOCK: PACT OF THE BLADE

You pledged something unthinkable to an unspeakably ancient entity - which in return furnished you with power, raw and tangible.

Level	Class Features	Spell Slots	Spell Slot Level
1st	Eldritch Blast, Serrated Hematic Invocation, Cantrips, Pact Weapon, Hellfire (1d4)	2	1st
2nd	Passive Selection (2)	2	1st
3rd	Dark Ones Blessing	2	2nd
4th	Feat Selection	2	2nd
5th	Mystic Arcanum, Extra Attack, Hellfire (2d4)	3	3rd
6th	Passive Selection (2)	3	3rd
7th	Hellblade Resonation	3	4th
8th	Feat Selection	3	4th
9th	Deepened Arcanum, Steel Cast, Hellfire (3d4)	4	5th
10th	Passive Selection (2)	4	5th
11th	Eldritch Inferno	4	6th
12th	Feat Selection	4	6th

1ST LEVEL

ELDRITCH BLAST

● **Action**, Evocation Cantrip

Conjure a beam of crackling energy, targeting one enemy within 18m/60ft. Requires a Ranged Spell Attack to hit, and deals 1d12 Force damage. This damage increases to 2d12 at level 5, and 3d12 at level 9.

SERRATED HEMATIC INVOCATION

□ **Free Action**, Recharge: Per Turn

Sacrifice 10% of your total Hit Points to an Eldritch abomination in order to restore a Warlock Spell Slot. Your maximum Hit Points will be reduced by this amount until your next Long Rest. Additionally, activate Hellfire on your weapons (see below).

CANTRIPS

At first level you may select two cantrips. Your Spellcasting Ability as a Warlock is Charisma. You may select an additional cantrip at levels 5 and 9.

SPELLCASTING

At first level you may select two spells from the Warlock spell list. Your Spellcasting Ability as a Warlock is Charisma. At each level gained, you may select two additional spells known. At class levels 3, 7, and 11 you are not limited to the Warlock spell list and may instead select

two spells from any spell list. At every level after 1st, you may choose to replace a single spell known with a different spell from the Warlock list.

Unlike other spellcasters, Warlocks only ever have a small pool of spell slots that recharge on a Short Rest or a Long Rest. You begin with 2 spell slots, and gain another at levels 5 and 9. These spell slots grow in power as your Warlock level rises, becoming 2nd level spell slots at level 3 and increasing every 2 levels thereafter.

PACT WEAPON

▲ Bonus Action

Your melee or ranged weapons become magical, utilizing your Spellcasting Ability for Attack Rolls and damage. When multi-classing, your Spellcasting Ability is determined by the last class you added to your character.

HELLFIRE

Passive Feature

When using Serrated Hematic Invocation, or landing a killing blow or Critical Hit with your Pact Weapon, your Pact Weapon deals an additional +1d4 Fire damage for three turns. If you are Dual Wielding, both of your Pact Weapons will receive this bonus. This damage increases to 2d4 at level 5, and 3d4 at level 9.

3RD LEVEL

DARK ONES BLESSING

Passive Feature

Once per turn, upon landing a killing blow or Critical Hit, your patron will grant you Temporary Hit Points equal to your Charisma Modifier added to your character level.

5TH LEVEL

MYSTIC ARCANUM

Passive Feature

On your first turn of any combat encounter, restore one Warlock Spell Slot.

EXTRA ATTACK

When you use your action to make an unarmed or weapon based Attack Roll with your main hand, you may make an additional attack for free.

7TH LEVEL

HELLBLADE RESONATION

Passive Feature

When dealing damage, you ignore all forms of Fire Resistance. Additionally, while your weapons are coated in Hellfire, dealing damage with them causes all targets in a 3m radius to take Fire damage equal to your Warlock level (including your main target).

9TH LEVEL

DEEPENED ARCANUM (REPLACES MYSTIC ARCANUM)

Passive Feature

On your first turn of any combat encounter, restore two Warlock Spell Slots.

STEEL CAST

Passive Feature

Casting a Spell will activate Extra Attack.

11TH LEVEL

ELDRITCH INFERNO

Passive Feature

Every three turns, you erupt into an Eldritch Inferno, dealing 6d12 Fire damage to all enemies within 3m/10ft. Landing a killing blow or Critical hit reduces the time it takes to erupt by one turn.

WARLOCK: PACT OF THE CHAIN

You have pledged your soul to the Hells or Abyss in return for a deadly arsenal of fiendish arcana.

