

# S&S 5E: Warlock

## Pactmaker

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.

Pactmakers are seekers of the knowledge that lies hidden in the fabric of the multiverse. Through pacts made with mysterious beings of supernatural power, pactmakers 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, pactmakers piece together arcane secrets to bolster their own power.

## Promises, Promises

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A pactmaker is defined by a pact with an otherworldly being. Sometimes the relationship between pactmaker and patron is like that of a cleric and a deity, though the beings that serve as patrons for pactmakers are not gods. A pactmaker might lead a cult dedicated to a demon prince, an archdevil, or an utterly alien entity—beings not typically served by clerics. More often, though, the arrangement is similar to that between a master and an apprentice. The pactmaker learns and grows in power, at the cost of occasional services performed on the patron's behalf.

The magic bestowed on a pactmaker ranges from minor but lasting alterations to the pactmaker's being (such as the ability to see in darkness or to read any language) to access to powerful spells. Unlike bookish wizards, pactmakers supplement their magic with some facility at hand-to-hand combat. They are comfortable in light armor and know how to use simple weapons.

## Adventurers into Darkness

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Pactmakers are driven by an insatiable need for knowledge and power, which compels them into their pacts and shapes their lives. This thirst drives pactmakers into their pacts and shapes their later careers as well.

Stories of pactmakers binding themselves to fiends are widely known. But many pactmakers serve patrons that are not fiendish. Sometimes a traveler in the wilds comes to a strangely beautiful tower, meets its fey lord or lady, and stumbles into a pact without being fully aware of it. And sometimes, while poring over tomes of forbidden lore, a brilliant student's mind is opened to realities beyond the material world and to the alien beings that dwell in the outer void.

Once a pact is made, a pactmaker's thirst for knowledge and power can't be slaked with mere study and research. No one makes a pact with such a mighty patron if he or she doesn't intend to use the power thus gained. Rather, the vast majority of pactmakers spend their days in active pursuit of their goals, which typically means some kind of adventuring. Furthermore, the demands of their patrons drive pactmakers toward adventure.

## Creating a Pactmaker

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As you make your pactmaker character, spend some time thinking about your patron and the obligations that your pact imposes upon you. What led you to make the pact, and how did you make contact with your patron? Were you seduced into summoning a devil, or did you seek out the ritual that would allow you to make contact with an alien elder god? Did you search for your patron, or did your patron find and choose you? Do you chafe under the obligations of your pact or serve joyfully in anticipation of the rewards promised to you?

Work with your DM to determine how big a part your pact will play in your character's adventuring career. Your patron's demands might drive you into adventures, or they might consist entirely of small favors you can do between adventures.

What kind of relationship do you have with your patron? Is it friendly, antagonistic, uneasy, or romantic? How important does your patron consider you to be? What part do you play in your patron's plans? Do you know other servants of your patron?

How does your patron communicate with you? If you have a familiar, it might occasionally speak with your patron's voice. Some pactmakers find messages from their patrons etched on trees, mingled among tea leaves, or adrift in the clouds — messages that only the pactmaker can see. Other pactmakers converse with their patrons in dreams or waking visions, or deal only with intermediaries.

## QUICK BUILD

You can make a pactmaker quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the charlatan background. Third, choose the eldritch blast and chill touch cantrips, along with the 1st-level spells charm person and witch bolt.

## The Pactmaker Table

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Rituals Known
1st	+2	Otherside Guardian, Dark Deal Arts	2	2	1	1st	-
2nd	+2	Dark Magic Rituals	2	3	2	1st	2
3rd	+2	Handshake Upgrade	2	4	2	2nd	2
4th	+2	Ability Score Improvement	3	5	2	2nd	2
5th	+3	-	3	6	2	3rd	3
6th	+3	Otherside Guardian Feature	3	7	2	3rd	3
7th	+3	-	3	8	2	4th	4
8th	+3	Ability Score Improvement	3	9	2	4th	4
9th	+4	-	3	10	2	5th	5
10th	+4	Otherside Guardian Feature	4	10	2	5th	5
11th	+4	Magical Prowess (6th level)	4	11	3	5th	5
12th	+4	Ability Score	4	11	3	5th	6

		Improvement					
13th	+5	Magical Prowess (7th level)	4	12	3	5th	6
14th	+5	Otherside Guardian Feature	4	12	3	5th	6
15th	+5	Magical Prowess (8th level)	4	13	3	5th	7
16th	+5	Ability Score Improvement	4	13	3		7
17th	+6	Magical Prowess (9th level)	4	14	4		7
18th	+6	-	4	14	4		8
19th	+6	Ability Score Improvement	4	15	4		8
20th	+6	Otherworldly Ruler	4	15	4		8

## Class Features

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As a Pactmaker, you gain the following class features:

### Hit Points

**Hit Dice:** 1d8 per Pactmaker level

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

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

### Proficiencies

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** None

**Saving Throws:** Wisdom, 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) 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
- Leather armor, any simple weapon, and two daggers

## Otherside Guardian

At 1st level, you have struck a bargain with an otherworldly being of your choice: the Fiend, which is 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.

## Dark Deal Arts

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 pactmaker spell list.

## Cantrips

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

## Spell Slots

The Pactmaker table shows how many spell slots you have to cast your pactmaker spells of 1st through 5th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your pactmaker spells of 1st level or higher, you must expend a spell slot. You regain all expended Pact Magic spell slots when you finish a short or long rest.

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

## Spells Known of 1st Level and Higher

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

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

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

### **Spellcasting Ability**

Charisma is your spellcasting ability for your pactmaker 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 pactmaker 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 pactmaker spells.

### **Dark Magic Rituals**

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

At 2nd level, you gain two dark magic rituals of your choice. Your invocation options are detailed at the end of the class description. When you gain certain pactmaker levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Pactmaker 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.

