

OTHERWORLDLY PATRON

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 SHADOW CABAL

Your patron is a council of beings who magically bolstered and corrupted your body to make you into their chosen operative, a vicarious embodiment of their will. Your new powers grant you supernatural speed and stealth, as well as a ghastly form that strikes fear into the heart of your enemies. Patrons of this sort can be any number of shadowy organizations, such as the Dark Powers of Ravenloft, the Gloaming Court, the Mage Hand Press, the Red Wizards of Thay, the Shadow Enclave Proclamation, the Treaty of Ascended Lords from the Otherworldly Nexus, and the Umbral Council.

EXPANDED SPELL LIST

Your pact with the Cabal allows you to choose from an expanded list of spells when you learn a new spell. The following spells are added to the warlock spell list for you.

SHADOW CABAL EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>bane, inflict wounds</i>
2nd	<i>pass without trace, silence</i>
3rd	<i>bestow curse, feign death</i>
4th	<i>death ward, locate creature</i>
5th	<i>dominate person, seeming</i>

DEATH WALKS AMONG YOU

At 1st level, you gain proficiency with the Intimidation skill. If you already proficient in it, you gain proficiency with one of the following skills of your choice: Athletics, Deception, Insight, or Stealth.

When you make a Charisma (Intimidation) check, your proficiency bonus is doubled.



SHADOW WALK

Also at 1st level, while you are in dim light or darkness, you become one with the shadows. Your speed increases by 10 feet, and you can climb without expending additional movement. You do not need handholds to climb along a surface while using this feature.

WRAITH FORM

At 6th level, as a reaction when you are hit by an attack you can become a haunting, incorporeal phantasm. You gain resistance to that attack and all damage until the end of your next turn, and you can then move 60 feet to an unoccupied space that you can see.

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

THE REAPING

At 10th level, when you go on the offensive, the dark forces that empower you grant you a defensive boon. Once per turn, when you deal damage to a hostile creature, you can regain hit points equal to your Charisma modifier.

DEATH BLOSSOM

At 14th level, as an action on your turn you can unleash a deadly barrage of eldritch energy in a 30-foot radius around you. Creatures you choose in this area must make a Dexterity saving throw against your warlock spell save DC. On a failed save, a creature takes force damage equal to $5d10 +$ your Charisma modifier, or half as much damage on a successful save.

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

PACT BOON

Your otherworldly patron bestows a gift upon you for your loyal service.

PACT OF THE CLOAK

As a bonus action, you can summon a cloak, coat, or robe which aids in your movement and mobility. This Pact Cloak appears on your body, fitting over any other clothes or armor, and it does not impede your movement, vision, or your ability to wear other equipment. While wearing your pact cloak, you constantly float a few inches off the ground. You ignore the effects of difficult terrain, your speed increases by 10 feet and you can walk across fluid surfaces, such as water and quicksand.

You can dismiss your Pact Cloak as a bonus action.

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.

FELL FLIGHT

Prerequisite: 15th level, Pact of the Cloak or Pact of the Skin feature

Your patron grants you the power to fly: this manifests as a pair of wings (of varying designs), a dark aura, or some other sign appropriate to your patron. You gain a fly speed equal to your walking speed.

SHADOWY VISAGE

Prerequisite: Pact of the Cloak feature

While wearing your Pact Cloak, you can summon a hood at will, which conceals your appearance in shadow. Creatures which cannot see through magical darkness cannot see your face or parts of your body that are covered by your pact cloak. Additionally, while this ability is active, you gain a bonus equal to your Charisma modifier to all Dexterity (Stealth) checks.

WISP OF SHADOW

Prerequisite: 7th level, Pact of the Cloak feature

While wearing your Pact Cloak, you do not take any damage from falling.