Level	Class Features	Spell Slots	Spell Slot Level
1st	Eldritch Blast, Serrated Hematic Invocation, Cantrips, Chained Bonds, Chained Companion	2	1st
2nd	Passive Selection (2)	2	1st
3rd	Fiendish Growth I	2	2nd
4th	Feat Selection	2	2nd
5th	Mystic Arcanum, Broken Chains	3	3rd
6th	Passive Selection (2)	3	3rd
7th	Fiendish Growth II	3	4th
8th	Feat Selection	3	4th
9th	Deepened Arcanum, Fiendish Frenzy	4	5th
10th	Passive Selection (2)	4	5th
11th	Fiendish Growth III	4	6th
12th	Feat Selection	4	6th

1ST LEVEL

ELDRITCH BLAST

● **Action**, Evocation Cantrip

Conjure a beam of crackling energy, targeting one enemy within 18m/60ft. Requires a Ranged Spell Attack to hit, and deals 1d12 Force damage. This damage increases to 2d12 at level 5, and 3d12 at level 9.

SERRATED HEMATIC INVOCATION

□ **Free Action**, Recharge: Per Turn

Sacrifice 10% of your total Hit Points to an Eldritch abomination in order to restore a Warlock Spell Slot. Your maximum Hit Points will be reduced by this amount until your next Long Rest.

Using Serrated Hematic Invocation will restore one charge of Chained Bonds, and will also extend the duration of your Greater Chained Companion by one turn if it is within 18m/60ft of you. (*Greater Chained Companion is gained at level 9*)

CANTRIPS

At first level you may select two cantrips. Your Spellcasting Ability as a Warlock is Charisma. You may select an additional cantrip at levels 5 and 9.

SPELLCASTING

At first level you may select two spells from the Warlock spell list. Your Spellcasting Ability as a Warlock is Charisma. At each level gained, you may select two additional spells known. At class levels 3, 7, and 11 you are not limited to the Warlock spell list and may instead select two spells from any spell list. At every level after 1st, you may choose to replace a single spell known with a different spell from the Warlock list.

Unlike other spellcasters, Warlocks only ever have a small pool of spell slots that recharge on a Short Rest or a Long Rest. You begin with 2 spell slots, and gain another at levels 5 and 9. These spell slots grow in power as your Warlock level rises, becoming 2nd level spell slots at level 3 and increasing every 2 levels thereafter.

CLASS RESOURCE: CHAINED BONDS

Warlocks that have taken the Pact of the Chain have 3 Chained Bonds charges that recharge on a Long Rest. These charges are used to summon Chained Companions.

CHAINED COMPANION

▲ **Bonus Action**, Consumes Chained Bonds charge

You gain the ability to summon a fiendish familiar. Each Chained Companion lasts until long rest. Initially you may summon a Hellsboar, Imp, or Quasit. You may only have a single Chained Companion active at any time.

3RD LEVEL

FIENDISH GROWTH I

Passive Feature

Your Chained Companions grow in power, gaining a new spell that can be cast at will.

5TH LEVEL

MYSTIC ARCANUM

Passive Feature

On your first turn of any combat encounter, restore one Warlock Spell Slot.

BROKEN CHAINS

Passive Feature

Your Chained Companions grow in power, gaining Extra Attack and inflicting a stack of Eldritch Inertia when dealing damage. Further, you may now choose to summon an Azer, Cambion, or Succubus.

7TH LEVEL

FIENDISH GROWTH II

Passive Feature

Your Chained Companions grow in power, gaining a new spell that can be cast at will.

9TH LEVEL

DEEPENED ARCANUM (REPLACES MYSTIC ARCANUM)

Passive Feature

On your first turn of any combat encounter, restore two Warlock Spell Slots.

FIENDISH FRENZY

Passive Feature

Your Chained Companions grow in power, gaining Improved Extra Attack and inflicting a stack of Curse of Hellfire when dealing damage. Further, you gain the ability to summon Greater Chained Companions. Greater Chained Companions last only three turns.

11TH LEVEL

FIENDISH GROWTH III

Passive Feature

Your Chained Companions reach their ultimate power, gaining a new spell that can be used at will.

HELLSBOAR

Level 1 Fiend

AC 10, HP 10 | Str 17, Dex 10, Con 15, Int 7, Wis 10, Cha 10

Resistances: Fire

Features: Devil's Sight, Rush*

Rush: Action, Charge forward 9m/30ft and attack all enemies and objects in the way. Doesn't provoke opportunity attacks.

Level Growth: The Chained Companion's level goes up once each time the summoner gains an additional Warlock level. Each level provides 6 HP and a Proficiency Bonus as appropriate. Additional features are listed below.

Level 3: Erupting Earth (as Spell, Warlock Spell Slot level, at will)

Level 5: Extra Attack, Summoned Inertia (inflict Eldritch Inertia when dealing damage)

Level 7: Mud Mantle (as Cantrip)

Level 9: Improved Extra Attack, Summoned Hellfire (inflict Curse of Hellfire when dealing damage, both companion and summoner have advantage on attack rolls against cursed target)

Level 11: Maximilian's Earthen Grasp (as Spell, Warlock Spell Slot level, at will)

IMP

Level 1 Fiend

AC 12, HP 8 | Str 7, Dex 14, Con 10, Int 11, Wis 11, Cha 17

Resistances: Fire

Features: Devil's Sight, Fly, Fire Bolt (as Cantrip)

Level Growth: The Chained Companion's level goes up once each time the summoner gains an additional Warlock level. Each level provides 4 HP and a Proficiency Bonus as appropriate. Additional features are listed below.

