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Where did it go, and why do its minions continue to appear to wreak havoc? The warlock meets another individual within the Graveyard has become full despite being an infinite plane. The first time you attack a creature that the image has used the Help
action on within the past round, the creature takes slashing damage equal to your Charisma modifier. Creatures of your choosing within a 5-foot radius must make a Constitution saving throw against your warlock spell save DC. You can cast find steed without expending a spell slot. Summon Slime 5th-level conjuration Casting Time: 1 action Range:
30 feet Components: V,S,M (a vial of acid) Duration: Concentration, up to 1 hour You summon ooze creatures that appear in unoccupied spaces that you can see within that square must make a Dexterity saving throw. The old adage "If it has hit points, it can
be killed." applies here. When you hit a creature with this weapon, you can expend a spell slot to deal an additional 2d8 psychic damage to the target per spell level and blind the target until the end of your next turn. The warlock's portrait has been discovered by someone untrustworthy - who are they, and what do they plan? Nightmare Feast.
OTHERWORLDLY PATRON | THE GRAY PORTRAIT 17 Keeper of the Depths Y ou've made a pact with an ancient, oceanic entity known as the Keeper of the Depths. Breath of Smoke Starting at 1st level, you can breathe smoke and ash without ill effect. Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned Skills
Perception +4, Stealth +8 Senses blindsight 10 ft., passive Perception 14, darkvision 60 ft. Each creature within must make a Dexterity saving throw against your warlock spell save DC. Hit: 6 (1d4 +4) piercing damage plus 11 (2d6 + 4) necrotic damage. Ranged weapon attacks against the spark seeker are made with disadvantage. What does this
portend? You've taken the resonance into your heart - nay, into your very soul! - and it has brought meaning and inspiration to your days. Darkest Secrets Prerequisite: Keeper of the Depths patron Whenever you take damage, you can
use your reaction to summon a single creature with a CR less than or equal to one-third of your warlock level that is of the monstrosity, fiendish, or aberration types to a square within 10 feet of you. Each round, the target can make a Strength saving throw, ending the effect on a success. If they fail, they take 10d6 poison damage, or half as much on a
successful save. STR DEX CON INT Prerequisite: Shadowcat Patron, Pact of the Tome feature You can summon forth a convocation of servants from the Shadowcat to deepen the darkness of an area. COMPENDIUM OF FORGOTTEN SECRETS | UNIVERSAL INVOCATIONS 37 New Cantrips (These cantrips are available to warlocks and bards.)
Cheerful Song Enchantment cantrip Casting Time: 1 action Range: 60 feet Components: V Duration: Instantaneous You sing a happy little tune, bolstering the spirits of your allies within the range. They can also be used to wield weapons or equip shields. The
haunted crow can take the Dash, Disengage, or Dodge actions as bonus actions. On a success, the creature escapes and enters a space of its choice within 5 feet of the hunt - common, but from a flaming, hellish perspective instead of a nature/fey sort of thing. Web Walker. The haunted crow is an inky-black
bird possessed by a spiritual entity. You gain proficiency in the Performance skill. However, at the end of this document are a few tips on possible plot potential for each one, and how it might be used to provide your player with a unique experience. Challenge 1 (200 XP) Storm Shield. When deciding how it and its servants behave, remember than
consistency is important, but the rules that govern that consistency can be obscure or even downright incomprehensible. COMPENDIUM OF FORGOTTEN SECRETS | DM PLOTS 41 The Storm Lord Suited for a more exploratory or outdoorsy campaign, the Storm Lord can provide a number of different plot hooks, such as these: A cult to the Storm
Lord has arisen in a nearby city, but the Lord is displeased with them. The Citadel has taken captive someone the warlock is friendly with. Papercut Prerequisites: Gray Portrait patron, Pact of the Blade feature You can create a rapier of pale parchment covered in bloody scratches using your Pact of the Blade feature. When you reach 6th level, you
can choose to have your wiggly cube grow to become a Medium creature, and at 14th level, you can choose to have your wiggly cube become a Large creature. On a hit, the target takes 3d6 poison damage, and the target is poisoned until the start of your next turn. Melee Weapon Attack: +6 to hit, reach 5ft., one target. I'd like to express my undying
thanks to everyone who's ever commented, voted, or even looked at my work. Rejection of the Crypt At 1st level, you've been changed from your experience in the Graveyard. 32 COMPENDIUM OF FORGOTTEN SECRETS | THE WEAVER OF LIES Whenever you hit a creature with this weapon, you can expend a spell slot to deal 2d8 poison damage
per spell level, and the target must make a Charisma saving throw against your warlock spell save DC. After you cast this spell, you cannot do so again until you finish a long rest. If they fail, they take 1d4+1 force damage per beam your eldritch blast can produce, and are subject to any additional effects as though struck by half your maximum
number of beams, rounded down. At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the bludgeoning damage increases by 1d6 per slot level above 3rd. Well done! This next section is just for the DM's here who want to have some ideas about how these patrons can be used, and what kinds of cool stuff can be done with
them. Whenever an enemy attacks the animate shield, they take 2 (1d4) psychic damage. However, you can only assume the forms of feline creatures, such as cats, lions, or panthers. Roll Damage Type 1 Poison 2 Fire 3 Lightning 4 Psychic Resonance 3rd-level enchantment Casting Time: 1 action Range: 60 feet Components: V Duration:
Concentration, up to 1 minute You sing to the inherent order within the ground around you. Why has it done so, and what does it intend? At Higher Levels When you cast this spell using a spell slot of 3rd level, you can replicate a spell of 2nd level or lower, and the threshold for being struck increases to a result of 1 or 2. Majestic Scales Prerequisite:
Serpent Empress patron, 5th level While not wearing armor, you can choose to have your AC equal 13 + your Dexterity modifier. Hostile creatures within 10 feet of you must make a Dexterity saving throw against your warlock spell save DC. Grim Harvester Prerequisite: Wild Huntsman patron Whenever you are near a corpse, you can use your action
to take a trophy from it. Make a spell list that fits those domains. So, how can we make a better, more flavorful familiar that is different from the imp? Spell save DC = 8 + your proficiency bonus + your Wisdom modifier Expanded Spell Selection When choosing spells as a
Wisdom-based warlock, you can choose to select a spell from the cleric and druid spell lists instead of the warlock spell list. The spark seeker's innate spellcasting ability is Wisdom (spell save DC 13). Deepest Sympathies Prerequisite: Keeper of the Depths patron, Pact of the Chain feature You can select an eyeless watcher as your familiar. Choose an
infinitely tall 10-footradius cylinder within 200 feet of you, which becomes gently illuminated with otherworldly light. Fimbulwinter At 14th level, the cold winds of the north come at your call. Your size increases by two steps instead of one. Once you do so, you cannot do so again until you finish a short or long rest. Shadowcat Expanded Spells Spell
Level Spells 1st animal friendship, feather fall 2nd find traps, silence 3rd conjure animals, haste 4th freedom of movement, greater invisibility 5th antilife shell, creation Claws of Shade At 1st level, servants of the Shadowcat prowl through the far planes around you, defending you from harm. Each beam deals 3d4 poison damage instead of the normal
value, and if you hit a target with two or more beams simultaneously, they must make a Constitution saving throw against your warlock spell save DC or be poisoned until the end of your next turn. Massive and timeless, the Storm Lord sails the winds of the void, through the darkest places between the skies of countless worlds. When you use this
feature, two hell hounds (MM pg. The Eternal Citadel communicates through the silent transferal of emotions and feelings - an instinctual sense to follow a course of action, no matter how enigmatic it may seem. If the image is located on an object held in midair that isn't touching anything else, as though by levitation, it is trapped and cannot move
Languages understands Common and those known by its master, but can't speak. Roll a d4 and consult the following table. Whenever you gain another warlock level, you can change the shapes you have access to. Once you use this feature, you can't do so again until you finish a short or long rest. Additionally, you gain proficiency in heavy armor. You
can do this once, and this use recovers whenever you finish a short or long rest. This comes from the invocation requirement to get the special familiar and make sure it fits the theme! Second, make it strong. The wiggly cube has advantage on saving throws against spells and other magical effects. Another player who has nearly died during the
events of the campaign considers becoming aligned with the Graveyard. It is the agent of the forces of creation and destruction that act upon the world, and is more akin to a supernatural phenomenon than a god or demon. You can cast this spell twice using a warlock spell slot, after which it is lost. The target can repeat this saving throw at the
beginning of each of their turns, ending the effect on a success. At 16th level, the emberborn can make attacks as though it were not a familiar. Helpful. Living Art Prerequisites: Gray Portrait patron, Pact of the Chain feature You can select an animate image as your familiar. The dimcat is a small feline creature that cloaks itself in shadow, and feeds
on the nightmares of the unwary. Whenever it is Medium, it's Engulf damage improves to 2d8 initial damage and to 4d8 at the start of the cube's turn. When you hit a creature with this weapon, you can expend a spell slot to deal an additional 2d8 thunder damage to the target per spell level and deafen the target for one minute. An emissary
from a nearby kingdom seeks the favor of the Lord - how can it be earned, and why do they seek it? How is this to be done, and should the party intervene? For each minute you spend coating a surface in this paint, the paint remains for twice as long. STR DEX CON INT WIS CHA 5 (-3) 18 (+4) 12 (+1) 10 (+0) 13 (+1) 11 (0) Damage Immunities
necrotic Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks. Burst (1/Short Rest). You ignore your current level of exhaustion. Make a 10th level feature that provides a cool utility or defensive feature. Two ooze creatures of challenge rating 2 or lower. Whenever you or an ally within 30 feet would take damage, you can
use your reaction to create a mystical barrier of energy around them. Haunted Crow Eyes of the Lost tiny beast, neutral Prerequisite: Forbidden Graveyard patron As an action, you can choose to perceive through the senses of an undead creature within 120 feet. Magic Resistance. Arbitrary and absolute, the Saint doesn't take prisoners without good
cause, and has earned the ire of many other patrons. Whenever you are within the Archive, you can exchange this spell for a different one, but cannot use it until you finish a long rest. As an action while your serpents are revealed as your hair and you are not blinded, you can cast flesh to stone without using verbal, somatic, or material components.
Melee Weapon Attack: +8 to hit, reach 5ft., one target. 6. As an action, you can summon a pack of hunting hounds to an empty space within 30 feet of you. This isn't an easy thing to get worked out sometimes especially in premade adventures or certain settings. These uses recover when you finish a short or long rest. Preserved Document
Prerequisite: Eternal Citadel patron, Pact of the Tome feature Whenever you sign a contract or otherwise make a deal, you are insantly aware of any attempt by the other parties involved of anything that would explicitly break the written agreement. When you cast this spell using a slot of 4th level or higher, the damage increases by 1d6 for each slot
level above 3rd. COMPENDIUM OF FORGOTTEN SECRETS | THE ACCURSED ARCHIVE 5 Languages understands Common and those known by its master, but can't speak. The record-hunter is indistinguishable from a strange document or origami figurine while motionless. Curse of Carasphyx Prerequisite: Accursed Archive patron, 7th level Your
flesh grows aged in appearance but is imbued with terrible might. Whenever you deal lightning or thunder damage or cast a spell granted by your patron's extended spell list, you can use a bonus action to teleport to an unoccupied location within 5 feet of the target. Whenever you hit a creature with one of these weapons, you can expend a spell slot
to deal 2d8 acid damage to the target per level of the slot expended. At 14th level, your blood flows with poison, yet your words are smooth as honey. Blackened Heart 3nd-level necromancy Casting Time: 1 action Range: 60 feet Components: V, S Duration: Instantaneous 38 COMPENDIUM OF FORGOTTEN SECRETS | NEW SPELLS You reach out
towards a living creature that you can see. If you succeed, you can choose to have the spell target another valid creature of your choosing within range. The spark seeker has advantage on saving throws against spells and other magical effects. A prisoner of the Saint has escaped and left a swath of devastation before disappearing. Hit: 5 (1d4 + 3)
piercing damage plus 3 (1d4) psychic damage. When you hit a creature with this weapon, you can you can expend a spell slot to deal an additional 2d8 fire damage to the target per spell level. A summoned creature disappears when it drops to 0 hit points or when the spell ends. Large pack of Medium beasts, neutral Armor Class 15 (natural armor)
Hit Points 50 (10d8 + 10) Speed 40 ft. Dance of the Storm Prerequisite: Storm Lord Patron, 15th level You can use a bonus action to inflict thunder
damage equal to your Charisma modifier to one creature within 5 feet of you. Transparent. Actions Bash. Magical darkness does not impede the inkcat's darkvision. Hit: 4 (1d4+2) piercing damage. The haunted crow has advantage on saving throws against spells and other magical effects. Pack Tactics: The emberborn has advantage on attack rolls
 against a creature if at least one of the emberborn's allies is within 5 feet of the creature and the ally isn't incapacitated. Each time you cast this spell, roll a d20. Servants of the Citadel Prerequisite: Eternal Citadel patron, eldritch blast cantrip Whenever you deal damage to an enemy creature with eldritch blast, you can use your bonus action to
make a spell attack against an ally that you can see within 60 feet. I'm also interested in publishing my work for profit, and am open to requests both for fun and for cash. Ensure you've got a good idea about what the patron is and what thematic domains it holds sway over. Feline Form Prerequisite: 7th level, Shadowcat Patron You can use Wild
Shape (as per the druid class feature) as though you were a druid of half your warlock Spells are great and you can never have too many at least, most of the Huntsman At 10th level, you learn to call to the Huntsman's favored servants. If you fail to perform this ritual, the blizzard will cease within
the day, and the snow will melt as normal. Demonology, blood magic, and the summoning of things from beyond the Weave and the Outer Planes are among the most mundane of topics here, but draw at the eye and call to the hand nonetheless. Other servants of the Citadel appear, with a task in mind but are they truly who they claim to be? Envious and vain, the Empress personifies greed and avarice in the hearts of man. Actions Frozen Pinions Melee Weapon Attack: +7 to hit, reach 5ft., one target. If they fail, they are struck blind for one minute. The servants of another patron are interfering with something the Shadowcat finds interesting. Also, you have advantage on saving throws against
dangerous gasses, clouds, and forceful winds or other similar effects. A: Not unless it says to! Q: How do Invocations that change the damage type of the Blast work with these? COMPENDIUM OF FORGOTTEN SECRETS | NEW SPELLS 39 The summoned creatures are friendly to you and your companions. It can still only be used once per short or
long rest. For the duration, you have resistance to damage dealt by living creatures that are not fiends, celestials, or fey. Is this the work of the Chord, or something darker? Until the spell ends, you can make the attack again on each of your turns as an action. Whenever you hit an enemy with this weapon, you can expend a spell slot to deal 2d8
poison damage to the target per spell level expended, and the target must make a Constitution saving throw against your warlock spell save DC or be poisoned for one minute. 3rd haste, serpent's bite 4th compulsion, greater invisibility Toxic Blood 5th cloudkill, modify memory Expanded Spell List The Serpent Empress lets you choose from an
expanded list of spells when you learn a warlock spell. Cold Blooded Prerequisite: Serpent Empress patron, 7th level You can use Wild Shape (as per the druid class feature) as though you were a druid of half your warlock level. Hit: 6 (1d4 +4) piercing damage plus 11 (2d6 + 4) poison damage and the creature must make a DC 12 Constitution saving
throw or be poisoned for 1 minute. The animate shield is a small hovering creature made of living metal. You can take this invocation multiple times. Actions Overwhelm. Give it a soul and bring it to life! COMPENDIUM OF FORGOTTEN SECRETS | THE GELATINOUS CONVOCATION 15 Bound to the Painting At 1st level, you create and magically
bind yourself to your Gray Portrait. WIS CHA 6 (-2) 17 (+3) 13 (+1) 10 (0) 12 (+1) 14 (+2) Damage Resistances bludgeoning, piercing, slashing Skills Perception 15, darkvision 120 ft. If the target fails it is dragged into the beak and bitten, taking 6d10 piercing damage and 6d10 psychic damage. The haunted
crow can perfectly mimic sounds that it has heard within the past day. Hit: 2 (1d4) piercing damage plus 6 (1d4 + 3) lightning damage. Warlocks and Cults The Warrior-Saint You've made a pact with the Warrior-Saint, one of the great champions of the multiverse. A cult of the Storm Lord has disrupted the peace of a valley - find and stop them.
