

WARLOCK PATRON: THE ARCHMAGE

Your patron is an entity of great arcane prowess. Your patron might treat you as an apprentice, an assistant, or a mere familiar. In any case, entities like your patron typically do not spend lifetimes hoarding esoteric knowledge simply out of curiosity: they often have an opinion on how to put this knowledge to use, and you are a tool to push their agenda.

EXAMPLES OF POSSIBLE PATRONS:

- **A long dead wizard.** Nobody quite knows what happened to your patron, yourself included, but you were their contingency plan, what was left behind.
- **The court wizard.** Wielding power in both the arcane and political sense, your patron runs a network of argents to keep tabs on ongoing events.
- **A lich/vampire.** Having achieved immortality, the undead often weave schemes lasting generations, and it is not rare that their pawns do not even know who they are working for, or what they are working towards.
- **A Gynosphinx.** Keepers of lost lore, gynosphinxes sometimes reward those who prove themselves worthy of the secrets they hold.
- **A Ring of Mind Shielding.** Sometimes, when you find one of these rings, it already contains the soul of its former owner.
- **One of the authors of a "named" spell.** Some spells are named after the brilliant arcanists who created them. Any of these named wizards could be your patron, so look them up!

ARCANIST QUIRKS EXAMPLES

D6

I use many honorifics when talking about my patron	1
My patron can see and listen through my senses	2
My patron gave me a set of rules I cannot disobey	3
I was made to look and sound like my patron	4
I don't trust magic unless it's performed by a wizard	5
I have implanted memories I think are mine	6

ARCANIST GOALS EXAMPLES

D6

I must carry out a complex ritual for my patron	1
My life lost its meaning when my patron cast me away	2
I was ordered to find a lost piece of lore for my patron	3
I was sent to investigate new a magical phenomenon	4
I must find ingredients for my patron's experiments	5
I want to stop my patron from experimenting onto others, as they had onto me	6

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EXTENDED SPELL LIST 1ST-LEVEL

Named spells are the mark of great Archmages. The following spells are added to the warlock spell list for you.

LV	SPELLS
1	<i>Tasha's Hideous Laughter, Tenser's Floating Disk</i>
2	<i>Nystul's Magic Aura, Snilloc's Snowball Swarm</i>
3	<i>Leomund's Tiny Hut, Melf's Minute Meteors</i>
4	<i>Evard's Black Tentacles, Otiluke's Resilient Sphere</i>
5	<i>Bigby's Hand, Rary's Telepathic Bond</i>
6	<i>Otiluke's Freezing Sphere, Tenser's Transformation</i>
7	<i>Mordenkainen's Sword, Mordenkainen's Magnificent Mansion</i>
8	<i>Abi-Dalzim's Horrid Wilting</i>
9	<i>(Mavin's) Meteor Swarm</i>

INFORMAL EDUCATION 1ST-LEVEL

Your patron taught you just enough that you could be of use to them. Whenever a Warlock feature references your Charisma, you can choose to use your Intelligence instead.

Additionally, you are proficient in Arcana, and have advantage on any Arcana check related to high magic and spells of 5th level or higher.

ESSENTIAL ARCANUM 1ST-LEVEL

Your patron bestows upon you a magical secret called an arcanum. Choose one 1st-level spell from the Wizard 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 can choose to use either Charisma or Intelligence as your spellcasting ability for this spell.

At higher levels, you gain more wizard spells of your choice that can be cast in this way: one 2nd-level spell at 3rd level, one 3rd-level spell at 5th level, one 4th-level spell at 7th level, and one 5th level spell at 9th level. You regain all uses of your Essential Arcanum when you finish a long rest.

MAGICAL CONDUIT 6TH-LEVEL

Whenever an ally you can see casts a spell within 60ft of you, you can use a reaction to let them channel their spell through you.

If you do, the spell originates from your space. Additionally, if the spell requires concentration, you concentrate on it instead of your ally.

SUPERNATURAL FOCUS 10TH-LEVEL

You learn how to concentrate on two different spells at once. While you do, you make Constitution saves to maintain concentration at disadvantage, and you must make one such save at the start of each of your turns, with a DC equal to 10 + both of the spells' levels, unless you use an action to keep sustaining your focus for the next few seconds.

ARCANE ECHO 14TH-LEVEL

Whenever a creature you can see within 60ft of you casts a spell of 5th level or lower, you can use a reaction to make an ability check using your spellcasting ability modifier, with a DC equal to 10 plus twice the spell's level. On a success, you immediately cast a copy of that spell, at the same level, and without expending a spell slot.

Once you use this feature, you cannot use it again until you complete a long rest.



ADDITIONAL ELDRITCH INVOCATIONS

When you choose eldritch invocations, you have access to these additional options.

INSIGHT OF THE ARCANIST

You can cast *identify* once, without expending a spell slot. You can't do so again until you finish a long rest.

When you cast the spell in this way, it has a casting time of 1 Bonus Action, you can target any object or creature you can see within 30 feet of you, and you can cast the spell without any somatic, verbal, or material components.

MIND PALACE

You learn one additional Warlock spell of your choice of a level no higher than your Pact Magic spell slots.

Whenever you finish a short or long rest, you can choose to replace this spell with another spell from the warlock spell list, which also must be of a level no higher than your Pact Magic spell slots

ARCANE BATTERY

Requirements: 7th level

Whenever you cast a spell using a Pact Magic spell slot of a level higher than the spell's level, you can choose to cast the spell at a lower level, down to its base level instead. If you do, you gain a Pact Magic spell slot of a level equal to the difference between the level of the slot used, and the level at which you cast the spell.

For example, if you use a 5th-level spell slot to cast a 2nd-level *invisibility* spell, you then gain a 3rd-level spell slot. The *invisibility* spell is cast at 2nd level, and only one creature turns invisible.

SECRETS OF THE LOREMASTER

Requirements: 9th level, pact of the tome

You can cast *legend lore* once, without expending a spell slot or material components. You can't do so again until you finish a long rest.

FREQUENTLY ASKED QUESTIONS

What do the spells of 6th level or above do in the extended spell list?

They act as extra options for your Mystic Arcanum.

What is the "Mavin's Meteor Swarm" spell?

It is the regular Meteor Swarm spell, which was originally created by a Netharese Arcanist named Mavin.

Can I cast my Essential Arcanums using Pact Magic spell slots?

No, you cannot. You can only cast them once per day each.

When I take damage and am concentrating on two spells, what happens?

You make a single Constitution save, but you make it at disadvantage. If it is a failure, you lose concentration on both spells.