Level 3: Fireball (as Spell, Warlock Spell Slot level, at will)

Level 5: Extra Attack, Summoned Inertia (inflict Eldritch Inertia when dealing damage)

Level 7: Darkness (as Spell, Warlock Spell Slot level, at will)

Level 9: Improved Extra Attack, Summoned Hellfire (inflict Curse of Hellfire when dealing damage, both companion and summoner have advantage on attack rolls against cursed target)

Level 11: Scorching Ray (as Spell, Warlock Spell Slot level, at will)

QUASIT

Level 1 Fiend

AC 14, HP 10 | Str 10, Dex 18, Con 14, Int 6, Wis 6, Cha 14

Resistances: Fire

Features: Devil's Sight, Scare*

Scare: Bonus Action, Frighten a target within 9m/30ft for 1 turn. Wis Save.

Level Growth: The Chained Companion's level goes up once each time the summoner gains an additional Warlock level. Each level provides 6 HP and a Proficiency Bonus as appropriate. Additional features are listed below.

Level 3: Inflict Wounds (as Spell, Warlock Spell Slot level, at will)

Level 5: Extra Attack, Summoned Inertia (inflict Eldritch Inertia when dealing damage)

Level 7: Misty Step (as Spell, Warlock Spell Slot level, at will)

Level 9: Improved Extra Attack, Summoned Hellfire (inflict Curse of Hellfire when dealing damage, both companion and summoner have advantage on attack rolls against cursed target)

Level 11: Arms of Hadar (as Spell, Warlock Spell Slot level, at will)

AZER

Level 5 Elemental

AC 14, HP 44 | Str 18, Dex 18, Con 18, Int 8, Wis 14, Cha 10

Resistances: Fire Immunity

Features: Wielding a Hammer and Shield, Darkvision, Ethereal (cannot be moved), Extra Attack, Permanently Armed, Summoned Inertia (inflict Eldritch Inertia when dealing damage), Overheat*

Overheat: Bonus Action, All creatures within 3m/10ft take 1d12 fire damage and 3 turns of Burning Fiercely (as Burning, but 1d12 damage)

Level Growth: The Chained Companion's level goes up once each time the summoner gains an additional Warlock level. Each level provides 8 HP and a Proficiency Bonus as appropriate. Additional features are listed below.

Level 7: Compelled Duel (s Spell, 1st level Spell Slot, at will)

Level 9: Improved Extra Attack, Summoned Hellfire (inflict Curse of Hellfire when dealing damage, both companion and summoner have advantage on attack rolls against cursed target)

Level 11: Weapon deals +1d4 Fire damage, Fire Shield (as Spell, 3rd level Spell Slot, at will)

CAMBION

Level 5 Fiend

AC 12, HP 34 | Str 18, Dex 14, Con 14, Int 11, Wis 14, Cha 18

Resistances: Slashing, Piercing, Bludgeoning, Fire

Features: Wielding a Greatsword, Devil's Sight, Extra Attack, Permanently Armed, Summoned Inertia (inflict Eldritch Inertia when dealing damage), Fly

Level Growth: The Chained Companion's level goes up once each time the summoner gains an additional Warlock level. Each level provides 6 HP and a Proficiency Bonus as appropriate. Additional features are listed below.

Level 7: Hellish Rebuke (as Spell, Warlock Spell Slot level, at will)

Level 9: Improved Extra Attack, Summoned Hellfire (inflict Curse of Hellfire when dealing damage, both companion and summoner have advantage on attack rolls against cursed target)

Level 11: Flaming Armament (as Spell, 3rd level Spell Slot, at will)

SUCCUBUS

Level 5 Fiend

AC 14, HP 24 | Str 11, Dex 18, Con 10, Int 14, Wis 12, Cha 22

Resistances: Fire

Features: Devil's Sight, Extra Attack, Summoned Inertia (inflict Eldritch Inertia when dealing damage), Fly, Charm*, Command*, Faerie Fire*

Charm: As Spell, 1st level Spell Slot, at will.

Command: As Spell, 1st level Spell Slot, at will.

Faerie Fire: As Spell, 1st level Spell Slot, at will. (*Effect is slightly larger than if it were cast with a 1st level Spell Slot, but significantly smaller than if it were cast with a 2nd level Spell Slot*)

Level Growth: The Chained Companion's level goes up once each time the summoner gains an additional Warlock level. Each level provides 4 HP and a Proficiency Bonus as appropriate. Additional features are listed below.

