

Warlock - Celestial 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** *Aid, Cure Wounds, Guiding Bolt, Lesser Restoration, Light, Sacred Flame*

at **LVL 5** *Daylight, Revivify*

at **LVL 7** *Guardian of Faith, Wall of Fire*

at **LVL 9** *Greater Restoration, Summon Celestial*

Healing Light

LVL 3

Pool of healing dice. Number of dice in the pool = 1 + your Warlock level. Restores on a Long Rest.

Bonus Action. You can heal yourself or one creature you can see within 60 feet, spending dice from the pool. The max. number of healing dice you can spend = your CHA mod. Roll the dice and restore that many Hit Points.

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.

Radiant Soul

LVL 6

You have Resistance to Radiant damage.

Once per turn, when a spell you cast deals Radiant or Fire damage, you can add your CHA mod. to that spell's damage against one of the spell's targets.

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.

Celestial Resilience

LVL 10

When you use your Magical Cunning feature or finish a Short or Long Rest, you get Temporary HPs = your Warlock level + your CHA mod.

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.

Searing Vengeance

LVL 14

1 use /Long Rest.

When you or an ally within 60 ft. is about to make a Death Saving Throw, it regains HPs = half its HP maximum and can stand up from Prone. Each creature of your choice within 30 feet of the creature takes Radiant damage = 2d8 + your CHA mod., and is Blinded until the end of the current turn.

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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