



The Warlock Major

WARLOCK SCHOOL

(*Player's Handbook* (2014))

"I've been trying to get this pact form filled out, but all the fiends keep turning me down. Juiblex ate my foot."

--Altibar the Hobbled, freshman Halfling Warlock undeclared major

Welcome to the Ammon Jerro School for Warlocks. Seriously, we didn't want to name yet another school after a Forgotten Realms personage, but how many famous warlocks do you know? Find me a Warlock from Krynn or Greyhawk. We've got to get our donations from somewhere.

I should talk about the program, though. First, you need a signed affidavit from a sponsor-entity, saying that said entity enters a pact with you. Typical entities include monumentally powerful fey, horrible demon lords, or Things Man Was Not Meant To Know (And Yet, Somehow, You Do). Once the pact is entered into, we begin your instructions in the dark arts (or the Fey arts, or whatever).

By your second semester, you need to decide if you like using your magic with a book, a blade, or a length of chain. We had some fun designing the Warlock this time around. Heh-heh. Chains.

FRESHMAN YEAR

A Freshman Warlock student must take basic armor and weapons classes and some academic courses, along with the following:

Cantrips Lab- Warlock (WLK 100)

Eldritch Spellcasting Lab I-II (WLK 101, 201)

Two units of Eldritch Invocations (WLK 110)

Your choice of Pact Boon- Chain (WLK 202), **Pact Boon- Blade** (WLK 203), or **Pact Boon- Tome** (WLK 205)- You must purchase a copy of the Book of Shadows from the school book store if you choose the later.

SOPHOMORE YEAR

Eldritch Spellcasting Lab III-V (WLK 301, 401, 501)

Three units of Eldritch Invocations (WLK 110)

JUNIOR YEAR

Two units of Eldritch Invocations (WLK 110)

Mystic Arcanum Lab VI-VII (WLK 601, 701, 801)

SENIOR YEAR

One unit of Eldritch Invocations (WLK 110)

Mystic Arcanum Lab IX (WLK 901)
Eldritch Mastery (WLK 987)

Once you have completed these requirements, you earn the Bachelor of Eldritch Secrets degree.

Kailey Tralock

(Tiefling Warlock, junior)

Kailey is the snarkest of the school's mean girls. She tends to wear the most revealing clothing, short skirts, belly shirts, because she likes the attention. She also thoroughly enjoys giving back-handed compliments. "Really, did you spend a *whole* copper on those pants? Cute." She and Maddie Weber are thick as thieves, and when Maddie isn't with the Cheer Squad or the Students for Lolth, she's probably having lunch with Kailey someplace where there are plenty of people to mock.

Kailey also seems to be the most quoted student in the course catalog, even though she has absolutely nothing positive to say. She just always seems to be around when they're looking for quotes. Seriously, I think she's stalking catalog editor Dora do'Urden... *WOULD YOU LEAVE ME ALONE, KAILEY!?*
I'M NOT INTERVIEWING TODAY!

(Kailey is based on a portrait character from the d20 Modern campaign setting, Urban Arcana; property of WotC)

WARLOCK CAREER PATHS

Get your pens ready, because you're going to have to sign a pact with some Power That Be or other, and they don't have much patience with people who aren't prepared.

All Warlock paths require additional units of Eldritch Spellcasting I-V, so keep that in mind.

THE ARCHFEY

(Player's Handbook (2014))

One of the more accessible pacts you can enter, drawing power from an Archfey is both not morally ambiguous, and possibly whimsical. The problem is finding one. There's demon lords and arch-devils everywhere, but how many Archfey have you heard of? Oberon and Titania, possibly, but good luck finding them. They say they're available for meetings, but when you get to their offices in the Feywild, it's just that damned Robin Goodfellow filing paperwork and taking messages.

This program requires the following credits on top of the requirements for your major:

Fey Presence (ARF 102)- No immature jokes, Gimble

Misty Escaping (ARF 303)

Beguiling Defenses (ARF 510)

Dark Delirium (ARF 711)- which is not a class anyone expected they'd be taking

THE CELESTIAL

(Unearthed Arcana: Revised Class Options (online download, 2017))

It took us a while to let you know you could make pacts with wholly good entities, didn't it? Now, strictly speaking, this is just a reworking of the "The Undying Light" path, but that one talked about the Positive Energy Plane, while this one talks about Celestials. Do what you want, but we're going to go with either/or.

This program requires the following credits:

Bonus units of Cantrips Lab- Warlock (WLK 100)

Healing Light (CEL 104)

Developing a Radiant Soul (CEL 305)

Celestial Resilience (CEL 514)

Searing Vengeance (CEL 720)

THE FIEND

(Player's Handbook (2014))

Making a pact with a fiend is a strong option. Assuming tawdry things like Good and Evil don't matter to you. There are plenty of options. Dispaten enjoys making deals. Graz'zt will sign pretty much anything

you put in front of him. I think Anthraxus might be dead, but if not, there's a bold choice. The possibilities are wide open. And who needs a soul, anyway?

The following courses are required to complete this program:

Dark One's Blessing (FND 103)

Dark One's Own Luck (FND 330)- The Dark One might be a bit pissed that you have his luck

Fiendish Resilience (FND 515)

Hurling through Hell (FND 730)- Ask your friends if they want to volunteer as a lab subject. We pay 15 gp per.

GHOST IN THE MACHINE

(Unearthed Arcana: Modern Magic (online download, 2015))

Instead of a supernatural force from another dimension, you draw your power from a supernatural force coded by nerds from MIT. Most warlocks are concerned with the strength of the pact with their patron; you are more worried about how much bandwidth your pact is using.

In order to complete this program, you must take the following courses. Yes, you can take them online.

One extra unit of Cantrips Lab- Warlock (WLK 100) which must be used to learn *On/Off*

One unit in Hacking tools proficiency

Information Surging (GIM 103)

Wire Walking, Electronic (GIM 310)

Personal Encryption Lab (GIM 540)

Technovirus Design and Transmission (GIM 760)- can you believe this is actually illegal on Modern Earth?

THE GREAT OLD ONE

(Player's Handbook (2014))

Make sure you spell Cthulhu correctly on the paperwork. The first 'h' is after the 't', not the 'c'. And there's another 'h' before the final 'u'. That jackass will deny all day any responsibility if your paperwork isn't in order and you get in trouble.

To complete this program, you must pass the following courses:

Awakened Mind (GOO 113)- that's a lot of awakening to do your first year, mate

Entropic Ward (GOO 325)

Thought Shield (GOO 517)

Thrall Creation and Care (GOO 713)- We didn't see anything.

THE HEXBLADE

(Unearthed Arcana: Warlock & Wizard (online download, 2017))

In previous curriculum, there were Hexblades, and they used magic with swords. In this version, you have to make a pact with an intelligent sword. Have you ever tried negotiating with cutlery?

Yes, we know swords aren't cutlery! Shut up!

Courses:

Hex Warfare (HEX 101)

Hexblade's Curse (HEX 103)

Summoning the Shadow Hound (HEX 303)- because nothing is as important to magic swordplay as turning your shadow into a dog

Armor of Hexes (HEX 511)

Mastery of Hexes (HEX 703)

THE RAVEN QUEEN

(Unearthed Arcana: Warlock & Wizard (online download, 2017))

Have you always wanted a raven to call your own? Not just a simple pet, but the manifestation of the will of the Raven Queen herself? Remember her? We used to talk about her all the time in Fourth Curriculum. Good times, good... well, not great times. But the Raven Queen was always boss.

This program adds the following to your major requirements:

Summoning a Sentinel Raven (RVQ 103)

Soul of the Raven (RVQ 306)

Raven's Shield (RVQ 510)

Becoming the Queen's Right Hand (RVQ 707)- depending on your class size, she may have several right hands.

THE SEEKER

(Unearth Arcana: The Faithful (online download, 2016))

Skip to the chase, and draw power directly from a deity of knowledge. How is this different from being a Cleric? Let me ask you, would you rather pray to a deity for favors, or would you prefer to lock a deity into a contract so that he owes you favors? Mm-hmm. Thought so.

