

The Archfey



PLAYER OPTIONS FOR WARLOCKS IN D&D 5E

Warlocks of The Archfey

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Hershel trekked miles through the rain and dark, arriving finally at the lone oak. Not lone because it was the only tree, but lone because it was the only oak within a hundred miles, a detail the tall half-elf had noticed but never registered until his studies in the arcane had ground to a halt. The elven affinity for the weave just hadn't worked its way into his blood, the magus of the tower had said, before ejecting him. Hershel had left without learning a single spell, but had read plenty on the nature of the planes, the weave, sources of power – and ever since then, the lone oak had bothered him.

He put a hand to the tree's bark. Savored the roughness. The moonlight bathed his half-blood skin, and he wondered if he would ever feel the power of his ancestors.

"That can be arranged."

A set of voices behind him growled out in a tritone, the interval of the damned. Hershel turned and stood in the shadow of a horned and hooved Archfey.

THE WARLOCK

Warlocks are among the most varied of adventurer archetypes in the high fantasy settings of Dungeons & Dragons, and are most notable for entering the first level of their class having already been on the adventure bestowed their powers upon them. They're studious, but they draw their power from an external source, straddling the line between wizard and cleric.

At the table, warlock players have a few disadvantages. Making educated choices about choosing a patron requires a bit more in-world knowledge than a cleric choosing a god, since patrons are often a step or two below deities in the power structures of Faerun and The Forgotten Realms, and thus less likely to be well known.

Also, because a warlock comes with a fully realized backstory with massive mechanical effects, and it's often tempting for dungeon masters to glom onto this as an adventure cue. Putting a warlock in conflict with the source of their power doesn't have to be a toxic situation, but it can lead to a place where the warlock player wants to create an entirely different character rather than being a constant foil for a powerful villain. For example, it's simply not fun to have to choose between betraying your party and the DM revoking some of your class features.

The warlock's fully realized backstory doesn't always come with logical mechanical flavor, either; a Hexblade's ability to raise a ghost is never really well explained, for instance.

And finally, warlock players can find themselves easily frustrated, as their best options burn out quickly without access to frequent short rests. This leaves effective warlock players



in two camps: the creative breakers of worlds who create abominations like Coffeelocks, and players who must content themselves with spamming *eldritch blast*, which, by sacrificing more interesting abilities, can be made to match the mighty power of...

...a creature with a longbow and a decent Dexterity modifier.

This creates a significant challenge to the warlock player: why would a person of healthy body and sound mind make a deal with the devil in exchange for *adequacy*?

This series of player options seeks to make warlocks feel as powerful as their backstories imply, and to flesh out the nature of both a warlock's power and their agreements with their enigmatic patrons. It is meant as an alternative to the warlock options found in the Player's Handbook.



THE ARCHFEY TERMS OF POWER

You have entered into an agreement with a mighty Fey creature, gaining power in exchange for furthering their whim or whimsy. At first level, choose the nature of that agreement:

Forfeiture of first-born. You've agreed to trade your first-born child for power. Your patron needs you in good health, lest you die before you can fulfil your end of the bargain. You gain Alignment Points on a one-to-one basis whenever you expend a Hit Die to regain hit points.

Answered riddle. You gambled with your life by answering a powerful Archfey's riddle, and you won, but if you hadn't, the price would have been death. Choose History or a Performance skill. You gain proficiency in this skill; when making an ability check involving Fey creatures or lore with this skill, add twice your proficiency.

Additionally, you can choose Intelligence as your spellcasting modifier if you prefer. If you do this, your warlock spells are cast using Intelligence instead of Charisma.

Because you have proven yourself a worthy contestant, when you take a long rest, you are visited either in waking or in dreams by creatures that want to re-enact lesser versions of this game. You are not obligated to entertain the creatures, and the creatures will never attack you or your party members.

During long rests, you can choose to make an Intelligence check with proficiency. You gain 1 Alignment Point for every increment of 2 by which you pass a DC 12 check, starting at 12.

For example, you gain 3 Alignment Points for rolling a 16, but none (aside from those you gain through normal rest) for rolling an 11.

If you fail, the mischievous creatures will take something from you. Roll on the chart.

d4	Mischievous Fey Price
1	You lose a number of gold pieces equal to your warlock level.
2	You lose 2 Hit Dice (or all of your Hit Dice, if you have 2 or fewer.)
3	You wagered an item from your inventory and they made off with it.
4	The creatures wanted a bit of your hair.

WARLOCKS OF THE ARCHFEY

CLASS FEATURES

Otherworldly Power

At first level, your patron grants you access to the secret occult knowledge required to gain one of three otherworldly powers. Once you choose one of these powers, the knowledge is indelible and mutually exclusive with that of the other powers. You can never choose the other power, but neither can amnesia, the death of your patron, or any other mishap deny you your boon.

Warlocks are not hedge clerics; they are not praying for power to be granted to them. They work hard and study their craft. As a reflection of this, their otherworldly powers are expanded as they level.

Archfey Pact Weaponry. Your patron is unpredictable but values you as an asset. Your weapon is a boon given to protect you from harm.

When you choose this feature at first level, you can use your action to create up to 2 pact weapons in your empty hands. You can choose the form that these weapons take each time you create them; for example, creating a longbow and a handful of arrows, or two short swords. You are proficient with this weaponry while you wield it. This weaponry counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weaponry 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 up to 2 existing magic weapons into your pact weapons by performing a special ritual while attuned to the weapon. Perform the ritual over the course of 1 hour; this can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, summoning it whenever you create your pact weapon thereafter. Powerful weapons, like artifacts and sentient weapons, cannot be dismissed in this way, though they can be bonded as pact weapons.

Magic weapons bonded in this way cease

Bring Ruin. Your patron has enemies and has granted you powers so that you may help rout them from your plane of existence. When you kill, charm, or frighten these enemies, you gain 1 Alignment Point. Work with your DM to firmly establish who these enemies are: members of a powerful guild that crossed your patron, people in a kingdom who refused their generosity, or perhaps even an entire creature type that your patron has cursed.

Creatures that cannot be charmed or frightened are nonetheless susceptible to your warlock spells and abilities that inflict the charmed or frightened conditions.

Bring Wealth. Your patron granted you power simply so that you would fill their coffers. For every 100 gold or its equivalent in goods or other currency on your person, you regain an additional Alignment Point while resting.. However, during down-time, your patron comes to collect any wealth or magical items that aren't necessary adventuring equipment or immediately attuned to you.

Your patron, while greedy, will not leave you a pauper; the gold required for your lifestyle costs are always under your pillow or in your pouch every morning, have been left there by tiny fey that obey your patron.

All Archfey Patrons. The following actions affect your alignment you to the fey, regardless of the other details of your pact.

Whenever you succeed on an ability check using Charisma, , or whenever you use a warlock spell slot to successfully charm or frighten another creature, you gain 1 Alignment Point. Whenever you fulfill your end of a bargain (in letter, not in spirit) with another creature you gain 1 Alignment Point. If you ever go back on your word, or violate such an agreement, you will lose 2 Alignment Points.



being your pact weapons if you die, if you perform the 1-hour ritual on a replacement 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.

When you summon your weapon as a warlock of the Archfey, your weapon brings you close in alignment with the chaotic plane of your patron, and in doing so grants you a cantrip of your choosing. You gain the cantrip when you summon your weapon, and lose access to cantrips granted by your weapon whenever you dismiss it or re-summon it. If you have two pact weapons, they can each grant you a different cantrip.

Choose between the following cantrips (or if you're feeling especially chaotic, roll a d4 to determine which cantrip you get.)

1. Firebolt
2. True Strike (which the weapon allows you to cast as a bonus action)
3. Frostbite
4. Booming Blade

Archfey Pact Weapon Progression	
Level	Features
1	Access to cantrips
2	Roll attack and damage with your spellcasting ability modifier
5	Extra attack feature (2 attacks)
11	+1 to AC while wielding pact weapon(s)
17	+1 to saving throws while wielding pact weapon(s)

Fairy Bolts. Warlocks that strike their patrons as particularly potent spellcasters are often guided gently (or not so gently) away from the knowledge of summoning a fey-craft weapon, instead learning to manipulate the weave of magic in a way that resembles a cantrip, but that ultimately is only replicable by the fey and the creatures with whom they share their secrets.

