

The Archfey

Archfey Expanded Spells

Spell Level

Spells

1st Faerie Fire, Sleep

2nd Calm Emotions, Phantasmal Force

3rd Blink, Plant Growth

4th Dominate Beast, Greater Invisibility

5th Dominate Person, Seeming

Fey Presence

Starting at 1st level, your patron bestows upon you the ability to project the beguiling and fearsome presence of the fey. As an action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your warlock spell save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

Misty Escape

Starting at 6th level, you can vanish in a puff of mist in response to harm. When you take damage, you can use your reaction to turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell.

Once you use this feature, you can't use it again until you finish a short or long rest.

Beguiling Defenses

Beginning at 10th level, your patron teaches you how to turn the mind-affecting magic of your enemies against them. You are immune to being charmed, and when another creature attempts to charm you, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed on a Wisdom saving throw against your warlock spell save DC or be charmed by you for 1 minute or until the creature takes any damage.

Dark Delirium

Starting at 14th level, you can plunge a creature into an illusory realm. As an action, choose a creature that you can see within 60 feet of you. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, it is charmed or frightened by you (your choice) for 1 minute or until your concentration is broken (as if you are concentrating

on a spell). This effect ends early if the creature takes any damage.

Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which you choose.

The creature can see and hear only itself, you, and the illusion.

You must finish a short or long rest before you can use this feature again.

The Celestial

Celestial Expanded Spells

Spell Level

Spells

1st Cure Wounds, Guiding Bolt

2nd Flaming Sphere, Lesser Restoration

3rd Daylight, Revivify

4th Guardian of Faith, Wall of Fire

5th Flame Strike, Greater Restoration

Bonus Cantrips

At 1st level, you learn the Light and Sacred Flame cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

Healing Light

At 1st level, you gain the ability to channel Celestial energy to heal wounds. You have a pool of d6s that you spend to fuel this healing. The number of dice in the pool equals 1 + your warlock level.

As a bonus action, you can heal one creature you can see within 60 feet of you, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). Roll the dice you spend, add them together, and restore a number of hit points equal to the total.

Your pool regains all expended dice when you finish a long rest.

Radiant Soul

Starting at 6th level, your link to the Celestial allows you to serve as a conduit for radiant energy. You have resistance to radiant damage, and when you cast a spell that deals radiant or fire damage, you add your Charisma modifier to one radiant or fire damage roll of that spell against one of its targets.

Celestial Resistance

Starting at 10th level, you gain temporary hit points whenever you finish a short or long rest. These temporary hit points equal your warlock level + your

Charisma modifier. Additionally, choose up to five creatures you can see at the end of the rest. Those creatures each gain temporary hit points equal to half your warlock level + your Charisma modifier.

Searing Vengeance

Starting at 14th level, the radiant energy you channel allows you to resist death. When you have to make a death saving throw at the start of your turn, you can instead spring back to your feet with a burst of radiant energy. You regain hit points equal to half your hit point maximum, and then you stand up if you so choose. Each creature of your choice that is within 30 feet of you takes radiant damage equal to $2d8 +$ your Charisma modifier, and is blinded until the end of the current turn. Once you use this feature, you can't use it again until you finish a long rest.

The Fiend

Fiend Expanded Spells

Spell Level

Spells

- 1st Burning Hands, Command
- 2nd Blindness/Deafness, Scorching Ray
- 3rd Fireball, Stinking Cloud
- 4th Fire Shield, Wall of Fire
- 5th Flame Strike, Hallow

Dark One's Blessing

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

Dark One's Own Luck

Starting at 6th level, you can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur. Once you use this feature, you can't use it again until you finish a short or long rest.

Fiendish Resilience

Starting at 10th level, you can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Hurl Through Hell

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape. At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a Fiend, it takes 10d10 psychic damage as it reels from its horrific experience. Once you use this feature, you can't use it again until you finish a long rest.

The Great Old One

Great Old One Expanded Spells

Spell Level

Spells

- 1st Dissonant Whispers, Tasha's Hideous Laughter
- 2nd Detect Thoughts, Phantasmal Force
- 3rd Clairvoyance, Sending
- 4th Dominate Beast, Evard's Black Tentacles
- 5th Dominate Person, Telekinesis

Awakened Mind

Starting at 1st level, your alien knowledge gives you the ability to touch the minds of other creatures. You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

Entropic Ward

At 6th level, you learn to magically ward yourself against attack and to turn an enemy's failed strike into good luck for yourself. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

Thought Shield

Starting at 10th level, your thoughts can't be read by telepathy or other means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

Create Thrall

At 14th level, you gain the ability to infect a humanoid's mind with the alien magic of your patron.

You can use your action to touch an incapacitated humanoid. That creature is then charmed by you until a Remove Curse spell is cast on it, the charmed condition is removed from it, or you use this feature again. You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence.

The Hexblade

Hexblade Expanded Spells

Spell Level

Spells

1st Shield, Wrathful Smite

2nd Blur, Branding Smite

3rd Blink, Elemental Weapon

4th Phantasmal Killer, Staggering Smite

5th Banishing Smite, Cone of Cold

Hexblade's Curse

Starting at 1st level, you gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).