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**

*Prerequisite: eldritch blast cantrip*

When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit.

### **Armor of Shadows**

You can cast mage armor on yourself at will, without expending a spell slot or material components.

### **Ascendant Step**

*Prerequisite: 9th level*

You can cast levitate on yourself at will, without expending a spell slot or material components.

### **Aspect of the Moon**

*Prerequisite: Pact of the Tome feature*

You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading your Book of Shadows and keeping watch.

### **Beast Speech**

You can cast speak with animals at will, without expending a spell slot.

### **Beguiling Influence**

You gain proficiency in the Deception and Persuasion skills.

### **Bewitching Whispers**

*Prerequisite: 7th level*

You can cast compulsion once using a pactmakerspell slot. You can't do so again until you finish a long rest.

### **Bond of the Talisman**

*Prerequisite: 12th-level warlock, Pact of the Talisman feature*

While someone else is wearing your talisman, you can use your action to teleport to the unoccupied space closest to them, provided the two of you are on the same plane of existence. The wearer of your talisman can do the same thing, using their action to teleport to you. The teleportation can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

### **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 pactmakerspell 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 pactmakerlevel (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 cast hold monster at will — targeting a celestial, fiend, or elemental — without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again.

### **Cloak of Flies**

*Prerequisite: 5th level*

As a bonus action, you can surround yourself with a magical aura that looks like buzzing flies. The aura extends 5 feet from you in every direction, but not through total cover. It lasts until you're incapacitated or you dismiss it as a bonus action.

The aura grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. Any other creature that starts its turn in the aura takes poison damage equal to your Charisma modifier (minimum of 0 damage).

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

### **Devil's Sight**

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

### **Dreadful Word**

*Prerequisite: 7th level*

You can cast confusion once using a pactmakerspell slot. You can't do so again until you finish a long rest.

### **Eldritch Mind**



You have advantage on Constitution saving throws that you make to maintain your concentration on a spell.

### **Eldritch Sight**

You can cast detect magic at will, without expending a spell slot.

### **Eldritch Smite**

*Prerequisite: 5th level, Pact of the Blade feature*

Once per turn when you hit a creature with your pact weapon, you can expend a pactmakerspell slot to deal an extra 1d8 force damage to the target, plus another 1d8 per level of the spell slot, and you can knock the target prone if it is Huge or smaller.

### **Eldritch Spear**

*Prerequisite: eldritch blast cantrip*

When you cast eldritch blast, its range is 300 feet.

Eyes of the Rune Keeper

You can read all writing.

### **Far Scribe**

*Prerequisite: 5th-level warlock, Pact of the Tome feature*

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your proficiency bonus.

You can cast the sending spell, targeting a creature whose name is on the page, without using a spell slot and without using material components. To do so, you must write the message on the page. The target hears the message in their mind, and if the target replies, their message appears on the page, rather than in your mind. The writing disappears after 1 minute.

As an action, you can magically erase a name on the page by touching it.

### **Fiendish Vigor**

You can cast false life on yourself at will as a 1st-level spell, without expending a spell slot or material components.

### **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.

### **Ghostly Gaze**

*Prerequisite: 7th level*

As an action, you gain the ability to see through solid objects to a range of 30 feet. Within that range, you have darkvision if you don't already have it. This special sight lasts for 1 minute or until your concentration ends (as if you were concentrating on a spell). During that time, you perceive objects as ghostly, transparent images.

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

### **Gift of the Depths**

*Prerequisite: 5th level*

You can breathe underwater, and you gain a swimming speed equal to your walking speed.

You can also cast water breathing once without expending a spell slot. You regain the ability to do so when you finish a long rest.

### **Gift of the Ever-Living Ones**

*Prerequisite: Pact of the Chain feature*

Whenever you regain hit points while your familiar is within 100 feet of you, treat any dice rolled to determine the hit points you regain as having rolled their maximum value for you.

### **Gift of the Protectors**

*Prerequisite: 9th-level warlock, Pact of the Tome feature*

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your proficiency bonus.

When any creature whose name is on the page is reduced to 0 hit points but not killed outright, the creature magically drops to 1 hit point instead. Once this magic is triggered, no creature can benefit from it until you finish a long rest.

As an action, you can magically erase a name on the page by touching it.

### **Grasp of Hadar**

*Prerequisite: eldritch blast cantrip*

Once on each of your turns when you hit a creature with your eldritch blast, you can move that creature in a straight line 10 feet closer to you.

### **Improved Pact Weapon**

*Prerequisite: Pact of the Blade feature*

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your pactmakerspells.

In addition, the weapon gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls.

Finally, the weapon you conjure can be a shortbow, longbow, light crossbow, or heavy crossbow.

### **Investment of the Chain Master**

*Prerequisite: Pact of the Chain feature*

When you cast find familiar, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits:

The familiar gains either a flying speed or a swimming speed (your choice) of 40 feet.

As a bonus action, you can command the familiar to take the Attack action.

The familiar's weapon attacks are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.

If the familiar forces a creature to make a saving throw, it uses your spell save DC.

When the familiar takes damage, you can use your reaction to grant it resistance against that damage.

### **Lance of Lethargy**

*Prerequisite: eldritch blast cantrip*

Once on each of your turns when you hit a creature with your eldritch blast, you can reduce that creature's speed by 10 feet until the end of your next turn.

### **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).

### **Maddening Hex**

*Prerequisite: 5th level, hex spell or a pactmakerfeature that curses*

As a bonus action, you cause a psychic disturbance around the target cursed by your hex spell or by a pactmakerfeature of yours, such as Hexblade's Curse or Sign of Ill Omen. When you do so, you deal psychic damage to the cursed target and each creature of your choice that you can see within 5 feet of it. The psychic damage equals your Charisma modifier (minimum of 1 damage). To use this invocation, you must be able to see the cursed target, and it must be within 30 feet of you.

