

Warlock - Archfey Patron

CHARACTER NAME

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Eldritch Invocations

LVL 1

You gain one invocation of your choice. *Refer to the Player's Handbook (PHB).*

Replacing and Gaining Invocations. You can replace one Invocation with another that you qualify for each time you gain another Warlock level. It can't be one that is a prerequisite for another one that you have.

You get additional invocations as you gain Warlock levels; 1 at **LVL 1**, 3 at **LVL 2**, 5 at **LVL 5**, 6 at **LVL 7**, 7 at **LVL 9**, 8 at **LVL 12**, 9 at **LVL 15**, 10 at **LVL 18**.

Pact Magic

LVL 1

You can cast Warlock spells. *Refer to the PHB.*

Magical Cunning

LVL 2

1 use /Long Rest.

Take 1 minute to regain a number of Pact Magic spell slots = 1/2 your maximum (round up).

Archfey Spells

LVL 3

You always have these spells prepared.

at **LVL 3** *Calm Emotions, Faerie Fire, Misty Step, Phantasmal Force, Sleep*

at **LVL 5** *Blink, Plant Growth*

at **LVL 7** *Dominate Beast, Greater Invisibility*

at **LVL 9** *Dominate Person, Seeming*

Steps of the Fey

LVL 3

Number of uses = CHA mod. Resets on a long rest.

Cast Misty Step without using a spell slot.

Misty Step enhancements. Choose one of the following additional effects when you cast it.

Refreshing Step. Immediately after you teleport, you or one creature you can see within 10 ft. gains 1d10 Temporary HP.

Taunting Step. Creatures within 5 feet of the space you left must make a WIS save (DC = your spell save DC) or have Disadv. on attacks against creatures other than you until the start of your next turn.

Ability Score Improvement

LVL 4, 8, 12, 16

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Misty Escape

LVL 6

Reaction. When you take damage you can cast *Misty Step*.

More Misty Step enhancements.

The following are now among the additional effects you can choose.

Disappearing Step. You are Invisible until the start of your next turn or until immediately after you make an attack, deal damage, or cast a spell.

Dreadful Step. Creatures within 5 feet of the space you left or the space you appear in (your choice) make a WIS save (DC = your spell save DC) or take 2d10 Psychic damage.

Contact Patron

LVL 9

You always have the **Contact Other Plane** spell prepared.

1 use /Long Rest. You can cast the spell without using a spell slot to contact your patron, and automatically succeed on the spell's saving throw.

Beguiling Defenses

LVL 10

Reaction. 1 use /Long Rest or spend a Pact Magic spell slot.

Immediately after a creature you can see hits you with an attack roll, you reduce the damage you take by half, and the attacker makes a WIS save (DC = your spell save DC) or takes Psychic damage = to the damage you take.

Also, you are immune to the Charmed condition.

Mystic Arcanum

LVL 11, 13, 15, 17

Choose one **level 6 Warlock** spell as your **arcana**.

Once per Long Rest you can cast your arcanum spell without using a spell slot. You gain another Warlock spell of your choice that can be cast in this way when you reach Warlock **LVL 13** (level 7 spell), **LVL 15** (level 8 spell), and **LVL 17** (level 9 spell).

Each time you gain a Warlock level, you can replace one of your arcanum spells with another Warlock spell of the same level.

Bewitching Magic

LVL 14

When you cast an Enchantment or Illusion spell using an action and a spell slot, you can cast *Misty Step* as part of the same action and without using a spell slot.

Epic Boon

LVL 19

You gain an Epic Boon feat or another feat of your choice for which you qualify. *Boon of Fate* is recommended.

Eldritch Master

LVL 20

When you use your Magical Cunning feature, you regain all your used Pact Magic spell slots.

Trait, Feat or Feature

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