Starting at first level, when you choose this feature, you can fire a projectile from your body or spellcasting focus. This projectile slams into a creature of your choosing within 120 feet and deals damage.

Make a ranged spell attack against your target. If your attack hits, decide whether the creature must make a saving throw or become charmed or frightened by you, or simply take 1d10 damage with no possibility of a saving throw. If you choose for the bolt to deal damage, it deals an energy damage of your choice: acid, cold, electricity, or fire.

While your Fairy Bolt is similar to a cantrip, it requires no components and you can invoke it innately, even in null-magic zones, or while restrained or silenced.

Fairy Bolt Progression	
Level	Features
1	Choose damage or save vs. frightened / charmed
2	Adds Charisma modifier to damage
5	1 extra projectile (2 attacks or saves)
7	Push or pull a target 10 feet, or reduce its speed by 10 feet
11	1 additional projectile (3 attacks or saves)
17	1 additional projectile (4 attacks or saves)



Fey Familiar. Warlocks of the Archfey often find themselves avoiding direct power in combat in lieu of summoning a powerful and helpful fey creature. Unseelie warlock familiars are often servants, while Seelie warlock familiars are friends or even teachers. In either case, the creature is fiercely loyal, even to the point of choosing its warlock over the warlock's patron.

Fey familiars grant their warlocks 2 cantrips from the druid or warlock spell lists (and the cantrips needn't come from the same lists.) The warlock knows the cantrips, even if their familiar dies.

The familiar's servitude, friendship, or research assistance is ultimately of great value to its warlock's education in the magical arts; these warlocks gain more cantrips as they level as well as access to more spells. These spells become Warlock spells regardless of the class list they come from.

Additionally, an Archfey Warlock's connection to its familiar is powerful. When you cast a spell or use a class ability on yourself, you can also use it on your familiar. If your familiar is targeted by attacks or harmful magic, any spells or abilities that allow you to use a reaction when you are targeted also allow you to act when your familiar is targeted.

An Archfey warlock's familiar can be a beast, plant, or fey familiar. A fey familiar's alignment is Chaotic.

Your familiar is a small or tiny creature with a CR equal to $1/8^{\text{th}}$ of your level, rounded down, minimum of CR $1/8$. The creature has the following changes:

All of the familiar's skill checks and attacks are made with your Charisma modifier. Its ability scores are equal to your own. If it forces an enemy to make a saving throw, that saving throw's DC is your spell save DC.

It loses any proficiency bonus it has, and this proficiency bonus is replaced with your own. If your familiar has a skill with a higher positive modifier than your own, you make that skill check with your familiar's ability score instead.

If your familiar has a climbing speed, swimming speed, or burrowing speed, you also gain this special movement. Flying familiars do not impart a flying speed.

The creature gains 1 Hit Dice toward its maximum hit points, per level of Warlock that you earn.

The creature obeys your commands in combat to the best of its ability and has its own initiative in combat. If you fall in combat, it does its best to protect your unconscious body or corpse. You control your warlock's familiar, even if you are rendered unconscious in battle.

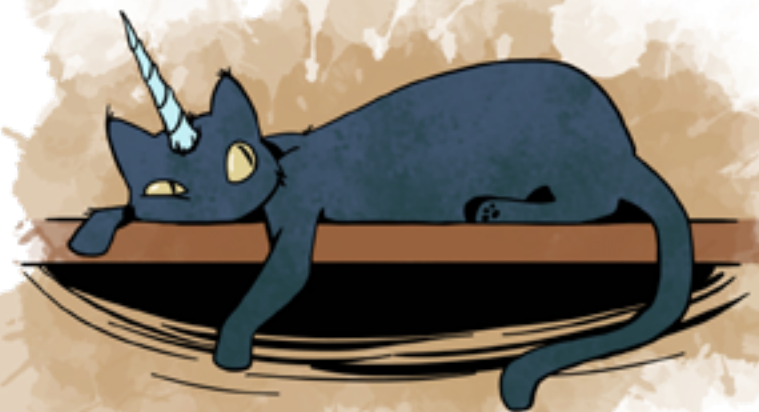
If the creature is ever slain, you must make a Constitution saving throw of $8 +$ the attack modifier of the creature that slew it or else fall unconscious from shock. A new familiar of your choice will appear alongside you at the end of a long or short rest. This can be the resurrection or reincarnation of your prior familiar if you will it to be so, or you can simply choose a new one. Additionally, you can summon a different familiar during a long or short rest, even if your prior familiar is still alive. When you do so, the old familiar vanishes to the home plane of your patron.

