



# OTHERWORLDLY PATRONS



**HOMEBREW**

Eleven new Otherworldly Patrons for the Warlock Class  
in the World's Greatest Roleplaying Game

# OTHERWORLDLY PATRON

At 1st level, a warlock gains the Otherworldly Patron feature. The options below are available to warlocks along with the options in the *Player's Handbook*: the Archmage, the Coven, the Elder Sphinx, the Great Wyrn, the Mummy Lord, the Primeval Growth, the Titan, the Unblinking, the Wild Hunt, the Alternate Archfey, and the Alternate Great Old One.

## THE ARCHMAGE

For those with the willpower and time, arcane magic can be a path to great power. Those who ascend to these lofty heights of arcane power are known as Archmages, masters of the weave. So wondrous is their power, and so strange are their goals, these masters of magic will sometimes enlist warlocks to help with, what appear to the Archmage, to be trivial tasks.

### ARCHMAGE FEATURES

#### Warlock Level Feature

1st	Archmage Spell List, Arcane Apprentice
6th	Astral Slip, Arcane Savant
10th	Spell Ward
14th	Banishing Shunt

### ARCHMAGE SPELL LIST

The Archmage lets you choose from an expanded list of spells when you learn a warlock spell. Starting at 1st level, the spells below are added to the warlock spell list for you.

#### Spell Level Spells

1st	<i>magic missile, shield</i>
2nd	<i>magic weapon, rope trick</i>
3rd	<i>lightning bolt, tiny servant</i> <sup>XGE</sup>
4th	<i>arcane eye, resilient sphere</i>
5th	<i>arcane hand, wall of force</i>

### ARCANE APPRENTICE

When you make your Pact with the Archmage, they impart to you a mote of their wondrous arcane ability so you may carry out their wishes. At 1st level, you gain the following benefits:

- Intelligence becomes your spellcasting ability for warlock spells and class features. Anytime you gain a warlock feature that uses Charisma, you use Intelligence instead.
- You gain proficiency in Arcana.
- You learn one cantrip of your choice from the wizard spell list. It counts as a warlock cantrip for you, but it doesn't count against your total number of Cantrips Known.

### ASTRAL SLIP

Beginning at 6th level, you can draw on the arcane power of your patron to shield yourself from harm. When a creature you can see hits you with an attack, you can use your reaction to instantly teleport through the Astral Plane, causing the attack to miss. You immediately reappear in an unoccupied space of your choice that you can see within 30 feet.

Once you use this reaction to evade an attack, you must finish a short or long rest before you can use it again.



### ARCANE SAVANT

Your patron grants you enhanced insight into the theories of arcane magic. Also at 6th level, each time you finish a long rest you can replace one warlock spell you know of 1st-level or higher with another warlock spell of your choice.

### SPELL WARD

Your understanding of the arcane allows you to resist magical effects. At 10th level, you gain resistance to force damage.

Additionally, when you are forced to make a saving throw to resist the effects of a spell, you can make an Intelligence saving throw in place of the normal saving throw.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

### BANISHING SHUNT

Starting at 14th level, when you hit a creature with an attack, you can force them to make a Charisma saving throw in place of dealing damage. On a failed save, the target is instantly transported to a demiplane of your patron's creation for up to 1 minute, or until you lose concentration on this ability.

When this feature ends, the banished creature returns to the nearest unoccupied space and must make an additional Charisma saving throw. It takes 5d10 force damage on a failed save, and half as much on a success.

Once you use this feature to banish a creature you must finish a long rest before you can use it again.





## THE COVEN

Grandmother, wood witch, medicine woman, old crone; the strange creatures known as hags go by many names. Their motivations are nearly always sinister, and they delight in the suffering of others. When hags gather and form a magic pact, known as a Coven, they gain access to power beyond what any of them could hope to achieve individually. Together, their ability to sow pain increases tenfold. What strange bargain have you made to access the Coven's unorthodox magic?

### COVEN FEATURES

Warlock Level	Feature
1st	Coven Spell List, Weird Magicks
6th	Deviant Recovery
10th	Vile Resilience
14th	Shared Spellcasting

### COVEN SPELL LIST

The Coven lets you choose from an expanded list of spells when you learn a warlock spell. Beginning at 1st level, the following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	<i>inflict wounds, ray of sickness</i>
2nd	<i>alter self, enhance ability</i>
3rd	<i>bestow curse, nondetection</i>
4th	<i>dominate beast, polymorph</i>
5th	<i>insect plague, skill empowerment</i> <sup>XGtE</sup>

### WEIRD MAGICKS

When you make your Pact at 1st level, your Coven grants you knowledge of unorthodox magic. When you cast a warlock spell of 1st-level or higher, you can replace its damage with the damage type from another warlock spell you know of 1st-level or higher, altering the spell for this casting only.

Spells cast in this way resemble the strange magic of hags, and may be unrecognizable to traditional spellcasters, though your spells can be dispelled and *counterspelled* as normal.

### DEVIANT RECOVERY

Beginning at 6th level, when you finish a short rest, instead of regaining an expended Pact Magic spell slot, you can impart its magical energy to a friendly creature with the spellcasting ability who completed the short rest with you. That creature regains expended spell slots that have a combined level equal to or less than the level of your Pact Magic spell slot.