Level 7: Healing Word (As Spell, 1st level Spell Slot, at will)

Level 9: Improved Extra Attack, Summoned Hellfire (inflict Curse of Hellfire when dealing damage, both companion and summoner have advantage on attack rolls against cursed target)

Level 11: Dominate (as Spell, 1st level Spell Slot, at will)

ORTHON (GREATER CHAINED COMPANION)

Level 9 Fiend

AC 18, HP 94 | Str 26, Dex 18, Con 23, Int 18, Wis 10, Cha 19

Resistances: Slashing, Piercing, Bludgeoning, Fire Immunity

Features: Wielding a Hand Crossbow and Shortsword, Wearing Light Armor, Devil's Sight, Improved Extra Attack, Permanently Armed, Summoned Inertia (inflict Eldritch Inertia when dealing damage), Summoned Hellfire (inflict Curse of Hellfire when dealing damage, both companion and summoner have advantage on attack rolls against cursed target), Concussive Burst*, Infernal Dagger*, Invisibility*

Concussive Burst: Action, 9m/30ft Cone, Attack Roll against each target to deal 3d12 Thunder Damage and push them back.

Infernal Dagger: Action, Melee attack deals weapon damage plus 3d12 poison damage, inflicts Poison for 3 turns.

Invisibility: Bonus Action, become Invisible for 3 turns.

Level Growth: The Chained Companion's level goes up once each time the summoner gains an additional Warlock level. Each level provides 10 HP and a Proficiency Bonus as appropriate. Additional features are listed below.

Level 11: Explosive Retribution (Action, Scatters 12 evenly spaced bombs in the 9m/30ft area around you, each dealing 3d6 force and 3d6 fire damage when detonated. Bombs can be picked up and thrown and will otherwise explode after 2 turns)

SPECTATOR (GREATER CHAINED COMPANION)

Level 9 Aberration

AC 12, HP 58 | Str 15, Dex 14, Con 15, Int 14, Wis 14, Cha 18

Resistances: none

Features: Devil's Sight, Improved Extra Attack, Summoned Inertia (inflict Eldritch Inertia when dealing damage), Summoned Hellfire (inflict Curse of Hellfire when dealing damage, both companion and summoner have advantage on attack rolls against cursed target), Fly, Fear Ray*, Paralysing Ray*, Wounding Ray*

Fear Ray: Free Action, once per turn, one target within 18m/60ft, inflict Frighten for 1 turn, Wis Save

Paralysing Ray: Free Action, once per turn, one target within 18m/60ft, inflict Paralysed for 1 turn, Con Save

Wounding Ray: Free Action, once per turn, one target within 18m/60ft, deals 3d12 Necrotic Damage (half on save), Con Save

Level Growth: The Chained Companion's level goes up once each time the summoner gains an additional Warlock level. Each level provides 6 HP and a Proficiency Bonus as appropriate. Additional features are listed below.

Level 11: Soporific Ray (Free Action, once per turn, one target within 18m/60ft, inflict Sleep for 1 turn, Wis Save)

UNDEAD DRAGON (GREATER CHAINED COMPANION)

Level 9 Undead Dragon

AC 16, HP 94 | Str 26, Dex 22, Con 22, Int 20, Wis 12, Cha 13

Resistances: Necrotic Immunity, Poison Immunity

Features: Immutable Form (cannot be polymorphed, +5 vs. banish), Improved Extra Attack, Summoned Inertia (inflict Eldritch Inertia when dealing damage), Summoned Hellfire (inflict Curse of Hellfire when dealing damage, both companion and summoner have advantage on attack rolls against cursed target), Fly, Slam*, Frightful Presence*, Lightning Breath*

Slam: Action, Default Attack (can be used 3 times), 6d6+8 bludgeoning damage in 3m/10ft AoE, inflicts Prone

Frightful Presence: Action, 18m/60ft range, inflicts Terror for 3 turns

Lightning Breath: Action, 18m/60ft range, 6m/20ft AoE, deals 6d12 Lightning damage and inflicts Shock for 3 turns, Dex Save

Level Growth: The Chained Companion's level goes up once each time the summoner gains an additional Warlock level. Each level provides 10 HP and a Proficiency Bonus as appropriate. Additional features are listed below.

Level 11: Gather Power (Action, begin gathering power, next turn Action to unleash power as 12d12 Lightning damage in huge area that knocks back all creatures and inflicts shock for 3 turns)

WARLOCK: PACT OF PENUMBRA

You've pledged yourself to a maddened celestial to borrow their chaotic power. Bound to the concept itself, a penumbral blend of light and dark working as an affront in tandem.