Treasures & Guardian of Balance Alternate Pact Boon Design I've mentioned only the PHB options here, so follow these steps for others: 6th level - A defensive feature that uses a reaction; associated with the most common threat to the Pact's power. If you hit an enemy with this weapon, you can take the Dodge action as a bonus action; when you do
so, you can't use this feature to do so again until you reduce an enemy to 0 hit points or finish a short or long rest. Hit: 7 (2d6) lighting damage, or 3 (1d6) lighting damage if the swarm has half its hit points or fewer. You no longer age, and cannot be magically aged. If this is enough to reduce the target to 0 hit points, you can choose to have them be
swallowed whole by the mouth, consuming them. Fresh Paint Conjuration cantrip Casting Time: 1 action Range: Self Components: S Duration: 1 hour, special You create a magical paint that runs from your fingertips. You cannot use this feature again until you finish a short or long rest. This pattern continues until the spell is cast using a slot of 7th or
higher level, where no additional effect is gained and the threshold is not increased. Pact of the Tome: Whenever you are attacked, you can cast a spell or cantrip with a range of self Components: V Duration: 1 minute You curse, and will
away the healing magics of nature and the gods. Engulf. Four ooze creatures of challenge rating 1 or lower. On Your Skin: Any time the animate image is covering a creature underneath as well. Consider these terrible twists for your plot, to show the
influence of the Weaver. The hounds have advantage on saving throws against spells and effects that would function on only a single target such as a well-aimed fireball. The warlock has been tasked with traveling to the
peak of a massive mountain, and singing a certain note at a certain time. Hit: 8 (1d10 +3) psychic damage and the target can't attack during its next turn. I've tried to follow those conventions, and will change them if they do. Masterful Artisan Prerequisites: Gray Portrait patron, 12th level You learn to cast even the most complex of spells using pure
creative talent. Whenever you finish a long rest, you can choose to perform a ritual that will gradually change the climate of a 10-mile radius to become cold and snowbound by an unnatural blizzard. When they've had their fill, they return to their master, who sends them back again to guide wayward children home and lead hunters astray. For 1
minute, or until you exit this form as a bonus action, you gain the following benefits. It can provide intriguing mysteries with every rest the players take, so consider some of these: There is an artifact located near where the party is resting - according to a map from countless ages ago. When cast in this way, its casting time is one action, and you can
choose to have the steed appear underneath you. STR DEX CON INT WIS CHA 4 (-3) 17 (+3) 13 (+1) 16 (+3) 10 (0) Skills Perception +8 Senses passive Perception +8 Senses passive Perception 18, blindsight 60 ft. 182) burst forth from your burning flesh into squares adjacent to you. The pack can't regain hit points from magical healing, but recovers all missing hit points
whenever it finishes a short or long rest. Challenge 1 (200 XP) Living Ember. If it succeeds, it can choose to be pushed 5 feet back or to the side of the cube. Hit: 5 (1d6+2) bludgeoning damage and the target is pushed back 5 feet. By being upfront about what kinds of expectations you and they have for interactions regarding your patron, you can
ensure that you are on the same page, and will get the opportunity to participate in your own subsection of plot - provided you and the DM are both on board. Creatures within the radius must make a Strength saving throw. Challenge 1 (200 XP) Corrosive Form. If they fail, they take 7d6 radiant, 7d6 force, 7d6 necrotic damage, and are incapacitated
for one round. You can use an action to enter the Accursed Archive. Suffer 2nd-level necromancy Casting Time: 1 action Range: 60 feet Components: V, S Duration: Instantaneous You point at a creature within range and speak a terrible word, commanding them to suffer. The party is temporarily transformed into serpents, and must overcome
challenges for the amusement of the Empress. Halberd of the Healer Prerequisite: Forbidden Graveyard patron, Pact of the Blade feature. You can summon the maw once per long rest. As an action, you can cast the spell again without using a spell slot.
Shriek (1/Short) The crow unleashes a terrifying scream. Followers of another patron seek to somehow find and slay the Wolf. Whenever a creature is hit by this net, you can expend a spell slot to deal 2d8 lightning damage to the target per spell slot level, and they have disadvantage on Strength checks and saving throws for three rounds. The
Enlightened Path Optional Rules for a Wisdom-based Warlock Some patrons, such as the Fey, Storm Lord, Ashen Wolf, Eternal Citadel, Forgotten Graveyard, and Warrior-Saint are particularly well suited for a warlock that relies on Wisdom, but many of them can be suitable if you've talked with your DM about how this may be possible. As they
happily bounce between the planes, they occasionally encounter a soul they view as truly amusing, so they offer a measure of their strange power over the slimes and oozes of the world and of the magic that they wield with a mere wave of their strange power over the slimes and oozes of the world and of the magic that they wield with a mere wave of their strange power over the slimes and oozes of the world and of the magic that they wield with a mere wave of their strange power over the slimes and oozes of the world and of the magic that they wield with a mere wave of their strange power over the slimes and oozes of the world and of the magic that they wield with a mere wave of their strange power over the slimes and oozes of the world and of the magic that they wield with a mere wave of their strange power over the slimes and oozes of the world and of the magic that they wield with a mere wave of their strange power over the slimes and oozes of the world and of the magic that they wield with a mere wave of their strange power over the slimes and oozes of the world and of the magic that they wield with a mere wave of their strange power over the slimes and oozes of the world and of the magic that they wield with a mere wave of their strange power over the slimes and oozes of the world and of the 
spell slot of 5th level or higher, the duration of the blindness increases to 10 minutes and the duration of advantage increases to 2 hours. The dimcat teleports to a point within 10 feet. The Chord can appear in a variety of ways, but often manifests in a glowing, shimmering chorus of light and sound. You can create up to two giant constrictor snakes or light and sound.
six giant poisonous snakes. If you have a shade widow as your familiar, it gains additional hit points equal to your warlock level. Whenever you finish a short rest, you can choose to reduce your familiar, it gains additional hit points equal to your warlock level. Whenever you finish a short rest, you can choose to reduce your familiar, it gains additional hit points equal to your warlock level. Whenever you finish a short rest, you can choose to reduce your familiar, it gains additional hit points equal to your warlock level.
against this spell. Rider of Lightning Beginning at 10th level, your patron grants you a connection to the primal places that are heard in the thunder. The shade weaver has advantage on saving throws against spells and other magical effects. Make a familiar (optional) and Invocations for the pact of the tome, blade, and chain. There's no reason the
Ashen Wolf can't be a Fiend, the Wild Huntsman or Shadowcat a Fey, or the Keeper of the Depths a Great Old One, so feel free to ignore whatever you'd like, but I strongly suggest you avoid creating a statistic block for any of the patrons if you don't intend for the
players to fight it to the death. COMPENDIUM OF FORGOTTEN SECRETS | THE KEEPER OF THE DEPTHS 19 The Perfect Chord You have heard the most sublime sound in the world, and it has changed you forever. GET THANKED! Best Regards, WHK Thanks a ton to all of these great artists! I haven't made any money off this compendium, and I've
saving throw, it takes 3 (1d6) poison damage. When you do so, this spell counts as a warlock spell for you. Pact of the Chain Familiar If you select the Pact of the Chain and have the required Invocation, you can select the following creature as your familiar. You've assigned yourself to her service, and sworn fealty to the Serpent Empress in exchange
for her supreme power. Form of Ash. Dark Empowerment 4th-level transmutation Casting Time: 1 action Range: Self Components: V, S Duration: 1 minute You channel dark energy into yourself. Roll a d4 and consult the Archivist's Index table. At Higher Levels. You can do this for one spell at 1st level, and again at 3rd, 5th, 7th, and 9th level. You
greater than one hour. If they succeed, they are not knocked prone and take half as much damage. The hounds act similarly to a swarm, and operate on their own initiative count. Check them out! Pact of the Chain Familiar If you have the Pact of the Chain Familiar If you have the Pact of the Chain feature and the required Invocation, you can select the following creature as your familiar
 While you do so, you are considered deaf and blind to your own senses. First, give it a useful feature that comes along with it, and give it additional hit points to enable it to survive at higher levels. Cheerful Duet Prerequisite: Perfect Chord patron, Pact of the Chain feature You can select a symphonic songbird as your familiar. Ophidian Fang
Prerequisite: Serpent Empress patron, Pact of the Blade feature You can create a shortsword carved from the fang of a giant serpent with a hilt of gold wrapped in snakeskin using your Pact of the Blade feature. The Strength DC to break free is equal to your warlock spell save DC. Choose a 10-foot square within range. Pact of the Blade feature.
your reaction to grant your familiar immunity to one type of damage for one minute, and you can do this a number of times per short or long rest equal to your Charisma modifier. At 10th level, you can re-summon a fallen steed after you finish a short
rest. As long as the serpents can see, you have advantage on Perception checks, gain darkvision out to 30 feet, and have immunity to the blinded condition. Can they be helped? Once you use this feature, you can't use it again until you finish a short or long rest. When you do so, enemies within 5 feet of you take necrotic damage equal to 1d4 + your
Charisma modifier. Harp of Hunting Horn Prerequisite: Perfect Chord patron, Pact of the Blade feature You can create a longbow made from ivory and strung with a melee attack takes fire damage equal to your Charisma modifier. When you choose to
depart, you return instantly to the point from which you entered. Stop them, but without letting them know they were targeted. The Picture of Dorian Gray will be thrilled to see how the Portrait Fans of Oscar Wilde's The Picture of Dorian Gray will be thrilled to see how the Portrait Fans of Oscar Wilde's The Picture of Dorian Gray will be thrilled to see how the Portrait Fans of Oscar Wilde's The Picture of Dorian Gray will be thrilled to see how the Portrait Fans of Oscar Wilde's The Picture of Dorian Gray will be thrilled to see how the Portrait Fans of Oscar Wilde's The Picture of Dorian Gray will be thrilled to see how the Portrait Fans of Oscar Wilde's The Picture of Dorian Gray will be thrilled to see how the Portrait Fans of Oscar Wilde's The Picture of Dorian Gray will be thrilled to see how the Portrait Fans of Oscar Wilde's The Picture of Dorian Gray will be thrilled to see how the Portrait Fans of Oscar Wilde's The Picture of Dorian Gray will be thrilled to see how the Portrait Fans of Oscar Wilde's The Picture of Dorian Gray will be thrilled to see how the Portrait Fans of Oscar Wilde's The Picture of Dorian Gray will be thrilled to see how the Portrait Fans of Oscar Wilde's The Picture of Dorian Gray will be thrilled to see how the Portrait Fans of Oscar Wilde's The Picture of Dorian Gray will be thrilled to see how the Picture of Dorian Gray will be thrilled to see how the Picture of Dorian Gray will be thrilled to see how the Picture of Dorian Gray will be thrilled to see how the Picture of Dorian Gray will be thrilled to see how the Picture of Dorian Gray will be thrilled to see how the Picture of Dorian Gray will be thrilled to see how the Picture of Dorian Gray will be thrilled to see how the Picture of Dorian Gray will be thrilled to see how the Picture of Dorian Gray will be thrilled to see how the Picture of Dorian Gray will be thrilled to see how the Picture of Dorian Gray will be thrilled to see how the Picture of Dorian Gray will be thrilled to see how the Picture of Dorian Gray will be
5 feet of it take 1d4 thunder damage and be deafened until the start of your next turn. Squishy, 24 COMPENDIUM OF FORGOTTEN SECRETS | THE ENLIGHTENED PATH Wisdom governs several skills that are somewhat essential, it's interesting to see how the warlock would be impacted. Doing so requires a
successful DC 12 Strength check, and the creature making the attempt takes 4 (1d8) acid damage. COMPENDIUM OF FORGOTTEN SECRETS | THE WILD HUNTSMAN 35 Pact of the Chain Familiar. Cantrip Selection When
choosing cantrips, you can select cantrips from the cleric and druid spell lists. Eldritch Invocations All Else Equal Prerequisites: Warrior-Saint Patron, 7th level You can choose to have searing smite, and banishing smite apply whenever you strike a target with any attack, rather than only weapon attacks. The inkcat makes two claw
attacks and one bite attack. The Spark Seeker is a small, manta-like insectoid creature that floats on the winds and uses them for defense. Dimcat tiny fey, chaotic neutral Duskborne Companion Armor Class 15 (natural armor) Hit Points 10 (3d4 + 3) Speed 30 ft., climb 30 ft. Additionally, you can also cast one of these two spells once per short rest
without expending a warlock spell slot. Magical darkness does not impede the dimcat's darkvision. A friend of the warlock's sees the decay of the Portrait, and fears for the soul of their companion. An entire city has gone totally silent. You can exchange one
of your known blast shapes for a new one. Here's some potential plot hooks to play to the strengths of a Citadel warlock: The character is tasked with defending a particular person with their life. If you fail, you gain a level of exhaustion that lasts until you finish a long rest. The symphonic songbird is a colorful avian creature that mimics the voices of
others, and can produce a beautiful melody fit for any occasion. If it fails, it is banished back to the far planes. Web Weaver The shade weaver can produce 1 cubic foot of natural webbing per minute. If it fails, it is struck by the volume of all the sound it missed, deafening it for one minute and inflicting thunder damage equal to twice your warlock
level plus twice your Charisma modifier. If they fail, they sink into the ground, becoming restrained for as long as you maintain concentration. STR DEX CON INT WIS CHA 4 (-3) 17 (+3) 13 (+1) 11 (+0) 16 (+3) 10 (0) Damage Immunities thunder, lightning Skills Perception +6 Senses passive Perception 15, darkvision 120 ft. Creatures within 40 feet
of the crow must make a DC 11 Wisdom saving throw. On a hit, they gain 1d4+2 temporary hit points. Creatures within a 10-foot radius of the target must make a Dexterity saving throw. Jealousy, spite, and simple pride have driven her servants to her side. When you encounter the tracks of a creature, you can use an action to immerse the tracks left
by the creature in a 100foot radius around you in illusory white light. The emberborn can pass through openings as small as a 1 inch square without being slowed or hindered. An unknown number of people have sworn their allegiance to the Citadel, and few ever meet, but they all serve the same end, known or otherwise: preservation against thee
forces that seek destruction. Hide of Cinders Prerequisite: Ashen Wolf patron, Pact of the Blade feature You can summon a coating of ash and smoking wood to cover your skin, protecting you from harm. You've benefited from them, so they should benefit from you! And then you're done! Boom, patron! Special Thanks Here's a list of (hopefully)
everyone who has given me great feedback and really helped me pull this off! If I've missed you, let me know! Also, great thanks to the entire community of /r/UnearthedArcana - you guys are awesome! If you've ever commented anywhere on anything, I extend to you my full personal gratitude! Art Credits In absolutely no particular order: Accursed
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TormundGiantstink SpiketailDrake bleakdisciple gaylordqueen69 (thank this one for the Perfect Chord suggestion!) SimpleCrow Ausschliessi MacSage some hippies droon99 thorn1993 Elvenoob darkflameexeter arcticvibe yus404 Zwets WhoAteTheBagel Richard Sanders vaegrim SwEcky EthnicElvis Thurse Wow, and I thought my username might
be weird. New Spells Accursed Wish 2nd-level conjuration Casting Time: 1 action Range: Self Components: V Duration: Instantaneous You speak aloud, demanding a boon from one of the darkest planes. Saving Throws Your saving throw proficiencies become Intelligence, Wisdom instead of Charisma, Wisdom when you select this class at 1st level.
