

# 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.

## 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.

## 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 not only use magic with swords, you have to make a pact with an intelligent sword, to boot. 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 you to 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.

## NEW WARLOCK 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.

<b>Black</b>	<i>Necromancy</i>	<i>Evil</i>
<b>Blue</b>	<i>Illusion</i>	<i>Lawful</i>
<b>Green</b>	<i>Conjuration</i>	<i>Neutral (or unaligned)</i>
<b>Red</b>	<i>Evocation</i>	<i>Chaotic</i>
<b>White</b>	<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 <sup>st</sup>	<i>False Life, Ray of Sickness</i>
2 <sup>nd</sup>	<i>Blindness/Deafness, Gentle Repose</i>
3 <sup>rd</sup>	<i>Animate Dead, Feign Death</i>
4 <sup>th</sup>	<i>Evard's Black Tentacles, Death Ward</i>
5 <sup>th</sup>	<i>Contagion, Raise Dead</i>

### Blue

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

	5 <sup>th</sup>	<i>Mislead, Seeming</i>
<b>Green</b>		
	1 <sup>st</sup>	<i>Entangle, Hail of Thorns</i>
	2 <sup>nd</sup>	<i>Dust Devil, Web</i>
	3 <sup>rd</sup>	<i>Conjure Animals, Sleet Storm</i>
	4 <sup>th</sup>	<i>Conjure Woodland Beings, Grasping Vine</i>
	5 <sup>th</sup>	<i>Insect Plague, Tree Stride</i>
<b>Red</b>		
	1 <sup>st</sup>	<i>Burning Hands, Thunderwave</i>
	2 <sup>nd</sup>	<i>Melf's Acid Arrow, Snillocc's Snowball Swarm</i>
	3 <sup>rd</sup>	<i>Fireball, Lightning Bolt</i>
	4 <sup>th</sup>	<i>Ice Storm, Wall of Fire</i>
	5 <sup>th</sup>	<i>Wall of Force, Wall of Stone</i>
<b>White</b>		
	1 <sup>st</sup>	<i>Mage Armor, Shield</i>
	2 <sup>nd</sup>	<i>Aid, Warding Bond</i>
	3 <sup>rd</sup>	<i>Beacon of Hope, Protection from Energy</i>
	4 <sup>th</sup>	<i>Aura of Purity, Death Ward</i>
	5 <sup>th</sup>	<i>Banishing Smite, Greater Restoration</i>

### **ELEMENTAL ATTUNEMENT**

Starting at 1<sup>st</sup> level, you have advantage to all saves vs. the school of magic associated with the color you chose at 1<sup>st</sup> level.

### **LANDWALK**

Also at 1<sup>st</sup> 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 6<sup>th</sup> level, you may cast a cantrip or 1<sup>st</sup> 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.

### **I BLOCK**

Beginning at 10<sup>th</sup> level, when you are the target of directed damage (not area of effect) from a weapon or spell, you may compel a nearby creature to jump in and take the damage for you. The creature must have an alignment component in common with your chosen color. The creature gets a Wisdom save to refuse (DC = your spellcasting DC).

## PLANESWALKER

At 14<sup>th</sup> level, you can cast *Plane Shift* as a bonus spell. It does not consume a spell slot. Once you have used this ability, you must complete a long rest to use it again.

## NEW WARLOCK PATRON:

# 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 Gobjfather, but other places have their top boss as well.

## EXPANDED SPELL LIST

The Gobjfather 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.

- 1<sup>st</sup> *Identify, Sleep*
- 2<sup>nd</sup> *Knock, Pass without Trace*
- 3<sup>rd</sup> *Conjure Barrage, Nondetection*
- 4<sup>th</sup> *Arcane Eye, Mordenkainen's Private*

### Sanctum

- 5<sup>th</sup> *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, except when you do it. When you make a charisma (intimidate) check and are able to perform your quirk, you have advantage with your check.

## "GET 'EM!"

Starting at 6<sup>th</sup> 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 6<sup>th</sup> 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 10<sup>th</sup> 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 Gobfather 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 14<sup>th</sup> 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 (DC = your spellcasting DC) 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.

### **NEW WARLOCK PATRON OPTION:**

## **THE JEALOUS EX**

The Jealous Ex is not so much a new Warlock Patron as it is a modification to your existing patron. You can add “Jealous Ex” to your Warlock patron at any time after 1<sup>st</sup> level, with the prerequisite “Must have had an intimate (sexual, romantic, close friendship) relationship with your Patron beyond the patron/patronized relationship. Your patron, once you take this modification, becomes “Jealous Ex Fiend”, “Jealous Ex Archfey,” etc., as the case may be.

### **BUT WE CAN STILL BE FRIENDS**

As you cannot take this modification to your patron before 1<sup>st</sup> level, there is no 1<sup>st</sup> level option. You have the 1<sup>st</sup> level ability of your Patron as standard.



