



CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

SPEED

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROWS

Strength ☐   
Dexterity ☐   
Constitution ☐   
Intelligence ☐   
Wisdom ☐   
Charisma ☐

DEXTERITY

STRENGTH

Athletics ☐

DEXTERITY

Acrobatics ☐   
Sleight of Hand ☐   
Stealth ☐

CONSTITUTION

INTELLIGENCE

Arcana ☐   
History ☐   
Investigation ☐   
Nature ☐   
Religion ☐

INTELLIGENCE

WISDOM

Animal Handling ☐   
Insight ☐   
Medicine ☐   
Perception ☐   
Survival ☐

WISDOM

CHARISMA

Deception ☐   
Intimidation ☐   
Performance ☐   
Persuasion ☐

SKILLS

CHARISMA

PASSIVE PERCEPTION

INSPIRATION

INITIATIVE

ARMOR

NAME AC WEIGHT

SHIELD

ADDITIONAL ITEMS

PP

GP

SP

CP

HIT POINTS

HIT DICE

CURRENT / TOTAL

MAXIMUM

DEATH SAVES

SUCCESSES ☐ ☐ ☐

FAILURES ☐ ☐ ☐

TEMPORARY HIT POINTS

ARMOR CLASS

PROFICIENCY BONUS

OTHER PROFICIENCIES

NAME

RANGE

ATK BONUS

DAMAGE

TYPE / WEIGHT

AMMUNITION

BASE

LEVEL

OTHERWORLDLY PATRON ☐ 1   
PACT MAGIC ☐ 1   
ELDRITCH INVOCATIONS ☐ 2   
PACT BOON ☐ 3   
ABILITY SCORE IMPROVEMENT ☐ 4   
ABILITY SCORE IMPROVEMENT ☐ 8   
MYSTIC ARCANUM (6TH LEVEL) ☐ 11   
ABILITY SCORE IMPROVEMENT ☐ 12   
MYSTIC ARCANUM (7TH LEVEL) ☐ 13   
MYSTIC ARCANUM (8TH LEVEL) ☐ 15   
ABILITY SCORE IMPROVEMENT ☐ 16   
MYSTIC ARCANUM (9TH LEVEL) ☐ 17   
ABILITY SCORE IMPROVEMENT ☐ 19   
ELDRITCH MASTER ☐ 20

THE ARCHFEY

FEY PRESENCE ☐ 1   
MISTY ESCAPE ☐ 6   
BEGUILING DEFENSES ☐ 10   
DARK DELIRIUM ☐ 14

CLASS RESOURCE

CURRENT / MAXIMUM

FEATURES & TRAITS

LANGUAGES

EQUIPMENT



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Strength ☐   
Dexterity ☐   
Constitution ☐   
Intelligence ☐   
Wisdom ☐   
Charisma ☐

DEXTERITY

STRENGTH

Athletics ☐

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Acrobatics ☐   
Sleight of Hand ☐   
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Arcana ☐   
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THE FIEND

DARK ONE'S BLESSING ☐ 1  
DARK ONE'S OWN LUCK ☐ 6  
FIENDISH RESILIENCE ☐ 10  
HURL THROUGH HELL ☐ 14

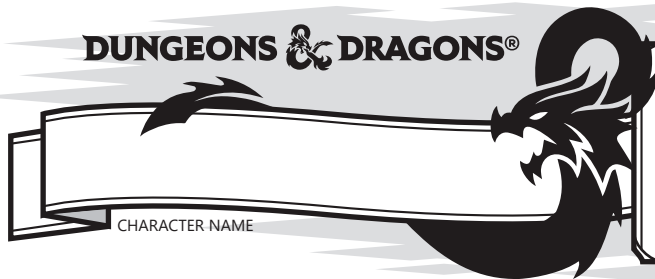
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ELDRITCH MASTER ☐ 20

THE GREAT OLD ONE

AWAKENED MIND ☐ 1  
ENTROPIC WARD ☐ 6  
THOUGHT SHIELD ☐ 10  
CREATE THRALL ☐ 14

EQUIPMENT

LANGUAGES

## WARLOCK REFERENCE

THE ARCHFEY, THE FIEND,  
AND THE GREAT OLD ONE

## ELDRITCH INVOCATIONS

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

INVOCATIONS CAN BE FOUND ON PAGE 110 OF THE PLAYER'S HANDBOOK

## BASE FEATURES

## OTHERWORLDLY PATRON

At 1st level, you have struck a bargain with an otherworldly being of your choice: the Archfey, the Fiend, or the Great Old One, each of which is detailed at the end of the class description. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

## PACT MAGIC

Your arcane research and the magic bestowed on you by your patron have given you facility with spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the warlock spell list.