You can't use this feature again until you finish a short or long rest.

Hex Warrior

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons.

The influence of your patron also allows you to mystically channel your will through a particular weapon. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact

weapon you conjure with that feature, no matter the weapon's type.

Accursed Specter

Starting at 6th level, you can curse the soul of a person you slay, temporarily binding it in your service. When you slay a humanoid, you can cause its spirit to rise from its corpse as a specter. When the specter appears, it gains temporary hit points equal to half your warlock level. Roll initiative for the specter, which has its own turns. It obeys your verbal commands, and it gains a special bonus to its attack rolls equal to your Charisma modifier (minimum of +0).

The specter remains in your service until the end of your next long rest, at which point it vanishes to the afterlife.

Once you bind a specter with this feature, you can't use the feature again until you finish a long rest.

Armor of Hexes

At 10th level, your hex grows more powerful. If the target cursed by your Hexblade's Curse hits you with an attack roll, roll a d6. On a 4 or higher, the attack instead misses you, regardless of its roll.

Master of Hexes

Starting at 14th level, you can spread your Hexblade's Curse from a slain creature to another creature. When the creature cursed by your Hexblade's Curse dies, you can apply the curse to a different creature you can see within 30 feet of you, provided you aren't incapacitated. When you apply the curse in this way, you don't regain hit points from the death of the previously cursed creature.

The Kraken (UA)

Kraken Expanded Spells

Spell Level

Spells

1st Create or Destroy Water, Thunderwave

2nd Augury, Gust of Wind

3rd Call Lightning, Water Breathing

4th Control Water, Evard's Black Tentacles

5th Commune With Nature, Cone of Cold

Grasp of the Kraken

Starting at 1st level, you gain the ability to call forth spectral tentacles that grab at your foes. As an action, pick a point you can see within 60 feet of you. A horde of grasping tendrils appears at that point. Creatures of

your choice within 10 feet of that point must make a Strength saving throw against your warlock spell save DC. Creatures that fail their saving throws are grappled for 1 minute or until you use this ability again. The spectral tentacle's Strength (Athletics) bonus is 2 + your proficiency bonus and its reach is 10 feet.

Inky Escape

At 6th level, you gain the ability to call upon your patron to escape from your foes. As a reaction when you take damage, you can cast Darkness centered on a point within 5 feet of you. The spell lasts until the end of your next turn, and it has no effect on your vision. Once you use this ability, you cannot use it again until you complete a short or long rest.

Scion of the Depths

Starting at 10th level, your patron accepts you into its inner court of servitors. You gain the ability to breathe water and a swim speed equal to your normal speed. You gain immunity to lightning damage. When your immunity reduces damage from an effect to 0, you can use your reaction to cause creatures of your choice that you can see within 30 feet of you to take lightning damage equal to your Charisma modifier + your proficiency bonus.

Unleash the Kraken

At 14th level, you gain the ability to call upon your patron for aid. As an action, you open a portal at a point you can see within 30 feet of you and choose one of the following effects.

- **Transport.** You and up to 5 willing creatures of your choice that you can see are grasped by tentacles that emerge from the portal. A second portal opens at a point of your choice within 100 miles that you have visited within the past 24 hours. A second portal opens, depositing you and your chosen allies there.
- **Fury.** The tentacles slam onto your foes. Pick up to 5 creatures that you can see within 30 feet of the portal. Those creatures must make Dexterity saving throws against your warlock spell save DC. Creatures that fail their saving throw take 10d6 bludgeoning damage and are restrained for 1 minute. Those that succeed take half the bludgeoning damage and are not restrained. On its turn, a restrained creature can use its action to attempt a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to end the restrained condition. Once you use this ability, you cannot use it again until you complete a long rest.

The Raven Queen (UA)

Raven Queen Expanded Spells

Spell Level

Spells

1st False Life, Sanctuary

2nd Silence, Spiritual Weapon

3rd Feign Death, Speak with Dead

4th Ice Storm, Locate Creature

5th Commune, Cone of Cold

Sentinel Raven

Starting at 1st level, you gain the service of a spirit sent by the Raven Queen to watch over you. The spirit assumes the form and game statistics of a raven, and it always obeys your commands, which you can give telepathically while it is within 100 feet of you.

While the raven is perched on your shoulder, you gain darkvision with a range of 30 feet and a bonus to your passive Wisdom (Perception) score and to Wisdom (Perception) checks. The bonus equals your Charisma modifier. While perched on your shoulder, the raven can't be targeted by any attack or other harmful effect; only you can cast spells on it; it can't take damage; and it is incapacitated.

You can see through the raven's eyes and hear what it hears while it is within 100 feet of you.

In combat, you roll initiative for the raven and control how it acts. If it is slain by a creature, you gain advantage on all attack rolls against the killer for the next 24 hours. The raven doesn't require sleep. While it is within 100 feet of you, it can awaken you from sleep as a bonus action. The raven vanishes when it dies, if you die, or if the two of you are separated by more than 5 miles. At the end of a short or long rest, you can call the raven back to you—no matter where it is or whether it died—and it reappears within 5 feet of you.

Soul of the Raven

At 6th level, you gain the ability to merge with your raven spirit. As a bonus action when your raven is perched on your shoulder, your body merges with your raven's form. While merged, you become Tiny, you replace your speed with the raven's, and you can use your action only to Dash, Disengage, Dodge, Help, Hide, or Search. During this time, you gain the benefits of your raven being perched on your shoulder. As an action, you and the raven return to normal.

Raven's Shield

At 10th level, the Raven Queen grants you a protective blessing. You gain advantage on death saving throws, immunity to the frightened condition, and resistance to necrotic damage.

Queen's Right Hand

Starting at 14th level, you can channel the Raven Queen's power to slay a creature. You can cast *Finger of Death*. After you cast the spell with this feature, you can't do so again until you finish a long rest.

The Seeker (UA)

Seeker Expanded Spells

Spell Level

Spells

1st Feather Fall, Jump

2nd Levitate, Locate Object

3rd Clairvoyance, Sending

4th Arcane Eye, Locate Creature

5th Legend Lore, Passwall

Shielding Aurora

Starting at 1st level, you can invoke the Seeker's power to protect you from harm. As a bonus action, you create a whirling aurora of brilliant energy that swirls around you. Until the end of your next turn, you gain resistance to all damage, and if a hostile creature ends its turn within 10 feet of you, it takes radiant damage equal to your warlock level + your Charisma modifier.

Once you use this feature, you can't use it again until you finish a short or long rest.

Pact Boon: Pact of the Star Chain

At 3rd level, a character dedicated to the Seeker can select this option instead of one of the warlock's existing Pact Boon options. The Seeker grants you a chain forged from starlight, decorated with seven gleaming motes of brightness. While the chain is on your person, you know the *augury* spell and can cast it as a ritual. The spell doesn't count against your number of spells known. Additionally, you can invoke the Seeker's power to gain advantage on an Intelligence check while you carry this item. Once you use this ability, you cannot use it again until you complete a short or long rest. If you lose your Star Chain, you can perform a 1-hour ceremony to receive a replacement from the Seeker. The ceremony can be performed during a short or long rest, and it destroys the previous chain. The chain disappears in a flash of light when you die. The exact form of this item might

be different depending on your patron. The Star Chain is inspired by the Greyhawk deity Celestian.

Astral Refuge

At 6th level, you gain the ability to step into an astral refuge. As an action, you disappear from the world for a brief moment and enter the Astral Plane, taking advantage of its timeless nature. While in your astral refuge, you can take two actions to cast spells that target only you. After using those two actions, you return to the space you occupied and your turn ends.

Far Wanderer

At 10th level, you no longer need to breathe, and you gain resistance to fire damage and cold damage.

Astral Sequestration

Starting at 14th level, you gain the ability to sequester yourself and your allies on the Astral Plane. By performing a special ritual over the course of 5 minutes, you shift yourself and up to ten willing creatures you can see to the Astral Plane. You and those creatures gain the benefits of a short rest while sequestered on the Astral Plane. You then return to the spaces you all occupied when you used this ability, with no time having passed in the world. During this short rest, you and the creatures you sequester can make use of any options available during a rest that affect only you and the creatures you sequester. Once you use this ability, you cannot use it again until you complete a long rest.

The Undying

Undying Expanded Spells

Spell Level

Spells

1st False Life, Ray of Sickness

2nd Blindness/Deafness, Silence

3rd Feign Death, Speak with Dead

4th Aura of Life, Death Ward

5th Contagion, Legend Lore

Among the Dead

Starting at 1st level, you learn the *Spare the Dying* cantrip, which counts as a warlock cantrip for you. You also have advantage on saving throws against any disease. Additionally, undead have difficulty harming you. If an undead targets you directly with an attack or a harmful spell, that creature must make a Wisdom saving throw against your spell save DC (an undead needn't make the save when it includes you in an area

effect, such as the explosion of Fireball). On a failed save, the creature must choose a new target or forfeit targeting someone instead of you, potentially wasting the attack or spell. On a successful save, the creature is immune to this effect for 24 hours. An undead is also immune to this effect for 24 hours if you target it with an attack or a harmful spell.

Defy Death

Starting at 6th level, you can give yourself vitality when you cheat death or when you help someone else cheat it. You can regain hit points equal to 1d8 + your Constitution modifier (minimum of 1 hit point) when you succeed on a death saving throw or when you stabilize a creature with Spare the Dying. Once you use this feature, you can't use it again until you finish a long rest.

Undying Nature

Beginning at 10th level, you can hold your breath indefinitely, and you don't require food, water, or sleep, although you still require rest to reduce exhaustion and still benefit from finishing short and long rests. In addition, you age at a slower rate. For every 10 years that pass, your body ages only 1 year, and you are immune to being magically aged.

Indestructible Life

When you reach 14th level, you partake of some of the true secrets of the Undying. On your turn, you can use a bonus action to regain hit points equal to 1d8 + your warlock level. Additionally, if you put a severed body part of yours back in place when you use this feature, the part reattaches. Once you use this feature, you can't use it again until you finish a short or long rest.