Once you impart magical energy with this feature you must finish a long rest before you can do so again.

### VILE RESILIENCE

You have served your Coven well and they have rewarded you with an accursed magical ward. Beginning at 10th level, when you take damage from a spell or other magical effect, you can use your reaction to grant yourself resistance to the damage from the triggering spell or magical effect.

You can use this reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all of its expended uses each time you complete a long rest.

### SHARED SPELLCASTING

Upon reaching 14th level, you have grown powerful enough to form a Coven of your own. At the end of a long rest, you can choose two other willing creatures with the spellcasting ability to form a Coven with you. While the members of your Coven are within 30 feet of one another, they can all cast any Spell Known or prepared by another member of the Coven, along with their own spells, expending their own spell slots.

All members of a Coven are always aware of the direction and distance between them and the other members of their Coven, so long as they are on the same plane of existence.

When you form a Coven, the bond remains in place until you complete 1d6 long rests, or a Coven member dies. You can then form a new Coven at the end of your next long rest.

### FORMING YOUR COVEN

Each warlock may have different requirements for others to enter their Coven. Some take any who provide their power freely, while others require embers to swear loyalty to their own Patron Coven.



## THE ELDER SPHINX

Immortal guardians of divine treasures, Sphinxes live to test mortals who desire the relics of forgotten deities. They are masters of riddles and other trials that reveal the true nature of those they put to the test. To an Elder Sphinx, time has no meaning, and legends say the most powerful Sphinxes can influence the flow of time with their ancient magic.

You have entered into a pact with one such Elder Sphinx. Do you work in tandem, or did you fail the test of the Sphinx, and rather than perish you opted to serve them with your life?

### ELDER SPHINX FEATURES

#### Warlock Level Feature

1st	Elder Sphinx Spell List, Guardian's Ward
6th	Time Slip
10th	Inscrutable, Eternal Guardian
14th	Power of the Ancients

### ELDER SPHINX SPELL LIST

The Elder Sphinx lets you choose from an expanded list of spells when you learn a warlock spell. Starting at 1st level, the spells below are added to the warlock spell list for you.

#### Spell Level Spells

1st	<i>command, detect evil and good</i>
2nd	<i>lesser restoration, zone of truth</i>
3rd	<i>clairvoyance, slow</i>
4th	<i>divination, freedom of movement</i>
5th	<i>dispel evil and good, greater restoration</i>
9th	<i>time stop</i>

### GUARDIAN'S WARD

The power granted by your Patron allows you to prevent the unworthy from approaching you or anything you stand guard over. Beginning at 1st level, you can use an action to project a small but powerful magical Ward outward from yourself, with a radius in feet equal to five times your proficiency bonus.

When a creature enters the area of your Ward, or starts its turn within it, it must succeed on a Strength saving throw in order to move. On a successful save, it can move, but it treats the area within your Ward as difficult terrain. On a failure, it cannot move into, or within, the area of your Ward.

You must concentrate on your Ward as if concentrating on a spell, and it lasts for 1 minute. Once you use your Ward you must finish a short or long rest before you can use it again.

### TIME SLIP

Beginning at 6th level, you learn to manipulate time in minor ways, much like the great Sphinx of legend. As an action, you can pause time for all creatures other than you, and move up to twice your speed without provoking opportunity attacks. You can only use this bonus movement while time is stopped. You cannot use actions, bonus actions, or reactions during this period. Time resumes when you finish your movement.

Once you use this action, you must finish a short or long rest before you can use it again. If you have no uses left, you can expend a Pact Magic spell slot to use it again.



### INSCRUTABLE

Your Patron shields you from divination magic, much like it is shielded from such spells. Beginning at 10th level, you are immune to any effect that would sense your emotions or read your thoughts, as well as any divination spell that you refuse.

Moreover, any Wisdom (Insight) checks made to ascertain your intentions or sincerity are made at disadvantage.

### ETERNAL GUARDIAN

The Sphinx you serve has blessed you with a semblance of their immortality. Starting at 10th level, you no longer require food, water, or sleep, although you still require rest to reduce exhaustion and still benefit from both short and long rests.

In addition, for every 10 years that pass, your body ages only 1 year, and you are immune to being aged by magic.

### POWER OF THE ANCIENTS

Starting at 14th level, you gain an empowered mastery over time, but only in your sphere of influence. As an action, while your Guardian's Ward is active, you can cast a limited version of *time stop*. However, you may only interact with creatures and objects within the radius of your Guardian's Ward.

When your *time stop* spell ends, your Guardian's Ward ends as well. Once you cast *time stop* in this way you must finish a long rest before you can cast it in this way again.





## THE GREAT WYRM

Inherently magical creatures with incredibly long lifespans, dragons hoard not only wealth and material possessions, but servants and slaves as well. Benevolent and malicious, kind and terrible, good and evil, ancient dragons of all types have motivations beyond comprehension to most mortal beings.

What sort of bargain did you enter into in order to access the overwhelming elemental power of an ancient dragon?

### GREAT WYRM FEATURES

#### Warlock Level Feature

1st	Great Wyrms Spell List, Draconic Spark
6th	Elemental Potency
10th	Imposing Presence
14th	Draconic Wings

### GREAT WYRM SPELL LIST

The Great Wyrms lets you choose from an expanded list of spells when you learn a warlock spell. Starting at 1st level, the spells below are added to the warlock spell list for you.

#### Spell Level Spells

1st	<i>chromatic orb</i> <sup>XGE</sup> , <i>command</i>
2nd	<i>dragon's breath</i> <sup>XGE</sup> , <i>scorching ray</i>
3rd	<i>fireball</i> , <i>lightning bolt</i>
4th	<i>vitriolic sphere</i> <sup>XGE</sup> , <i>wall of fire</i>
5th	<i>dominate person</i> , <i>cone of cold</i>

### DRACONIC SPARK

When you form this Pact at 1st level, the Great Wyrms imbues you with a Draconic Spark, a fraction of its elemental power. Ancient dragons can impart any element, but they most often bestow one that matches their breath weapon. Choose either acid, cold, fire, lightning, or poison for your Draconic Spark.

You gain resistance to the damage type of Draconic Spark, and any time you cast a warlock spell, you can choose for it to deal the damage type associated with your Draconic Spark.

Moreover, the magic of your Draconic Spark allows you to speak, read, and write Draconic.

### ELEMENTAL POTENCY

Your Draconic Spark increases the potency of your magic. Starting at 6th level, when you cast a warlock spell of 1st-level or higher that deals the damage of your Draconic Spark type, you gain a 1d8 bonus to one of the spell's damage rolls.

### IMPOSING PRESENCE

Draconic magic has empowered your willpower and force of personality. Beginning at 10th level, you are immune to both the charmed and frightened conditions.

### DRACONIC WINGS

Starting at 14th level, you can use a bonus action to manifest a pair of leathery dragon wings from your back, which grant you a flying speed equal to your walking speed. These wings last until you use your bonus action to dismiss them.

You cannot manifest your wings while wearing armor unless the armor is specifically made to accommodate them. Any clothes you are wearing that do not accommodate your wings are destroyed when you manifest them.





## THE MUMMY LORD

Ancient monarchs and emperors of old who sought to extend their mortal lives could turn to sinister gods, bargaining their eternal soul for dark preservation. Known as Mummy Lords, these tyrants of ages past are often found deep in the ruins of their long dead empires, often swallowed by the sands. They enlist the help of mortals, imbuing them with a fraction of their accursed power, and look to rebuild their lost empires.

### MUMMY LORD FEATURES

#### Warlock Level Feature

1st	Ancient Knowledge, Dreadful Curse, Mummy Lord Spell List
6th	Shifting Sands
10th	Canoptic Preservation
14th	Blasphemous Word

### ANCIENT KNOWLEDGE

Your accursed Patron has imbued you with knowledge of ancient days. At 1st level, you gain proficiency in your choice of either History or Religion. Whenever you make an ability check that uses the skill proficiency you gained from this feature, you treat a roll of 7 or lower on the d20 as an 8.

### DREADFUL CURSE

When you enter into your Pact with your Patron at 1st level, you are taught forgotten curses in long dead tongues. As an action, you can force a creature who can hear you within 60 feet to make a Constitution saving throw. On a failure, the target is blinded, deafened, and cannot speak for 1 minute.

The creature can repeat this saving throw at the end of each turn, ending the effects of your curse on a success.

- Once you use this feature you must finish a short or long rest before you can use it again. When you have no uses left, you can expend a Pact Magic spell slot to use it again.

### MUMMY LORD SPELL LIST

The Mummy Lord lets you choose from an expanded list of spells when you learn a warlock spell. Starting at 1st level, the spells below are added to the warlock spell list for you.

#### Spell Level Spells

1st	<i>guiding bolt, silent image</i>
2nd	<i>dust devil</i> <sup>XGtE</sup> , <i>earthen grasp</i> <sup>XGtE</sup>
3rd	<i>major image, wall of sand</i> <sup>XGtE</sup>
4th	<i>giant insect, guardian of faith</i>
5th	<i>antilife shell, insect plague</i>

### SHIFTING SANDS

At 6th level, you learn to disappear into the sands when in danger. When you take damage, you can use your reaction to dissolve into a pile of sand, gaining resistance to the damage of the triggering attack. You then reform in an unoccupied space of your choice within 60 feet that you can see.

You can use this reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you complete a long rest.

### CANOPTIC PRESERVATION

Upon reaching 10th level, your Patron instructs you in their method of preservation. During the course of a long rest, you can spend 1 hour performing a ritual where you remove one of your organs and seal it within a Canoptic Jar, which has an Armor Class and hit points equal to your warlock level.

You can create one of these Jars with no penalty, but for each Canoptic Jar you create after the first, you must expend one of your Pact Magic spell slots. You can't regain the spell slot you expended in its creature until its Jar is destroyed.

When you are reduced to 0 hit points or killed, you can choose to return to 1 hit point at the beginning of your next turn by consuming the magic of one of your Canoptic Jars. That Canoptic Jar is instantly destroyed, and you regain the Pact Magic spell slot you expended to create that Jar.

You can also destroy one of your Jars as an action on your turn, regaining the Pact Magic spell slot contained within.