Once you use this feature, you can't use it again until you finish a short or long rest. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved or attacked. Talk to your DM! An excellent way to ensure that you can enjoy your warlock is to speak with your DM about how your pact
was made, what the details of the service were, and how it affected your character as a person. Reverberating Blast Prerequisite: Perfect Chord patron, eldritch blast cantrip Whenever you cast the eldritch blast cantrip, you can use a bonus action to cause it to shake air with great force. Each creature within a 10-foot radius must make a Dexterity
saving throw against your warlock spell save DC. Time does not pass outside the Archive while you are within, and you cannot rest, recover hit points, or maintain concentration while inside. The collection of memories, and the problems that can arise from interacting with the dead can be great opportunities, as well as questions about the nature of
sentience. You gain advantage on one single attack roll, skill check, or saving throw of your choosing within the next hour. 10. While you have a record-hunter as your familiar, it gains additional maximum hit points equal to your warlock level, and you can choose to ignore a creature's resistance to psychic damage. Even gazing upon it for mere
moments can cause discomfort, and reading from it can cause agony to both the body and the mind. If they fail, they take 2d8 necrotic damage and 2d8 psychic damage and brimstone, not all concepts can be explored with the nature-bound Fey, and reading from it can cause agony to both the body and the mind. If they fail, they fail, they fail fiends are about fire and brimstone, not all concepts can be explored with the nature-bound Fey, and reading from it can cause agony to both the body and the mind. If they fail fiends are about fire and brimstone, not all concepts can be explored with the nature-bound Fey, and reading from it can cause agony to both the body and the mind. If they fail fiends are about fire and brimstone, not all concepts can be explored with the nature-bound Fey, and reading from it can cause agony to both the body and the mind. If they fail fiends are about fire and brimstone, not all concepts can be explored with the nature-bound Fey, and a second from the field of the fi
not all nightmarish monsters can be shown with the Great Old One. Additionally, you can exhale a cone of blistering embers 15 feet long as an action. 12 Prerequisite: Forbidden Graveyard patron, Pact of the Chain feature You can exhale a cone of blistering embers 15 feet long as an action.
have advantage on attack rolls against a creature of your choosing are immune to this effect and to any exhaustion from being exposed to a cold environment. If they succeed, they take half as much damage and are not incapacitated. Some of this
looks pretty powerful!" Each of these patrons have received large amounts of feedback and balancing advice from the excellent and experienced community members of /r/UnearthedArcana. The Silver metal using your Pact of the Blade
feature. Eldritch Onslaught Prerequisite: 16th level Whenever you activate Hands of the Saint, you can choose to grow even larger. Whenever it is on your shoulder, you can see in magical darkness and gain darkvision out to 120 feet. If the result
before, eldritch blast is an incredible cantrip and one of the defining features of the warlock class. While clerics may get guidance from the divine, and paladins are bound to an oath, you've made a purchase of power, and now you've got to pay the price. Servants of the Ashen Wolf are seeking the warlock's head as a trophy - what methods will they
sink to in their quest? These hands can hold and manipulate objects, enabling you to take the Use An Object action as a bonus action once per round. Eternal Citadel Expanded Spells 1st absorb elements, sanctuary 2nd arcane lock, warding bond 3rd glyph of warding, Leomund's tiny hut 4th Otiluke's resilient sphere, stoneskin 5th
becomes covered in small, semi-transparent scales, and whenever you take the Dodge action, you gain advantage on Wisdom and Charisma saving throws as well. Petrifying Gaze At 14th level, your patron looks from your eyes and exerts her power through you. Slippery Scales. If it fails, its speed is reduced to 5 feet until the end of its next turn.
Creatures within 20 feet of you are thrown 10 feet directly away from you, and must make a Strength saving throw. Actions Bite. Scribe's Adjunct Prerequisite: Accursed Archive patron, Pact of the deadliest venomous snakes, and their bloodline has been
infused with the magic of the Empress, granting them speech and cunning. The lies the warlock has told are finally catching up to them, and at the worst possible time. Shade Widow tiny construct, neutral Armor Class 14 Hit Points 7 (2d4 + 2) Speed 30 ft., climb 30 ft. The Weaver of Lies - Updated! Well, you're probably going to want to use this one
for a political intrigue or campaign involving the secrets of the gods. The animate image cannot stand on its own, but it can cover any surface without being harmed. Essence of Ash Prerequisite: Ashen Wolf patron, Pact of the Chain feature You can select an emberborn as your familiar. Spiteful Defense. Symphonic Songbird tiny elemental, neutral
Armor Class 14 (natural armor) Hit Points 3 (1d4 + 1) Speed 10 ft., flying 50 ft. A creature that succeeds their Wisdom saving throw is aware that you are attempting to manipulate them, but cannot detect the magical means. The portrait reflects your inner self, and suffers
the damage you would take, the diseases you would contract, and the cruelty you may inflict. Whenever you move at least 5 feet during your turn, you can use your bonus action to cause ranged attacks against you to be made with disadvantage until the start of your next turn. and has 15 AC, hit points equal to 10 plus twice your warlock level, and
resistance to all damage. The creatures of the Elemental Plane of Air have been sighted nearby, but what is their aim? If you hit, the creature suffers 10d10 necrotic damage, and gains two levels of exhaustion. Additionally, poison damage you deal treats immunity to poison as resistance to poison, and creatures immune to the
poisoned condition as not immune, but they do have advantage on any saving throw against it. A creature can only be affected once by this feature per 24 hours. Make a 14th level feature that drives home the domains the patron has control over, and really lets them shine. The shield can take the Guard action without you using an action, as though it
were an ordinary creature and not a familiar. Also, you may transform into creatures of the fey type, so long as they meet all other requirements. While in this state, you are incapacitated, have your movement speed halved, have resistance to bludgeoning, piercing, and slashing damage, gain immunity to acid and poison damage, gain the benefits of
the Disengage action, and can move through any space as narrow as 1 inch without squeezing. Once you do, you cannot do so again until you finish a short or long rest. Your proficiency bonus is doubled for any ability check you make that uses the Arcana, History, Nature, or Religion skill if you are proficient in that skill, and you gain proficiency in
one skill of your choosing. Guardian of Balance At 14th level, your patron accepts you as a disciple of the eternal law, and gifts you a treasure of its own creation. The first time you hit a creature with your pact weapon before the start of your next turn, it also takes damage and suffers any additional effects as though it were struck by a single beam
from your eldritch blast. The first time each round that a creature is struck by this weapon, it must make a Charisma saving throw against your warlock spell save DC. Inkcat Expanded Spell List Skills Stealth +8, Perception +6 Damage Resistances psychic; bludgeoning, piercing, or slashing from nonmagical attacks that aren't silvered Senses
Darkvision 120 ft., passive Perception 16 Languages can't speak, but understands commands Challenge 5 (1,800 XP) The Shadowcat lets you choose from an expanded list of spells when you learn a warlock spell. Your steed does not recover hit points whenever you cast the spell again, but does recover all lost hit points whenever you finish a short or
long rest. Eldritch Invocations The Archivest's Index Prerequisite: Accursed Archive patron, Pact of the Tome feature You ignore the effects of exhaustion that would be gained when accessing the Archive beam deals 3d4 cold damage instead
of the usual value, and the target has its movement speed reduced until the end of its next turn by 5 feet per beam that hits it. 1 of the following/long rest: dust devil, skywrite, warding wind Windswept Defense Cults are fun, but can be a lot of work and may turn the focus of the game away from adventuring, so check with your DM before deciding
you want one! Prerequisite: Storm Lord Patron, Pact of the Blade feature 28 Whenever you are wearing no armor, you can choose to take the Dodge action as a bonus action. In addition, you use your Intelligence modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one. As an action, you sing to
the Chord. You can do this multiple times - each time, choose a different 10-foot square. It has no motive but to include every sound in the universe within itself, and it inspires others with an endless desire to find new forms of radiant music and call it forth to collect them. If it fails, it does not recover hit points and instead takes 1d6 psychic damage.
COMPENDIUM OF FORGOTTEN SECRETS | THE ASHEN WOLF 7 When you reach 11th level, the emberborn can grow in size to become a Medium creature, at your discretion. Whenever it takes the Help action, it can use a bonus action to allow you to add your Charisma modifier to the result of the first damage roll you make before its next turn.
When you do so, you gain advantage on an ability saving throw of your choice until your next long rest and grants you a boon in return for the sacrifice. When you do, you can choose to have it appear in one of the following ways,
to the spell itself, such as imprisonment, then you magically produce an artwork of equivalent value as part of the spellcasting process. You can choose to become a Large swarm of Tiny slimes whenever you use the Side Splitting feature. Whenever you use the Side Splitting feature to 0 hit points while outside, you can use your reaction to call a bolt of lightning
to strike your outraised hand. The animate image has advantage on saving throws against spells and other magical effects. 1 Fire 2 Cold 3 Poison 4 Necrotic Coiled Quill Prerequisite: Accursed Archive patron, Pact of the Blade feature You can create a whip made of raven feathers and the hide of abominations that constantly bleeds black ink using
GELATINOUS CONVOCATION Slime Swords Prerequisite: Gelatinous Convocation patron, Pact of the Blade feature You can create a pair of scimitars made from colorful ooze using your Pact of the Blade feature. Flexible Shaping Prerequisite: 7th level, eldritch blast cantrip Your eldritch blast ignores half and three-quarters cover. Innate
Spellcasting. STR DEX CON INT WIS CHA 14 (+2) 6 (-2) 18 (+4) 8 (-1) 10 (+0) 11 (0) Damage Immunities acid, cold, bludgeoning, poison Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone Senses passive Perception 10, darkvision 60 ft., blindsight 10 ft. Down the endless spiral stair that descends into inky
blackness lies a prison and within that prison are the foulest of creatures, the darkest of horrors, and the most terrible of abominations from beyond the farthest planes, all trapped outside of time and space yet still contained within. These creatures are immune to the web spell and natural webbing and climbing costs no extra movement while the
creature is touching a web. Whenever you are attacked by a creature within 5 feet of you, you can use this feature a number of times equal to your Charisma modifier. Spark Seeker tiny fey, neutral Armor Class 14 (natural armor) Hit Points 10 (3d4 + 3) Speed 5 ft., flying 45 ft. Encore: Choose
dissolves a little of everything it touches in a quest to experience all the flavors of the multiverse. 1. Tome = Utility, Blade = a weapon, Chain = a boost to the power of the familiar and a feature that makes it more worthwhile to use. You gain immunity to poison damage and the poisoned condition. You can cast this spell once per long rest by
expending a warlock spell slot. You remain proficient in these until you finish another long rest, at which point you can use a bonus action to force the
target to take that much damage of the same type again if it fails a Charisma saving throw. You can do this twice, and you recover these uses when you finish a long rest. In addition, you use your Wisdom modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one. Pact of the Chain Familiar If you
select the Pact of the Chain and take the required Invocation, you can choose the following creature as a familiar. The emberborn is a small, canine-shaped creature made of ash and burning wood. At the start of your next turn, creatures within are blinded for one round as a beam of golden energy shoots down from the sky, and must make a Charisma
saving throw against your warlock spell save DC. I do it for you. While it does so, it can enter the spaces of other creatures. Consumption of Mind and Soul At 14th level, as an action, you can summon the terrible maw of the Keeper to appear before you. Those that embrace the experience find themselves gifted with understanding of both the living
and you gain resistance to thunder and lightning damage for one minute. When you hit a creature with this weapon, you can expend a spell slot to deal an additional 2d8 thunder damage to the target per spell level, and the target is deafened for one minute. You've encountered this entity and survived where others have fallen before his
spear, and in return, your life has been spared and your bargain made. If they succeed, they take half as much damage and do not have disadvantage. They can align their gems to unleash painful rays of light in self-defense. Follow this with the large number of spells in the warlock spell list and expanded options that function by causing the targets to
effect in a success. The following spells are added to the warlock spell list for you. Whenever you cast eldritch blast, you can choose one of the following shapes for it to take. The cube can eat through 1-inch thick, nonmagical wood or metal in one round. At 1st level, you receive the favor of your patron. The emberborn has advantage on saving throw
against spells and other magical effects. You gain resistance to poison damage and immunity to the poisoned condition. While you are Huge or larger, you gain a bonus to Strength checks and saving throws equal to your Charisma modifier, You also do not require food
or water. Choose a radius of up to 20 ft. The target must make a Dexterity saving throw or be knocked prone. Melee Weapon Attack: +5 to hit, reach 5 ft., one
target. Its statistics remain the same in any form, but if the shape has wings, its walking speed is halved and it gains a flying speed equal to twice its new walking speed. 4 COMPENDIUM OF FORGOTTEN SECRETS | THE ACCURSED ARCHIVE Tainted Knowledge At 1st level, you've feasted your eyes upon the books of the Archive, and your mind has
both withered and grown. The record-hunter is a small, featureless humanoid constructed entirely of paper covered in runic script. Whenever an undead within 60 feet of you is reduced to 0 hit points, you gain temporary hit points equal to your warlock level. You immediately cast that spell, ignoring material component requirements. If the spell you
cast deals that damage type, roll again until you get a different result. Compositions of the Masters Prerequisite: Perfect Chord patron, Pact of the spell for future use. This action recharges when you finish a short or long rest.
Whatever the origin, the ember-eyed wolf often extracts payment in the form of wishes gone awry: a demand for power becomes a battle to retain one's humanity, while a request for peace often has the price of eternal war. The target must make a Wisdom saving throw against your warlock spell save DC. You can do this a number of times equal to
your Charisma modifier per short or long rest. These temporary hit points last for the duration of this spell. These cantrips count as warlock cantrips for you. Whenever you cast a spell that has a material component, you can choose to ignore the material component if it does not have a cost in gold. Perfect Pack Tactics. You or any creature can
attempt to read from the obelisk while within 5 feet of it as an action. You can learn the invocation at the same time you meet its prerequisites. Accursed Immortal The Gray Portrait: an artifact that your soul and body are bound to. Eldritch Cone Your blast is
shaped into a 15-ft. Scripture Spark Melee Weapon Attack: +5 to hit, reach 0 ft., one target within the swarm's space. The symphonic songbird chirps a beautiful song. Choose one of the following options for what appears: One ooze creature of challenge rating 4 or lower. Flight and magic resistance make it very hard to kill, even when it's somehow
spotted. The record-hunter has advantage on saving throws against spells and other magical effects. Drawn to the dreams of mortals, its servants perch upon the nightmares this brings. Swarm Construct. Hammer of Dawn Prerequisite:
Eternal Citadel patron, Pact of the Blade feature You can create a maul from worked stone infused with golden metal using your Pact of the Blade feature. If you have a spark seeker as your familiar, it gains additional hit points equal to your warlock level. Check with your DM before considering this option. The target must make a Constitution saving
throw. within the range of your eldritch blast. Actions Wiggly Cube Pseudopod. An artifact is discovered in the Archive - what does it do, and what does it want? You can do so again after you finish a long rest. You learn two of the following spells, they count as warlock spells for you, and they do not count against your total spells known: wall of fire,
wall of force, wall of sand, wall of water, wind wall. Consider the following potential plot hooks: The character is considered an evil fiend by a local religious organization. She whispers in a sibilant voice, speaking of wealth and power promised but so rarely delivered. You gain advantage on your next attack roll, ability check, or saving throw. The
Beast Speech Invocation would become much more valuable, and you could be useful as a supportive medic with great Perception and Medicine rather than a silvertongued charmer. During that time, it has no effect and does not require concentration. You gain proficiency in Dexterity saving throws. The inkcat can choose to generate an aura of
magical darkness around itself, as the darkness spell, except the area only fills the same squares as the inkcat and moves with it. The DM has the creature's statistics. Can fate be changed? Unspeakable Truths At 14th level, you discover the real purpose of the Accursed Archive - the spread of the information that will bring ruin to the world. Serpent's
Bite 3rd-level transmutation Casting Time: 1 action Range: Self Components: V,S Duration: Concentration, up to 1 minute Massive, venomous fangs spring from your mouth. Durable: The animate shield takes 3 less damage from all attacks and has advantage on Constitution saving throws. The creature remains for one hour or until you banish it as an
action while within 30 feet of it: the creature must make a Charisma saving throw against your mind overflows with the terrible secrets of your patron. Make a 1st level feature that fits the primary domain
and has some utility/offensive ability, counterbalanced against the spells available. Lair of the Liar Prerequisite: Weaver of Lies patron, 7th level You can cast the web spell once per short rest without expending a spell slot. 5. By including more options on how to use your Eldritch Blast, both the value of class levels of warlock (a class that so many
desire to multiclass) and the options in combat (which can get limited quick) are increased. Jiggly Defense Prerequisite: Gelatinous Convocation patron, Pact of the Blade feature Whenever you are not wearing armor and do not have a shield equipped, you can choose to have your AC equal 10 + your Charisma modifier + your Dexterity modifier.
COMPENDIUM OF FORGOTTEN SECRETS | THE PERFECT CHORD At 10th level, you cannot help but move with the beat of the universe. You can use this feature once, and this use recovers whenever you finish a long rest. The Warrior-Saint This patron functions as judge, jury and executioner for the violators of natural law. Harrowing Hawk small
beast, neutral Armor Class 15 (natural armor) Hit Points 13 (3d6 + 3) Speed 10 ft., flying 50 ft. Armies of skeletons and hordes of moaning zombies are fun and flavorful, but remember a few things when playing a minion-focused warlock: Be aware of how you will be viewed by the society you enter - most cultures are not very forgiving of those who
defile the dead. Wild Huntsman Expanded Spells Spell Level Spells 1st hunter's mark, ice knife 2nd cordon of arrows, pass without trace 3rd conjure animals, haste 4th freedom of movement, locate creature 5th awaken, cone of cold COMPENDIUM OF FORGOTTEN SECRETS | THE WILD HUNTSMAN 33 Cold Rider Starting at 1st level, you learn to
summon a steed from the Huntsman's stable. When the creature appears, it is initially hostile to all creatures around it. While they are out, you can see through the eyes of these serpents. By performing a 10-minute ritual, you can see through the eyes of these serpents.
nonmagical darkness within a 30-foot radius. If the result is a 3 or 4, the critical hit is reduced to a normal hit. The Wild Huntsman is also a great patron to get into the Feywild and the Outer Planes. An emberborn or other fire elemental has been captured and enslaved, and the
patron requests that it be freed. Clash of Wills Prerequisite: Keeper of the Depths patron, 7th level, eldritch blast cantrip Whenever you cast eldritch blast, you can use a bonus action to target one creature whenever you cast eldritch blast, you can use a bonus action to target one creature whenever you cast eldritch blast, you can use a bonus action to target one creature whenever you cast eldritch blast cantrip Whenever you cast eldritch blast, you can use a bonus action to target one creature whenever you cast eldritch blast cantrip whenever you can use a bonus action to target one creature whenever you can use a bonus action to target one creature whenever you can use a bonus action to target one creature whenever you can use a bonus action to target one creature whenever you can use a bonus action to target one creature whenever you can use a bonus action to target one creature whenever you can use a bonus action to target one creature whenever you can use a bonus action to target one creature whenever you can use a bonus action to target one creature whenever you can use a bonus action to target one creature whenever you can use a bonus action to target one creature whenever you can use a bonus action to target one creature whenever you can use a bonus action to target one creature when the complex of the comple
take your Book of Shadows in hand and ask a creature up to three questions. Hit: 5 (1d4+3) piercing damage and the target's movement speed is reduced by 10 feet during its next turn. The hounds function with a single purpose, and always have advantage on melee attacks. You can't exchange the spell if you're not able
to cast it at the time you would exchange it. Once you call upon the Chord using this feature, you cannot do so again until you finish a long rest. The Wild Huntsman arrives uninvited in the court of the Empress - what does he want, and how does this impact the party? The shade widow can climb difficult surfaces, including upside down on ceilings,
without needing to make an ability check. When you have a harrowing hawk as your familiar, it gains additional maximum hit points equal to your warlock level, and you can communicate telepathically with your hounds and steed from up to ten miles away. I agree they're strong, but that's how they're laid out. Whenever you hit a creature with this
weapon, you can expend a spell slot to heal a target of your choosing within 30 feet of you for 2d6 hit points per spell level expended. The hawk has advantage on saving throws against spells and other magical effects. Treasures of Past Ages At 6th level, your Pact object or familiar is granted power from the Warrior-Saint. When you do, an unnatural
storm appears and slowly follows you around, gently raining and occasionally flashing with lighting. If they fail, they are driven mad, and must use their action to make a melee attack against themselves during their turn. Builder of Walls At 10th level, your connection with the Eternal Citadel deepens, enabling you to call upon it for defense. Expanded
Spell List The Storm Lord lets you choose from an expanded list of spells when you learn a warlock spell. Constricting Spite Prerequisite: Serpent Empress patron Whenever you are within 30 feet of a creature you can see that is poisoned, you can use your action to summon constricting serpents to bind them. Class Feature and Invocation Alteration
Whenever a warlock class feature or an Eldritch Invocation references your Charisma modifier, you can choose to use your Wisdom modifier instead of your Charisma modifier. A harrowing experience to even the most hardened of Archivists, the Index drains a bit of life from those who look upon it, and uses this power to keep the nightmares that
dwell within the prison beneath in check. Expanded Spell List The Weaver of Lies lets you choose from an expanded list of spells when you learn a warlock spell. Soul-Burning Incantation Prerequisite: Forbidden Graveyard patron, eldritch blast cantrip Whenever you cast eldritch blast, you can use a bonus action to empower the spell with necrotic
energy. Eldritch Invocations Book of the Dead Prerequisite: Forbidden Graveyard patron, Pact of the Tome feature Whenever your cast a cantrip that deals damage, you can change the damage type to necrotic. Whenever your pack is reduced to 0 hit points, they vanish into frozen mist. If you have a haunted crow as your familiar, it gains additional
maximum hit points equal to you warlock level. Claw. The Forbidden Graveyard Y ou've stepped into the Forbidden Graveyard, a sanctuary found on the boundary between life and death, where the rare few whose minds are attuned to this place come to wander as their bodies heal or slip away into the cold clutches of the night. Eldritch Shield
Prerequisite: 9th level Your blast is shaped into a shield of energy around you that lasts for three rounds. 26 COMPENDIUM OF FORGOTTEN SECRETS | THE SHADOWCAT The Storm Lord. You can choose to see through the Portrait's eyes at any time, and are always aware
of its current state. This effect lasts for 8 hours. The cruel cunning behind this place is often subtle, and makes answers that lead to darker fates far easier to find. Whenever you cast these spells, they do not require concentration, but you can only have one active at a time. The first time, you learn two of the following eldritch blast shapes that you
qualify for. If they fail, they are charmed for one minute and must obey a single verbal command of your choosing that does not put them in visible danger. 10th level - a strong constant benefit to the common action cycle for the Pact, usable in combat. Hellfire Infusion Prerequisite: Ashen Wolf patron, eldritch blast cantrip Whenever you cast eldritch
blast, you can use your bonus action to empower it with elemental fire. Whenever a creature attacks you from within 60 feet, you can use your reaction to empower it with elemental fire. Whenever a creature attacks you from within 30 feet
must make a Charisma saving throw against your warlock spell save DC. You gain immunity to acid damage caused by nonmagical attacks and by ooze-like creatures. Once you do this, you can't do so again until you finish a long rest. Actions Peck Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 5 (1d6+2) acid damage. This creature is wise
and cunning, making deals with those who have the potential to bring ruin and change. 9. You've drawn the attention of this creature, for good or ill, and have made your pact in the deepest shadows of the dark. cone. Storm Lord Extended Spells 1st magic missile, thunderwave 2nd fog cloud, gust of wind 3rd call lightning, wind wall
4th storm sphere, divination 5th control winds, mislead Majesty of the Cloud Ruler At 1st level, you can cause other creatures to cower as you manifest a fraction of the awe-inspiring majesty of the Storm Lord. If you have the Agonizing Blast invocation, you can choose to add either your attack roll ability modifier to the damage roll, or your Charisma
modifier, but not both. Flaywind Glaive Prerequisite: Storm Lord Patron, Pact of the Blade feature You can create a glaive made of silver mist and stormscarred steel using your Pact of the Blade feature. Signature Work Prerequisites: Gray Portrait patron, 16th level You can cast programmed illusion without using a spell slot. This weapon deals
radiant damage. Eldritch Invocations Catalogue of Experiences Prerequisite: Gelatinous Convocation patron, Pact of the Book. Expanded Spell List The
Warrior-Saint lets you choose from an expanded list of spells when you learn a warlock spell. Fun Pact Objects When you select the Pact of the Blade, your pact weapon could appear as a sword inscribed with lines of music, an axe shaped like a guitar, or a maul in the shape of a musical note. When it is Large, the damage improves to 3d8 initial
damage and to 5d8 at the start of the cube's turn. The Huntsman has demanded the souls of a village in payment for a single favor - will the party accept the deal, or seek another solution? 30 COMPENDIUM OF FORGOTTEN SECRETS | THE WARRIOR-SAINT Scribeant Swarm of tiny constructs, neutral Armor Class 14 (natural armor)
Hit Points 22 (5d8) Speed 10 ft., fly 30 ft. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. Actions Peck. These blasts do not suffer from disadvantage when the target is more relatable
in some ways, and much more present. When the cube moves, the engulfed creature moves with it. Hope this helps - If you make your own, send them to me and I'll see about including them! The Weaver of Lies T he speech of a god is the act of creation itself, but what happens when the gods lie? The damage dice per blast changes to 3d4, and the
spell deals fire damage instead of force damage. The illusion can cast this cantrip once per minute as part of its programming. A creature is prowling the depths of the Archive, hunting those who enter. When you do, the recorded rolls are used instead. Regardless of what the creature replies - even if it doesn't speak your language - the most accurate
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answers the creature could give are immediately written in the book. There is a creature of immense power that must be contained, and the players have been requested to help. If you're interested in using my work for anything, please contact me - I'm good with anything that's free, but please give full credit and let me know more about the project - I love good homebrew, if you can't tell. Whenever you cast a spell with a casting time greater than 8 hours, you gain one level of exhaustion for each 8-hour period after the first. You gain immunity to disease, and whenever you spend hit dice to recover hit points, you always recover the maximum amount per die. You become immune to the charmed

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and frightened conditions and have resistance to damage caused by undead. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Gratitude to the Homebrewery, for formatting! Thanks for reading! Otherworldly Patrons - And More! C ontained within these pages are fourteen unique and exciting warlock patrons, nearly one hundred invocations,
cool new spells and cantrips, and lots of new familiars - one for each patron. The inhabitants of a city are seemingly immune to nightmares - what magical power has done this, and should the party interfere? Special effects are only applied if stated, and are considered "additional effects". A ritual to summon a hurricane must be performed at a certain
day in a certain location, or disaster will follow. Whenever you take damage from a melee attack, you can use your reaction to summon a horde of spiders into squares adjacent to you. The Spirit of the Archivist Optional Rules for an Intelligence-Based Warlock Some patrons, such as the Great Old One, Keeper of the Depths, and Accursed Archive are
particularly suited to a more intelligent warlock, but any of them can be suited if you've talked with your DM about how this may be implemented. Written in Blood At 6th level, you've learned the rites to summon beasts of nightmare from the sanguine scrolls within the Archive. Each time the target is hit after the first, the movement speed reduction
increases by 5 feet. They can repeat this saving throw at the end of each of their turns, ending the effect on a success. After you do so, you cannot do so again until you finish a short or long rest. The Chord has begun to
speak words and phrases - what do they mean? Within the core of the prison lies a single chamber, locked and guarded, and inside is the first book ever written, and it holds the truth that will end the universe in the same way it began. Net of the Harvester Prerequisite: Keeper of the Depths patron, Pact of the Blade feature You can create a net made
of coiled seaweed and living flesh using your Pact of the Blade feature. Once you use this feature, you cannot use it again until you finish a short or long rest. From the core rules, the imp is typically considered the most useful and the most u
can select the following creature as your familiar. The Serpent Empress has stolen the heart of a mortal champion fated to summon an army of angels to the material plane - how does the Saint respond? Eldritch blast, the best combat cantrip available even before being upgraded with Agonizing Blast and Repelling Blast, is often more effective than
ranged weapons used without the Sharpshooter feat, and all melee weapons available to the warlock. The record-hunter can fold itself into an origami figure of any shape or creature, at the start of each of their turns, they can make a Strength check with a DC equal to your warlock spell save DC. While the image is covering a creature, it cannot be
used to deliver hostile spells. Spellcasting Ability STR DEX CON INT WIS CHA 10 (0) 20 (+5) 12 (+1) 14 (+2) Damage Immunities charmed, frightened, petrified, poisoned Skills Perception +3, Persuasion +4, Stealth +7 Senses passive Perception 13, darkvision 60 ft. When you cast this cantrip and shape
it into an alternative form using the Eldritch Shaping Invocation, you can choose to exempt creatures and objects of your choosing from suffering the effects of the spell. When you do so, you can't do so again until you inflict the poisoned condition on an enemy, or
you finish a short or long rest. STR DEX CON INT WIS CHA 10 (0) 16 (+3) 12 (+1) 11 (0) Skills Perception +3 Damage Resistances attacks from nonmagical sources, psychic, poison, necrotic Condition Immunities charmed, frightened, poisoned, exhausted, deafened, blinded Senses passive Perception 13, blindsight 10 ft. The patron is
behaving erratically - forcing predators from their normal hunting grounds and into settled lands. Whenever you are attacked, you can choose to unleash an explosive burst of smoke as a reaction. You gain one of the following benefits depending on your Pact weapon, you
can make a single attack with it as a bonus action. Until the end of your next turn, you have advantage on all ability checks, attack rolls, and saving throws involving you or actions you have taken. Find art - A good picture is worth
a thousand words - or about 2,000 if you're writing a patron! 2. As an action, make a melee spell attack against another creature. They obey any verbal commands that you issue to them (no action required by you). 7. When you reach 10th level, you can use this feature as an action instead of needing to suffer damage. While the shield is active, you
gain a +1 bonus to your AC and resistance to force damage, and the emberborn's speed increases to 50 feet. Angels, seeking to know who is meddling with the souls of the dead, come to investigate the warlock. STR DEX CON INT WIS CHA 18 (+4) 20 (+5) 12 (+1) 10
(0) 12 (+1) 14 (+2) Eyes of the Hunter. A broken battlefield sends the players into the Graveyard, seeking wisdom. Eldritch Ray Your blast is overcharged into a ray of power that targets a single enemy within the range. At will: gust Prerequisite: Storm Lord Patron, Pact of the Tome feature Whenever you finish a long rest, you can spend 10 minutes
performing a ritual to change the weather within a 1 mile radius. If they fail, they take 1d4 force damage per beam your eldritch blast can produce, and are subject to any additional effects as though struck by half your maximum number of beams, rounded down. 2nd knock, silence Living Instrument Perfect Chord Expanded Spells Spell level Spells
3rd aura of vitality, resonance 4th compulsion, freedom of movement 5th animate objects, mass cure wounds Expanded Spell List The Perfect Chord lets you choose from an expanded list of spells when you learn a warlock spell. Languages understands Common and those known by its master, and has telepathy with a range of 10 feet, but can't speak
otherwise. As an action, you can attempt to charm a single target that speaks a language. This section used to be at the front, but it was a little weird without reading the patrons first, so it's at the end now! The Accursed Archive Even if your setting is limited on libraries, the Archive could be a location filled with perpetually spoken oral histories, a
gallery of art, or accessible by opening a certain book at a certa
ethereal sight of the Warrior-Saint. Of course, a spell list is an important thing to manage and spellcasting and balance have always been tricky in D&D. Living Paper. 20 Whenever you cast a spell list is an important thing to manage and spellcasting and balance have always been tricky in D&D. Living Paper. 20 Whenever you cast a spell list is an important thing to manage and spellcasting and balance have always been tricky in D&D. Living Paper. 20 Whenever you cast a spell list is an important thing to manage and spellcasting and balance have always been tricky in D&D. Living Paper. 20 Whenever you cast a spell list is an important thing to manage and spellcasting and balance have always been tricky in D&D. Living Paper. 20 Whenever you cast a spell list is an important thing to manage and spellcasting and balance have always been tricky in D&D. Living Paper. 20 Whenever you cast a spell list is an important thing to manage and spellcasting and balance have always been tricky in D&D. Living Paper. 20 Whenever you cast a spell list is an important thing to manage and spellcasting and balance have always been tricky in D&D. Living Paper. 20 Whenever you cast a spell list is an important thing to manage and spellcasting and balance have always been tricky in D&D. Living Paper. 20 Whenever you cast a spell list is an important thing to manage and spellcasting and balance have always been tricky in D&D. Living Paper. 20 Whenever you cast a spell list is an important have always been tricky in D&D. Living Paper. 20 Whenever you cast a spell list is an important have always been tricky in D&D. Living Paper. 20 Whenever you cast a spell list is an important have always been tricky in D&D. Living Paper. 20 Whenever you cast a spell list is an important have always been tricky in D&D. Living Paper. 20 Whenever you cast a spell list is an important have a spell list in the paper. 20 Whenever you cast a spell list is an important have a spell list in the paper. 20 Whenever you cast a spell list is a spell list in the pape
they take 1d6 force damage per beam your eldritch blast can produce, and are subject to any additional effects as though struck by half your maximum number of beams, rounded down. A new land has been discovered, but the Keeper whispers that it was once a great empire, now lost to time. line. When you have an animate image as your familiar, it
gains additional maximum hit points equal to your warlock level. Whenever you are targeted with a spell while wielding your Pact weapon, you can use a reaction to make a Charisma saving throw or take 12 (2d6 + 5)
poison damage and be poisoned for 1 minute. Eldritch Invocations Arc Lightning Prerequisite: Storm Lord Patron, 11th level, eldritch blast cantrip Whenever you hit an enemy with eldritch blast cantrip Whenever you hit an enemy with eldritch blast cantrip Whenever you hit an enemy with eldritch blast cantrip Whenever you have a bonus action to cast lightning bolt directly at the target by spending a warlock spell slot. When you do, your painting suffers an equal amount of the cast lightning bolt directly at the target by spending a warlock spell slot.
of damage that ignores its resistances. The harrowing hawk is a large bird with stone-cold eyes that is infused with merciless ice. If they fail, they are driven mad, and suffer confusion as though affected by the confusion spell indefinitely. Equipment: The animate shield can be equipped even when the wearer isn't proficient in shields. Once you use
this feature, you cannot do so again until you finish a short or long rest. The ranged attack against you is made with disadvantage on Wisdom (Perception) checks that
rely on hearing or smell, and can track creatures across water. You can add your Charisma modifier to death saving throws, and you have immunity to effects that would reduce your maximum hit points. This entity finds silent amusement at seeing mortals in peril, and it tends to draw cults of shadowy beings to worship at its altars, performing dark
rituals in the name of the Lord of Winds. Umbral Vault At 10th level, whenever you are subject to an effect that requires you to make a Dexterity saving throw, you can use your reaction to instantly dissolve into a dark mist and reappear at an unoccupied location with 30 feet, negating the effect. As an action, you can cause creatures of your choosing
within a 30-foot radius originating from you to make a Charisma saving throw against your warlock spell save DC. Huntsman's Disciple At 1st level, you gain proficiency in the Survival skill. You can do so three times per long rest. Finally, make it fun. COMPENDIUM OF FORGOTTEN SECRETS | THE WARRIOR-SAINT 29 Pact of the Tome: Whenever
you've cast a spell that requires concentration and affects only allies or yourself, you can temporarily dismiss it as a bonus action. Eldritch Invocations If an eldritch Invocation has prerequisites of the Arachnid Prerequisite: Weaver of Lies
patron, Pact of the Tome feature Whenever you finish a short or long rest, you can perform a weaving ritual over the course of 10 minutes. Gelatinous Convocation Extended Spells 1st chromatic orb, grease 2nd enlarge/reduce, Melf's acid arrow 3rd meld into stone, water walk 4th greater invisibility, vitriolic sphere 5th Bigby's hand
summon slime Recovered Memories At 1st level, you learn to dissolve the bodies of the dead and learn from their lives. The Empress desires the recovery of an artifact of one of her former champions - however, the object is cursed. The
Grand Finale At 14th level, you learn to call upon a single note of the Perfect Chord to manifest itself into reality. This resets after one minute. Vile Heresies At 10th level, you uncover secrets that could shatter the balance of the heavens and hells. Malevolent Retaliation Beginning at 6th level, the Ashen Wolf empowers you with a fragment of its
terrible fury. As an action while standing adjacent to a corpse, you can produce an iridescent acid that consumes the corpse over the course of one minute. Hit: 5 (1d8) bludgeoning damage plus 8 (1d8 + 3) poison damage and the creature must make a DC 11 Constitution saving throw or be incapacitated for 1 round. Whenever you hit a target with
this weapon, you can use a bonus action to take the Disengage action. Hit 13 (2d10 +3) piercing damage, and the target must succeed a DC 13 Strength saving throw or be knocked prone. Whenever you suffer damage, you can use your reaction to divide into a Medium swarm of Tiny oozes. Slaves of the Empress Prerequisite: Serpent Empress
patron, 12th level You can cast giant insect without expending a spell slot, except you can only target snakes. Whenever you finish a short or long rest, the saving throw for all creatures you've attempted to influence resets to normal. If you see anything you'd like changed or improved, be it phrasing, mechanics, lore, flavor, or even as something as
simple as a grammar mistake, please let me know! Like my work and want to see other things I create? STR DEX CON INT WIS CHA 4 (-3) 16 (+3) 12 (+1) 11 (+0) 10 (+0) Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; Skills Perception +8 Senses passive Perception 18 Languages
can't speak, but understands those known by its master Challenge 1 (200 XP) Chill Wind. If your steed has been reduced to 0 hit points, it cannot be summoned again using this feature until you finish a long rest. The hawk can take the Disengage action as a bonus action. Eyeless Watcher tiny aberration, neutral Armor Class 14 Hit Points 10 (3d4 + 3)
Speed 5 ft., flying 30 ft., swim 30 ft. All targets within a 5-foot-wide line 300 feet long and 300 feet long and 300 feet long and transfer the memories to another creature by touching them with the Book as an action. Creatures within the cone take fire
damage equal to your warlock level + your Charisma modifier, and must make a Constitution saving throw against your warlock spells, so you use your Wisdom whenever a spell refers to your spellcasting ability. This ancient being acts as an enforcer of the cosmic balance - law and
chaos, good and evil. If they fail, they fail, they fail, they take damage and suffer the effects of being struck by a single beam from your eldritch blast. Actions Gem-light Lance Ranged Weapon Attack: +5 to hit, range 30 ft., one target. This use recovers whenever you finish a short or long rest. The target can repeat this saving throw at the end of each of their turns,
ending the effect on a success. Venomous Blast Prerequisite: Serpent Empress patron, 7th level, eldritch blast cantrip Whenever you cast eldritch blast cantrip Whenever you cast eldritch blast to turn it into a venomous blast. Forgotten Pain 5th-level enchantment Casting Time: 1 action Range: 60 feet Components: V Duration: Concentration, up to 1 minute You
remind a creature of the greatest pain it has ever suffered, and magnify that agony tenfold. Blast Wave Prerequisite: Pact of the Blade feature, 11th level, eldritch blast cantrip While you are wielding your pact weapon, you can use an action to unleash a shockwave of power around you. Eldritch blast cantrip While you are wielding your pact weapon, you can use an action to unleash a shockwave of power around you. Eldritch blast cantrip While you are wielding your pact weapon, you can use an action to unleash a shockwave of power around you.
you cast a cantrip that requires an attack roll, you do not have disadvantage if you are casting from within 5 feet of a hostile creature. If you have a symphonic songbird as your familiar, it gains additional maximum hit points equal to your warlock level. You can also dismiss your hounds at any time as an action, causing them to disappear - their hit
points remain constant during this time. Servant-Priests Prerequisites: Warrior-Saint Patron, Pact of the Chain feature You can choose a scribeant swarm as your familiar. You can enter the Archive once, and this use recovers whenever you finish a long rest. Scorched Blade Prerequisites: Warrior-Saint Patron, Pact of the Blade feature You can create a
wickedly-barbed longsword made from embers and elemental steel using your Pact of the Blade feature. While you are a swarm of slimes, you are no longer incapacitated, but you cannot cast spells or maintain concentration, and you have advantage on checks to grapple or Shove a creature; you can count as one size larger for the purposes of doing
so. COMPENDIUM OF FORGOTTEN SECRETS | THE PERFECT CHORD 21 The Serpent Empress S ituated within her palace of gold and turquoise, the Serpent Empress Sleeps in serene silence, guiding her slaves about their secret business. COMPENDIUM OF FORGOTTEN SECRETS | THE WEAVER OF LIES 31 The target must make a Wisdom
saving throw against your warlock spell save DC. You gain resistance to necrotic damage and immunity to effects that would reduce the value of your maximum hit points, such as a vampire's life draining attack. Eldritch Shockwave Eldritch Shockwave Eldritch Shockwave Fldritch Fld
the benefits of a long rest. Creatures hit by the bite attack must make a DC 13 Strength saving throw or be knocked prone. They also gain additional maximum hit points equal to your warlock spell. Whenever you finish a long rest,
your Gray Portrait mends itself, recovering all lost hit points. The spark seeker can take the Disengage action as a bonus action. You gain resistance to cold damage, and are not subject to exhaustion gained from cold environments or high altitudes. Damage this weapon deals treats immunity to fire damage as resistance to fire damage instead. When
you cast this spell using a spell slot of 4th level, you can replicate a spell of 3nd level or lower, and the threshold for being struck increases to a result of 1, 2, or 3. FAQ on Blast Shapes Q: Do you make an attack roll when using these? Ranged Weapon Attack: +5 to hit, range 30ft., one target. The warlock has been assigned to escort a collection of
oozes into a newly-discovered dungeon. You cannot choose to learn a cantrip from the cleric and druid spell lists if less than half of your warlock cantrips known are from the warlock spell list. You are immune to fire damage. The warlock has been assigned to assassinate a noble in a distant land without being
implicated. Whenever it is touching a creature or object that moves, the image goes with it. Whenever you suffer damage, you can use your reaction to gain resistance to that damage. Your mind is freed from mortal concerns, and
your body from the curse of decay. You can use this feature once per short or long rest. If the target takes damage equal to your warlock level, they are instantly freed. Prerequisite: Shadowcat Patron, Pact of the Chain feature You can select a dimcat to be your familiar. Hit: 11 (1d10 + 5) slashing damage. Hit 11 (1d10 + 5) piercing damage plus 7
(2d6) psychic damage. COMPENDIUM OF FORGOTTEN SECRETS | THE STORM LORD Actions Spikeshard. A massive beak surrounded by tentacles appears and attempts to grab a target of your choice within 30 feet. You can do this a number of times per short or long rest equal to your Charisma modifier. Bards have found their perfect match, but
also a dangerous threat. It gains a bonus to attack and damage rolls equal to your Charisma modifier. Expanded Spell List The Keeper of the Depths lets you choose from an expanded list of spells when you learn a warlock spell. This increases to 2d4+2 at 11th level, and to 4d4+2 at 17th level. Melee Weapon Attack: +7 to hit.
reach 10ft., one target. The Storm Lord is angry with the Huntsman for interfering with the weather - can the party resolve this conflict before the storms destroy their city? The shade widow is a large spider-shaped construct made entirely of animate webbing and shaped obsidian. They have the same statistics as a Giant Spider (MM 328), except
they are Small. If you notice something that feels terribly wrong and makes you want to reconsider allowing your players to use this material, feel free to send a message to /u/GenuineHeathen (me) or post in the thread where you found this and we'll discuss it. Fang of the Inkcat Prerequisite: Shadowcat Patron, Pact of the Blade feature You can
create a rapier made from polished fang flowing with blue-black smoke using your Pact of the Blade feature. Folding Figure. STR DEX CON INT WIS CHA 6 (-2) 16 (+3) 11 (0) 10 (0) 12 (+1) 11 (0) Skills Perception +5 Damage Resistances bludgeoning, piercing, slashing Condition Immunities charmed, frightened, grappled
paralyzed, petrified, poisoned, prone, restrained, stunned Senses passive Perception 15, blindsight 5 ft. Also, I understand ranged weapons aren't explicitly allowed RAW, and again I'll quote WoTC's UA Blade Pact options. While in contact with a web, the shade widow knows the exact location of any other creature in contact with the same web. STR
DEX CON INT WIS CHA 4 (-3) 16 (+3) 12 (+1) 11 (+0) 10 (+3) Skills Perception +5, Performance + 7 Senses passive Perception 15 Languages Those known by its master Challenge 1 (200 XP) Shining Feathers. This reduction lasts until you finish a short or long rest. Level prerequisites refer to warlock level, not character level. Eldritch
Shaping Prerequisite: 5th level, eldritch blast cantrip You've learned to change how your eldritch blast is produced, and the Shadowcat has assigned the warlock to resolve this problem - but the child has wandered into the Feywild after
escaping. Breath of the Gale At 6th level, you passively manifest a small tempest around you. Otherworldly Patrons - And More! Table Of Contents Otherworldly Patrons - And More! The Introduction - 3 The Accursed Archive - 4 Eldritch Invocations - 5 Pact of the Chain Familiar - 5 The Spirit of the Archivist - 6 Optional Rules for an Intelligence-Based
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Pact of the Chain Familiar - 32 2 OF FORGOTTEN SECRETS The COMPENDIUM Wild OF Huntsman - 33 | TABLE CONTENTS The Wild Huntsman - 35 Pact of the Chain Familiar - 36 Universal Invocations - 37 New Cantrips - 38 New Spells - 39 For the Dungeon Master - Plots & Lore - 40 The Accursed
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in 10 Easy Steps! - 42 Special Thanks and Art Credits - 43 If you click these, they take you there! Author's Note The Compendium of Forgotten Secrets was written by WHK, aka /u/GenuineHeathen (not really a heathen, despite the warlock obsession). "Wait, are these actually balanced? The damage is negated, and instead you gain temporary hiterathen (not really a heathen, despite the warlock obsession).