Level	Class Features	Spell Slots	Spell Slot Level
1st	Necrotic Eldritch Blast, Radiant Eldritch Blast, Serrated Hematic Invocation, Cantrips, Penumbral Oscillation	2	1st
2nd	Passive Selection (2)	2	1st
3rd	Dawnbreak of the Sunsetter	2	2nd
4th	Feat Selection	2	2nd
5th	Mystic Arcanum, Penumbral Guidance	3	3rd
6th	Passive Selection (2)	3	3rd
7th	Penumbral Accord	3	4th
8th	Feat Selection	3	4th
9th	Deepened Arcanum, Splintering Light	4	5th
10th	Passive Selection (2)	4	5th
11th	Forward Unto Dawn	4	6th
12th	Feat Selection	4	6th

1ST LEVEL

NECROTIC ELDRITCH BLAST

- **Action**, Evocation Cantrip, Must have Penumbral Darkness

Conjure a beam of crackling energy, targeting one enemy within 18m/60ft. Requires a Ranged Spell Attack to hit, deals 1d12 Necrotic damage, and inflicts Bone Chilled for 1 turn. This damage increases to 2d12 at level 5, and 3d12 at level 9.

RADIANT ELDRITCH BLAST

- **Action**, Evocation Cantrip, Must have Penumbral Light

Conjure a beam of crackling energy, targeting one enemy within 18m/60ft. Requires a Ranged Spell Attack to hit, deals 1d12 Radiant damage, and inflicts Radiating Orb for 1 turn. This damage increases to 2d12 at level 5, and 3d12 at level 9.

SERRATED HEMATIC INVOCATION

- **Free Action**, Recharge: Per Turn

Sacrifice 10% of your total Hit Points to an Eldritch abomination in order to restore a Warlock Spell Slot. Your maximum Hit Points will be reduced by this amount until your next Long Rest.

Using Serrated Hematic Invocation will extend your state of Penumbral Light or Penumbral Darkness by one turn, as well as detonate nearby Eldritch Bombs.

CANTRIPS

At first level you may select two cantrips. Your Spellcasting Ability as a Warlock is Charisma. You may select an additional cantrip at levels 5 and 9.

SPELLCASTING

At first level you may select two spells from the Warlock spell list. Your Spellcasting Ability as a Warlock is Charisma. At each level gained, you may select two additional spells known. At class levels 3, 7, and 11 you are not limited to the Warlock spell list and may instead select two spells from any spell list. At every level after 1st, you may choose to replace a single spell known with a different spell from the Warlock list.

Unlike other spellcasters, Warlocks only ever have a small pool of spell slots that recharge on a Short Rest or a Long Rest. You begin with 2 spell slots, and gain another at levels 5 and 9. These spell slots grow in power as your Warlock level rises, becoming 2nd level spell slots at level 3 and increasing every 2 levels thereafter.

PENUMBRAL OSCILLATION

Passive Feature

Each turn in combat you automatically shift between a state of Penumbral Light and Penumbral Darkness.

- Penumbral Darkness: You may cast your Necrotic Eldritch Blast. When dealing damage, you deal an additional 1d4 Necrotic damage.
- Penumbral Light: You shed light in a 9m/30ft radius. You may cast your Radiant Eldritch Blast. When healing another creature, they recover an additional 1d4 Hit Points.

3RD LEVEL

DAWNBREAK OF THE SUNSETTER

Passive Feature

While in combat, your Penumbral states gain additional abilities.

- Penumbral Darkness: You may now target a corpse with your Necrotic Eldritch Blast, raising it as a Spectre until the end of combat. The strength of the Spectre depends on the size of the enemy targeted.
- Penumbral Light: You may now target allies with your Radiant Eldritch Blast, healing them rather than dealing damage. Effects which increase the damage you deal will not increase the amount of Hit Points you restore.

5TH LEVEL

MYSTIC ARCANUM

Passive Feature

On your first turn of any combat encounter, restore one Warlock Spell Slot.

PENUMBRAL GUIDANCE

Passive Feature

Your Eldritch Blasts will now chain to a second target. Projectiles created will chain differently depending on your initial target.

7TH LEVEL

PENUMBRAL ACCORD

Passive Feature

When starting your turn under the effects of Penumbra Darkness, you become Invisible. When starting your turn under the effects of Penumbra Light, you create a Globe of Resistance where you are standing.

9TH LEVEL

DEEPENED ARCANUM (REPLACES MYSTIC ARCANUM)

Passive Feature

On your first turn of any combat encounter, restore two Warlock Spell Slots.

SPLINTERING LIGHT (REPLACES PENUMBRAL GUIDANCE)

Passive Feature

Your Eldritch Blasts will now chain to two additional targets. Projectiles created will chain differently depending on your initial target.

11TH LEVEL

FORWARD UNTO DAWN

Passive Feature

Your Eldritch Blast can now be infused with a Warlock Spell Slot in order to afflict enemies with Eldritch Bombs. At the end of three turns, an afflicted enemy and all enemies within 3m/10ft of them will take either 6d12 Necrotic Damage or 6d12 Radiant damage, depending on which Eldritch Blast was used to inflict the bomb. Eldritch Bombs are further modified by effects which would alter your Eldritch Blast, and may be immediately detonated by casting Serrated Hematic Invocation.

WARLOCK: PACT OF THE TOME

You've bound your soul to something eldritch and ancient for powers obscure. Within the corners of your mind, you feel it clawing, begging to be let out. And thus begins your journey to feed it....

Level	Class Features	Spell Slots	Spell Slot Level
1st	Improved Eldritch Blast, Serrated Hematic Invocation	2	1st
2nd	Passive Selection (2)	2	1st
3rd	Projected Inertia	2	2nd
4th	Feat Selection	2	2nd
5th	Mystic Arcanum, Eldritch Overflow	3	3rd
6th	Passive Selection (2)	3	3rd
7th	Mystic Precision	3	4th
8th	Feat Selection	3	4th
9th	Deepened Arcanum, Eldritch Surge	4	5th
10th	Passive Selection (2)	4	5th
11th	Abyssal Desolation	4	6th
12th	Feat Selection	4	6th

1ST LEVEL

IMPROVED ELDRITCH BLAST

● **Action** or ▲ **Bonus Action**, Evocation Cantrip

Conjure a beam of crackling energy, targeting one enemy within 18m/60ft. Requires a Ranged Spell Attack to hit, and deals 1d12 Force damage plus your Charisma Modifier. This damage increases to 2d12 at level 5, and 3d12 at level 9.

You may also choose to cast your Eldritch Blast as a Bonus Action. This ability can be toggled at any time.

SERRATED HEMATIC INVOCATION

□ **Free Action**, Recharge: Per Turn

Sacrifice 10% of your total Hit Points to an Eldritch abomination in order to restore a Warlock Spell Slot. Your maximum Hit Points will be reduced by this amount until your next Long Rest.

Using Serrated Hematic Invocation will allow you to cast Eldritch Blast once as a free action.

CANTRIPS

At first level you may select two cantrips. Your Spellcasting Ability as a Warlock is Charisma. You may select an additional cantrip at levels 5 and 9.

SPELLCASTING

At first level you may select two spells from the Warlock spell list. Your Spellcasting Ability as a Warlock is Charisma. At each level gained, you may select two additional spells known. At class levels 3, 7, and 11 you are not limited to the Warlock spell list and may instead select two spells from any spell list. At every level after 1st, you may choose to replace a single spell known with a different spell from the Warlock list.

Unlike other spellcasters, Warlocks only ever have a small pool of spell slots that recharge on a Short Rest or a Long Rest. You begin with 2 spell slots, and gain another at levels 5 and 9. These spell slots grow in power as your Warlock level rises, becoming 2nd level spell slots at level 3 and increasing every 2 levels thereafter.

3RD LEVEL

PROJECTED INERTIA

Passive Feature

Upon dealing damage with your Eldritch Blast, you apply one stack of Eldritch Inertia.

5TH LEVEL

MYSTIC ARCANUM

Passive Feature

On your first turn of any combat encounter, restore one Warlock Spell Slot.

ELDRITCH OVERFLOW

Toggleable

Divide your Eldritch Blast into two separate beams. Each beam will deal 1d12 Force damage plus your Charisma Modifier. This can be toggled at any time.

7TH LEVEL

MYSTIC PRECISION

Passive Feature

When you cast Eldritch Blast, the number you need in order to roll a Critical Hit is reduced by 2.

9TH LEVEL

DEEPENED ARCANUM (REPLACES MYSTIC ARCANUM)

Passive Feature

On your first turn of any combat encounter, restore two Warlock Spell Slots.

ELDRITCH SURGE (REPLACES ELDRITCH OVERFLOW)

Toggleable

Divide your Eldritch Blast into three separate beams. Each beam will deal 1d12 Force damage plus your Charisma Modifier. This can be toggled at any time.

11TH LEVEL

ABYSSAL DESOLATION

Passive Feature

When you roll a Critical Hit with your Eldritch Blast, you roll two additional damage dice.

WARLOCK: PACT OF THE PRIMORDIAL

Graced by a lady or lord of the fey, you are imbued with all the sumptuous and scary qualities of your patron's extraordinary realm.

Level	Class Features	Spell Slots	Spell Slot Level
1st	Eldritch Blast, Pact of the Primordial, Primordial Hematic Invocation, Cantrips	2	1st
2nd	Passive Selection (2)	2	1st
3rd	Advocatus Diaboli	2	2nd
4th	Feat Selection	2	2nd
5th	Mystic Arcanum, Profane Metamorphosis	3	3rd
6th	Passive Selection (2)	3	3rd
7th	Hematic Ascent	3	4th
8th	Feat Selection	3	4th
9th	Deepened Arcanum, Sacrificial Surrogate	4	5th
10th	Passive Selection (2)	4	5th
11th	Demonic Apotheosis	4	6th
12th	Feat Selection	4	6th

1ST LEVEL

ELDRITCH BLAST

● **Action**, Evocation Cantrip

Conjure a beam of crackling energy, targeting one enemy within 18m/60ft. Requires a Ranged Spell Attack to hit, and deals 1d12 Force damage. This damage increases to 2d12 at level 5, and 3d12 at level 9.