### **Mask of Many Faces**

You can cast disguise self at will, without expending a spell slot.

### **Master of Myriad Forms**

*Prerequisite: 15th level*

You can cast alter self at will, without expending a spell slot.

### **Minions of Chaos**

*Prerequisite: 9th level*

You can cast conjure elemental once using a pactmakerspell slot. You can't do so again until you finish a long rest.

### **Mire the Mind**

*Prerequisite: 5th level*

You can cast slow once using a pactmakerspell slot. You can't do so again until you finish a long rest.

### **Misty Visions**

You can cast silent image at will, without expending a spell slot or material components.

### **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*

You can cast jump on yourself at will, without expending a spell slot or material components.

### **Protection of the Talisman**

*Prerequisite: 7th-level warlock, Pact of the Talisman feature*

When the wearer of your talisman fails a saving throw, they can add a d4 to the roll, potentially turning the save into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

### **Rebuke of the Talisman**

*Prerequisite: Pact of the Talisman feature*

When the wearer of your talisman is hit by an attacker you can see within 30 feet of you, you can use your reaction to deal psychic damage to the attacker equal to your proficiency bonus and push it up to 10 feet away from the talisman's wearer.

### **Relentless Hex**

*Prerequisite: 7th level, hex spell or a pactmakerfeature that curses*

Your curse creates a temporary bond between you and your target. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the target cursed by your hex spell or by a pactmakerfeature of yours, such as Hexblade's Curse or Sign of Ill Omen. To teleport in this way, you must be able to see the cursed target.

### **Repelling Blast**

*Prerequisite: eldritch blast cantrip*

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

### **Sculptor of Flesh**

*Prerequisite: 7th level*

You can cast polymorph once using a pactmakerspell slot. You can't do so again until you finish a long rest.

### **Shroud of Shadow**

*Prerequisite: 15th level*

You can cast invisibility at will, without expending a spell slot.

### **Sign of Ill Omen**

*Prerequisite: 5th level*

You can cast bestow curse once using a pactmakerspell slot. You can't do so again until you finish a long rest.

### **Thief of Five Fates**

You can cast bane once using a pactmakerspell slot. You can't do so again until you finish a long rest.

### **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.

### **Tomb of Levistus**

*Prerequisite: 5th level*

As a reaction when you take damage, you can entomb yourself in ice, which melts away at the end of your next turn. You gain 10 temporary hit points per pactmakerlevel, which take as much of the triggering damage as possible. Immediately after you take the damage, you gain vulnerability to fire damage, your speed is reduced to 0, and you are incapacitated. These effects, including any remaining temporary hit points, all end when the ice melts.

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

### **Trickster's Escape**

*Prerequisite: 7th level*

You can cast freedom of movement once on yourself without expending a spell slot. You regain the ability to do so when you finish a long rest.

### **Undying Servitude**

*Prerequisite: 5th-level warlock*

You can cast animate dead without using a spell slot. Once you do so, you can't cast it in this way again until you finish a long rest.

### **Visions of Distant Realms**

*Prerequisite: 15th level*

You can cast arcane eye at will, without expending a spell slot.

### **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*

You can cast speak with dead at will, without expending a spell slot.

### **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.

### **Handshake Upgrade**

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.

#### **Handshake of the Gun**

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. 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.

### **Handshake of the Rails**

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

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

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

### **Handshake of the Journal**

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 pactmaker spell list, they are nonetheless pactmaker 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.

### **Magical Prowess (6th level)**



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

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

At higher levels, you gain more pactmaker 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 Magical Prowess when you finish a long rest.

#### **Magical Prowess (7th level)**

At 13th level, your patron bestows upon you a magical secret called an arcanum. Choose one 7th-level spell from the pactmaker spell list as this arcanum.

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

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

#### **Magical Prowess (8th level)**

At 15th level, your patron bestows upon you a magical secret called an arcanum. Choose one 8th-level spell from the pactmaker spell list as this arcanum.

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

At 17th level, you gain a 9th-level pactmaker spell of your choice that can be

cast in this way. You regain all uses of your Magical Prowess when you finish a long rest.

#### **Magical Prowess (9th level)**

At 17th level, your patron bestows upon you a magical secret called an arcanum. Choose one 9th-level spell from the pactmaker spell list as this arcanum.

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

You regain all uses of your Magical Prowess when you finish a long rest.

## Otherworldly Ruler

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

## Eternal Pacts

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### The Frontier Spirit

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Your patron is a high and mighty boss of the frontier spirits, a critter of old tales who knows secrets forgotten 'fore the days of cowpokes and gold diggers. This being's aims are as hard to read as a poker face, sometimes capricious, and might be about gainin' more magical power or settlin' old scores that go way back. Such beings include the Frost Outlaw; the Queen of Shadows and Silence, who reigns over the Twilight Court; Titania of the Summer Court; her partner Oberon, the Green Warden; Hyrsam, the Prince of Pranksters; and ancient witches.

### Frontier Spirit Features

Pactmaker Level	Feature
1st	Expanded Spell List, Sylvan Essence
6th	Shrouded Getaway
10th	Charming Shield
14th	Desert Mirage

### Expanded Spell List

*1st-level Frontier Spirit feature*

The Frontier Spirit gives you a bigger spread of spells to pick from when you're learnin' a pactmaker spell. The followin' spells are added to the pactmaker spell list for you, partner.

### Frontier Spirit Expanded Spells

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

### **Sylvan Essence**

#### *1st-level Frontier Spirit feature*

Startin' at 1st level, your patron gives you the power to show off the enticin' and frightenin' presence of the frontier spirits. As an action, you can make each critter in a 10-foot cube startin' from you roll a Wisdom savin' throw against your pactmaker spell save DC. Them varmints that fail their savin' throws are all charmed or scared by you (you choose) 'til the end of your next turn.