## UNWANTED GIFTS

In addition to your normal 6<sup>th</sup> level patron ability, after every long rest, roll d10. You receive the following:

- 1- 2 extra spell slots until your next short or long rest
- 2- 10 temporary hit points until your next short or long rest
- 3- 1 extra eldritch invocation (chosen by the DM) until your next short or long rest
- 4- a sappy love letter begging you to come back
- 5- some dollar store jewelry worth 2d10 gold pieces
- 6- a person with whom you've spent time in the last 24 hours (as romantic partners, sexual partners, or close friends) loses a hit die without gaining hit points until their next long rest\*
- 7- lose 2 spell slots until your next short or long rest\*
- 8- lose use of 1 eldritch invocation until your next short or long rest (selected by the DM)\*
- 9- a picture of a person your patron seems to be implying they're seeing now and they've totally moved on, so it's all cool, right?
- 10- a person with whom you've spent time in the last 24 hours can't find a magic item in their possession until their next short or long rest\*

\*(Or a minimum of one hour; you cannot simply take a rest right away to avoid this result)

## WHO'S THAT? ARE THEY BOTHERING YOU?

You gain your 10<sup>th</sup> level Warlock Patron ability as normal. In addition, you can cast *Eldritch Blast* (even if you, for some idiotic reason, didn't choose it as one of your cantrips) in a special manner.

When confronted with a humanoid opponent (or passably attractive humanoid-shaped fiend, celestial, undead, etc.), you may say aloud "It's a shame, you're kind of cute," or "Say, when the battle's over, if there's no hard feelings, maybe a cup of coffee?" or some other phrase intended to make your patron jealous, before casting *Eldritch Blast*. Instead of multiple bolts, you fire a single bolt at the complimented opponent that does the combined damage, and further sends them flying backwards a number of feet equal to the damage rolled. If they collide with something, they further suffer bludgeoning damage equal to the number of feet remaining. (If you send them flying 14 feet, for instance, and they collide with something 7 feet away, they suffer 7 bludgeoning damage.)

Your patron doesn't like being manipulated, though, so you lose access to your level 10 patron ability after you perform this action, and cannot use this ability again, until you complete a short or long rest.

## IT'S FINE IF YOU WANT TO SEE OTHER PATRONS

If you took the Jealous Ex option before 14<sup>th</sup> level, you may choose either your patron's normal level 14 option or the level 14 option from another Warlock Patron. Each time you gain a level, you may replace your level 14 option with one from a different patron, but if you ever select your own Patron's level 14 ability, you cannot swap it thereafter.

(Exception: If you take the Jealous Ex option after gaining 14<sup>th</sup> level, you may swap level 14 options the next time you gain a level, but if you ever return to your patron's level 14 option, you must keep it.)

## NEW WARLOCK PATRON:

# JEFF GOLDBLUM

There are some beings whose brilliance transcends the planes. Mordenkainen's spells are known well beyond the World of Greyhawk. Elminster can find company in any world he visits. And then there is Jeff Goldblum.

## EXPANDED SPELL LIST

Jeff Goldblum 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.

- 1<sup>st</sup>     *Compelled Duel, Sleep*
- 2<sup>nd</sup>     *Calm Emotions, Enhance Ability*
- 3<sup>rd</sup>     *Feign Death, Haste*
- 4<sup>th</sup>     *Charm Monster, More Cowbell\**
- 5<sup>th</sup>     *Awaken, Geas*

(\*see the "Spells" chapter)

## STAMMERING DELAY

Because accepting Jeff Goldblum as your patron litters your speech with ill-timed pauses and assorted "um"s, "mmm"s and "uh"s, when you cast a spell with a Verbal component, your action is delayed until the next initiative count, after everyone else at that count has gone. For instance, if you rolled 15 on initiative, your verbal spells happened on initiative count 14.

## SEXIER THAN YOU ARE

Starting at 1<sup>st</sup> level, you are considerably more attractive than you actually are. When dealing with other humanoids who are attracted to your gender, you have advantage on Persuasion rolls.

## CHAOS THEORY

Starting at 6<sup>th</sup> level, your innate Goldblumness allows you to understand the randomness of the universe. You gain three related but distinct abilities:

You may reroll any d20 attack roll, ability check, or saving throw. You must take the new result.

You may also force another character or creature to reroll a d20 roll. They must take the new result.

You may reroll or force the reroll of any damage roll; all dice from that attack of one type of damage are rerolled. (For instance, if an attack does 1d8 slashing damage plus 2d6 fire damage, you may force the reroll of either the slashing or fire damage.)

You may use each of these options once. A short or long rest restores all uses of this ability.

## BACK FOR THE SEQUEL

Also at 6<sup>th</sup> level, any time you are reduced to 0 hit points by a dinosaur, you instead go to 1 hit point.

## TELEPORTING TRANSFORMATION

Beginning at 10<sup>th</sup> level, you can use an action to grab a nearby normal insect and teleport up to 30 feet. When you do so, you merge with the insect, gaining a multiattack consisting of two claw attacks (2d8

slashing damage). You also gain +3 natural armor, a +2 bonus to Strength (you may not increase past your strength maximum), and a strong desire to eat garbage. Your appearance becomes a mixture of human and insect traits.

