

## Warlock

**Hit Dice:** 1d8

### **Eldritch Blast** (1<sup>st</sup> level)

**Casting Time:** 1 action; **Range:** 120 feet

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 + your Charisma modifier force damage. The spell creates more than one beam when you reach higher levels: two beams at 5<sup>th</sup> level, three beams at 11<sup>th</sup> level, and four beams at 17<sup>th</sup> level. You can direct beams at the same target or at different ones. Make a separate attack roll for each beam.

### **Hex** (1<sup>st</sup> level)

**Casting Time:** 1 bonus action; **Range:** 120 feet

You place a curse on a creature that you can see within range that lasts until that creature dies or you end the effect as a free action. You deal an extra 1d6 necrotic damage to the cursed target whenever you hit it with an attack. Also, when you reduce a cursed creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier.

### **Eldritch Sight** (3<sup>rd</sup> level)

You gain enhanced sight and can see things others can't. You have darkvision out to a range of 60 feet. Also, you can see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

### **Magical Armor** (3<sup>rd</sup> level)

**Casting Time:** 1 bonus action

A shimmering magical force surrounds you, granting you extra protection until you end the effect as a free action. You gain +3 AC and resistance to one damage type of your choice.

### **Flight** (5<sup>th</sup> level)

**Casting Time:** 1 bonus action

You gain a flying speed of 60 feet until you end the effect as a free action.