Once you've used this ability, you can't use it again 'til after you've had a short or long rest.

### **Shrouded Getaway**

#### *6th-level Frontier Spirit feature*

Startin' at 6th level, you can vanish in a cloud of frontier dust when you're hit. When you take damage, you can use your quick reaction to turn invisible and teleport up to 60 feet to a spot you can see that's got no one in it. You stay invisible 'til the start of your next turn or until you attack or cast a spell.

Once you've used this trick, you can't use it again 'til after you've had a short or long rest.

### **Charming Shield**

#### *10th-level Frontier Spirit feature*

Startin' at 10th level, your patron shows you how to turn the mind-twistin' magic of your foes right back at 'em. You're immune to bein' charmed, and when another critter tries to charm you, you can use your quick reflexes to try and flip the charm back on that varmint. The critter must make the grade on a Wisdom savin' throw against your pactmaker spell save DC or be charmed by you for 1 minute or until the creature takes a lickin'.

### **Desert Mirage**

### *14th-level Frontier Spirit feature*

Startin' at 14th level, you can toss a critter into a world of make-believe. As an action, pick a critter you can see within 60 feet of ya. It's gotta make a Wisdom savin' throw against your pactmaker spell save DC. If it fails, it's charmed or scared by you (your choice) for 1 minute or until your concentration breaks (like you're focusin' on a spell). This effect ends early if the critter takes a hit.

Until this here illusion ends, the creature thinks it's lost in a hazy, mirage-like world, lookin' however you want it to. The critter can only see and hear itself, you, and the illusion.

You gotta take a short or long rest before you can use this feature again.

## **The Heavenly Sheriff**

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Your patron is a mighty figure of the High Frontier. You've hitched your wagon to an age-old sky titan, solar spirit, celestial stallion, unicorn, or some other critter that dwells in the realms of everlasting glory. Your deal with that entity lets you get a glimpse of the divine light that shines across the multiverse.

Bein' tied to such a power can nudge changes in the way you act and what you believe. You might feel a pull to rid the world of restless spirits, to outwit devils, and to protect the innocent. Sometimes, your heart might long for the heavenly domain of your patron, wishin' to wander that blissful landscape forevermore. But you know your duty's with the mortals for the time bein', and your pact's got you set on bringin' a bit of that light to the shadowy places of the world.

### **Heavenly Sheriff Features**

Pactmaker Level	Feature
1st	Expanded Spell List, Bonus Cantrips, Mending Glow
6th	Divine Spirit
10th	Angelic Toughness
14th	Blazing Retribution

### **Expanded Spell List**

*1st-level Heavenly Sheriff feature*

The Heavenly Sheriff lets you pick from a wider array of spells when you're learnin' a pactmaker spell. The followin' spells get added to your pactmaker spell list, just for you.

### Celestial Sheriff Expanded Spells

Spell Level	Spells
1st	cure wounds, guiding bolt
2nd	flaming sphere, lesser restoration
3rd	daylight, revivify
4th	guardian of faith, wall of fire
5th	flame strike, greater restoration

### Bonus Cantrips

*1st-level Heavenly Sheriff feature*

At 1st level, you learn the light and sacred flame cantrips. They're counted as pactmaker cantrips for you, but they don't tally up against the number of cantrips you know.

### Mending Glow

*1st-level Heavenly Sheriff feature*

At 1st level, you gain the knack for channelin' celestial energy to patch up wounds. You got yourself a pool of d6s that you use for this healin'. The number of dice in the pool is equal to 1 plus your pactmaker level.

As a quick move, you can heal one critter you can see within 60 feet of ya, usin' dice from the pool. The most dice you can use at once is equal to your Charisma modifier (at least one die). Toss the dice you're spendin', tally 'em up, and the critter gets back a number of hit points equal to the total.

You get all your spent dice back when you've had a long rest.

### Divine Spirit

*6th-level Heavenly Sheriff feature*

Startin' at 6th level, your connection to the Heavenly Sheriff lets you be a channel for blazin' energy. You're tough against radiant damage, and when you cast a spell that deals radiant or fire damage, you can add your Charisma modifier to one radiant or fire damage roll of that spell against one of its targets.

### **Angelic Toughness**

*10th-level Heavenly Sheriff feature*

Startin' at 10th level, you gain some extra grit (temporary hit points) whenever you finish a short or long rest. These temporary hit points are equal to your pactmaker level plus your Charisma modifier. Additionally, pick up to five critters you can see at the end of the rest. Each of those critters gets temporary hit points equal to half your pactmaker level plus your Charisma modifier.

### **Blazing Retribution**

*14th-level Heavenly Sheriff feature*

Startin' at 14th level, the radiant energy you wrangle lets you buck death's grip. When you're lyin' on death's doorstep and gotta make a death savin' throw at the start of your turn, you can instead burst back to life with a blaze of radiant energy. You get back hit points equal to half your full tally, and then you can stand up if you take a notion to. Each varmint of your choosin' that's within 30 feet of you takes radiant damage equal to 2d8 plus your Charisma modifier, and they're blinded 'til the end of the current turn.

Once you've used this ability, you can't use it again 'til after you've had a long rest.

### **The Unfathomable**

---

You've struck a deal with the wild waters. A critter of the river, the Elemental Plane of Water, or some other otherworldly current now gives you the power to tap into its riverine might. Is it usin' you to get a lay of the land, or does it aim for you to unleash a cosmic flood and drown the world?

Maybe you hail from a tribe that worships the Unfathomable and its kin. Or you could've been caught in a flood, nearin' your last breath, when your patron reached out and offered you a second chance. Whatever led to your pact, the call of the river and its hidden depths is strong.

Critters of the deep wilderness that might back a pactmaker include river serpents, age-old water elementals, mighty visions called forth by murfolk, river spirit demigods, and hag covens lurkin' in the swamps.

## Unfathomable Features

Pactmaker Level	Feature
1st	Expanded Spell List, Lash of the Depths, Blessing of the River
6th	River Spirit, Sentinel Whip
10th	Ensnaring Lashes
14th	Unfathomable Leap

### Expanded Spell List

#### *1st-level Unfathomable feature*

The Unfathomable gives you a wider range of choices for your spell-slingin' needs when you're learnin' a pactmaker spell. The followin' spells get added to the pactmaker spell list, just for you.

### Unfathomable Expanded Spells

Spell Level	Spells
1st	create or destroy water, thunderwave
2nd	gust of wind, silence
3rd	lightning bolt, sleet storm
4th	control water, summon elemental (water only; a spell in chapter 3)
5th	Bigby's hand (appears as a water serpent), cone of cold

### Lash of the Depths

#### *1st-level Unfathomable feature*

You can conjure up a ghostly whip to lash at your enemies. As a quick move, you create a 10-foot-long whip at a spot you can see within 60 feet of ya. The whip sticks around for 1 minute or 'til you use this feature to whip up another one.

When you bring the whip into bein', you can take a swing at one critter within 10 feet of it with a melee spell attack. If it hits, the target gets hit with 1d8 cold damage, and its movin' speed drops by 10 feet 'til the start of your next turn. When you hit 10th level in this class, the damage bumps up to 2d8.

As a quick move on your turn, you can move the whip up to 30 feet and take another swing. You can call forth the whip a number of times equal to your proficiency bonus, and you get all them uses back after a long rest.

### **Blessing of the River**

*1st-level Unfathomable feature*

You get yourself a swimmin' speed of 40 feet, and you can breathe just fine under the water.

### **River Spirit**

*6th-level Unfathomable feature*

You're now even more at ease in the deep waters. You've got yourself resistance to cold damage. Plus, when you're plumb submerged, any critter that's also all the way under can understand what you're sayin', and you can make heads or tails of their words too.

### **Sentinel Whip**

*6th-level Unfathomable feature*

Your Lash of the Depths can stand guard for you and your compadres, gettin' in the way of trouble. When you or a critter you can see takes a hit while within 10 feet of the whip, you can use your quick reflexes to pick one of those folks and lessen the damage to that critter by 1d8. When you hit 10th level in this class, the damage cut down by the whip jumps up to 2d8.

### **Ensnaring Lashes**

*10th-level Unfathomable feature*

You learn the spell Evard's black tentacles. It's considered a pactmaker spell for you, but it don't tally against the number of spells you know. You can also sling it once without needin' a spell slot, and you get the ability to do so again after you've had a long rest.

Whenever you cast this spell, your patron's magic toughens you up, grantin' you temporary hit points equal to your pactmaker level. What's more, takin' a lickin' won't break your focus on this spell.

### **Unfathomable Leap**



### *14th-level Unfathomable feature*

You got the knack for crackin' open magical paths to places where the water flows. As an action, you can teleport yourself and up to five other willin' folks you can see within 30 feet of ya. Amidst a whirl of water, y'all disappear and then show up again up to 1 mile away in a body of water you've laid eyes on (pond size or bigger) or within 30 feet of it. Each of you pops up in a spot where there's room, within 30 feet of the others.

Once you've used this trick, you can't use it again 'til after you've had a short or long rest.

## The Bandit King

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You've made a pact with an outlaw, an entity from the darkest corners of the wild west, a character whose aims are unsavory, even if you strive against those plans. These entities desire the downfall and annihilation of all things, and ultimately, that includes you. Outlaws powerful enough to form a pact include the desperadoes of the dark like Demogorgon the Damned, Orcus the Outlaw, Fraz'Urb-luu the Fierce, and Baphomet the Beast; archfiends like Asmodeus the Ace, Dispatser the Desperado, Mephistopheles the Merciless, and Belial the Bandit; formidable pit fiends and balors; and ultroloths and other lords of the yugoloths.

### Bandit King Features

Pactmaker Level	Feature
1st	Expanded Spell List, Bandit's Bounty
6th	Bandit's Fortune
10th	Bandit's Grit
14th	High Noon Duel

### Expanded Spell List

#### *1st-level Bandit King feature*

The Bandit King lets you choose from an expanded list of spells when you learn a pactmakerspell. The following spells are added to the pactmakerspell list for you.

### Bandit King Expanded Spells

Spell Level	Spells
1st	Burning Hands, Command
2nd	Blindness/Deafness, Scorching Ray
3rd	Fireball, Stinking Cloud
4th	Fire Shield, Wall of Fire
5th	Flame Strike, Hallow

### **Bandit's Bounty**

*1st-level Bandit King feature*

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

### **Bandit's Fortune**

*6th-level Bandit King feature*

Starting at 6th level, you can call on your patron to change 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 this 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.

### **Bandit's Grit**

*10th-level Bandit King feature*

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 bullets bypasses this resistance.

### **High Noon Duel**

*14th-level Bandit King feature*

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly send the target through the perilous plains of the underworld. The creature disappears and hurtles through a nightmarish 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 Sovereign of the Sands

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You've negotiated a covenant with one of the rarest kinds of desert spirits, a supreme sovereign. These mighty entities reign over vast territories within the elemental badlands and have considerable sway over lesser spirits and desert creatures. Supreme sovereigns differ in their motives, yet most are haughty, wielding a power that rivals that of the most legendary lawmen. They revel in turning the tables on mortals, who frequently bind spirits into servitude, and readily strike deals that broaden their dominion.

### Sovereign Type

d4	Type	Element
1	Dao	Earth
2	Djinni	Air
3	Efreeti	Fire
4	Marid	Water

### Sovereign Features

Pactmaker Level	Feature
1st	Expanded Rites, Sovereign's Relic
6th	Gift of the Desert
10th	Sanctuary
14th	Minor Wish

### Expanded Rites

### *1st-level Sovereign feature*

The Sovereign of the Sands provides you an expanded list of rites when you learn a pactmaker spell. The Sovereign Expanded Rites table presents the sovereign rites added to the pactmaker spell list for you, along with the rites associated in the table with your patron's kind.

Spell Level	Sovereign Spells	Dao Spells	Djinni Spells	Efreeti Spells	Marid Spells
1st	detect evil and good	sanctuary	thunderwave	burying hands	fog cloud
2nd	phantasmal force	spike growth	gust of wind	scorching ray	blur
3rd	create food and water	meld into stone	wind wall	fireball	sleet storm
4th	phantasmal killer	stone shape	greater invisibility	fire shield	control water
5th	creation	wall of stone	seeming	flame strike	cone of cold
9th	wish				

### **Sovereign's Relic**

#### *1st-level Sovereign feature*

Your patron grants you a magical relic that bestows a measure of the sovereign's power. The relic is a tiny object, and you can use it as a focus for your lawman rituals. You decide what the object is, or you can determine what it is randomly by rolling on the Sovereign's Relic table.

### **Sovereign's Relic**

d6	Relic
1	Moonshine Bottle
2	Pocket Watch
3	Cigarette Case

4	Locket
5	Hurricane Lantern
6	Conductor's Whistle

While you're holding the relic, you can use it in a variety of ways:

**Desert Refuge.** As an action, you can magically vanish and enter your relic, which remains where you left it. The inside of the relic is an extradimensional space with the feel of a 20-foot-radius frontier outpost, 20 feet high, mirroring your relic's appearance. The interior is appointed with cushions and low tables, always at a comfortable temperature. While inside, you can hear the surroundings of your relic as if you were present. You can remain inside the relic for up to twice your proficiency bonus in hours. You exit the relic early if you use a bonus action to leave, if you pass away, or if the relic is destroyed. When you exit, you appear in the unoccupied space closest to it. Any objects left in the relic remain there until removed, and if the relic is destroyed, every object stored there harmlessly appears in the unoccupied spaces nearest to the relic's former space. Once you enter the relic, you can't enter again until you finish a long rest.

**Sovereign's Fury.** Once during each of your turns when you hit with an attack roll, you can deal extra damage to the target equal to your proficiency bonus. The type of this damage is determined by your patron: bludgeoning (quartz), thunder (zephyr), fire (inferno), or cold (torrent).

The relic's AC equals your ritual save DC. Its hit points equal your lawman level plus your proficiency bonus, and it is immune to poison and psychic damage.

If the relic is destroyed or you lose it, 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 the previous relic is destroyed if it still exists. The relic vanishes in a flare of elemental power when you pass away.

### **Gift of the Desert**

*6th-level Sovereign feature*

You begin to manifest characteristics of your patron's kind. You now have resistance to a damage type as per your patron's kind: bludgeoning (quartz), thunder (zephyr), fire (inferno), or cold (torrent).

In addition, as a bonus action, you can give yourself a speed of 30 feet that lasts for 10 minutes, during which you can hover over the ground. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### **Sanctuary**

*10th-level Sovereign feature*

When you enter your Sovereign's Relic via the Desert Refuge feature, you can now choose up to five willing creatures that you can see within 30 feet of you, and these chosen creatures are drawn into the relic with you.

As a bonus action, you can eject any number of creatures from the relic, and everyone is ejected if you leave, pass away, or if the relic is destroyed. Moreover, anyone (including you) who remains within the relic for at least 10 minutes benefits from a short rest, and anyone can add your proficiency bonus to the number of hit points they regain if they spend any Hit Dice as part of a short rest there.

### **Minor Wish**

*14th-level Sovereign feature*

You entreat your patron to grant you a minor wish. As an action, you can express your desire to your Sovereign's Relic, requesting the effect of one ritual that is 6th level or lower and has a casting time of 1 action. The ritual can be from any class's ritual list, and you don't need to meet the requirements in that ritual, including costly components; the ritual simply takes effect as part of this action.

Once you use this feature, you can't use it again until you finish 1d4 long rests.

### **The Great Old One**

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Your patron is an entity as inscrutable and ancient as the unending prairies themselves, seeming to exist beyond the dusty fabric of reality as we know it. It might hail from the Far Frontier, the uncharted territories that lay beyond the edge of the map, or it could be one of the ancient spirits spoken of in hushed whispers around the flickering campfire. The motives of this entity, The Great Old One, are as enigmatic as the desert wind, and its knowledge is so vast and archaic that even the most extensive libraries appear barren in comparison. The Great Old One might not even know of your existence or may remain indifferent to your exploits, but the cryptic secrets you've gleaned from its existence are what fuels your magic.

Entities of this ilk include ancient beings such as Ghaunadar, known as The Lurker in the Shadows; Tharizdun, the Shackled Phantom; Dendar, the Serpent of the Moonless Night; Zargon, the Drifter; The Grand Cthulhu, and other such unfathomable spirits.

### Great Old One Features

Pactmaker Level	Feature
1st	Expanded Spell List, Omniscient Thoughts
6th	Eldritch Shield
10th	Mind Barrier
14th	Invoke Slave

### Expanded Spell List

*1st-level Great Old One feature*

The Great Old One gifts you an expanded array of spells when you learn a pactmakerspell. The following spells are added to the pactmakerspell list for you.

### Great Old One Expanded Spells

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

### Omniscient Thoughts

*1st-level Great Old One feature*

Starting at 1st level, the cryptic wisdom you've acquired grants you the uncanny ability to reach into the minds of other creatures. You can communicate telepathically with any creature you can

see within 30 paces of you. You don't need to speak the same tongue for it to understand your mental messages, but the creature must be able to comprehend at least one language.