### BLASPHEMOUS WORD

At 14th level you learn to directly channel the sinister magic of your undead Patron. As an action, you can speak a word of ancient blasphemy, forcing creatures of your choice within 30 feet that can hear you to make a Constitution saving throw. On a failure, they are stunned until the end of your next turn.

Once you use this feature you must finish a short or long rest before you can use it again.





## THE PRIMEVAL GROWTH

Not all who serve nature seek balance as Druidic Circles do. Older, and oftentimes more sinister forces are at work in the ancient forests of the world. Eldest of all plant life, ancient trees, sacred groves, and sentient forests can remember an age when plants, not mortals or beasts, dominated the land. These ancient beings are known as Primeval Growths, the power limited only by the roots that hold them in place.

Able to channel elder nature magic, these ancient beings lend their power to mortals who have the ability to move about the world, and can work to enact their primal will.

### PRIMEVAL GROWTH FEATURES

#### Warlock Level Feature

1st	Primeval Growth Spell List, Grasping Vines
6th	Primeval Resilience
10th	Arboreal Guardian
14th	Wrath of the Forest

### PRIMEVAL GROWTH SPELL LIST

The Primeval Growth lets you choose from an expanded list of spells when you learn a warlock spell. Starting at 1st level, the following spells are added to your warlock spell list.

#### Spell Level Spells

1st	<i>ensnaring strike</i> , <i>entangle</i>
2nd	<i>barkskin</i> , <i>spike growth</i>
3rd	<i>erupting earth</i> <sup>XGE</sup> , <i>plant growth</i>
4th	<i>grasping vine</i> , <i>guardian of nature</i> <sup>XGE</sup>
5th	<i>tree stride</i> , <i>wrath of nature</i> <sup>XGE</sup>

### GRASPING VINES

When you enter your Pact with the Primeval Growth you are imbued with a seed of primeval magic. At 1st level, you learn the *thorn whip* cantrip. It counts as a warlock cantrip for you, but it doesn't count against your number of Cantrips Known.

When you hit a creature with *thorn whip*, or damage or restrain a creature with a Primeval Growth Spell, you can use a bonus action to drain the life from one target. The creature takes necrotic damage equal to your warlock level, and you gain temporary hit points equal to the necrotic damage dealt.

You can use this bonus action a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

### PRIMEVAL RESILIENCE

Your primeval magic has made your flesh rough and treelike. Starting at 6th level, your Armor Class cannot be less than 16.

In addition, when you cast *thorn whip*, you can target up to two creatures that are within the range of the spell.

### ARBOREAL GUARDIAN

You have become more plant than mortal. Beginning at 10th level, you are resistant to non-magical bludgeoning, piercing, and slashing damage. You no longer require food or drink, as long as you spend at least 1 hour in sunlight each day.

### WRATH OF THE FOREST

Starting at 14th level, you can use an action to lash out with grasping roots. A number of creatures of your choice equal to your proficiency bonus within 30 feet must succeed on a Strength saving throw or be restrained for 1 minute. As an action, a restrained creature can make a Strength (Athletics) check against your spell save DC, escaping on a success.

Once you use this feature you must finish a short or long rest before you can use it again.



## THE TITAN

At the dawn of creation the world was dominated by massive creatures; powerful giants bound together by the Ordning, hulking elementals that would become the landscape itself, and legendary Titans, like the Tarrasque, that still slumber beneath the earth. In remote places of the material plane these ancient beings sleep, their power dormant, waiting for an opportunity to remind the world of their existence.

Why were you chosen by a Titan? Are they trapped, and need someone to carry out their will in the world, or do you draw your power from an ancient slumbering giant?

### TITAN FEATURES

Warlock Level	Feature
1st	Titan Spell List, Elder Soul, Colossal Form
6th	Titanic Endurance
10th	Stalwart Blood
14th	Legendary Behemoth

### TITAN SPELL LIST

The Titan lets you choose from an expanded list of spells when you learn a warlock spell. Beginning at 1st-level, the following spells are added to the warlock spell list for you.

#### Spell Level Spells

1st	<i>catapult</i> <sup>XGtE</sup> , <i>earth tremor</i> <sup>XGtE</sup>
2nd	<i>enlarge/reduce (enlarge only)</i> , <i>spike growth</i>
3rd	<i>erupting earth</i> <sup>XGtE</sup> , <i>protection from energy</i>
4th	<i>guardian of nature</i> <sup>XGtE</sup> , <i>stone shape</i>
5th	<i>transmute rock</i> <sup>XGtE</sup> , <i>wall of stone</i>

### ELDER SOUL

The elder magic of your titanic Patron greatly enhances your vigor. At 1st level, your hit point maximum increases by 1, and increases by 1 again whenever you gain a warlock level.

You also learn to speak, read, and write either Primordial or Giant (your choice). Whenever you make a Charisma check when interacting with elementals (if you chose Primordial) or giants (if you chose Giant), your proficiency bonus is doubled.

### COLOSSAL FORM

Also at 1st level, you can draw on the power of your Patron to take on a Colossal Form, granting you the benefits below:

- You gain temporary hit points equal to your warlock level.
- Your size increases by one category. For example, if you are a Medium creature you would grow to become Large.
- When you make a Strength-based ability check or saving throw, you add your Charisma modifier to the roll.
- When you hit a creature with a melee weapon attack that uses your Strength, you gain a bonus to your damage roll equal to your Charisma modifier (minimum of +1).