Your contract with the Seeker requires the following courses. In addition, you may take **Pact Boon- Star Chain** (SEK 240) instead of one of the approved Pact Boon classes standard for your major:

Shielding Aurora (SEK 101)- Northstar is on his own

Astral Refuge- Seeking and Obtaining (SEK 320)

Far Wandering (SEK 511)

Astral Sequestration (SEK 704)

THE UNDYING

(Sword Coast Adventurer's Guide (2015))

Well, one should hope your patron doesn't die, because that would be really inconvenient. Especially if you've just blasted a couple of blue dragons and suddenly the source of your arcane might has kicked it. Whichever lich-king you enter a pact with, make sure his phylactery is hidden somewhere good.

We should probably clarify that your patron in this pact is a powerful undead entity of some sort.

With that in mind, you'll need the following courses:

Living and Field Study Among the Dead (UDY 103)- This class requires field work in which you must live among undead in the wild (or the basement) for at least two weeks.

Defiance of Death (UDY 310)

Developing and Embracing an Undying Nature (UDY 515)

Developing and Embracing an Indestructible Life (UDY 713)- Bet you people just perusing the course catalog are seriously thinking about a Warlock major now, huh?

THE UNDYING LIGHT

(Unearthed Arcana: Light, Dark, Underdark! (online download, 2015))

Your patron is the Positive Energy Plane itself. Good luck getting that contract signed. Be sure to bring sunblock. Like SPF Ten Billion.

If you survive being bombarded by life energy, expect to take the following courses:

Radiant Soul Development (UDL 103)

Searing Vengeance (UDL 320)

Radiant Resilience (UDL 514)

Healing Light (UDL 770)- Although we're unsure why light needs healing.

THE GATHERING

When you choose The Gathering as your pact, your Otherworldly Patron is a powerful Planeswalker... no, not the Sigil Prep mascot, but one of those wandering weirdos from the multiverse next door. Chandra the Burninator, Garruk the Beardly, Nissa the Vegetarian, Jace the Blue Guy. Each has their own interest in supporting warlocks in this multiverse. Mainly commission. They get a lot of kickback from card sales, and they want you to buy lots of booster packs.

When you cast spells or use Eldritch Invocations, you toss out a card from a deck you always carry on you. This card has the name of the spell or invocation you are using, and the effect manifests from the card. This isn't an ability of your class, it's a cosmetic effect. The cards return to your deck regardless of what happened to them when you've recovered the spells and/or invocations after a rest. Even if the deck is physically taken from you, it's back in your hands when you need it. It's a metaphor for your power; it can't be taken from you.

Your power is defined by a color, and each color has its own quirks. And no matter what level of mastery you have, you will still never beat Trish in the M:tG tourney down at the comic book store.

COLOR CODED

When you enter this pact, choose a color. This color will define your abilities as you progress in this path. Each color has a School of Magic and an Alignment component associated with it. The School of Magic is important. The Alignment component isn't. You can be a lawful good red guy if you want.

Black	<i>Necromancy</i>	<i>Evil</i>
Blue	<i>Illusion</i>	<i>Lawful</i>
Green	<i>Conjuration</i>	<i>Neutral</i>
Red	<i>Evocation</i>	<i>Chaotic</i>
White	<i>Abjuration</i>	<i>Good</i>

EXPANDED SPELL LIST

The Gathering lets you choose from an expanded list of spells when you learn Warlock spells. Each color offers different selections.

Black

1 st	<i>False Life, Ray of Sickness</i>
2 nd	<i>Blindness/Deafness, Gentle Repose</i>
3 rd	<i>Animate Dead, Feign Death</i>
4 th	<i>Evard's Black Tentacles, Death Ward</i>
5 th	<i>Contagion, Raise Dead</i>

Blue

1 st	<i>Color Spray, Silent Image</i>
2 nd	<i>Blur, Phantasmal Force</i>
3 rd	<i>Phantom Steed, Sending</i>
4 th	<i>Greater Invisibility, Phantasmal Killer</i>
5 th	<i>Mislead, Seeming</i>

Green

- 1st *Entangle, Hail of Thorns*
- 2nd *Dust Devil, Web*
- 3rd *Conjure Animals, Sleet Storm*
- 4th *Conjure Woodland Beings, Grasping Vine*
- 5th *Insect Plague, Tree Stride*

Red

- 1st *Burning Hands, Thunderwave*
- 2nd *Melf's Acid Arrow, Snilloc's Snowball Swarm*
- 3rd *Fireball, Lightning Bolt*
- 4th *Ice Storm, Wall of Fire*
- 5th *Wall of Force, Wall of Stone*

White

- 1st *Mage Armor, Shield*
- 2nd *Aid, Warding Bond*
- 3rd *Beacon of Hope, Protection from Energy*
- 4th *Aura of Purity, Death Ward*
- 5th *Banishing Smite, Greater Restoration*

ELEMENTAL ATTUNEMENT

Starting at 1st level, you have +1 to all saves vs. the school of magic associated with the color you chose at 1st level.