PACT OF THE PRIMORDIAL

Passive Feature

Each turn in combat, you have a 33% chance to shift into a state of Demonic Visage for one turn.

Demonic Visage: Affected creature is channeling demonic energy from an unknown primordial place. They roll their Attack Rolls and Damage Rolls with Advantage, and may cast Spells without expanding Spell Slots. However, all Spells cast will accrue one stack of Hematic Invocation.

PRIMORDIAL HEMATIC INVOCATION

□ **Free Action**, Recharge: Per Turn

Sacrifice 10% of your total Hit Points to an Eldritch abomination in order to restore a Warlock Spell Slot. Your maximum Hit Points will be reduced by this amount until your next Long Rest.

While abiding by the Pact of the Primordial, you will immediately shift into your Demonic Visage.

CANTRIPS

At first level you may select two cantrips. Your Spellcasting Ability as a Warlock is Charisma. You may select an additional cantrip at levels 5 and 9.

SPELLCASTING

At first level you may select two spells from the Warlock spell list. Your Spellcasting Ability as a Warlock is Charisma. At each level gained, you may select two additional spells known. At class levels 3, 7, and 11 you are not limited to the Warlock spell list and may instead select two spells from any spell list. At every level after 1st, you may choose to replace a single spell known with a different spell from the Warlock list.

Unlike other spellcasters, Warlocks only ever have a small pool of spell slots that recharge on a Short Rest or a Long Rest. You begin with 2 spell slots, and gain another at levels 5 and 9. These spell slots grow in power as your Warlock level rises, becoming 2nd level spell slots at level 3 and increasing every 2 levels thereafter.

3RD LEVEL

ADVOCATUS DIABOLI

Free Action

Gain the ability to absorb the life force from a corpse within 18m of you, removing one stack of Hematic Invocation. This action cannot be used while under Demonic Visage.

5TH LEVEL

MYSTIC ARCANUM

Passive Feature

On your first turn of any combat encounter, restore one Warlock Spell Slot.

PROFANE METAMORPHOSIS

Toggleable

Casting Advocatus Diaboli on a corpse when you have no stacks of Hematic Invocation will yield one Collected Soul.

Collected Souls may be expanded in place of your health when casting your Hematic Invocation or while in a state of Demonic Visage. This may be toggled at any time.

You may carry up to seven Collected Souls at any given time. They are lost at the end of combat.

7TH LEVEL

HEMATIC ASCENT

Passive Feature

You may target enemies within 9m of you with your Hematic Invocations, dealing 6d6 Necrotic Damage. Killing a creature in this manner removes one stack of Hematic Invocation and grants a Collected Soul.

9TH LEVEL

DEEPENED ARCANUM (REPLACES MYSTIC ARCANUM)

Passive Feature

On your first turn of any combat encounter, restore two Warlock Spell Slots.

SACRIFICIAL SURROGATE

Toggleable

Upon killing another creature with your Hematic Invocation while in a state of Demonic Visage, the duration of Demonic Visage is increased to three turns, and you gain Surrogate Slaughter

Surrogate Slaughter: Affected creature deals +1d8 Necrotic Damage from all sources of damage. Furthermore, they have greatly increased in both size and musculature, improving all of their physical capabilities and causing them to deal an additional 1d8 damage with all Melee Weapon Attacks and while unarmed.

11TH LEVEL

DEMONIC APOTHEOSIS

Passive Feature

While in a state of both Demonic Visage and Surrogate Slaughter, you may utilise all seven of your Collected Souls in order to shape into a Primordial Demon.

ELDRITCH BOONS (PASSIVES)

A character may select two passive abilities at levels 2, 6, and 10. Certain passive abilities also appear on Rare quality equipment found throughout your adventures.

**Also affect your summons.*

BANE OF THE PACT

Dealing damage with your Eldritch Blast applies Bane to your target for three turns. This can be toggled at any time. (Only one Eldritch Boon may affect your Eldritch Blast at any time.)

BINDING TRANSPOSITION

When you make a successful Attack Roll against a creature that is Large or smaller with your Eldritch blast, immediately swap places with them. This can be toggled at any time. (Only one Eldritch Boon may affect your Eldritch Blast at any time.)

BOUND ELEMENTS

Gain the ability to use a Free Reaction after casting a Spell in order to become Resistant to all damage for one turn.

BOUND COMPULSION*

Once per turn, upon landing a killing blow or Critical Hit, all enemies within 9m/30ft must succeed a Wisdom based Saving Throw or become Compelled to duel you on their next turn. (*Challenged enemies have -5 to their attack roll when they are not attacking you. The AI will try to focus you.*)

CURSE OF HELLFIRE*

When you make a successful melee based Attack Roll, you apply one Curse of Hellfire stack (*1d4 fire damage each round, duration stacks but not damage, the warlock has advantage on attack rolls against the target*) to your target.