This transformation lasts 10 minutes, after which you return to normal. Sadly, the insect does not recover.

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

### UTTERLY FASCINATING

Beginning at 14<sup>th</sup> level, you are increasingly interesting to listen to, and have expertise in Persuasion, Deception, and Performance, adding double your proficiency bonus to rolls using those skills. In addition, your Charisma maximum increases to 22 if it hasn't already been made higher by some means.

However, your constant utterances of “er”s and “ah”s and the like can prove to be tedious to certain individuals. If you roll a natural 1 on any of the skills listed above, you have a negative effect, as determined by the DM: the merchant doubles the price instead of reducing it, the person you're flirting with attacks you, the audience goes home and gives you a bad score on Rotten Tomatoes, etc.

### NEW WARLOCK PATRON:

## THE SHARP SIDE

The Sharp Side of the Cheese is powerful and seductive. The allure is palpable, and as a result many succumb. Not just two; how could a power so compelling result in only two practitioners? Oh no, sir. There are many Swiss Lords and their might is... Well, maybe I'm overselling it. They're mighty, for sure, but not really any more so than any other adventurer of the same level.

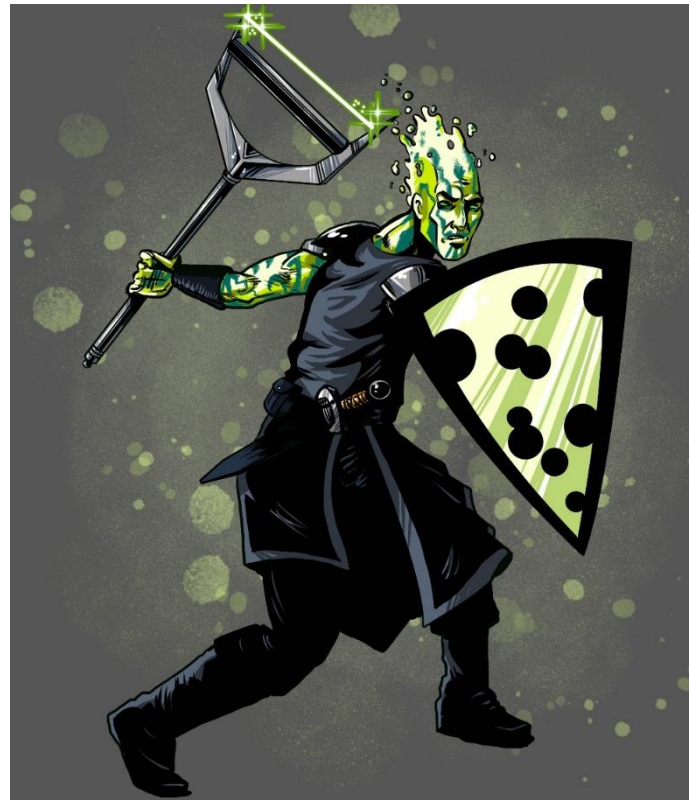
Warlocks with the Sharp Side as a patron are called “Swiss Lords” and although it's a foot in the door, that alone isn't enough to get a sweet position as righthand man to the Emperor. You also have to go to the opera with him.

### SHARP SIDE EXPANDED SPELLS

- 1<sup>st</sup> *Jump, Magic Missile*
- 2<sup>nd</sup> *Detect Thoughts, Levitate*
- 3<sup>rd</sup> *Haste, Lightning Bolt*
- 4<sup>th</sup> *Locate Creature, Phantasmal Killer*
- 5<sup>th</sup> *Dominate Person, Telekinesis*

### WARRIOR OF THE SHARP SIDE

You are proficient with medium and heavy armor and martial weapons. When attacking with a weapon you are proficient in, you may use your Charisma modifier in place of Strength or Dexterity.



Whenever you are attacking with advantage, you also do 1d6 cheese damage in addition to your weapon's damage.

### **EXTRA ATTACK**

Beginning at 6<sup>th</sup> level, whenever you use the attack action, you may make two attacks. If you are using a weapon that does cheese damage, you may make a third attack.

### **ALL CHOKED UP**

Beginning at 10<sup>th</sup> level, you can, as an action, create the sensation of spoiled milk bubbling up at the back of a person's throat. If the target fails a Constitution saving throw, it is incapacitated and suffers 1d6 cheese damage each round until you cease the effect, you lose concentration, or after one minute. Once you have used this ability, you must take a long rest to use it again.

### **LORD OF THE SWISS**

Starting at 14<sup>th</sup> level, you are resistant to cheese damage. In addition, so long as you are not taking attack actions and have a weapon that does cheese damage readied, you may use your reaction to deflect one ranged weapon attack or ranged spell that requires an attack roll, taking no damage. You may deflect one ranged attack in this manner per round; you must be aware of the attack.

You may always choose to do cheese damage instead of lightning damage with spells or magic items.