

Warlock - Great Old One 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).

Awakened Mind

LVL 3

Bonus Action. Duration: Minutes = Warlock level. Ends if you connect to a different creature. Target: 1 creature you can see within 30 ft.

Range: Miles = your CHA mod.

You 2 can communicate telepathically while you are within range. You only understand each other if you share a common language.

Great Old One Spells

LVL 3

You always have these spells prepared.

at LVL 3 Detect Thoughts, Dissonant Whispers, Phantasmal Force, Tasha's Hideous Laughter

at LVL 5 Clairvoyance, Hunger of Hadar

at LVL 7 Confusion, Summon Aberration

at LVL 9 Modify Memory, Telekinesis

Psychic Spells

LVL 3

- You can change any Warlock spell's damage type to Psychic.
- You can cast any Enchantment or Illusion Warlock spell without Verbal or Somatic components.

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.

Clairvoyant Combatant

LVL 6

Awakened Mind enhancement.

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

When you form a telepathic bond you can have that creature make a WIS save (DC = your spell save DC) or it has Disadv. on attack rolls against you, and you have Adv. on attack rolls against it for the duration of the bond.

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.

Eldritch Hex

LVL 10

You always have the **Hex** spell prepared. When you cast **Hex** and choose an ability, the target also has Disadv. on saving throws of that ability for the duration of the spell.

Thought Shield

LVL 10

- Your thoughts can't be read by telepathy or other means unless you allow it.
- You have Resistance to Psychic damage, and whenever a creature deals Psychic damage to you, that creature takes that same amount of damage.

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.

Create Thrall

LVL 14

Summon Aberration spell enhancement.

- It doesn't require Concentration.
- Its duration becomes 1 minute.
- The summoned Aberration has a number of Temporary HP = your Warlock level + your CHA modifier.
- The first time each turn that the Aberration hits a creature under the effect of your **Hex**, the Aberration deals extra Psychic damage = the bonus damage of that spell.

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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