## CANTRIPS

You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.

## SPELL SLOTS

The Warlock table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 3rd-level spell.

## SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

## SPELLCASTING ABILITY

Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

## SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your warlock spells.

## PACT BOON

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

## PACT OF THE CHAIN

You learn the find familiar spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

## PACT OF THE BLADE

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see chapter 5 for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

## PACT OF THE TOME

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list. While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

## BASE (cont.)

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## MYSTIC ARCANUM

At 11th level, your patron bestows upon you a magical secret called an arcanum. Choose one 6th-level spell from the warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

## ELDRITCH MASTER

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended spell slots. You can spend 1 minute entreating your patron for aid to regain all your expended spell slots from your Pact Magic feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

## THE ARCHFEY

ARCHFEY EXPANDED SPELLS	
SPELL LEVEL	SPELLS
1st	<i>faerie fire, sleep</i>
2nd	<i>calm emotions, phantasmal force</i>
3rd	<i>blink, plant growth</i>
4th	<i>dominate beast, greater invisibility</i>
5th	<i>dominate person, seeming</i>

## 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 DEFENSE

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 FIEND

FIEND EXPANDED SPELLS	
SPELL LEVEL	SPELLS
1st	<i>burning hands, command</i>
2nd	<i>blindness/deafness, scorching ray</i>
3rd	<i>fireball, stinking cloud</i>
4th	<i>fire shield, wall of fire</i>
5th	<i>flame strike, hallow</i>

## 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).

## THE FIEND (cont.)

## 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 d 10 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 10d 10 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	<i>dissonant whispers, Tasha's hideous laughter</i>
2nd	<i>detect thoughts, phantasmal force</i>
3rd	<i>clairvoyance, sending</i>
4th	<i>dominate beast, Evard's black tentacles</i>
5th	<i>dominate person, telekinesis</i>

## 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.



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Dexterity ☐   
Constitution ☐   
Intelligence ☐   
Wisdom ☐   
Charisma ☐

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CONSTITUTION

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\*THE UNDYING

\*AMONG THE DEAD ☐ 1   
\*DEFY DEATH ☐ 6   
\*UNDYING NATURE ☐ 10   
\*INDESTRUCTIBLE LIFE ☐ 14

CLASS RESOURCE

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# WARLOCK REFERENCE

THE UNDYING (SCAG \*)

## ELDRITCH INVOCATIONS

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.  
At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.  
Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

INVOCATIONS CAN BE FOUND ON PAGE 110 OF THE PLAYER'S HANDBOOK

## BASE FEATURES

### OTHERWORLDLY PATRON

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### PACT MAGIC

Your arcane research and the magic bestowed on you by your patron have given you facility with spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the warlock spell list.

#### CANTRIPS

You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.

#### SPELL SLOTS

The Warlock table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest. For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 3rd-level spell.

#### SPELLS KNOWN OF 1ST LEVEL AND HIGHER

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The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

#### SPELLCASTING ABILITY

Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

#### SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your warlock spells.

### PACT BOON

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

#### PACT OF THE CHAIN

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Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

#### PACT OF THE BLADE

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see chapter 5 for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

#### PACT OF THE TOME

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list. While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

## BASE (cont.)

### ABILITY SCORE IMPROVMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

### MYSTIC ARCANUM

At 11th level, your patron bestows upon you a magical secret called an arcanum. Choose one 6th-level spell from the warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

### ELDRITCH MASTER

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended spell slots. You can spend 1 minute entreating your patron for aid to regain all your expended spell slots from your Pact Magic feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

## \*THE UNDYING

*UNDYING EXPANDED SPELLS	
SPELL LEVEL	SPELLS
1st	<i>false life, ray of sickness</i>
2nd	<i>blindness/deafness, silence</i>
3rd	<i>feign death, speak with dead</i>
4th	<i>aura of life, death ward</i>
5th	<i>contagion, legend lore</i>

### \*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.