

Archive of Forgotten Lore: Warlock

This is Supplemental Material

Warlock Expanded

This is an expansion made to add more flavor and versatility to all warlocks. This expansion includes a new pact boon and 15 new invocations.

Hope you guys enjoy my work!

Pact of the Cauldron

Your patron gives you a small cauldron, a cauldron that can create magical brews. The cauldron functions just like an alchemy jug, you can use it as an arcane focus, and you can take 10 minutes to create a brew using the cauldron. The effect the brew has depends on the components you used to create it. The brew you create can be transferred to another container like a flask and it lasts until it is drunk or until the end of your next long rest.

You can use the cauldron to create brews this way a number of times equal to your proficiency bonus and all expended uses are restored when you finish a long rest.

As an action, a creature can drink the brew or administer it to another creature within 5 feet. Additionally, you can make a ranged attack against a creature, treating the brew flask as an improvised weapon. On a hit, the target can make a Charisma saving throw against your spell save DC or be under the effect of the brew.

If you lose your cauldron, you can perform a 1-hour ritual to receive a replacement from your patron. This ritual can be performed during a short or long rest, and it destroys the previous cauldron. The cauldron disintegrates when you die.

Cauldron Brew Table

Component	Effect
Drop of blood	The drinker regains a number of hit points equal to 2d4 + your Charisma Modifier.
Tear drop	The drinker can roll a d4 and add the number rolled to every attack for the next minute.
Drop of saliva	The drinker can roll a d4 and subtract the number rolled to every attack for the next minute.

Eldritch Invocations

At 2nd level, a warlock gains the Eldritch Invocations feature. 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 warlock level.

Arcane Insight

Prerequisites: Pact of the Tome

Your patron grants you insight to all types of magic. Choose one spell from any class. The spell you choose must be of 1st level. The chosen spell counts as a warlock spell for you and doesn't count towards your number of Spells Known. You can change the chosen spell for another 1st level spell from any class at the end of a long rest. Additionally, you can cast this spell at 1st level once per short or long rest.

Bound Blade

Prerequisites: Pact of the Blade

Your patron binds you to your pact weapon allowing you to channel your will through it. When you attack with your pact weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for attack and damage rolls.

Cauldron of Hexes

Prerequisites: Pact of the Cauldron; Hex spell

When you cast hex spell using the cauldron as the spellcasting focus you can target a second creature in range of your hex spell.

Cauldron of Curses

Prerequisites: 9th level, Pact of the Cauldron; Hex spell

When you cast hex spell using the cauldron as the spellcasting focus the target also has disadvantage on saving throws made with the chosen ability of your hex spell.

Cauldron of Shapes

Prerequisites: 5th level, Pact of the Cauldron

You learn how to create a new type of brew. One that changes the physical form of the drinker. The brew requires the component of an egg, and the drinker is under the effects of an *Alter Self* spell.

Cauldron of Frogs

Prerequisites: 12th level, Pact of the Cauldron

You learn how to create a new brew that turns the drinker into a frog. The brew requires the component of a frog, and the drinker can choose to roll a Constitution saving throw against your spell save DC or by under the effects of a polymorph spell. This brew only polymorphs the drinker into a frog.

Chronomancy

Prerequisites: 5th level

You can cast Haste or Slow without using a warlock spell slot. Once you do so, you can't cast it this way again until you finish a long rest.

Disrupter of Fates

Prerequisites: 9th level

You call upon your patron to change fate. After you or another creature you can see within 30 feet of you makes a saving throw, you can use your reaction to add or subtract your Charisma modifier to the saving throw before the DM tells you the result, potentially causing it to succeed. You can use this invocation a twice per long rest.

Enticing Presence

Prerequisites: 5th level, proficiency in deception and persuasion skills.

Your proficiency bonus is double for deception and persuasion Charisma skills.

Martial Insight

Prerequisites: Pact of the Blade

Your patron gives you martial knowledge from another long dead servant. Choose one fighting style from the fighter's Fighting Style list. You can't take the same Fighting Style option more than once. Additionally, you gain proficiency with shields, and one martial weapon.

Soul Reaper

Prerequisites: 15th level, Thirsting Blade

You can attack with your pact weapon three times, instead of twice, whenever you take the Attack action on your turn. The souls of those slayed by your pact weapon go to your patron.

Symbiotic Bond

Prerequisites: Pact of the Chain

Your hit point maximum increases by 1 and your familiar's hit point maximum increases by 2. Additionally, you and your familiar gain the same increase whenever you gain a warlock level. If this invocation is later replaced, you and your familiar lose the benefit of the bonus hit points.

Twinned Invoker

Prerequisites: Pact of the Tome

Choose two ranged cantrips you learned from the Pact of the Tome to empower them. If these cantrips normally target only one creature, they instead target two creatures within range and within 5 feet of each other. (Eldritch Blast does not get this benefit)

Unsanctioned Knowledge

Prerequisites: 12th level, Pact of the Tome

Your patron bestows great arcane knowledge and power onto you. You are able to select two spells from your expanded spell list of level 3 or lower and cast each at its base level once per long rest. The chosen spells doesn't count towards your number of Spells Known.

Vapid Protector

Prerequisites: 9th level, Pact of the Chain

Your patron allows you to temporarily shift the form of your familiar to a mindless hulking protector. As an action, you can polymorph your familiar into a flesh golem under your control. On your turn you, you can mentally command the golem if its within 60 feet of you and you aren't incapacitated. You decide what action the golem takes and where it moves during its next turn, or you can issue it a simple command, such as to attack or guard a location.

The golem remains in this form for 1 hour or until it is reduced to 0 hit points. You must finish a long rest before you use this invocation again.