When the creature takes damage, you can choose to take the damage yourself, though this damage bypasses any resistances and immunities you have. Likewise, if you take damage, you can choose to have your familiar take the damage instead. Doing so consumes noth your reaction and your familiar's reaction.

Unlike the lesser familiars of other classes, your familiar can use its action to take the **Attack** or **Multiattack** action, if it has it.

Your familiar can expend its action to show you what it senses. Doing so causes you to go blind and deaf until the condition ends, and you or the familiar can end the condition as a free action.

Your familiar can speak.



Fey Familiar Progression	
Level	Features
1	Grants 2 cantrips. Familiar can attack on its own turn.
2	Grants 1 druid or ranger spell
4	Grants 1 cantrip (3 total)
5	Grants 1 druid or ranger spell
10	Grants 1 cantrip (4 total)
11	Grants 1 warlock spell slot while familiar is alive
18	Grants 1 druid or ranger spell

Pact Magic

Either through arcane research, or the will of your patron, you have gained the ability to cast spells. Your warlock spells are outlined in the Warlock Table.

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 as a spellcasting focus for your warlock spells.

Spells Known

At first level, you know two 1st-level spells of your choice from the **Warlock, Druid or Ranger** spell lists (and the spells needn't come from the same lists.) Any spells you choose as part of this feature are warlock spells for you, and therefore are cast using Charisma, unless you have chosen to use Intelligence as your spellcasting ability (See "Terms of Power.").

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 Slot Level column for your level. When you reach 6th level, for example, you learn a new 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 have spell slots.

Unlike the default warlock class, you do not have cantrips (unless a different warlock feature gives them to you, which is common). However, you have terms of power with your Archfey patron that outline how you gain and lose Alignment Points, which can be used to cast spells more frequently.

Spell Slots

The Warlock Table, below, shows how many spell slots you have to cast your warlock spells of 1st through 5th level. The table also shows what the levels of those slots are; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended 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.



Warlock Table

Level	Proficiency Bonus	Features	Spells	Spell Slots	Slot Level	Invocations Known
1st	+2	Otherworldly Power, Pact Magic, Fairy Gifts	2	1	1st	—
2nd	+2	Eldritch Invocations	3	2	1st	2
3rd	+2	Pact Boon	4	2	2nd	2
4th	+2	Ability Score Improvement	5	2	2nd	2
5th	+3	—	6	2	3rd	3
6th	+3	Of Two Worlds	7	2	3rd	3
7th	+3	—	8	2	4th	4
8th	+3	Ability Score Improvement	9	2	4th	4
9th	+4	—	10	2	5th	5
10th	+4	Dark Delirium	10	2	5th	5
11th	+4	Fey Arcanum (6th level)	11	3	5th	5
12th	+4	Ability Score Improvement	11	3	5th	6
13th	+5	Fey Arcanum (7th level)	12	3	5th	6
14th	+5	Otherworldly Patron Feature	12	3	5th	6
15th	+5	Fey Arcanum (8th level)	13	3	5th	7
16th	+5	Ability Score Improvement	13	3	5th	7
17th	+6	Fey Arcanum (9th level)	14	4	5th	7
18th	+6	—	14	4	5th	8
19th	+6	Ability Score Improvement	15	4	5th	8
20th	+6	Twilight Suzerain	15	4	5th	8

Alignment Points

Alignment Points represent how closely aligned you are to your patron and their plane of existence. You can spend Alignment Points on class features and to cast spells. Specific features will explain how to expend Alignment Points.

