

# Warlock - Archfey Patron

CHARACTER NAME

# \_\_\_\_\_

## 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 **arcanum**.

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

Name:

Page:

Name:

Page:

Name:

Page: