

# Archive of Forgotten Lore:

## Warlock

This is Supplemental Material

### Otherworldly Patron

At 1st level, a warlock gains the Otherworldly Patron feature. This is a revision written by Odvaskar for that feature: The Archfey.

## Archfey: Revised

Your patron is 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 the is sort include the Prince of Frost; the Queen of Air and Darkness, ruler of the Gleaming Court; Titania of the Summer Court; her consort Oberon, the Green Lord; Hyrsam, the Prince of Fools; and ancient hags.

### Expanded Spell List

*1st-level Archfey Revised feature*

Your patron 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.

#### Expanded Spell List

Spell Level	Spells
1st	<i>Faerie Fire, Sleep</i>
2nd	<i>Phantasmal Force, Tasha's Mind Whip</i>
3rd	<i>Bestow Curse, Blink</i>
4th	<i>Confusion, Conjure Woodland Beings</i>
5th	<i>Geas, Seeming</i>

### Feywild Emissary

*1st-level Archfey Revised feature*

At 1st level, your patron has given you a blessing and knowledge for being its loyal servant. You gain the following benefits:

- You can speak, read, and write sylvan.
- You learn the *Friends* cantrip, which is a warlock spell for you and doesn't count against the cantrips you know.

Choose your blessing from the Archfey Gift table or determine randomly.

#### Archfey Gift

##### D6 Gift

- You smell like fresh berries, plants, or spices.
- You are followed by small animals; they disapprove of most of your life choices.
- You have multicolored eyes, like a rainbow.
- You grow psychedelic plants from your scars when your wounds are healed.
- Horns or antlers sprout from your head.
- When you cast a warlock spell or use an ability, you are surrounded by music.

### Fey Glamour

*1st-level Archfey Revised feature*

Your patron bestows upon you the ability to project a beguiling presence of the fey, you gain these benefits:

- You know the *Charm Person* and *Tasha's Hideous Laughter* spells. They count as warlock spells for you, and they don't count against the number of spells you know.
- You can cast *Charm Person* or *Tasha's Hideous Laughter* without expending a spell slot. You can do so a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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

## Misty Escape

*6th-level Archfey Revised feature*

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 end of your next turn or until you attack, make a damage roll, or force a creature to make a saving throw.

You can do so a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Trickster's Defenses

*10th-level Archfey Revised feature*

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

## Dark Delirium

*14th-level Archfey Revised feature*

At 14th level, You can plunge a multiple creatures into a maddening illusory realm. As an action, choose a number of creatures equal to your Charisma modifier that you can see within 60 feet of you. Each creature must make a Charisma saving throw against your warlock spell save DC. On a failed save, the creature suffers from short term madness for 1 minute or until it takes damage. Roll on the Short-term Madness table to determine the nature of the madness.

While suffering from madness, the creature thinks it is lost in a misty realm, the appearance of which you choose. The creature can only see and hear itself, and the illusion.