To cast spells with Alignment Points, you can expend 1 Alignment Point for each level of the spell being cast. For example, a warlock can expend 1 Alignment Point to cast *burning hands* at first level without expending a spell slot. A warlock of a higher level could also spend 5 Alignment Points to cast *burning hands* at 5th level.

Spells can only be cast at the highest level of spell slot the warlock has access to, regardless of how many Alignment Points the warlock has gained.

As a warlock, your psyche is always at least partially occupied with your patron, their plane of existence, or your study of their power; to reflect this, when you finish a long rest, you gain half your warlock level in Alignment Points, minimum of 1. You do not lose excess points from resting, but you can only ever have a number of Alignment Points equal to your warlock levels or Charisma ability modifier, whichever is higher.

How a warlock earns and loses alignment points depends on their patron and is described in the section "Terms of Power".

Fairy Gifts

Starting at first level, when a creature thanks you, accepts a gift from you, or eats food that you have prepared, you may expend 1 Alignment Point to charm or frighten that creature for 24 hours. If the creature is immune to being charmed or frightened, your Alignment Point is not expended. You cannot gain Alignment Points for charming creatures in this way.

Creatures that you charm or frighten by any means take additional damage from your warlock spells and class features (including your familiar, *fairy blast*, and pact weapon.) The amount of extra damage they take is equal to your warlock level.

When a creature breaks a deal with you or goes back on its word with you, you can expend

1 Alignment Point to frighten that creature for 24 hours. You do not gain Alignment Points for frightening creatures in this way.

Creatures that you frighten in this way have vulnerability to damage from your warlock spells and class features.

Of Two Worlds

Starting at 6th level, you have a measure of control over how closely aligned to the Material plane you are. Whenever you take damage, you can expend a reaction and spend 2 Alignment Points to become invisible and teleport to any place you can see, up to 60 feet away. This costs 2 Alignment Points. You remain invisible until the end of your next turn, or until you make an attack or cast a spell, whichever comes first.

If you die on the Material plane with any remaining alignment points, your body reforms in your patron's realm after 1d4 weeks.

Dark Delirium

Starting at 10th level, you can inflict the strangeness of your patron's plane on the senses of a creature. As an action, and by expending 3 Alignment Points, you force a creature within 60 feet of you to make a Charisma saving throw. Creatures that fail become charmed or frightened by you (but you gain no Alignment Points from it) and must wander an illusory terrain of your own design. This terrain is devoid of all creatures except you (In terms of mechanics, all creatures except you become invisible to the creature.).

Creatures charmed or frightened by *dark delirium* are vulnerable to damage from your warlock spells and class features.

The effect of *dark delirium* lasts for 1 minute or until your concentration on it breaks. The creature must make a new saving throw each time you damage it. Your damage against this creature does not break the charmed condition until the illusion fades.

Creatures that save against the effect are still charmed by you until the end of your next turn, but do not experience any illusions.

Fey Arcanum

Your studies have begun to carry you to the peak of your abilities. At 11th level, choose 1 6th-level warlock or druid spell. You can cast this spell

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

You can also cast your Fey Arcanum spells by spending Alignment Points equal to the spell's level.

At higher levels, you gain more warlock or druid spells of your choice.

Warlock Level	Fey Arcanum Spell Level
11th	6
13th	7
15th	8
17th	9

Fey Aspect

You've begun to feel more at home around fey creatures than others, and you have noticed some changes in your general way of thinking. Starting at 14th level, you become immune to being charmed, frightened, or mind-controlled, but you completely lose the ability to lie (as if failing a saving throw against *Zone of Truth*). Your creature type is now Fey, in addition to other creature types you already have.

When you charm or frighten a creature, you can spend 4 Alignment Points to affect it in new ways. Charmed creatures completely yield their free will to you for the duration of the spell. If you command a creature you've affected in this way to perform an action completely against its best interests or ethos, it can attempt a saving throw against your spellcasting modifier. A save ends the effect. A failure allows the creature to choose between complying or falling unconscious but losing the charmed condition.

Frightened creatures take 2d6 psychic damage whenever they make a saving throw against the condition, or at the start of their turn for the duration of the effect if there are no saving throws to end the effect.