Your Colossal Form lasts for 1 minute, but ends early if you are incapacitated or you choose to end it as a bonus action. Once you use your Colossal Form, you must finish a short or long rest before you can use it again.

### TITANIC ENDURANCE

You can draw upon the wondrous resilience of your Patron to reduce incoming damage. At 6th level, you gain a special pool of d8 dice that you can use to absorb incoming damage. This pool has a number of d8s equal to 1 + your warlock level.

As a reaction when you take damage, you can expend any number of dice from this pool, and reduce the damage by an amount equal to the dice roll + your Charisma modifier. Your pool regains all expended dice at the end of each long rest.

### STALWART BLOOD

Your connection to your gargantuan patron has deepened. Starting at 10th level, when you make a Constitution-based ability check or Constitution saving throw, you gain a bonus to the roll equal to your Charisma modifier (minimum of +1).

### LEGENDARY BEHEMOTH

You have mastered the overwhelming magic of the Titan and wield its power with ease. Beginning at 14th level, when you enter your Colossal Form, you can choose to grow by two size categories, for example, from Medium to Huge. When you hit a creature with a melee weapon attack while transformed, you roll one of the weapon's damage dice an additional time.

In addition, once you adopt your Colossal Form, it lasts until you are incapacitated or end it as a bonus action.







## THE UNBLINKING

You have entered the service of one of the great and paranoid tyrants known only as Beholders. Their origins are unknown, but their presence is felt in nearly every major city and keep where mortals dwell. Preferring to have others do their dirty work, Beholders are known for employing vast networks of mortals to carry out their paranoid and tyrannical will.

### UNBLINKING FEATURES

Warlock Level	Feature
1st	Unblinking Spell List, Unblinking Eye, Ocular Ray
6th	Unsleeping Awareness
10th	Prescient Sight
14th	Eye Tyrant

### UNBLINKING SPELL LIST

The Unblinking lets you choose from an expanded list of spells when you learn a warlock spell. Starting at 1st level, the spells below are added to the warlock spell list for you.

Spell Level	Spells
1st	<i>chaos bolt</i> <sup>XGE</sup> , <i>ray of sickness</i>
2nd	<i>arcane scorcher</i> , <i>levitate</i>
3rd	<i>clairvoyance</i> , <i>minute meteors</i> <sup>XGE</sup>
4th	<i>arcane eye</i> , <i>vitriolic sphere</i> <sup>XGE</sup>
5th	<i>dominate person</i> , <i>telekinesis</i>
8th	<i>antimagic field</i>

### UNBLINKING EYE

When you enter this Pact with your Patron at 1st level, your Patron magically implants you with an additional Unblinking Eye, reminiscent of theirs, in the center of your forehead. You gain proficiency in Perception, and you add your Charisma modifier (minimum of +1) to Wisdom (Perception) checks.

### OCULAR RAY

Starting at 1st level, you can use your Unblinking Eye as a spellcasting focus for any spell that requires an attack roll.

When using your Eye as a spellcasting focus, you must have at least one free hand to cast spells that require somatic or material components, and you must still provide material components that are consumed or have a gold cost.

### UNSLEEPING AWARENESS

The magic of your otherworldly Unblinking Eye has grown. Beginning at 6th level, you cannot be surprised, even if you are sleeping, as your Unblinking Eye remains ever alert.

Moreover, when you cast a spell and use your Eye as the spellcasting focus, you can add your Charisma modifier to the damage roll of that spell if you do not do so already.

### PRESCIENT SIGHT

You can channel the eldritch power of your Patron to glimpse the near future. Starting at 10th level, you can use an action to enter a heightened state of prescience for 10 minutes. You must concentrate on this state if you were concentrating on a spell. While in this state you gain the following benefits:

- You add your Charisma modifier to your initiative rolls.
- Creatures you can see cannot attack you with advantage.
- When you are hit by an attack, you can use your reaction to add 1d4 to your Armor Class against that attack.

Once you use this feature you must finish a short or long rest before you can enter this state of awareness again.

### EYE TYRANT

You have unlocked the true power of your Patron. Starting at 14th level, you can use an action to have your Unblinking Eye emanate an antimagic zone in a 30 foot cone. The area of this cone is under the effects of the *antimagic field* spell.

At the start of each of your turns, you decide which way your cone of antimagic faces until the start of your next turn.

Your Eye emanates this cone for 1 minute. The effect ends early if you are incapacitated or you choose to end the effect at the beginning of your turn (no action required).





## THE WILD HUNT

The Wild Hunt is a strange phenomenon that takes hold of mortals, driving them to hunt whatever poor creature they perceive to be their prey. The source of this phenomenon is unclear, but legends tell of raiding parties from the Feywild that draw wayward mortals into their hunt, or of individuals cursed by sinister druidic magic during the full moon.

While its exact origins are unclear, mortals who are bound to this force by a pact start to take on strange and unusual characteristics of the Feywild; sprouting antlers and their ears growing pointed. As their appearance changes, they slowly lose who they are, becoming one with the Wild Hunt.

### WILD HUNT FEATURES

#### Warlock Level Feature

1st	Wild Hunt Spell List, Wild Warrior, Hunter's Quarry
6th	Extra Attack, Spirit of the Hunt
10th	Predatory Resolve
14th	Master of the Hunt

### WILD HUNT SPELL LIST

The Wild Hunt lets you choose from an expanded list of spells when you learn a warlock spell. Starting at 1st level, the spells below are added to the warlock spell list for you.

#### Spell Level Spells

1st	<i>hail of thorns</i> , <i>zephyr strike</i> <sup>XGE</sup>
2nd	<i>find steed</i> , <i>locate animals or plants</i>
3rd	<i>conjure barrage</i> , <i>haste</i>
4th	<i>find greater steed</i> <sup>XGE</sup> , <i>locate creature</i>
5th	<i>conjure volley</i> , <i>tree stride</i>

### WILD WARRIOR

When you make your Pact with the Wild Hunt at 1st level, it imbues you with supernatural skill. You gain proficiency in Survival, medium armor, shields, and martial weapons.

Also, when you would normally make a Wisdom (Survival) check, you can make a Charisma (Survival) check instead.

### HUNTER'S QUARRY

You can mark your foe with the dark magic of the Wild Hunt. Beginning at 1st level, you can use a bonus action to mark a creature within 60 feet as your Quarry, gaining the following benefits for 1 minute, or until you mark another creature:

- When you hit it with a weapon attack, you gain a bonus to your damage roll equal to your Charisma modifier.
- When you hit it with a weapon attack, you can expend a Pact Magic spell slot to deal additional force damage to the target equal to 1d8 per level of the spell slot.

### EXTRA ATTACK

The Wild Hunt drives you to attack with the fervor of a true predator. Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### SPIRIT OF THE HUNT

Beginning at 6th level, when you mark your Quarry you can conjure a Spirit of the Hunt to harry its steps. For 1 minute, your Quarry's speed is reduced by a number of feet equal to 5 times your Charisma modifier (minimum of 5 feet). This speed reduction ends early if you mark another Quarry.

Once you use this feature to summon a Spirit of the Hunt, you can't use it again until you finish a short or long rest.

### PREDATORY RESOLVE

At 10th level, the savage fervor of the Wild Hunt heightens your predatory instincts. When your Quarry hits you with an attack, you can use a reaction to add your Charisma modifier (minimum of +1) to your Armor Class against the attack.

Moreover, when your Spirit of the Hunt is summoned and your Quarry hits you with an attack, you can use a reaction to cause the Spirit to take the full damage of the attack in your place, instantly disappearing.

### MASTER OF THE HUNT

Upon reaching 14th level, you can call on your allies to join you in the Wild Hunt. When you mark a creature as your Quarry, you can choose two creatures within 60 feet. These creatures can add your Charisma modifier to the damage of any weapon attacks they make against your Quarry.



## ALTERNATE ARCHFEY

Warlock Level	Feature
1st	Archfey Spell List, Fey Presence
6th	Misty Escape
10th	Beguiling Defenses
14th	Dark Delirium

### ARCHFEY SPELL LIST

The Archfey lets you choose from an expanded list of spells when you learn a warlock spell. Starting at 1st level, the following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	<i>faerie fire, sleep</i>
2nd	<i>enthrall, phantasmal force</i>
3rd	<i>blink, catnap</i> <sup>XGE</sup>
4th	<i>dominate beast, greater invisibility</i>
5th	<i>dominate person, seeming</i>

### FEY PRESENCE

When you enter into your Pact at 1st level, your Patron gives you the ability to revel the whimsy and terror of the Fey. As an action, you can force creatures of your choice within 10 feet of you to make a Wisdom saving throw. On a failure, they are charmed or frightened (your choice) of you and cannot target you with opportunity attacks until the end of your next turn.

Once you use this feature to charm or frighten a target, you must finish a short or long rest before you can use it again.

### MISTY ESCAPE

At 6th level, you learn to escape like the whimsical fey. As a reaction when you take damage, you can turn invisible and teleport to an unoccupied space you can see within 60 feet, where you remain invisible until the start of your next turn, or until you attack a creature or cast a spell.

Once you use this feature, you must finish a short or long rest before you can use it again.

### BEGUILING DEFENSES

At 10th level, you gain immunity to the charmed condition.

Moreover, when a creature attempts to charm you, you can force it to make a Wisdom saving throw. On a failed save, it is charmed by you for 1 minute, or until it takes any damage.

### DARK DELIRIUM

At 14th level, you can use an action to force a creature within 60 feet that can hear you to make a Wisdom saving throw. On a failure, it believes that it has been transported to the realm of your Archfey Patron, and cannot discern friend from foe for 1 minute. On each turn, it must use its action to make a weapon attack against a random target within its reach.

The creature can repeat this Wisdom saving throw at the end of each of its turns, ending this effect on a success.

Once you use this feature you must finish a long rest before you use it again. When you have no uses left, you can expend a Pact Magic spell slot to use this feature an additional time.

## ALTERNATE GREAT OLD ONE

Warlock Level	Feature
1st	Great Old One Spell List, Eldritch Awakening
6th	Psionic Ward
10th	Thought Shield
14th	Mindslave

### GREAT OLD ONE SPELL LIST

The Great Old One lets you choose from an expanded list of spells when you learn a warlock spell. Starting at 1st level, the spells below are added to the warlock spell list for you.

Spell Level	Spells
1st	<i>dissonant whispers, hideous laughter</i>
2nd	<i>detect thoughts, levitate</i>
3rd	<i>clairvoyance, slow</i>
4th	<i>confusion, resilient sphere</i>
5th	<i>dominate person, telekinesis</i>

### ELDRITCH AWAKENING

When you enter your Pact at 1st level, the hidden potential of your mind is unlocked. You can telepathically communicate with any creature you can see within 60 feet. You don't need to share a language, but the target must speak at least one language in order to respond to you. You can only use this feature to communicate with one creature at a time.

In addition, you learn the *mage hand* cantrip, but it doesn't count against your total number of Cantrips Known. When you cast *mage hand*, you don't need to provide the verbal or somatic components, and your *mage hand* is invisible.

### PSIONIC WARD

At 6th level, you can use your psionic power to potentially deflect enemy attacks. When a creature that you can see hits you with an attack, you can use your reaction to roll a d4 and add it to your Armor Class against the triggering attack.

### THOUGHT SHIELD

Starting at 10th level, you gain resistance to psychic damage, and you have advantage on any saving throw you make to resist both the charmed and the frightened condition.

### MINDSLAVE

Beginning at 14th level, you can use your action to touch an incapacitated humanoid, causing it to be charmed by you.

You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence. You can issue the creature commands using your telepathy, which it does its best to obey. It will not follow any commands that cause itself immediate harm or death.

The creature remains charmed until a *remove curse* spell is used on it, the charmed condition is removed, or you use this feature to charm another creature.



# PACT BOONS

At 3rd level, a warlock gains the Pact Boon feature. The following additional Pact Boons are available to a warlock in addition to the Pact Boons in the *Player's Handbook*:

Pact Boon	Description
Chalice	Conjure curious potions
Flesh	Morph into an eldritch horror
Hourglass	Rewind time and undo mistakes
Shroud	Cloak yourself in darkness
Strings	Charm your foes with music

## PACT OF THE CHALICE

Your Patron has bestowed upon you a vessel for the creation of potions and poultices. As an action, you can create a Pact Chalice in your empty hand. When summoned, it takes the form of a tiny object of your choice that is capable of holding liquids, and it grants you the benefits listed below:

- You can use it as a spellcasting focus for warlock spells.
- It counts as both a herbalism kit and a set of alchemist's supplies, and whenever you make an ability check that uses your Pact Chalice as either of these tools you can add double your proficiency bonus to your roll.
- At the end of each short or long rest, you can use the Pact Chalice to conjure a vial of the following: alchemist's fire, acid, holy water, potion of healing, or potion of climbing. The liquid retains its potency until the end of your next long rest, at which point it becomes inert and unusable.

Your Pact Chalice disappears if it is more than 5 feet away from you for 1 minute, if you use this feature again, if you dismiss your Chalice (no action required), or if you die.

## PACT OF THE FLESH

Your Patron twists your body, enhancing your physicality in a way that reflects their own physical form. While you are not wearing armor or using a shield, your Armor Class is equal to 10 + your Constitution modifier + your Charisma modifier.

In addition, your hands become savage claws that count as simple melee weapons that deal 1d6 slashing damage on hit.

## PACT OF THE HOURGLASS

Your Patron has gifted you a mystical timekeeping device. As an action, you can conjure this Pact Hourglass in your empty hand. When summoned, it takes the form of a timekeeping device of your choice, and it grants you the following benefits:

- You can use it as a spellcasting focus for warlock spells.
- When you are not surprised, you gain a bonus to initiative rolls equal to your Charisma modifier (minimum of +1).
- When you make an ability check, attack roll, or saving throw, you can choose to re-roll. You can use this feature after you roll, but before you know if you succeed. Once you use this feature to turn failure into success, you must finish a short or long rest before you can use it again.

Your Pact Hourglass disappears if it is more than 5 feet away from you for 1 minute, if you use this feature again, if you dismiss your Hourglass (no action required), or you die.



## PACT OF THE SHROUD

Your Patron has gifted you a mystical cloak to shield you from harm and obscure your steps. As an action, you can summon this Pact Shroud, which takes the shape of a spectral cloak reminiscent of your Patron's magic. While wearing your Pact Shroud, you are invisible while you are obscured by shadows, darkness, or other natural phenomenon such as fog or mist.

Your Pact Shroud disappears if it is more than 5 feet away from you for 1 minute, if you use this feature again, if you dismiss your Shroud (no action required), or you die.

You can bond a magic robe or cloak as your Pact Shroud by performing a 1-hour ritual. Once bonded, you can use an action to shunt it to an extradimensional space, or summon it. You cannot bond artifacts or sentient clothing, and you can only have one bonded Pact Shroud at a time.

## PACT OF THE STRINGS

Your Patron has granted you an instrument of otherworldly beauty. As an action, you can summon this Pact Instrument in an empty hand. It takes the form of a musical instrument of your choice, and it grants you the following benefits:

- You can use it as a spellcasting focus for warlock spells.
- You are considered proficient with it, and you add double your proficiency bonus to any check you make with it.
- When you use it to cast a spell with a verbal component, or a spell that deals thunder damage, you gain a bonus to one of the spell's damage rolls equal to 1d8.