### **Eldritch Shield**

*6th-level Great Old One feature*

At 6th level, you've learnt to magically shield yourself from attacks and turn an enemy's missed shot into a streak of good luck for yourself. When a creature takes aim at you, you can use your reaction to throw them off balance. If the attack goes wide, your next shot against the creature has a dead eye's accuracy if you take it before the sun sets on your next turn.

Once you use this feature, you can't use it again until you've taken a breather or set up camp for the night.

### **Mind Barrier**

*10th-level Great Old One feature*

Starting at 10th level, your thoughts are locked up tighter than a bank vault; they can't be read through telepathy or other means unless you give the nod. You also have resistance to psychic damage, and whenever a creature deals such damage to you, that creature is hit with a psychic backlash of equal force.

### **Invoke Slave**

*14th-level Great Old One feature*

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

You can communicate telepathically with the charmed creature as long as the two of you roam the same stretch of earth.

## **The Shadowgunner**

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Your pact has been made with a shadowy entity from the Ghostland — a force that embodies sentient magic firearms forged from the raw essence of twilight. The mighty six-shooter, "Blackrazor", is the most renowned of these weapons, scattered across the cosmos over the eons. The dusky force propelling these arms can endow power to warlocks who form pacts with it. Many Shadowgunner warlocks craft firearms that mimic those conceived in the Ghostland.



Others abandon such weaponry, satisfied to thread the dark magic of that realm into their spell-weaving.

Since the Raven Queen is believed to have cast the first of these firearms, many scholars reckon that she and the force are unified, and that the weapons, along with Shadowgunner warlocks, are pawns she employs to orchestrate events on the Earthly Plane for her inscrutable purposes.

### Shadowgunner Features

Pactmaker Level	Feature
1st	Expanded Spell List, Shadowgunner's Misfortune, Cursed Shooter
6th	Vile Ghost
10th	Vest of Curses
14th	Marshal of Banes

### Expanded Spell List

*1st-level Shadowgunner feature*

The Shadowgunner permits you to choose from an expanded assortment of spells when you learn a pactmakerspell. The following spells are added to the pactmakerspell list for you.

### Shadowgunner Expanded Spells

Spell Level	Spells
1st	shield, wrathful smite
2nd	blur, branding smite
3rd	blink, elemental weapon
4th	phantasmal killer, staggering smite
5th	banishing smite, cone of cold

### Shadowgunner's Misfortune

### *1st-level Shadowgunner feature*

From the 1st level, you gain the skill to cast a bitter curse on an individual. As a bonus action, select one creature you can spot within 30 feet of you. The target is cursed for 1 minute. The curse concludes prematurely if the target perishes, you perish, or you're incapacitated. Until the curse ceases, you gain these benefits:

- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your pactmakerlevel + your Charisma modifier (minimum of 1 hit point).
- You can't use this feature again until you finish a short or long rest.

### **Cursed Shooter**

#### *1st-level Shadowgunner feature*

At the 1st level, you procure the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons.

The sway of your patron also enables you to mystically channel your will through a particular weapon. Whenever you conclude a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit persists until you conclude a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you summon with that feature, regardless of the weapon's type.

### **Vile Ghost**

#### *6th-level Shadowgunner feature*

Starting at 6th level, you can curse the soul of a person you slay, temporarily binding it to your service. When you kill a humanoid, you can compel its spirit to rise from its corpse as a specter, the statistics for which are in the Monster Manual. When the specter appears, it gains temporary hit points equal to half your pactmakerlevel. Roll initiative for the specter, which has its own turns. It complies with your verbal commands, and it gains a special bonus to its attack rolls equal to your Charisma modifier (minimum of +0).

The specter remains in your service until the end of your next long rest, at which point it fades to the afterlife.

Once you bind a specter with this feature, you can't use the feature again until you finish a long rest.

### **Vest of Curses**

*10th-level Shadowgunner feature*

At 10th level, your hex intensifies. If the target blighted by your Shadowgunner's Curse hits you with an attack roll, you can use your reaction to roll a d6. On a 4 or higher, the attack instead misses you, irrespective of its roll.

### **Marshal of Banes**

*14th-level Shadowgunner feature*

Starting at 14th level, you can spread your Shadowgunner's Curse from a slain creature to another creature. When the creature cursed by your Shadowgunner's Curse dies, you can apply the curse to a different creature you can see within 30 feet of you, provided you aren't incapacitated. When you apply the curse in this way, you don't regain hit points from the death of the previously cursed creature.

## **The Hangman's Helper**

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You've struck a bargain with an eternally restless being, a specter that defies the natural order of life and death, forsaking its earthly shell to persistently pursue its indecipherable intents. To such entities, the concepts of time and morality are mere fleeting illusions, concerns only of those who are still bound by the fleeting grains of the hourglass of life. Once mortal themselves, these ancient revenants hold the secrets of unbridled ambition and the passageways that skirt the doorstep of death. They're all too eager to impart this sacrilegious knowledge and other secrets with those who do their bidding among the living.

Such entities could be the soul gem-possessing fiend Acererak, the vampire despot Kas the Bloodstained, the githyanki witch-queen Vlaakith, the dragon-ghost Dragotha, the immortal pharaoh Ankhtepot, and the enigmatic Darklord, Azalin Rex.

### **Hangman's Helper Features**

Pactmaker Level	Feature
1st	Wild West Spell List, Shape of Terror

6th	Touched by the Grave
10th	The Deathly Shell
14th	Spectral Outlaw

## Wild West Spell List

*1st-level Hangman's Helper feature*

The Hangman's Helper grants you the ability to select from an extended list of spells when you learn a new pactmakerspell. The following spells are added to your pactmakerspell list.

### Hangman's Helper Expanded Spells

Spell Level	Spells
1st	bane, false life
2nd	blindness/deafness, phantasmal force
3rd	phantom steed, speak with dead
4th	death ward, greater invisibility
5th	antilife shell, cloudkill

## Shape of Terror

*1st-level Hangman's Helper feature*

You manifest an aspect of your patron's horrifying power. With a swift motion, you transform for 1 minute, gaining the following benefits:

You gain temporary hit points equal to 1d10 + your pactmakerlevel.

Once during each of your turns, when you strike a creature, you can force it to make a Wisdom saving throw. Should the saving throw fail, the target becomes terrified of you until the end of your next turn.

You're immune to the terrified condition.

You can transform a number of times equal to your proficiency bonus, regaining all uses when you complete a long rest.

The manifestation of your Form of Terror reflects some attribute of your patron. Your form could take on the shadows and cloaks of your lich patron, or your body may glow with ancient burial rites and desert winds, suggesting your mummy patron.

### **Touched by the Grave**

*6th-level Hangman's Helper feature*

Your patron's influence has a profound effect on your physical form and magic. You have no need to eat, drink, or breathe.

In addition, once during each of your turns, when you strike a creature and roll for damage, you can replace the damage type with necrotic damage. While using your Form of Terror, you can roll an additional damage die when determining the necrotic damage dealt to the target.

### **The Deathly Shell**

*10th-level Hangman's Helper feature*

Your connection to death and necrotic energy now fully infuses your body. You gain resistance to necrotic damage, and while transformed using your Form of Terror, you become immune to necrotic damage.

In addition, when you are about to be reduced to 0 hit points, you can use your reaction to instead drop to 1 hit point and explode with deathly energy. Each creature of your choice within 30 feet of you takes necrotic damage equal to  $2d10 + \text{your pactmakerlevel}$ . This causes you to gain 1 level of exhaustion. Once you use this reaction, you can't do so again until you finish 1d4 long rests.

### **Spectral Outlaw**

*14th-level Hangman's Helper feature*

Your spirit can break free from your physical form. As an action, you can project your spirit from your body, which remains behind in a state of suspended animation.

Your spirit looks almost exactly like your mortal form, replicating your statistics but not your possessions. Any damage or effects that occur to your spirit or physical body affect the other. Your spirit can stay outside your body for up to 1 hour or until your concentration is broken. When the projection ends, your spirit returns to your body, or your body magically teleports to your spirit's location - your choice.

While projecting your spirit, you gain these benefits:

Your spirit and body gain resistance to bludgeoning, piercing, and slashing damage. When you cast a spell from the conjuration or necromancy school, the spell doesn't require verbal or somatic components or material components that lack a gold cost. You have a flying speed equal to your walking speed and can hover. You can move through creatures and objects as if they were difficult terrain, but take 1d10 force damage if you end your turn inside a creature or an object. While you are using your Form of Terror, once during each of your turns when you deal necrotic damage to a creature, you regain hit points equal to half the amount of necrotic damage dealt. Once you use this feature, you can't do so again until you finish a long rest.

## The Unyielding

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Even the grim specter of death holds no dominion over your patron, a being who has unlocked the mysteries of eternal life. But such a reward—like all power—demands its due price. Once a mortal, the Unyielding has seen countless mortal lifetimes pass like changing seasons, akin to the incessant cycle of day and night. It holds the secrets of time and the understanding of life and death. Entities of this nature include Vecna, the Lord of Hand and Eye; the dreadful Iuz; the witch-queen Vol; the Everlasting Court of Aerenal; Vlaakith, witch-queen of the githyanki; and the deathless gunslinger, Fistandantalus.

In the Frontier, Unyielding patrons might include Larloch the Shadow King, famed master of the Crypt of Outlaws, and Gilgeam, the Divine Sheriff of Unther.

### Unyielding Features

Pactmaker Level	Feature
1st	Frontier Spell List, Home with the Deceased
6th	Cheat the Noose
10th	Nature of the Unyielding
14th	Enduring Existence

### Frontier Spell List

*1st-level Unyielding feature*

The Unyielding gives you access to an expanded list of spells when you learn a pactmakerspell. The following spells are added to your pactmakerspell list.

## Unyielding Expanded Spells

Spell Level	Spells
1st	false life, ray of sickness
2nd	blindness/deafness, silence
3rd	feign death, speak with dead
4th	aura of life, death ward
5th	contagion, legend lore

### Home with the Deceased

#### *1st-level Unyielding feature*

Starting at 1st level, you learn the cantrip 'Spare the Dying,' which counts as a pactmaker cantrip for you. You also gain an edge on saving throws against any illness.

Furthermore, the undead struggle to harm you. If an undead targets you directly with an attack or a harmful spell, it must make a Wisdom saving throw against your spell save DC (an undead doesn't need to make the save when it includes you in an area effect, such as a dynamite blast). On a failed save, the creature must find a new target or forfeit the attack or spell. On a successful save, the creature is immune to this effect for 24 hours. An undead is also immune to this effect for 24 hours if you target it with an attack or a harmful spell.

### Cheat the Noose

#### *6th-level Unyielding feature*

Starting at 6th level, you can tap into a well of vitality when you cheat death or help someone else do the same. You can regain hit points equal to 1d8 + your Constitution modifier (minimum of 1 hit point) when you make a successful death saving throw or when you stabilize a creature with 'Spare the Dying.'

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

### Nature of the Unyielding

#### *10th-level Unyielding feature*

Starting at 10th level, you can hold your breath indefinitely, and you don't need food, water, or sleep, although you still require rest to alleviate exhaustion and still gain benefits from short and long rests.

Moreover, you age at a slower pace. For every 10 years that pass, your body ages only 1 year, and you are immune to magical aging.

### **Enduring Existence**

#### *14th-level Unyielding feature*

Once you reach 14th level, you've tasted some of the true secrets of the Unyielding. On your turn, you can use a bonus action to regain hit points equal to  $1d8 + \text{your pactmakerlevel}$ . Furthermore, if you put a severed body part of yours back in place when you use this feature, the part reattaches.

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