

Warlock - Fiend 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).

Dark One's Blessing

LVL 3

When you reduce an enemy to 0 HP, or if someone else reduces an enemy within 10 feet of you to 0 HP, you gain Temporary HP = your CHA mod. + your Warlock level.

Fiend Spells

LVL 3

You always have these spells prepared.

at **LVL 3** *Burning Hands, Command, Scorching Ray, Suggestion*

at **LVL 5** *Fireball, Stinking Cloud*

at **LVL 7** *Fire Shield, Wall of Fire*

at **LVL 9** *Geas, Insect Plague*

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.

Dark One's Own Luck

LVL 6

Uses = CHA mod. Resets on a Long Rest.

When you make an ability check or a saving throw, you can add 1d10 to your roll before any of the effects occur.

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.

Fiendish Resilience

LVL 10

After each Short or Long Rest.

Choose any damage type, other than Force, with which to have Resistance.

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.

Hurl Through Hell

LVL 14

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

When your attack on a creature hits, it makes a CHA save (DC = your spell save DC) or disappears, removing it from combat until the end of your next turn. Non-Fiends take 8d10 Psychic damage and are Incapacitated until returning. The target returns to the space it previously occupied or the nearest unoccupied space.

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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