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

You can bond a magic instrument as your Pact Instrument by performing a 1-hour ritual. Once bonded, you can use an action to shunt it to an extradimensional space, or summon it. You cannot bond artifacts or sentient instruments, and you can only have one bonded Pact Instrument at a time.



## ELDRITCH INVOCATIONS

Listed here are additional Eldritch Invocations available to warlocks. If an Eldritch Invocation has prerequisites, you must meet them to learn it, and you can learn an Eldritch Invocation at the same time that you meet its prerequisites.

### ELDRITCH STRIKE

*Prerequisite: eldritch blast cantrip.*

For you, the range of *eldritch blast* is reduced to 5 feet and it becomes a melee spell attack. Make a separate melee spell attack for each beam, dealing 1d12 force damage on hit.

Any class features or Eldritch Invocations that affect the range of *eldritch blast* do not work with this Invocation.

### HARMONIC SPELLCASTING

*Prerequisite: Pact of the Strings feature*

When you cast a warlock spell with a verbal component while using your pact instrument as your spellcasting focus, the saving throw DC for that spell increases by 1.

### KNOWLEDGE OF ANTIQUITY

*Prerequisite: Pact of the Hourglass feature*

When you make an Intelligence (History) check related to an event, in the place where that event took place, you see echos of the past and treat a roll of 9 or lower on the d20 as a 10.

### MIRROR OF FATES

*Prerequisite: Pact of the Chalice feature*

You can peer into the uncertain future. Using your Pact Chalice as a spellcasting focus, you can cast *augury* at-will, without expending a spell slot or material components.

### PROTECTIVE COWL

*Prerequisite: Pact of the Shroud feature*

When you take damage while wearing your Pact Shroud, you can use your reaction to gain resistance to the damage from that attack, but your Pact Shroud disappears, and you must finish a short or long rest before you can summon it again.

### CUP OF RECOVERY

*Prerequisite: 5th-level, Pact of the Chalice feature*

Using your pact chalice as a spellcasting focus, you can use an action to cast *lesser restoration* without expending a spell slot. You can't do so again until you finish a short or long rest.

### CLOAK OF WINDS

*Prerequisite: 5th-level, Pact of the Shroud feature*

Your pact shroud billows out around you, slowing your fall and allowing you to glide. When you fall, you can subtract up to 100 feet from your fall when calculating your fall damage and can move horizontally 2 feet for every 1 foot you fall.

### IRON GRIP

*Prerequisite: 5th-level, Pact of the Flesh feature*

While you have your claws manifested, you gain a climbing speed equal to your movement speed, and you can climb difficult surfaces, including scaling walls and upside down on ceilings, without needing to make an ability check.

### THIRSTING CLAWS

*Prerequisite: 5th-level, Pact of the Flesh feature*

You can attack with your claws twice, instead of once, each time you take the Attack action on your turn. Your claw attacks also count as magical for the sake of overcoming resistance and immunity to non-magical damage.

### CLOAK OF TWILIGHT

*Prerequisite: 7th-level, Pact of the Shroud feature*

You can cast the *greater invisibility* spell once using a warlock spell slot. You can't do so again until you finish a long rest.

### ENCHANTING MELODY

*Prerequisite: 7th-level, Pact of the Strings feature*

You can cast *charm monster* once using a warlock spell slot. You can't do so again until you finish a long rest.

### IMPROVED SHROUD

*Prerequisite: 7th-level, Pact of the Shroud feature*

While wearing your Pact Shroud while in darkness or shadows, you are considered invisible to any creature that relies on darkvision or devil's sight to see in that darkness.

### TIME DILATION

*Prerequisite: 7th-level, Pact of the Hourglass feature*

You can cast *haste* once, at a level equal to your Pact Magic spell slots, without expending a spell slot. You can't do so again until you finish a long rest.

### CUP OF PROTECTION

*Prerequisite: 9th-level, Pact of the Chalice feature*

As an action, a creature of your choice can drink from your Pact Chalice, gaining the effects of *death ward*. Once used, you must finish a long rest to use this feature again.

### CURSED FLESH

*Prerequisite: 9th-level, Pact of the Flesh feature*

As a bonus action, you can grant yourself temporary hit points equal to your Charisma modifier (minimum of 1).

### ALCHEMICAL RESTORATION

*Prerequisite: 15th-level, Pact of the Chalice feature*

As an action on your turn, you can cast *reincarnate* without expending a spell slot or material components. Once you cast *reincarnate* in this way, you must finish 1d4 long rests before you can cast the spell in this way again.

### ELDRITCH FLIGHT

*Prerequisite: 15th-level, Pact of the Flesh feature*

As a bonus action, you can manifest (or dismiss) wings reminiscent of your Patron's physical form, granting you a flying speed equal to your walking speed.

### TEMPORAL REWIND

*Prerequisite: 15th-level, Pact of the Hourglass feature*

As a reaction when you finish your turn, you can undo everything that happened on your turn. You return to the space you began that turn in and you regain all resources you expended. You can then immediately repeat your turn.

Once you use this feature you must finish a short or long rest before you can use it again.





# OTHERWORLDLY PATRONS

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