

THE WARLOCK: THE TREANTMONK VARIANT

With a pseudodragon curled on his shoulder, a young elf in golden robes smiles warmly, weaving a magical charm into his honeyed words and bending the palace sentinel to his will.

As flames spring to life in her hands, a wizened human whispers the secret name of her demonic patron, infusing her spell with fiendish magic.

Shifting his gaze between a battered tome and the odd alignment of the stars overhead, a wild-eyed tiefling chants the mystic ritual that will open a doorway to a distant world.

Warlocks are seekers of the knowledge that lies hidden in the fabric of the multiverse. Through pacts made with mysterious beings of supernatural power, warlocks unlock magical effects both subtle and spectacular. Drawing on the ancient knowledge of beings such as fey nobles, demons, devils, hags, and alien entities of the Far Realm, warlocks piece together arcane secrets to bolster their own power.

[Link: The Breakdown of this variant on YouTube](#)

THE WARLOCK

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Points	Max Level	Invocations
1st	+2	Otherworldly Patron, Pact Magic, Eldritch Blast	2	2	1	1st	-
2nd	+2	Eldritch Invocations	2	3	2	1st	2
3rd	+2	Pact Boon	2	4	3	2nd	2
4th	+2	Ability Score Improvement	3	5	4	2nd	2
5th	+3	-	3	6	5	3rd	3
6th	+3	Otherworldly Patron Feature	3	7	6	3rd	3
7th	+3	-	3	8	7	4th	4
8th	+3	Ability Score Improvement	3	9	8	4th	4
9th	+4	-	3	10	9	5th	5
10th	+4	Otherworldly Patron Feature	4	10	10	5th	5
11th	+4	Mystic Arcanum (6th level)	4	11	11	5th	5
12th	+4	Ability Score Improvement	4	11	12	5th	6
13th	+5	Mystic Arcanum (7th level)	4	12	13	5th	6
14th	+5	Otherworldly Patron Feature	4	12	14	5th	6
15th	+5	Mystic Arcanum (8th level)	4	13	15	5th	7
16th	+5	Ability Score Improvement	4	13	16	5th	7
17th	+6	Mystic Arcanum (9th level)	4	14	17	5th	7
18th	+6	-	4	14	18	5th	8
19th	+6	Ability Score Improvement	4	15	19	5th	8
20th	+6	Eldritch Master	4	15	20	5th	8

CLASS FEATURES

As a warlock, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per warlock level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per warlock level after 1st

PROFICIENCIES

Armor: Light armor, Medium Armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom and Charisma

Skills: Choose two skills from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Any simple weapon, and two daggers

ELDRITCH BLAST

As an action, you can fire a beam of crackling energy that streaks toward a creature within 120 feet. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. You must provide a verbal and somatic component as if casting a spell. At 9th level, the damage increases to 1d12 force damage.

You create more than one beam as you gain more Warlock levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

OTHERWORLDLY PATRON

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

PACT MAGIC

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

CANTRIPS

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

SPELL POINTS

The Warlock table shows how many spell points you have to cast your warlock spells of 1st through 5th level. The table also shows the maximum level of spell you can cast. To cast a spell you must expend one spell point per level of the spell. You may cast a spell at a higher level (up to the maximum spell level) by spending one additional spell point per level added. You regain all expended spell points when you finish a short or long rest.

For example, when you are 5th level, you have five spell points. To cast the 1st-level spell *witch bolt*, you must spend one of those points, and you cast it as a 1st-level spell. If you spend three spell points, you cast it as a 3rd-level spell.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

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

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

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

SPELLCASTING ABILITY

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

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use an arcane focus (see the Adventuring Gear section) as a spellcasting focus for your warlock spells.

ELDRITCH INVOCATIONS

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability. A level prerequisite refers to your level in this class.

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

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

PACT BOON

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

PACT OF THE BLADE

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it (see the Weapons section for weapon options). You are proficient with it while you wield it, when you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage roll. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

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

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

PACT OF THE CHAIN

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

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

If you choose the pseudodragon may choose to do the following as an action:

Invisibility. The pseudo dragon magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the pseudo dragon wears or carries is invisible with it.

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

PACT OF THE TOME

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless warlock spells for you.

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

ABILITY SCORE IMPROVEMENT

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

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

MYSTIC ARCANUM

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

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

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

Additionally, when you gain a level in this class, you can replace one of your Mystic Arcanum spell choices with another spell from the warlock spell list of the same level.

ELDRITCH MASTER

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended spell points and Mystic Arcanum. You can use an action entreating your patron for aid to regain all your expended spell points from your Pact Magic feature and restore your level 6 and 7 Mystic Arcanum if they are expended. Once you regain spell points and Mystic Arcanum with this feature, you must finish a long rest before you can do so again.

OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return.

Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE ARCHFEY

Your patron is a lord or lady of the fey, a creature of legend who holds secrets that were forgotten before the mortal races were born. This being's motivations are often inscrutable, and sometimes whimsical, and might involve a striving for greater magical power or the settling of age-old grudges. Beings of this sort include the Prince of Frost; the Queen of Air and Darkness, ruler of the Gloaming Court; Titania of the Summer Court; her consort Oberon, the Green Lord; Hyrsam, the Prince of Fools; and ancient hags.

EXPANDED SPELL LIST

The Archfey lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

ARCHFEY EXPANDED SPELLS

Spell Level	Spells
1st	<i>faerie fire, sleep</i>
2nd	<i>calm emotions, phantasmal force</i>
3rd	<i>blink, plant growth</i>
4th	<i>dominate beast, greater invisibility</i>
5th	<i>dominate person, seeming</i>

FEY PRESENCE

Starting at 1st level, your patron bestows upon you the ability to project the beguiling and fearsome presence of the fey. As an action, you can cause any creature of your choice within 30 feet of you to make a Wisdom saving throw against your warlock spell save DC. A creature that fails their saving throws is charmed or frightened by you (your choice) until the end of your next turn.

MISTY ESCAPE

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

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

BEGUILING DEFENSES

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

DARK DELIRIUM

Starting at 14th level, you can plunge a creature into an illusory realm. As an action, choose a creature that you can see within 60 feet of you. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, it is charmed or frightened by you (your choice) for 1 minute. This effect ends early if the creature takes any damage.

Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which you choose. The creature can see and hear only itself, you, and the illusion.

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

THE FIEND

You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims. Such beings desire the corruption or destruction of all things, ultimately including you. Fiends powerful enough to forge a pact include demon lords such as Demogorgon, Orcus, Fraz'Urb-luu, and Baphomet; archdevils such as Asmodeus, Dispater, Mephistopheles, and Belial; pit fiends and balors that are especially mighty; and ultraloths and other lords of the yugoloths.

EXPANDED SPELL LIST

The Fiend lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

FIEND EXPANDED SPELLS

Spell Level	Spells
1st	<i>burning hands, command</i>
2nd	<i>blindness/deafness, scorching ray</i>
3rd	<i>fireball, stinking cloud</i>
4th	<i>fire shield, wall of fire</i>
5th	<i>flame strike, hallow</i>

DARK ONE'S BLESSING

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

DARK ONE'S OWN LUCK

Starting at 6th level, you can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

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

FIENDISH RESILIENCE

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

HURL THROUGH HELL

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience.

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

THE GREAT OLD ONE

Your patron is a mysterious entity whose nature is utterly foreign to the fabric of reality. It might come from the Far Realm, the space beyond reality, or it could be one of the elder gods known only in legends. Its motives are incomprehensible to mortals, and its knowledge so immense and ancient that even the greatest libraries pale in comparison to the vast secrets it holds. The Great Old One might be unaware of your existence or entirely indifferent to you, but the secrets you have learned allow you to draw your magic from it.

Entities of this type include Ghaunadar, called That Which Lurks; Tharizdun, the Chained God; Dendar, the Night Serpent; Zargon, the Returner; Great Cthulhu; and other unfathomable beings.

EXPANDED SPELL LIST

The Great Old One lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GREAT OLD ONE EXPANDED SPELLS

Spell Level	Spells
1st	<i>dissonant whispers, Tasha's hideous laughter</i>
2nd	<i>detect thoughts, phantasmal force</i>
3rd	<i>clairvoyance, sending</i>
4th	<i>dominate beast, Evard's black tentacles</i>
5th	<i>dominate person, telekinesis</i>

AWAKENED MIND

Starting at 1st level, your alien knowledge gives you the ability to touch the minds of other creatures. You can telepathically speak to any creature you can see within 120 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

As an action, you can use this ability to frighten a creature targeted by Awakened Mind. The creature makes a Wisdom save against your spell DC. On a failed save, the creature is frightened until the beginning of your next turn.

ENTROPIC WARD

At 6th level, you learn to magically ward yourself against attack and to turn an enemy's failed strike into good luck for yourself. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn.

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

THOUGHT SHIELD

Starting at 10th level, your thoughts can't be read by telepathy or other means unless you allow it. You also have immunity to psychic damage, and whenever a creature attempts to deal psychic damage to you, that creature must make a Wisdom save against your spell DC. On a failed save, the creature is stunned until the beginning of its next turn.

CREATE THRALL

At 14th level, you gain the ability to infect a humanoid's mind with the alien magic of your patron. You can use your action to touch an incapacitated humanoid. That creature is then charmed by you until a remove curse spell is cast on it, the charmed condition is removed from it, or you use this feature again.

While charmed, the creature is compelled to obey your commands. If the creature is commanded to do something against its nature, the target may make a Wisdom saving throw against your spell DC. On a failed save, it pursues the course of action you described to the best of its ability. You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence.

ELDRITCH INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

AGONIZING BLAST

When you use an Eldritch Blast, you may add your Charisma modifier to the damage it deals on a hit.

ARMOR OF SHADOWS

You are constantly surrounded by a coating of shadow. Your AC is equal to 13 + your Dexterity modifier if you are not wearing armor, and you have advantage on Dexterity (Stealth) checks.

ASCENDANT STEP

Prerequisite: 9th level

You may levitate up or down as part of your regular movement. While levitating, you can move any direction other than up or down only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows you to move as if you were climbing.

BEAST SPEECH

You can understand the language of beasts, and they understand your speech. You gain advantage on any Charisma checks when dealing with beasts.

BEGUILING INFLUENCE

You gain proficiency in the Deception and Persuasion skills. If you already have proficiency in either of these skills, you gain expertise in that skill.

BEWITCHING WHISPERS

Prerequisite: 7th level

Whenever a target is charmed (see conditions) by you, you may give it a verbal command on your turn as an action, if the target can hear you, it must make a Wisdom saving throw or follow your instructions if it can while it is still charmed.

A target isn't compelled to take actions that obviously will cause it harm, such as jump into a fire or attack itself. It will however follow commands that put it in dangerous situations, such as attack a dangerous enemy.

BOOK OF ANCIENT SECRETS

Prerequisite: Pact of the Tome feature

You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class's spell list (the two needn't be from the same list). The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

CHAINS OF CARCERI

Prerequisite: 15th level, Pact of the Chain feature

You can bind a creature that you can see within 60 feet in magical chains of force as an action. When you do so, the target must make a Strength saving throw against your spell DC. If they fail, they are restrained. On their turn they may use their action to attempt to free themselves from the chains by making a Strength saving throw. The chains disappear when the creature breaks free, after one minute has passed, or when you use Chains of Carceri again.

DEVIL'S SIGHT

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

DREADFUL WORD

Prerequisite: 7th level

Your words can shatter the minds of other creatures. As an action, you may speak a dreadful word to a target that can hear you. When you do so, they must make a Wisdom save against your spell DC. If they fail, they act as if under a *confusion* spell for one minute. At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends.

ELDRITCH SIGHT

You can see the presence of magic within 30 feet of you. If you see magic in this way, you can see a faint aura around any visible creature or object in the area that bears magic, by using your action, you learn its school of magic, if any.

Eldritch Sight cannot penetrate a barrier you cannot see through.

ELDRITCH SPEAR

When you use your Eldritch Blast, its range is 300 feet.

EYES OF THE RUNE KEEPER

You can read all writing.

FIENDISH VIGOR

As an action, you may provide yourself temporary hit points equal to 3 + your Charisma modifier.

GAZE OF TWO MINDS

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

LIFEDRINKER

Prerequisite: 12th level, Pact of the Blade feature

When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1).

MASK OF MANY FACES

As an action, you make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this invocation fail to hold up to physical inspection. For example, if you use this invocation to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this invocation to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

MASTER OF MYRIAD FORMS

Prerequisite: 15th level

You assume a different form. As an action, choose one of the following options, the effects of which last until you use your action to dismiss it or choose a different option.

Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. You can use your action to change your appearance in this way again.

Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. You may use your Charisma modifier for the attack and damage roll. Finally, the natural weapon is considered magic for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

MINION OF CHAOS

Prerequisite: 9th level

You utter words of chaos, that summon a fiendish or fey spirit (your choice) that takes the form of a Gibbering Moulder. As an action, it appears in a space you choose that you can see within 60 feet.

The Gibbering Moulder is considered fiendish or fey (depending on the spirit you chose) disappears when it drops to 0 hit points, after one hour has passed, or when you use this invocation again.

The Gibbering Moulder is hostile to all creatures, including you. Roll initiative for the creature, which has its own turns. The Gibbering Moulder pursues and attacks the nearest creature to the best of its ability.

As part of using this invocation, you can form a circle on the ground with your own blood. You inflict 1d4 points of piercing damage to yourself with a dagger or other piercing weapon. The circle is large enough to encompass your space. The summoned creature can't cross the circle or harm it, and they can't target anyone within it. A creature within the circle cannot be affected by the gibbering of the summoned creature.

MIRE THE MIND

Prerequisite: 5th level

As an action, you alter time around a creature of your choice you can see within 60 feet. The target must succeed on a Wisdom saving throw or be affected by this invocation for one minute.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this invocation makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

MISTY VISIONS

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 5-foot cube. The image appears at a spot you can see and lasts for one minute. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot you can see. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

The image lasts until you dismiss it as an action, or create another image with this invocation.

ONE WITH SHADOWS

Prerequisite: 5th level

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

OTHERWORLDLY LEAP

Prerequisite: 9th level

Your jump distance is tripled, in addition you may touch a creature as an action. The creature's jump distance is tripled for one minute or until you use this ability again.

REPELLING BLAST

When you hit a creature with an Eldritch Blast, you can push the creature up to 10 feet away from you in a straight line.

SCULPTOR OF FLESH

Prerequisite: 7th level

This invocation transforms a willing creature that you touch into a new form. The transformation requires one minute to complete.

The transformation lasts for a duration of one hour, until you dismiss the invocation, use the invocation again, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating) to a maximum challenge rating of 1.

The target's game statistics are replaced by the statistics of the beast, but they retain their alignment, personality, and Intelligence, Wisdom, and Charisma scores. They also retain all of their skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as the target and the bonus in its stat block is higher than the target, use the creature's bonus. If the creature has any legendary or lair actions, they can't use them.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

SIGN OF ILL OMEN

Prerequisite: 5th level

As an action, you touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for one minute or until you use this ability again. When you use this invocation, choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.

While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A remove curse spell ends this effect.

THIEF OF FIVE FATES

As an action, a creature of your choice that you can see within 30 feet must make a Charisma saving throw. For the next minute, whenever a target that fails this saving throw makes an attack roll or a saving throw, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

THIRSTING BLADE

Prerequisite: 5th level, Pact of the Blade feature

You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

VISIONS OF DISTANT REALMS

Prerequisite: 15th level

As an action, you create an invisible sensor within one mile in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for one minute or until you choose to dismiss it, and it can't be attacked or otherwise interacted with.

When you use this ability, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing.

A creature that can see the sensor (such as a creature benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

VOICE OF THE CHAIN MASTER

Prerequisite: Pact of the Chain feature

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

WHISPERS OF THE GRAVE

Prerequisite: 9th level

As an action, you grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The invocation fails if the corpse was the target of this invocation within the last 10 days.

Over the next 10 minutes, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This invocation doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

WITCH SIGHT

Prerequisite: 15th level

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.



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