Twilight Suzerain

You have mastered the ability to manipulate lesser beings. Starting at level 20, when you charm or frighten a creature, it is vulnerable to your damage and you are resistant to its damage for the duration of the condition. You now regain Alignment Points for charming or frightening creatures with Warlock Abilities that previously specified that you did not.



Archfey Invocations

Armor of Shadows. You can cast *mage armor* at will, without expending a spell slot.

You can expend 1 Alignment Point to cast *shield* as a reaction.

Aspect of the Moon. 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 and keeping watch.

Aspect of the Shadows. *Prerequisite:* 15th level. You can cast *invisibility* at will, without expending a spell slot.

Bewitching Whispers. *Prerequisite:* 7th level. You can cast *compulsion* once using a warlock spell slot or 4 Alignment Points. You can't do so again until you finish a long rest. Creatures affected by *compulsion* cast in this way count as charmed for the purposes of your class features.

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

Horn of Oberon. *Prerequisite:* 11th level. You can cast *conjure fey* without expending a spell slot. If you lose concentration on the spell, the fey are friendly to you instead of hostile.

You cannot use this ability again until after a long rest.

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 warlock spell slot or 5 Alignment Points. You can't do so again until you finish a long rest.

Power Word: Fear. *Prerequisite:* 7th level. As a bonus action, you can force any number of creatures that see you to be frightened of you for 1 minute. To resist, creatures must make a successful Wisdom saving throw against your

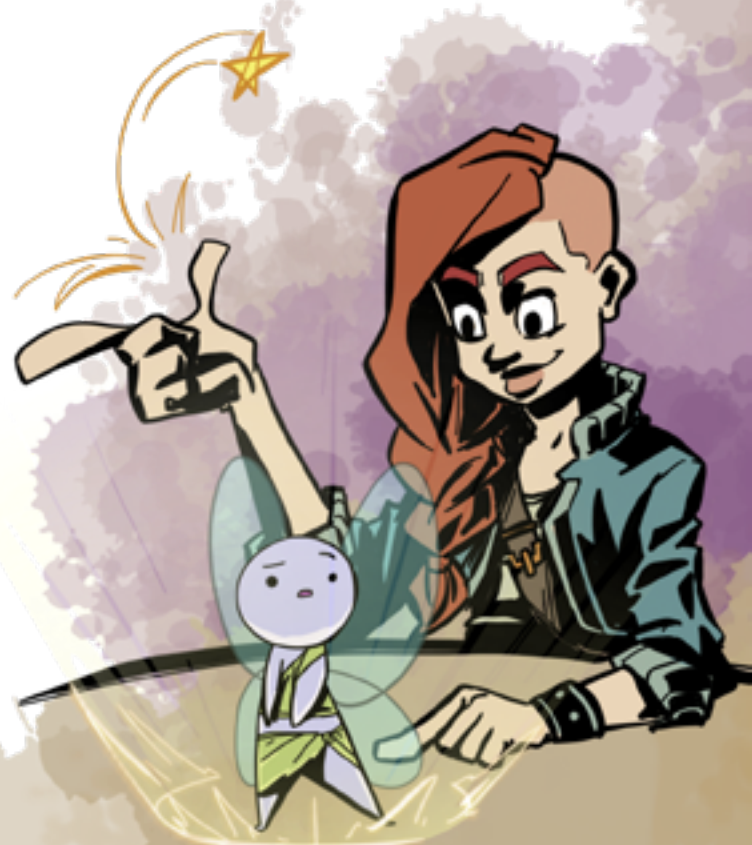
spell save DC.

You cannot use this ability again until after a long rest.

Seelie Sense. You know the location of evil fey, fiends and the undead within 1 mile of you. You can target them with spells and abilities while they are in range without needing to see them.

Trickster's Escape. *Prerequisite:* 7th level. You can cast *freedom of movement* once on yourself without expending a spell slot, or by expending 1 Alignment Point. You regain the ability to do so when you finish a long rest.

Unseelie Sense. You know the location of people with whom you have struck bargains, and of anyone who was charmed or frightened by your Fairy Gift feature within the last year. You can target them with spells and abilities while they are in range without needing to see them.



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