points equal to the amount of damage you would have taken before resistances and immunities. You can use this paint in any way you could use ordinary paint. COMPENDIUM OF FORGOTTEN GRAVEYARD False Resurrection Prerequisite: Forbidden Graveyard patron, 7th level You can cast animate dead using a
warlock spell slot. Forked Words. As an action, you can cleave the air with a blade of purest wind. Reprise: While you maintain concentration, you can use your bonus action to cast a cantrip. The above spells are added to the warlock spell list for you. Hair of Snakes 1st command, ray of sickness 2nd protection from poison, silence At 6th level, you can
cause a swarm of serpents to grow from your head as a bonus action, and they remain until you dismiss them. The engulfed creature can't breathe, is restrained, and takes 14 (308) acid damage at the start of each of the cube's turns. Languages Common and those known by its master Challenge 1 (200 XP) Favored Servant. Seeker of Prey
Prerequisite: Wild Huntsman patron, Pact of the Chain feature You can select a harrowing hawk as your familiar. Beautiful Craftwork: When immobile, the swarm is indistinguishable from a collection of cunninglymade statuettes or jewelry. These are included to help spice up the stale "One cantrip is the life for me!" playstyle that many players find
themselves in once they burn their spell slots at the start of the battle. Prerequisite: Ashen Wolf patron, Pact of the Tome feature Whenever you finish a short or long rest, you can spend 10 minutes performing a ritual. Trickster's Dance 1st alarm, ray of sickness 2nd silence, web 3rd feign death, nondetection 4th compulsion, phantasmal killer At 10th
level, you can deceive even the fabric of reality. Consuming Joy At 14th level, you fully understand the happiness of the Gelatinous Conclave. Give it a gimmick that is based on Wisdom, and is followed by a discussion on how this could
impact your role in the party. You can use this feature twice, and recover all expended uses whenever you finish a short or long rest. The eyeless watcher can take the Help action at a range of 10 feet. Whenever you hit a creature with this weapon while they are the subject of hunter's mark, the target takes additional damage equal to your Charisma
modifier, and the bonus damage type is changed to cold damage. Each beam deals 3d4 damage of this type, and the target has disadvantage on its first Charisma saving throw made before the end of your next turn. Binding Blast Prerequisite: 9th level, Weaver of Lies patron, eldritch blast cantrip Whenever you cast eldritch blast, you can use a bonus
action to send webbing to bind one target that you've hit with your eldritch blast. A powerful wizard has created a new spell, and the Keeper wants to add it to the collection - by any means. Communication is key, even if you don't have any specific requests - Don't skip this step! Eldritch Shaping - The fun old way to keep Eldritch Blast Fresh Once
new and now updated in this release is the inclusion of something that's been both requested and treasured from dear old 3.5 - eldritch blast shapes. If the target is reduced to 0 hit points before the start of its next turn, the poison explodes outward from it in a shower of disgusting bile. These wouldn't even exist without feedback like your own, so it
is more than welcome! A Quick note: Pact of the Blade invocations are following the design features of the Unearthed Arcana officially released by WoTC (2d8 damage per spell level). Creatures within 5 feet of the emberborn must make a DC 12 Dexterity saving throw. Additionally, you gain advantage on Constitution saving throws and resistance to
cannot be summoned again until you finish a long rest. Actions Papercut Melee Weapon Attack: +8 to hit, reach 0 ft., one target. Web Sense. The creature takes 3d6 damage of that type. The Forbidden Graveyard For all flavors of necromancer, the Graveyard provides uncommunicative, at least directly, the opportunity to encounter other individuals
in the Graveyard or those who have had some experience with it can provide plots such as these: A fallen warrior from ages past seeks to right a grievous wrong. If you hit a target within 5 feet of you with a cantrip, the target and all hostile creatures within 5 feet of the target take additional slashing damage equal to half your Charisma modifier
rounded down. Shadowcat, Wild Huntsman, or Archfey warlocks make great rivals! A hunt has been called to seek out a nearby terrible beast and slay it - the Wolf demands that the warlock be the first to find and kill the creature. Improved Magic Resistance. Eldritch Invocations Alliance Upheld Prerequisite: Eternal Citadel patron, 7th level
Whenever you use the Righteous Guardian feature on an ally other than yourself, they recover hit points equal to 1d4 + your Charisma modifier. You must have at least half your warlock spell list or chosen from your patron's Expanded Spell List feature. Redirected Suffering At 6th level, you can more easily
send your pain to your pain to your painting. A great champion has fallen, and the party must recover the memories of the champion before their corpse is devoured. Accursed Archive Expanded Spells Spell Level Spells 1st bane, inflict wounds 2nd accursed wish, dark secret 3rd blackened heart, blasphemy 4th Edvard's black tentacles, forbidden obelisk 5th
destructive wave, legend lore Spells in bold are new, and are located at the end of this document in the New Spells section. Whenever the dimcat leaves or is removed. When you do, you can have your proficiency bonus be doubled for any ability check on a single skill or
tool you are proficient with. This is only available while its aura is active. The cube moves up to its speed. You can choose to have your reaction to gain resistance to all types of damage until the start of your next turn. Your steed also
gains additional maximum hit points equal to your warlock level. Spells stored in this way are lost after one hour. When you have a dimcat as your familiar, it gains additional maximum hit points equal to your warlock level. The animate shield hovers around an ally within 5 feet of it. If they succeed the original saving throw, they can cast a single spell
of your choosing that you can cast of 3rd level or lower once without expending a spell slot - all creatures receive the same spell, and you choose the spell each time you use this feature. Opportunity attacks against the emberborn have disadvantage. How to make your own Warlock Patron in 10 Easy Steps! Here were my thoughts on how to create
warlock patrons, aside from flavor and lore. The target must make a Charisma saving throw. (Or make spell to become vulnerable to a
single damage type until the start of your next turn, rolled randomly on the table below. At Higher Levels When you cast this spell using a spell slot level above 2nd. When you do so, the spell has no effect, but the result of any and all rolls that the spell would call for should be
recorded. The eyeless watcher can breathe both air and water. Spell save DC = 8 + your proficiency bonus + your Intelligence modifier Expanded Spell Selection 6 COMPENDIUM OF FORGOTTEN SECRETS | PATH OF THE ARCHIVIST When choosing spells as an
Intelligence-based warlock, you can choose to select a spell from the wizard spell list. Whenever you cast searing smite, blinding smite, or banishing smite, blinding smite, 
Whenever you hit a creature with this weapon, you can expend a spell slot to deal 2d8 slashing damage per spell level. You can change the size of the cube as a bonus action. What treasures and knowledge lie in wait? COMPENDIUM OF FORGOTTEN SECRETS | THE ETERNAL CITADEL 9 Bound to the Aeons At 14th level, your oath to the Eternal
Citadel becomes irrevocable. If it fails, it cannot regain hit points for one minute. Parchment Skin At 10th level, you are irreversibly bound to your Portrait. This need be performed only once in mountainous or cold environments, twice in temperate regions, or three times in warm, tropical lands to reach full effect. The shade widow ignores movement
restrictions caused by webbing. STR DEX CON INT WIS CHA Condition Immunities charmed, frightened, special (see text) Damage Resistances bludgeoning, piercing, and slashing Skills Perception +6, Stealth +4 Senses passive Perception 16 Languages Understands master but can't speak Challenge 2 (400 XP) Frostborn Pack The hounds can
occupy another creature's space and vice versa, and can move through any opening large enough for a medium hound. If they succeed, they gain advantage on Wisdom ability checks and saving throws for one hour. It can disable or enable this aura as a bonus action. Why does this warlock get access to a wider range of spells? To fix this, there are
Blade Pact options in the Universal Invocation section that help to address this imbalance in scaling. The Warrior-Saint grants objects and boons of terrible power crafted during the creation of the world, as well as the strength to enforce your own morality and philosophy in the eternal conflict that spans between the planes. It must make a Charisman
saving throw against your Warlock spell save DC. One Body The hounds are immune to conditions that would only apply to a single target, such as poison from a dagger or grappling by one person. Someone from the warlock's past recognizes them, but swears they haven't aged a day - how does this impact their relationship? You instantly replicate
the effects of a spell of 1st level, or a cantrip. The party has been tasked with slaying a massive and ancient beast - but when it's revealed to be sentient and peaceful, how do they react? Assassin in the Dark Prerequisite: Weaver of Lies patron, Pact of the Chain feature You can select a shade widow as your familiar. An extraplanar force seeks the
destruction of the Citadel using a powerful magical artifact. The reader must make a Wisdom saving throw. Pact of the Chain Familiar. For Players: Getting the Most out of a Warlock Warlocks are one of the few classes where
conflict is built in to the very nature of the character. If it fails, it is poisoned for one round. Languages Common and those known by its master Challenge 1 (200 XP) Shrouded Dance. COMPENDIUM OF FORGOTTEN SECRETS | THE GELATINOUS CONVOCATION 13 Acidic Body At 10th level, your form is infused with a caustic power. Forbidden
Obelisk 4nd-level conjuration Casting Time: 1 action Range: 30 feet Components: V, S, Concentration Duration: 1 hour You summon forth a 10-foot-tall pillar 5 feet across covered in runic inscriptions from the depths of the Accursed Archive. Whenever a creature succeeds on their Wisdom saving throw, all subsequent attempts to resist have
advantage. The imperial cobra has advantage on saving throws against spells and other magical effects. The sins she offers are subtle at first, but grow in strength and salaciousness with every slow turn of the clock. Condition Immunities charmed, frightened Skills Perception +4, Stealth +8 Senses passive Perception 14, darkvision 60 ft. Hounds of
the Huntsman Huntsman's Hounds 16 (+3) 14 (+2) 13 (+1) 10 (0) 11 (+0) 10 (0) When you use your Hounds of the Huntsman feature, you summon the following creature. Seeker of the Sound At 1st level, your heartbeat is tuned to the Perfect Chord. It's up to the party to stop this madness, even as the dead rise and try to resume their former lives
or are consumed by a terrible hunger for living flesh! The Perfect Chord The Gelatinous Convocation Big jiggly cubes are always fun, even when the ordinary gelatinous cube can be a nightmare to encounter at low levels. Melee Weapon Attack: +4 to hit, reach 5ft., one target. When you exit this form, you immediately attempt to reabsorb the hell
hounds. Expanded Spell List The Eternal Citadel lets you choose from an expanded list of spells when you learn a warlock spell. The animate shield has advantage on saving throws against spells and other magical effects. It grants you the power to use your art to perform feats of incredible magic, and to paint beauty and ugliness alike upon the fabric
of reality. Hidden Lodge Prerequisite: Wild Huntsman patron, 15th level You can cast Mordenkainen's magnificent mansion once without expending a spell slot. The cube can only hold one creature equal to its size, or four creatures of one size or more smaller than itself. Spellcasting Ability Intelligence is your spellcasting ability for your warlock
spells, so you use your Intelligence whenever a spell refers to your spellcasting ability. Also, whenever you cast a spell of 1st level or higher that targets a single hostile creature, you can use a bonus action to force the target to make a Constitution saving throw. The Forgotten Crypt Prerequisite: Forbidden Graveyard patron, 16th level You can cast
Mordenkainen's magnificent mansion once per long rest without expending a spell slot. COMPENDIUM OF FORGOTTEN SECRETS | THE FORGOTTEN GRAVEYARD 11 Creature of Carrion Pact of the Chain Familiar If you select the Pact of the Chain and have the required Invocation, you can choose the following creature as a familiar. Whenever you
would be targeted by a ranged attack, you can unleash a burst of sharpened ice as a reaction. If they are in combat, they have advantage on this saving throw. Unusual Form Prerequisite: Gelatinous Convocation patron, 13th level Whenever you would be subject to a critical hit, roll a d4. Languages Common and those known by its master Challenge?
(200 XP) Magic Resistance. Agonizing Blast, Repelling Blast, Repelling Blast, and anything other than a change to the damage type of eldritch blast are "additional effects". While engaged in twoweapon fighting with these scimitars, you can choose to treat them as unarmed strikes for the purposes of the Acidic Body and Consuming Joy features. Each beam deals 3d4
acid damage instead of the normal value, and the target must make a Constitution saving throw against your warlock spell save DC if hit by two or more beams. Some consider the beast to be a native to the Plane of Elemental Fire; others call it a fiend from the darkest hells. Melee Weapon Attack: +7 to hit, reach 5ft., one target. There's a reason
heroes go kill evil necromancers frequently! From a game standpoint, make sure your DM is willing and prepared to deal with minions, and ensure that you can understand and follow the rules and mechanics associated with minions, and ensure that you can understand and follow the rules and mechanics associated with minions, and ensure that you can understand and follow the rules and mechanics associated with minions, and ensure that you can understand and follow the rules and mechanics associated with minions, and ensure that you can understand and follow the rules and mechanics associated with minions, and ensure that you can understand and follow the rules and mechanics associated with minions, and ensure that you can understand and follow the rules and mechanics associated with minions, and ensure that you can understand and follow the rules and mechanics associated with minions, and ensure that you can understand and follow the rules and mechanics associated with minions ass
Emberborn or attack it in melee take 2 (1d4) fire damage. The image can slide through cracks as thin as paper without suffering ill effect. (2-3 domains are probably sufficient.) 3. Shadowed Pounce. Graced with Hope Prerequisite: Eternal Citadel patron, Pact of the Chain feature You can select an animate shield as your familiar. However, you can
only assume the forms of reptilian creatures, such as snakes, crocodiles, or lizards. STR DEX CON INT WIS CHA 14 (+2) 12 (+1) 18 (+4) 11 (+0) 12 (+1) 11 (0) Skills Perception +6 Damage Immunities poison, radiant Damage Resistances bludgeoning, piercing, slashing Condition Immunities blinded, poisoned Senses passive Perception 16,
darkvision 60 ft. Crushing Tide 3rd-level evocation Casting Time: 1 action Range: 60 feet Components: V, S Duration: Instantaneous You summon a rushing wave of water that manifests in a 60-foot line that is 15 feet wide. His is the spirit that consumes the remains of the purified souls of heroes, and his wings cover the sky like the maelstroms he
brings. To make it more than a onetrick pony, I've brought some of the more popular styles of Blast Shapes back from the ravages of time. There is an artifact that will bring great rewards to the owner - problem is, it's owned by someone else who doesn't know quite what they have. The cobra gains the benefits of the Blessing of the Empress feature
If both hell hounds have died or cannot return due to distance, you gain 1 level of exhaustion and are stunned for 1 round. The swarm can regain hit points from magic, resting, and the mending cantrip. These hounds have the statistic block located on the next page, understand your commands, and obey you without hesitation. Also, you have
advantage on checks to escape a grapple and on Sleight of Hand checks. This weapon deals thunder damage, and fires arrows of light that it produces when a string is pulled back. The flames remain until you dispel them as an action or they come into contact with mundane fire. Whenever you cast your chosen spell using the Pact Magic feature
bludgeoning, piercing, and slashing damage that you take from non-magical attacks is reduced by 3. Make a melee spell attack against a target within your reach. This lasts until that creature finishes a short or long rest. Wizards beware - the warlock is entering your domain with secrets once thought forgotten. Pact of the Chain Familiar You can
select the following creature as a familiar if you have the Pact of the Empress COMPENDIUM OF FORGOTTEN SECRETS | THE SERPENT EMPRESS At 10th level, your veins run with venom. A local religion is promoting the destruction
of books and knowledge - in this instance, are they justified? Keeper of the Depths Expanded Spells 1st identify, sleep 2nd locate object, zone of truth 3rd crushing tide, water breathing 4th control water, divination 5th legend lore, forgotten pain COMPENDIUM OF FORGOTTEN SECRETS | THE KEEPER OF THE DEPTHS
Secrets of the Depths Starting at 1st level, your patron visits you in your dreams, learning what you've learned in exchange for hidden knowledge. If the animate image can't be seen by the warlock, it can't use this attack. Sleepless Nights Prerequisites
Gray Portrait patron, Pact of the Tome feature Whenever you cast a spell that creates an illusion, you can use a bonus action to empower it with a spark of hostile energy. small ooze, neutral Armor Class 8 Hit Points 45 (6d6 + 24) Speed 25 ft. Hunter's Cry. Actions Bite Melee Weapon Attack: +5 to hit, reach 5ft., one target. Once you use this feature,
you cannot do so again until you finish a long rest. To make these spells, I've attempted to fill in gaps where none should exist in the first place, and to add to the flavor and options of the class. While you are mounted on the steed, you can choose to redirect any damage that it would take to yourself. If you have an animate shield as your familiar, it
gains additional hit points equal to you warlock level. Convocation's Child Prerequisite: Gelatinous Convocation patron, Pact of the Chain feature You can select a wiggly cube as your familiar. You have advantage on skill checks to discover information in the Archive - it contains information on any topic known to mortals - but you must make a Wisdom
 saving throw against your warlock spell save DC. 5th modify memory, insect plague Walk Into My Parlor Poisoned Mind When you forge this pact at 1st level, your patron teaches you the first lie ever told. Shadow Dweller. The Accursed Archive has chosen a new servant, but this servant seeks to enslave a powerful fiend. If your portrait is ever
destroyed, you die. Creatures that fail are poisoned for one minute, but can repeat their saving throw with advantage if they use an action to clear their lungs. If they succeed, they are unaffected. Alternatively, it triggers Shadowed Pounce as an action to clear their lungs. If they succeed, they are unaffected. Alternatively, it triggers Shadowed Pounce as an action to clear their saving throw with advantage if they use an action to clear their lungs. If they succeed, they are unaffected. Alternatively, it triggers Shadowed Pounce as an action to clear their saving throw with advantage if they use an action to clear their saving throw with advantage if they use an action to clear their saving throw with advantage if they use an action to clear their saving throw with advantage if they use an action to clear their saving throw with advantage if they use an action to clear their saving throw with advantage if they use an action to clear their saving throw with advantage if they use an action to clear their saving throw with advantage if they use an action to clear their saving throw with advantage if they use an action to clear their saving throw with advantage if they use an action to clear their saving throw with advantage if they use an action throw with advantage if they use an action throw with advantage if they use an action throw the action throw throw the action throw throw throw the action throw t
Prerequisite: Ashen Wolf patron Whenever you reduce a creature to 0 hit points, you can use a bonus action to cast a cantrip targeting an enemy within 10 feet. After you do so, the shield fades. Each enemy hit takes an additional 1d4 necrotic damage, and if this attack kills them or is used on their corpse, they cannot be resurrected by a spell cast
using a spell slot lower than 8th level. Whenever you've grappled a target and you choose to have it suffer acid damage from your Acidic Body feature, you gain temporary hit points equal to 1d6 + your Charisma modifier, and you have advantage on checks made to maintain the grapple. Whenever you've spent at least 1 minute communicating with
one or more creatures, you can attempt to share an Unspeakable Truth with them. Animate Image small construct, neutral Armor Class 16 (natural armor) Hit Points 3 (1d4+1) Speed 30 ft., special STR DEX CON INT WIS CHA 10 (0) 16 (+3) 13 (+1) 8 (-1) 10 (+0) 11 (0) Skills Perception +5 Damage Immunities attacks from nonmagical sources
Condition Immunities poisoned, exhausted, deafened, blinded, restrained Senses passive Perception 15, blindsight 5 ft. COMPENDIUM OF FORGOTTEN SECRETS | THE STORM LORD 27 Slayer of the King At 14th level, you discover the secrets of the unspoken heroes that sought the downfall of the Storm Lord. Melee Weapon Attack: +5 to hit,
reach 10ft., one target. Forbidden Graveyard Expanded Spells Keeper of Souls 1st inflict wounds, cure wounds 2nd aid, suffer At 10th level, your spirit is bound to the Graveyard Expanded Spells Keeper of Souls 1st inflict wounds, cure wounds 2nd aid, suffer At 10th level, your spirit is bound to the Graveyard Expanded Spells Keeper of Souls 1st inflict wounds, cure wounds 2nd aid, suffer At 10th level, your spirit is bound to the Graveyard. A rival artist has declared war on the warlock for stealing his audience, and vows bloody revenge. When you finish, you can touch a number of creatures equal to your
Charisma modifier. It can be repaired using the spell mending. The servant remains until it dies, you dismiss it, or five minutes have passed. Stop them, but then finish their task. At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the necrotic damage or the psychic damage (your choice) increases by 1d8 per slot level
above 2nd. Two Dimensional. Pact of the Chain Familiar. The hawk can let out a piercing cry as a bonus action, you can select the following creature as a familiar. The Perfect Chord resounds through the quiet places of the world; a
clear and harmonious note that spirals with infinite complexity, gaining sentience and life with every sound it collects. The small accumulated deceptions come together, forming a creature of webs and treachery, lies and deceit. Guard. Does this bring reward, or disaster? You can use a reaction granted by this feature a number of times equal to half
your Charisma modifier rounded down, and these uses recover whenever you finish a short or long rest. 8 COMPENDIUM OF FORGOTTEN SECRETS | THE ASHEN WOLF STR DEX CON INT WIS CHA 14 (+2) 13 (+1) 11 (+0) 10 (+0) 11 (0) Skills
Perception +5 Damage Immunities fire, poison, necrotic Condition Immunities poisoned Senses passive Perception 15, darkvision 60 ft. At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the damage of each phase of the spell increases by 2d6. In exchange, it watches through the eyes of its servants, and uses them as
guardians of its treasures. Additionally, you gain advantage on saving throws against poisoned condition. If they fail, they are blinded until the end of their next turn and take 7 (2d6) fire damage. Choose any spell of 5th level or lower that is not a cantrip. The dimcat can choose to generate an aura of magical darkness around itself, as
the darkness spell, except the area only fills the same square as the dimcat and moves with it. Its influence is felt each day, in the small comforts one tells oneself to the greatest of blasphemies against the divine concordant. Creatures inside the cube can be seen but have total cover. The swarm has advantage on saving throws against spells and other
magical effects. Class Feature and Invocation Alteration Whenever a warlock class feature or an Eldritch Invocation references your Charisma modifier, you can choose to use your Intelligence modifier instead of your Charisma modifier, whenever a creature such as a vampire attempts to consume your blood, it takes poison damage equal to your
Charisma modifier and gains no benefit from drinking your blood. Whenever a creature touches or successfully disbelieves the illusion for the first time, they take psychic damage equal to your Charisma modifier. You can end this spell as an action. If the result is a 1, you are struck by an unholy force, and are reduced to 0 hit points and fail your first
death saving throw immediately after the spell is cast. Side Splitting At 6th level, your body becomes somewhat... If this would cause you to reach the maximum level of exhaustion and die, your spellcasting continues until you are interrupted or you finish, at which point you would die. The Eternal Citadel Y ou've made a pact with the Eternal Citadel,
a massive yet empty bastion that seems to wander between worlds, collecting travelers and then releasing them again once they agree to serve. Expanded Spell List The Accursed Archive lets you choose from an expanded list of spells when you learn a warlock spell. If they fail, they are knocked prone and take 2d6 force damage. The imperial cobra
can take the Disengage and Dash actions as bonus actions. A Touch on the Web At 6th level, you learn to summon the slaves of the Weaver to extract vengeance. Between the Worlds Prerequisites: Gray Portrait patron, 18th
level You can cast mirage arcane and symbol without expending a spell slot. Allied creatures within 30 feet gain advantage on their next attack roll, saving throw, or ability check. The emberborn blasts ash and embers from its body. Wicked Waltz Prerequisite: Perfect Chord patron, 17th level You can cast Otto's irresistible dance once per long rest
without using a spell slot. Slick Hands Prerequisite: Gelatinous Convocation patron, 7th level Your arms extend in rope-like coils of ooze. Armor Class 14 Hit Points 3 (1d4 + 1) Speed 10 ft., flying 50 ft. An accursed wish has gone awry, leading to a terrible tragedy. Languages understands Common and those known by its master but cannot speak
Challenge 1 (200 XP) Spider Climb. Ghoulish Constitution Expanded Spell List The Forbidden Graveyard lets you choose from an expanded list of spells when you learn a warlock spell. Shapeshifting and permanent invisibility allow it to be a perfect scout and spy. You gain advantage on saving throws against poison and the poisoned condition. Use the
imp as a basic template and then enable it to perform one or two things better than the imp does. The spell deals 2d8 damage per spell slot level used of the same damage type the spell would normally deal instead of the normal damage. The hell hounds instantly fall apart as ash
and swirl back to you from up to 300 feet away. Expanded Spell List The Gray Portrait lets you choose from an expanded list of spells when you learn a warlock spell. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw. These rules are designed to enable you to
play a warlock that is based on Intelligence, and is followed with a discussion on how this can impact your role and usefulness. Inside the Accursed Archive, those who do cannot help but be drawn through the opening hall to gaze upon the tome in the center of the room - the Index Incarnatus - the one,
endless book that contains the location and description of every single scrap of forbidden lore within the Archive. Through Fire and Flame Prerequisite: 13th level, Ashen Wolf. Necromancy, Minions and Warlocks
Raising the dead is awesome. The Archive has gained another resident - who are they, and what are they looking for? The ability to speak enables it to convey messages and information. The eyeless watcher has advantage on saving throws against spells and other magical effects, and has resistance to damage from spells. Cursed with a bitter chill
that can only be shaken by the blood of the prey, and riding astride a steed whose eyes are cold as ice, the Wild Huntsman journeys between the planes seeking the greatest of challenges and the weakest of souls, all to harvest for his collection. Royal Invitation Prerequisite: Serpent Empress patron, 17th level You can cast Mordenkainen's magnificent
mansion once per long rest without expending a spell slot. If this attack, saving throw have disadvantage on all attacks, saving throws, and ability checks. Pact of the
Chain: Your familiar can make attacks without you taking the Attack action. Either way, the maw then immediately disappears. The Gelatinous Convocation Y ou've made a pact with the cheerful wandering cubes of sentient ooze that wiggle and wobble their way across the multiverse, and who visit worlds beyond measure with the singular goal of
spreading their offspring within the deepest dungeons to collect and absorb the memories of the fallen. The Shadowcat Your patron is an otherworldly incarnation of fate that strides between planes; a living omen of ill luck and good fortune alike. The DM chooses which creature of your chosen type is summoned, and its CR should be as close as
possible to the requested value. Essence of the Sky Prerequisite: Storm Lord Patron, Pact of the Chain feature You can select a spark seeker as your familiar. Endless Pursuit At 10th level, your patron grants you a portion of its primal stamina. The character must safeguard a location from an encroaching horde of invaders. Pact of the Chain Familiar.
If you have the Pact of the Chain feature and the required invocation, you can select the following creature as a familiar. If you have an eyeless watcher as a familiar, it gains additional maximum hit points equal to your warlock level. After they fail to resist once, they have disadvantage on subsequent attempts to resist. Warlocks and Pact Features
While the Pact of the Blade weapons and Pact of the Chain familiars from Invocations are enticing and detailed, remember to note how ordinary weapons and familiars may look when touched by the influence of each patron: Imps with skin like paper, greatswords that twist and sing when swung, and sprites that glow with wicked fire. Eldritch Spike
Prerequisite: 13th level Your blast is shaped into a lance that juts up from the ground at a distant location. Cantrips from the wizard spell list. A DC 18 Perception check reveals that the sound is falsified. They respond eagerly to your commands for the duration of the change, and are
elementals, not fiends. Whenever the cobra is touching its master, both gain advantage on Deception checks. Slayer's Armory Prerequisite: Wild Huntsman patron, Pact of the Blade feature You can create any simple or martial weapon from blackened cold iron and the bone of ancient beasts using your Pact of the Blade feature. Hopefully, this should
allow you to tweak how your blast works, and enable the warlock to be more effective in certain combat scenarios when they are out of spell slots and features that a warlock can encompass. The biggest lie is the most
believable - the party is mistaken for someone else, and must maintain the ruse. The cube is immune to falling damage. Hit: 1 slashing damage. As a class that lacks medium or heavy armor without being multiclassed or expending feats, they lack the AC to survive well in melee combat, and are vulnerable outside of cover. 10 COMPENDIUM OF
FORGOTTEN SECRETS | THE ETERNAL CITADEL Years of Peace Prerequisite: Eternal Citadel patron, 7th level Once per long rest, you can cast Mordenkainen's private sanctum using a warlock spell slot. Your speed increases by 20 feet. 1st inflict wounds, longstrider 2nd flame blade, pass without trace 3rd Melf's minute meteors, haste 4th freedom
of movement, wall of fire Eldritch Invocations 5th cloudkill, Rary's telepathic bond Chronicle of the Flame Some spells referenced in the Companion; free on WoTC's website. The cobra also has advantage on checks to escape a grapple. Deceptive Cadence 1st dissonant whispers, thunderwave At 6th
level, you learn to turn the tempo of battle against your enemies. Madness of the Deep At 10th level, your patron allows you to call on its unspeakable secrets and inflict them on others. While you are not wearing armor, you can summon up to one spider per
two warlock levels, and they disappear when slain or after one minute has passed. Whenever you have 0 hit points, you do not fall unconscious but still must make death saving throws until you are stabilized. Choose any spell of 5th level or lower. You can choose to return to your normal form without using an action whenever you wish, provided there
is room to do so. The eyeless watcher is a tentacled horror with small wings that speaks in whispers. At 6th level, your flesh is filled with the icy chill of the grave. Languages Common and those known by its master Challenge 1 (200 XP) Amphibious. Your reach for melee attacks and spells that you cast with a range of touch increases by 5 feet. If they
fail, they are poisoned for 1 minute. On one hand, WotC did a great job by providing a series of very general patrons that can apply to many different warlocks - which is fantastic for a PHB. While some options may feel outside the norm, you'll also find design notes and references scattered throughout the Compendium. You can choose to use your
Charisma modifier instead of your Dexterity modifier when calculating your AC. Spiders toil in service to the Weaver, and you've joined them in your greed. Whenever you cast a spell that deals thunder or lightning damage, or is from the patron's Expanded Spell List, the seeker can attack with its Spikeshard as a reaction. Design of Familiars They're
your best friend, and they deserve some love. Additionally, you get several plot hooks for each patrons, advice on how to use them, and design notes on making your own warlock patrons! Please enjoy! For Dungeon Masters aka, "My player is showing me this thing but what the hell am I supposed to do with it?" The patrons within this document are
generally open enough to be usable (or at least adaptable enough to fit) in almost every fantasy world. COMPENDIUM OF FORGOTTEN SECRETS | THE SERPENT EMPRESS 24 Clerics and Druids should stand aside, for the darkest parts of nature and gods once thought forgotten have returned. By some malignant intelligence that selects only the
most desperate, the most ambitious, and the most willing to sacrifice, the Accursed Archive collects souls to do its ruinous work: to share the terrible truths that reside upon its endless shelves, and bring chaos and upheaval to the outside world through the disclosure of these forgotten secrets. Finally, your unarmed strikes can deal acid damage, and
you can use Charisma instead of Strength for the attack and damage rolls of your unarmed strikes. Each creature can have only one usage of this spell at a time - if they would recieve the benefit of this feature more than once, the new spell replace the old spell. Whenever you cast web and maintain concentration for the full duration, you can choose
to have the web become permanent and impossible to dispel. A group is attempting to conceal a secret that could spell the end of a kingdom, but should the players help, or intervene? This lasts until you finish a long rest. Rather than try to step on the toes of what's been written, I've created new patrons that can explore those themes without
entering the same territory. Make a spell attack roll; on a hit, the attacker takes slashing damage equal to half your warlock level plus your Charisma modifier. Emberborn small elemental, neutral Armor Class 14 (natural armor) Hit Points 22 (5d6 + 5) Speed 30 ft. The attacker must make a Constitution saving throw against your warlock spell save
DC or be poisoned until the end of your next turn. A creature within 5 feet of the cube can take an action to pull a creature with an unarmed attack or cast a cantrip
with a range of touch and hit, you can choose to attempt to grapple the target as a bonus action. Ooze Cube. At the start of your next 3 turns, you recover hit points equal to half your warlock level. A murder has occurred, and the party must decide if desecrating the body is worth it to find the killer. You can benefit from this feature once per short or
long rest. Each target can only be affected by this once per turn. Savior's Blade Prerequisites: Warrior-Saint Patron, Pact of the Blade feature You can create a greatsword of polished star-steel capped with a shining gemstone using your Pact of the Blade feature. When you cast a spell that has a material component that does have a cost in gold, you
can increase the casting time according to the following table in order to ignore the material component. One of the Storm Lord has fallen from his favor, and is marked for death. Hands of the Warrior-Saint from your back as a bonus action. You can speak to one allied
creature over the course of 10 minutes, filling its mind with what you've learned. Whenever you cast a spell that has both a verbal and somatic component, you can choose to cast it as though it only had a verbal component, you can choose to cast it as though it only had a verbal component. "And with a measured haste propel Yourselves from heaven through the world to hell." — Johann Wolfgang von Goethe, Faust
COMPENDIUM OF FORGOTTEN SECRETS | INTRODUCTION 3 The Accursed Archive I n every library, there is a book that's never been read, a section that tome of secrets dark, find that section of unholy blasphemies, and step beyond the dead-end corridor
into the Accursed Archive, where you have become bound to the nightmare-inducing writings within. Additionally, you can cast blink without expending a spell slot once per short or long rest. Whenever you finish a long rest, you gain proficiency in two skills, languages, or tools of your choice. A Note on Specificity: You'll probably notice that many of
these patrons have specific thematic styles and are often less general in application than those included in the Player's Handbook. What tricks will they pull along the way? The animate image is a small, two-dimensional work of sentient art that shifts and changes to suit its environment. Make a couple extra invocations for the things you wanted to
include in your patron features, but couldn't quite justify. The traitor wasn't a traitor after all - the Weaver just decided to get involved. Large fey, chaotic neutral Armor Class 17 (natural armor) Hit Points 60 (6d6+42) Speed 45 ft., climb 45 ft. All creatures who can hear and understand your words other than you must make a Wisdom saving throw
against your warlock spell save DC. Perfect Mimicry The songbird can perfectly replicate any sound that it has heard. Armor Class 17 (natural armor) Hit Points 16 (4d6 + 4) Speed 30 ft., climb 30 ft. The scribeant swarm is a mass of scarab-like insects, each covered in delicate hieroglyphic writing and imbedded with a single gemstone. The Hounds
are wolf-like canine creatures that cry out with vicious hunger for the blood of the weak, and serve their master with perfect disciple and unshakable resolve. You can create any color of paint you choose each time you cast the spell. The oozes of a dungeon have consumed enough memories to become sentient, but they're morose and depressed. Black
Frost At 6th level, you can call on your connection to the cold winds to defend you. Caustic Blast Prerequisite: Gelatinous Convocation patron, 7th level, eldritch blast, when you cast this spell, the undead created by it remain under your control for
only 4 hours. The Wild Huntsman Y ou've made a pact with the Wild Huntsman, a dark incarnation of the predatory nature of man. While you have a wiggly cube as your familiar, it gains additional maximum hit points equal to your warlock level. After the minute has passed, you can collect the acid to gain the memories of the creature from the past
48 hours, as well as any significant memories of the DM's choosing. Once per long rest, you can choose to succeed on a death saving throw, even when you would have failed. Whenever the inkcat makes a Dexterity saving throw, even when you would have failed. Whenever the inkcat makes a Dexterity saving throw, even when you would have failed.
COMPENDIUM OF FORGOTTEN SECRETS | DM PLOTS Agents of the gods are seeking the warlock for an unknown reason - will this lead to conflict, or alliance? This freedom from responsibility is corruptive, however, so one must be wary - if the portrait is destroyed, all that suffering returns to collect the devil's due. Lord of Beasts Prerequisite:
Wild Huntsman patron, 13th level Your hounds gain a bonus to their attack and damage rolls equal to your Charisma modifier rounded up. Each time a creature within a 60-foot radius of you would recover hit points, it must make a
Charisma saving throw. Dark Secret 2nd-level divination Casting Time: 1 action Range: 60 feet Components: V, S Duration: Instantaneous You learn the greatest weakness of the target. Those that fail take force damage equal to three times your warlock level, while those that succeed take half as much damage. COMPENDIUM OF FORGOTTEN
SECRETS | THE SHADOWCAT 25 Pact of the Chain Familiar Codex of the Black Dawn If you select the Pact of the Chain and have the required Invocation, you can use this feature up to three times per short or long rest, and the amount of temporary hit points received at one time cannot exceed
three times your Charisma modifier. Familiars could dance to distract enemies when taking the Help action, and a Tome could contain the most wicked solo ever written by mortal men. Imperial Cobra Class Skills small beast, neutral The class skill list is replaced with the following one: Animal Handling, Arcana, Insight, Medicine, Nature, Religion,
Survival. Whenever it uses the Bite action, you can use your reaction to impose disadvantage on the target's first Constitution saving throw. COMPENDIUM OF FORGOTTEN SECRETS | SPECIAL THANKS 43 If they fail, they are restrained. Eldritch Invocations Allegro Vivace Prerequisite: Perfect Chord patron, 9th level You can cast mass healing
word using a warlock spell slot. The utterly black feline creature, called an inkcat, uses the following statistics block and acts under your command during its turn. The Weaver, it is called, but it is a being woven from the lies of the gods themselves. Actions Silent Secret Ranged Spell Attack: +5 to hit, range 30 ft., one target. Seek Knowledge: The
record-hunter intuitively knows the layout of any library it enters, and the location of all written works within. If they fail, they gain vulnerability to the next instance of bludgeoning, piercing, or slashing damage they take until the start of your next turn, unless they have immunity to those damage types. Choose a 20-ft. Whenever you succeed on this
saving throw, you can cast a cantrip as a reaction. Weaver of Lies Expanded Spells You gain proficiency in the Deception skill, and gain 1d4 temporary hit points whenever you succeed on a Deception skill, and gain 1d4 temporary hit points whenever you succeed on a Deception skill check. 34 COMPENDIUM OF FORGOTTEN SECRETS | THE WILD HUNTSMAN Eldritch Invocations Bitterchill Blast
Prerequisite: Wild Huntsman patron, eldritch blast cantrip You can choose to imbue your eldritch blast with freezing cold as a bonus action. You can brouge this acid once, and this use recovers
whenever you finish a long rest. You've been granted a place at the Huntsman's table and the services of his tireless steeds and of his hunting hounds, who howl in the darkest winter nights while seeking living souls to claim. Make a 6th level feature that provides a defensive option. Chronicle of Winters Past Prerequisite: Wild Huntsman patron, Pact
of the Tome feature You can use your action to infuse yourself with the most bitter of glacial ice. Spirits are somehow escaping and returning to their bodies, even those that are decayed long past recognition. A: The damage type changes from force to the new type, but the damage dice are unchanged. Primarily, this is a benefit to overcome the fact
that many of the warlock features and Invocations are designed to benefit primarily from Charisma - Mask of Many Faces, Master of Myriad Forms, and Beast Speech to name the obvious ones. When you do so and damage a creature other than yourself within 30 feet
by using a bonus action. Scripture of Natural Law Prerequisites: Warrior-Saint Patron, Pact of the Tome feature You can cast zone of truth once. Whenever you damage a living creature, you gain temporary hit points equal to your spellcasting modifier. The Shadowcat - Updated! The Shadowcat is an entity that follows a strange set of rules and is
often compared to fey, though few know its true nature. Whenever the cube enters the space of a hostile creature is of the same size or smaller than the cube, it must make a DC 12 Dexterity saving throw. You can make this attack once, and this use recovers whenever you finish a long rest. Until the end of your next turn, you suffer
from disadvantage on attacks and Perception checks against targets beyond this range. The scribeant swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny scarab. Hostile creatures that attack the songbird must make a DC 12 Charisma saving throw. Actions Multiattack. 40
COMPENDIUM OF FORGOTTEN SECRETS The | DM Eternal PLOTS Citadel By the logic of making a pact with a sentient weapon (Thanks Wizards!) there's little reason you couldn't make pacts with buildings - especially ones that travel between the planes and seek out capable warriors. Other creatures can use their action to free
the target automatically. Fitting Tune (1/Short Rest). For the Dungeon Master Plots & Lore So, you've made it this far, have you? While you maintain concentration on this spell, you can use your action to disrupt that order. If they fail, they are blinded until the start of their next turn and take 1d10 cold damage. This weapon has the finesse property.
If they succeed, they are unaffected by any additional effects associated with your eldritch blast, and take half as much damage. Roll initiative for the summoned creatures as a group, which have their own turns. It has a range of 15/30, AC 15, and hit points equal to 5 + your warlock level. Gray Portrait Expanded
Spells Spell Level 16 Spells 1st color spray, sanctuary 2nd calm emotions, enhance ability 3rd glyph of warding, sending 4th death ward, stone shape 5th contagion, mislead OTHERWORLDLY PATRON | THE GRAY PORTRAIT At 14th level, you can inflict a fraction of the cursed suffering of your Portrait onto another. Between this and the Intelligence-
based option, this one is less likely to be well balanced. If you do not cast this spell before killing another creature with this ability and resting, it is lost. When you do so, you can choose to have the weapon deal force damage instead of bludgeoning damage. As a bonus action, you can choose to gain truesight out to 5 feet which lasts until the end of
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your next turn. The creatures that fail their saving throws are knocked prone, and have their speed halved until the end of your next turn. It uses your spellcasting ability for attack rolls and saving throw DCs. If you grant a cantrip to an illusion and the illusion would suffer damage, it is immediately dispelled. Additionally, as an action you can call down an onslaught of timeless power from the central spire of the Citadel to burn away the souls of your foes. The Serpent Empress Nobility, the intrigue of court, the connotations of such zealous fervor, and the collection of garden statues in the shape of terrified servants all add to the mysterious nature of the Empress. Once you do this, you cannot do so again until you finish a long rest. If they fail, they cannot use reactions or cast spells with targets other than "self" until after your next turn. Check me out on /r/UnearthedArcana! Other creations include a Soulknife class that feels somewhat like older versions did, several character archetype options, and more! If you're wondering about my next project, it'll likely be Divine Domains. Whenever you hit a creature with this weapon, you can expend a spell slot to deal 2d8 radiant damage per spell never been seen, all oceans are one to the Keeper of the Depths, and its desire is insatiable. Creatures not native to the cold have disadvantage on Survival and Perception checks while within the area of Fimbulwinter. When determining this, the hounds count as 4 medium creatures. If the creature has resistance to the damage type, its resistance is ignored. The Keeper watches over all this hidden knowledge, and harvests ever more in its endless pursuit of the universe. Ashen Wolf Expanded Spells At 14th level, you unlock the power to incarnate in the form of your patron. If it fails, its heart is filled with vile poison, and it takes 10d6 poison damage at the start of its next turn. Whenever you or it reduce a creature to 0 hit points, it can use a reaction to recover a single use of its Shriek action. Expanded Spell List The Gelatinous Convocation lets you choose from an expanded list of spells when you learn a warlock spell. You can communicate with slimes and oozes, even if they do not speak a language or are insufficiently intelligent, and have advantage on Charisma checks to interact with them. You gain one of the following benefits depending on your Pact feature: Pact of the Blade: You gain proficiency in medium armor and shields. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. As an action, choose a creature within 60 feet. Evasive Scratch Prerequisite: Shadowcat patron Whenever you hit a creature using your Claws of Shade feature, you can take the Disengage action as a bonus action on your following turn. Whenever you gain a level and choose to replace a known spell with a different spell you qualify for, you can choose a spell from the cleric or druid spell list, provided you do not exceed the number of cleric or druid spells you could have normally learned. Some desire to safeguard others from that dark plane, while the depraved among them seek to bring souls back as servants, or to send new acolytes to the Forbidden Graveyard's haunted tombs. The Shadowcat has saved a child who was fated to die what does the warlock to do? 3rd phantom steed, spirit guardians Everlasting Peace 4th guardians Ev their next attack roll, ability check, or saving throw. Blasphemous Whisper Prerequisite: 7th level, Weaver of Lies patron You can use the Poisoned Mind feature whenever you cast a cantrip that targets only one enemy creature. When you cast this spell using a slot of 5th level or higher, you can make a single melee weapon attack as a bonus action after using your action to attack with this spell. Shedding Skin Prerequisite: Serpent Empress patron, 7th level Whenever you take the Dash action and are the target of an opportunity attack, you can use your reaction to gain the benefits of the Disengage action until the end of your movement, potentially negating the attack. While you've done so, you gain resistance to force damage, you have advantage on Strength checks, your size increases by 5 feet. When you have an imperial cobra as your familiar, it gains additional maximum hit points equal to your warlock level, and you can cast the poison spray cantrip, using your familiar as the source of the spellcasting. If this weapon is a ranged weapon, it instantly creates ammunition when drawn. Whenever you are attacked using a melee weapon, you can resume the spell as a bonus action. On a failed save, the cube enters the creature's space, and the creature takes 4 (1d8) acid damage and is engulfed. Perfect Mimicry. If you have a familiar, it also gains this bonus. This lasts until they succeed a repeated saving throw made at the end of each of their turns. Expanded Spell List The Ashen Wolf lets you choose from an expanded list of spells when you learn a warlock spell. Casting Time Table Gold Value Casting Time 10 gp +1 round 50 gp +1 hours 10,000 gp the greater of 2x base casting time or 4 hours 10 fully cover the gold value of the material component. Without a way to maintain viability after 5th level, the Pact of the Blade is costlier in terms of Invocations and has a lower potential damage output. Hit: 5 (1d6+2) piercing damage plus 3 (1d6) fire damage. Challenge 1 (200 XP) Eyes of the Hunter. Call to the Night At 14th level, you can summon a servant of the Shadowcat into your realm within 30 feet of you as an action. Also, you may transform into creatures of the monstrosity type, so long as they meet all other requirements. The Hounds of Hell The Ashen Wolf You've made a pact with a primal spirit of fire and the hunt; a scourge of the forests and fields, and a harbinger of ill fate. line with an origin point within 60 feet of you. Whenever you gain a level and choose to replace a known spell, you can choose from the warlock in a competition. If they succeed, they are freed from the snakes. If you have an emberborn as your familiar, it gains additional hit points equal to your warlock level plus twice your Charisma modifier. Whenever a creature starts its turn while involved in a grapple with you, you can choose to have it suffer 1d10 acid damage. Hit: 7 (2d6) radiant damage, or 3 (1d6) radiant damage if the swarm has half its hit points or fewer. While you have a scribeant swarm as your familiar, you have advantage on Investigation and Perception checks. When a creature is targeted, it must make a Strength saving throw against your warlock spell save DC to shake off the grasp of the horror. 8. Additionally, you gain resistance to fire damage. They can gain exhaustion from researching in it as normal. The Weaver sees much, and says more, but how much can it be trusted? You, your steed, and your hounds ignore difficult terrain while in cold regions, and your hounds and steed also gain resistance to cold damage. A creature that hits the cube with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. You cannot choose spells that restore hit points to creatures when selecting from the cleric and druid spell lists. The dimcat has advantage on saving throws against spells and other magical effects. Credit your artist, even if it's a simple footnote. Whenever you hit a creature with this weapon, roll a d8. Grimoire of the Endless Rain Pact of the Chain Familiar If you select the Pact of the Chain and have the required Invocation, you can choose the following creature as a familiar. The price for this has already been paid - they've spent a valuable Invocation to get this thing. Bite. This improves to 10 feet at 11th level, and to 20 feet at 20th level. That creature can add your proficiency bonus to one skill or tool of your choice that it is not already proficient in until its next long rest. Once you summon it, you cannot summon another until you finish a long rest. Challenge 1 (200 XP) Magic Resistance. Handmaiden's Friend Prerequisite: Serpent Empress patron, Pact of the Chain feature You can select an imperial cobra as your familiar. If they fail, they are knocked prone and take 3d6 bludgeoning damage. Haha! Thanks again! Seriously, I can't stop thanking you all enough. Additionally, you gain a swim speed equal to your movement speed. A creature that tries to enter the cubes space while unaware of it is surprised by the cube. Universal Invocations Eldritch Empowerment Prerequisite: Pact of the Blade feature, 6th level, eldritch blast cantrip While you are wielding your pact weapon, you can use a bonus action to empower it with your eldritch blast. Flutterby. Whenever you are attacked by a creature you can see, you can use your reaction to inflict a moment of perfect silence upon your attacker. If they fail, they are frightened for 1 minute. Strange Aeons At 6th level, the Keeper shares the secret of false immortality with you. As life teems within the seas, so do the secrets of the forgotten ages - sunken cities, ships lost at sea, and treasures unimaginable gone to the darkest currents that churn with horrible tentacles and creatures from nightmare. Warlocks and the Pact of the Blade is inferior to the other options. The Citadel itself has become corrupted, and begins to bring the worst of villains into the most vulnerable of times. Additionally, you gain immunity to poison damage Un libro è un insieme di fogli, stampati oppure manoscritti, delle stesse dimensioni, rilegati insieme in un certo ordine e racchiusi da una copertina.. Il libro è il veicolo più diffuso del sapere. L'insieme delle opere stampate, inclusi i libri, è detto letteratura. Il libro è il veicolo più diffuso del sapere. L'insieme delle opere stampate, inclusi i libro è il veicolo più diffuso del sapere. L'insieme delle opere stampate, inclusi i libro è il veicolo più diffuso del sapere. L'insieme delle opere stampate, inclusi i libro è il veicolo più diffuso del sapere. L'insieme delle opere stampate, inclusi i libro è il veicolo più diffuso del sapere. L'insieme delle opere stampate, inclusi i libro è il veicolo più diffuso del sapere. L'insieme delle opere stampate, inclusi i libro è il veicolo più diffuso del sapere. 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