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# Warlock

# Patron - the Archfey



## Archfey Expanded Spell List

LVL<sub>1</sub>

The following spells are added to the warlock spell list for you.

- LVL 1: faerie fire, sleep
- LVL 2: calm emotions, phantasmal force
- LVL 3: blink, plant growth
- LVL 4: dominate beast, greater invisibility
- LVL 5: dominate person, seeming

## Fey Presence

LVL 1

(1/long rest) As an action, each creature in a 10-foot cube originating from you to make a WIS save or be charmed or frightened by you (your choice) until the end of your next turn.

## **Eldritch Invocations**

LVII.

You have 2, your choice. You can add one ore at levels 5, 7, 9, 12, 15 and 18.

When you gain a level in this class, you can choose one you know and replace it with another.

Refer to the PHB for full descriptions and prerequisites.

- Agonizing Blast: Add CHR modifer to eldritch blast damage
- Armor of Shadows: cast mage armor at will
- Ascendant Step: cast levitate at will
- Beast Speech: cast speak with animals at will
  - Beguiling Influence: proficient in Deception and Persuasion
- Bewitching Whispers: cast compulsion using a spell slot
   Book of Ancient Secrets: can inscribe rituals in your Book
- Chains of Carceri: cast hold monster at will
- Devil's Sight: can see normally 120 feet in darkness
- Dreadful Word: can cast *confusion* using a spell slot
- Eldritch Sight: cast detect magic at will
- Eldritch Spear: cast eldritch blast at range of 300 feet
- Eyes of the Rune Keeper: can read all writing
- Fiendish Vigor: cast false life at will
- Gaze of Two Minds: can perceive through another's senses
  - Lifedrinker: do extra damage with your pact weapon
    Mask of Many Faces: cast disguise self at will
- Master of Myriad Forms: cast alter self at will
  - Minions of Chaos: cast conjure elemental using a spell slot
- Mire the Mind: cast slow using a spell slot
  Misty Visions: cast silent image at will
  - One with Shadows: become invisible in dim light or darkness
- Otherworldly Leap: cast jump on yourself at will
- Repelling Blast: eldritch blast can push the creature 10 feet
- Sculptor of Flesh: cast polymorph using a spell slot
- Sign of III Omen: cast bestow curse using a spell slot
- Thief of Five Fates: cast bane using a spell slot
- Thirsting Blade: can attack with your pact weapon twice
- Visions of Distant Realms: cast arcane eye at will
- Voice of the Chain Master: can speak through your familiar
- Whispers of the Grave: cast speak with dead at will
- Witch Sight: see the true form of creatures

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LVL 3

You have 1, your choice.

- Refer to the PHB for full descriptions.
- Pact of the Chain: Get a familiar, choose a normal familiar, or
- choose an imp, pseudodragon, quasit, or sprite.
- Pact of the Blade: Can create and use a magical pact
- weapon.
- Pact of the Tome: Get 3 additional cantrips from any class.

## **Ability Score Improvement**

LVL 4, 8, 12, 16, 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

### Misty Escape

LVL 6

(1/rest) As a reaction, when you take damage, you turn invisible until the start of your next turn or until you attack or cast a spell, and you teleport up to 60 feet.

### Beguiling Defenses

LVL 10

You are immune to charm. And, as a reaction, when someone attempts to charm you, he makes a WIS save or is charmed by you for 1 minute or until he takes damage.

### Mystic Arcanum

LVL 11, 13, 15, 17

- At LVL 11: 6th-level spell
- At LVL 13: 7th-level spell
- At LVL 15: 8th-level spell
- At LVL 17: 9th-level spell

(1/long rest) You can cast your arcanum spell without expending a spell slot.

### Dark Delirium

LVL 14

(1/long rest) As an action, range 60 feet, creature you can see makes a WIS save or is charmed or frightened (your choice), last for concentration up to 1 minute, or the creature takes damage. The creature thinks it is lost in a misty realm, you choose its appearance. The creature can see and hear only itself, you, and the illusion.

### **Eldritch Master**

LVL 2

(1/long rest) Spend 1 minute, regain all expended spell slots from your Pact Magic feature.

# NOTES: