



The Warlock Major

WARLOCK SCHOOL

(Player's Handbook (2014), Xanathar's Guide to Everything (2017))

"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 Cantrips and Eldritch spellcasting labs, along with two units of Eldritch Invocations. You must also choose a Pact Boon course to enter, generally chain, blade, or tome. If you choose tome, you must purchase a copy of the Book of Shadows from the school book store if you choose the later.

SOPHOMORE YEAR

Your second year continues your Eldritch Spellcasting labs, and requires three more units of Eldritch Invocations. Having a patron definitely cuts back on your coursework.

JUNIOR YEAR

Junior Year students must continue to take Eldritch Invocations, but your Eldritch Spellcasting labs are replaced with Mystic Arcanum labs, which are similar, but you have to ask your patron for them as a favor.

SENIOR YEAR

Senior year Warlock students take one more unit of Eldritch Invocations and a unit of Mystic Arcanum Lab, but they must also take their Eldritch Master Class (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.

THE CELESTIAL

(Unearthed Arcana: Revised Class Options (online download, 2017), Xanathar's Guide to Everything (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.

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?

You'll need to take Dark One's Blessing (WLK 113) and Dark One's Own Luck (WLK 333), though keep in mind the Dark One might be a bit pissed that you have his luck if he stubs his toe or something. You'll also be required to take Hurling Others through Hell (WLK 73); ask your friends if they want to volunteer as a lab subject. We pay 15 gp per hurl.

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.

You'll spend a lot more time in computer labs than most students in a pseudo-medieval setting, and your training will culminate with Technovirus Design and Transmission (WLK 760), which is apparently illegal on Modern Earth. Can you believe that?

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.

Your first course will be Awakened Mind (WLK 118), a lot of awakening to do on your first year. You'll finally need to take Thrall Creation and Care (WLK 777). We didn't see anything if anyone asks.

THE HEXBLADE

(*Unearthed Arcana: Warlock & Wizard* (online download, 2017), *Xanathar's Guide to Everything* (2017))

In previous curriculums, 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!

In an earlier version of this course, we taught you to summon a Shadow Hound, because nothing is as important to magic swordplay as turning your shadow into a dog. However, many students disagreed, so we changed it to something closer in spirit to this course's theme: summoning the spirit of some dude you just whacked.

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.

In your senior year, you'll be taking Becoming the Queen's Right Hand (WLK 722). 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** (WLK 240) instead of one of the approved Pact Boon classes standard for your major. You will also need to take Shielding Aurora (WLK 111) in your first semester. Northstar can shield himself.

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.

This program requires Living and Field Study Among the Dead (WLK 144), which requires field work in which you must live among the undead in the wild (or the basement) for at least two weeks. You will conclude your training with Developing and Embracing an Indestructible Life (WLK 745). 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.

You'll be required to take Radiant Soul Development (WLK 119) and Radiant Resilience (WLK 514), along with Healing Light (WLK 760), although we're unsure why light needs healing.

(See "Plane of Dairy- Player's Guide" for the Sharp Side patron)

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 advantage 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

In addition, when you cast spells of your color's school of magic while in your favored terrain, saving throws against those spells have disadvantage.

INSTANTS

Beginning at 6th level, you may cast a cantrip or 1st level spell with a one action casting time 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 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.

THE GOBFATHER

There's connections, and there's connections. They might take comfort in knowing they draw power from demons or ancient elders or some old lich in a tunnel, but you take your power from organized crime, which is much more immediate, and they take care of what's theirs. In Sigil East, that's the Gobfather, but other places have their top boss as well.

EXPANDED SPELL LIST

The Gobfather 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.

- 1st *Identify, Sleep*
- 2nd *Knock, Pass without Trace*
- 3rd *Conjure Barrage, Nondetection*
- 4th *Arcane Eye, Mordenkainen's Private Sanctum*
- 5th *Mislead, Swift Quiver*

INTIMIDATING MUNDANITY

You have a particular quirk—flipping a coin, flicking a toothpick away, lighting a cigarette, brushing lint off someone's jacket—that isn't particularly threatening, but is just so threatening when you do it. When you make a charisma (intimidate) check and are able to perform your quirk, you have proficiency and advantage with your check. If you already have proficiency, you have expertise (add double your proficiency bonus to this check.)

"GET 'EM!"

Starting at 6th level, when initiative is rolled, you may grant a number of your allies (not including yourself) equal to your charisma modifier the choice to add your charisma bonus to their initiative roll (in addition to their dexterity bonus). If they choose to use this bonus, they must use their action on the first round to make an attack action with a ranged weapon, or use a ranged spell that requires an attack roll.

Once you have used this ability, you must complete a short or long rest to use it again.

"WHAT'S A MURDER?"

Beginning at 6th level, whenever you are attempting a Charisma (deception) check against a guard, constable, sheriff or other legal enforcement agent, you have advantage on the roll.

CALLING THE BOYS



Beginning at 10th level, you can call in “the boys” for a specific task simply by whispering a request into the air. The boys arrive on your turn one minute after you call them. When you use this ability, choose one of the following:

- 2 **ogres** may be called to guard a specific door, area, person, or item. They will stand in place, fighting to defend their charge if necessary, for one hour, or until you return to release them.
- 2 **horses**, a carriage, and a **goblin boss** driver. The goblin boss will drive you up to 10 miles, then leave. He will only fight to defend his carriage but will not abandon you.
- One **ettin** bodyguard, who will accompany you for one hour or until you release him. Once per round, you may redirect any damage you suffer to the ettin. He will attack anyone who attacks you, but you do not direct his actions.
- A goblin **spy** who will spend one hour searching for information you request or attempting to steal an item you request.

In all cases, the DM controls the actions of “the boys”, but they perform their tasks as requested. Once you have called “the boys”, you cannot do so again until you have taken a long rest. If more than one of “the boys” dies within a one month period while working for you, the Gobjfather might call a meeting with you. The details of this are up to the DM, but it probably involved a pretty big favor.

VALENTINE’S DAY

At 14th level, as an action, you can call on eldritch gangsters to fill an area with lead. Eldritch bullets are fired from the ether, filling a 20 foot by 20 foot area with gunfire. You must be within the area affected. All creatures besides you must make a reflex saving throw or suffer 6d6 ballistic damage. Creatures that make their save find cover behind toppled tables or carriage doors and suffer no damage.

Once you have used this ability, you must complete a long rest to do 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)

Maccath the Crimson

(Tiefling Warlock; professor of draconic bloodlines, dragon studies)

Primarily teaching draconic studies, Professor Maccath is a member of the warlock faculty that might end up instructing any character with a passion for dragons, whether academic or hostile. She encourages her senior year students to get kidnapped by a dragon for a year or so, live with them, and learn from the dragon itself because there are things even the best professor can't teach.

And don't worry; if you aren't eaten between then and the end of the year, she'll come rescue you. She's not very good at negotiating with dragons. Likely, someone else will end up coming to rescue her and you both.

She's a member of the Arcane Brotherhood, which means she's technically attached to the Hosttower of the Arcane. As a result, she has a status as a permanent guest lecturer at Sigil Prep, which prevents her from gaining tenure. She's kind of melancholy about that, but she's kind of melancholy about everything.

(Maccath the Crimson is a character from the adventure, Rise of Tiamat (2014); property of WotC)

Text and concept by Patrick Duke
Art and logo design by David Cummings
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