♡ available on a Shortbow found in Act 2 ♡

DARK RETALIATION

When an enemy fails an Attack Roll against you, you may use a Free Reaction in order to cast Darkness. While Heavily Obscured, your Chained Companions gain Advantage on Attack Rolls.

♡ available on an Amulet found in Act 2 ♡

DEVIL'S SIGHT

You can see normally in darkness, both magical and non-magical, to a distance of 18m/60ft.

♡ available on an Amulet found in Act 1 ♡

ELDRITCH ENERVATION

Dealing damage with your Eldritch Blast heals you for a value equal to your Charisma Modifier.

ELDRITCH LANCE

Gain the ability to fire a concentrated variant of your Eldritch Blast, which pierces enemies and deals 1d12 Force damage/spell level at the cost of one Warlock Spell Slot. Passives which modify your Eldritch Blast also modify your Eldritch Lance.

♡ available on Boots found in Act 3 ♡

ELDRITCH STRIKE

Gain the ability to channel your Eldritch Blast into your main-hand weapon at the cost of one Warlock Spell Slot. Upon landing a blow with Eldritch Strike, you erupt with Eldritch energy, causing you to fire a Beam of your Eldritch Blast at an enemy within 18m/60ft.

♡ available on Gloves found in Act 3 ♡

HELLISH REBUTTAL*

When an enemy fails an Attack Roll against you with a Melee Weapon Attack, you may use a Free Reaction in order to gain True Strike. Additionally, your Chained Companions ignore all forms of damage Resistance.

HELLBOUND VISION

When dealing damage with your Eldritch Blast, you Blind your target for one turn. This can be toggled at any time. (Only one Eldritch Boon may affect your Eldritch Blast at any time.)

LUCK OF THE DEVIL

Once per turn, upon rolling a Critical Hit on an enemy, restore one Warlock Spell Slot.

♡ available on a set of Medium armor found in Act 3 ♡

MASTER OF CHAOS

When making a successful Attack Roll with your Eldritch Blast, your target may potentially experience a negative surge of Wild Magic. If under the Pact of Penumbra, targeting an ally with your Radiant Eldritch Blast will potentially trigger a positive surge.

ONE WITH SHADOWS*

Upon killing a target or landing a Critical Hit, you and all Chained Companions visible within 18m/60ft of you become Invisible for three turns.

ONUS HEMATIC

When you cast Hematic Invocation, you now restore 2 spell slots instead of one.

PACT STRICKEN*

Upon a successful Melee Weapon Attack, you apply one stack of Eldritch Inertia.

REPELLING BLAST

When you hit a creature with Eldritch Blast, you push the creature up to 9m/30ft away from you. This passive can be toggled at any time. (Only one Eldritch Boon may affect your Eldritch Blast at any time.)

RESILIENT SERVITUDE*

Increase your Hit Points by your character level multiplied by two. Additionally, your Chained Companions gain 4 AC.

SHADE WALKER

Gain the ability to teleport to 9m at will by casting Shade Walker as a ▲ Bonus Action.

ELDRITCH KNIGHT / WARLOCK SPELL LIST

Acid Cloud	Expeditious Retreat	Misty Step
Armour of Agathys	Eyebite	Moonbeam
Arms of Hadar	False Life	Nathair's Mischief
Bane	Fear	Otiluke Freezing Sphere
Blade Barrier	Fire Shield	Otto's Irresistible Dance
Blight	Flame Arrows	Pass Without Trace
Blood Broker	Flaming Armament	Phantasmal Force
Burning Hands	Flesh to Stone	Phantasmal Killer
Cause Fear	Frost Fingers	Plant Growth
Circle of Death	Frostflame Armaments	Psionic Antagonism
Cloud of Daggers	Grasping Vine	Ray of Enfeeblement
Command	Greater Invisibility	Ray of Sickness
Compelled Duel	Guardian of Faith	Rime's Binding Ice
Confusion	Guiding Bolt	Scorching Ray
Conjure Barrage	Hail of Thorns	Shatter
Contagion	Heat Metal	Shield
Crown of Madness	Hellish Rebuke	Speak with Animals
Darkness	Heroism	Speak with Dead
Disintegrate	Hex	Spike Growth
Dispel Evil and Good	Hunger of Hadar	Spirit Guardians
Dissonant Whispers	Hunter's Mark	Spiritual Shroud
Divine Favor	Ice Storm	Tasha's Caustic Brew
Divine Strike	Inflict Wounds	Tasha's Hideous Laughter
Dominate	Insect Plague	Thunder Step
Ensnaring Strike	Lightning Arrow	Vampiric Touch
Ensnaring Trap	Melf's Acid Arrow	Witch Bolt
Evard's Black Tentacles	Mind Spike	