LANDWALK

Also at 1st level, your magic is more potent when you are closer to its source. When you are in a favored terrain, saves against your spells have +1 to DC. The favored terrain is based on your chosen color:

Black: swamps or cemeteries

Blue: islands or coastal areas

Green: forests

Red: mountains or caverns

White: plains or towns/cities

INSTANTS

Beginning at 6th level, you may cast a cantrip or 1st level spell as a bonus action instead of as an action. After you have done this, you must complete a short or long rest to do it again.

CREATURE CARD

Beginning at 10th level, you can craft a special card that lets you summon a creature, determined by your chosen color. As an action, you can throw the card to conjure the creature in a space within 5 feet of you. It will fight for you if you summon it during combat, in a limited capacity. If you summon it outside of combat, it may engage in basic conversation with you if it can, but otherwise, it isn't compelled to do anything but wait around until it's dismissed. The Benalish Hero seems nice; she may help you with the dishes. Either way, the creature remains for one minute or until destroyed, then vanishes.

The behavior of the creature and its relevant statistics are as follows:

Black: *Drudge Skeleton*

(As the normal skeleton in the MM, except if it is regenerates 5 hp per turn. On each of your turns, it attacks one creature you choose with its shortsword)

Blue: *Prodigal Sorcerer*

(Use the stats for the Apprentice Wizard in *Volo's Guide to Monsters*, but both his 1st level spell slots contain Magic Missile. On the first two turns after he's summoned, he will cast Magic Missile at the foe of your choice. Afterward, he will cast fire bolt on each of your turns.)

Green: *Timber Wolf*

(Use the stats for a wolf in the MM. On each of your turns, it will make a bite attack on the creature of your choice.)

Red: *Mons's Goblin Raiders*

(You thought you were getting multiple raiders, didn't you? Too bad. You get one goblin. Use the stats for the Goblin Boss in the MM. He will make two scimitar attacks on the creature of your choice on each of your turns.)

White: *Benalish Hero*

(Use the stats for the guard in the MM, but make her STR 15, hit points 15 (3d8+3), and replace the spear with a longsword (1d8+2). She makes one longsword attack on the creature of your choice on each of your turns.)

Once you've used this ability, you cannot use it again until after a long rest.

PLANESWALKER

At 14th level, you can cast *Plane Shift* as a bonus spell. Once you have used this ability, you must complete a long rest to use it again.

WARLOCK FACULTY

Ammon Jerro [department head]

(Human Warlock; professor of advanced warlock studies, eldritch secrets)

The first thing you'll notice when you start Professor Jerro's class is that he looks tense. And the further into the course you go, the more tense he becomes. Relaxation is not in his nature. He is a no-nonsense man with no patience for fools (oh, you poor, poor, PC), and a high intolerance for politics. He hates the administration. All of them. Even Storm Silverhand, and everybody likes her.

The fact that he *is* the administration of this department is not lost on him. It's part of why he looks so tense.

(Ammon Jerro is a character from the Neverwinter Nights 2 computer game; property of WotC)

Farideh [tenured]

(Tiefling Warlock; professor of Pact agreements, Eldritch ethics)

Professor Farideh is, like many warlocks, somewhat impulsive and quick-tempered. Descended from one of Asmodeus's chosen warlocks, Farideh is in a pact with the demon Lorcan which she really doesn't care for. However, this unwanted pact has made her somewhat of an expert on Cosmic law, and she knows pact contract better than almost anyone.

She is highly protective of her twin sister, Havilar, who is a fighter and probably not quite that in need of protecting.

(Farideh is a character from the Brimstone Angels series of Forgotten Realms novels; property of WotC)

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