



WARLOCK SUBCLASSES

A Warlock subclass is a specialization that grants you features at certain Warlock levels, as specified in the subclass. This section presents the Chaos, Emis-sary, Fiend, Horned Devil, and Unknown One Patron subclasses.

CHAOS PATRON

Act Chaotically And Keep Your Enemies Guessing

Chaos Warlocks have bound themselves to the un-predictable and chaotic forces that exist beyond the mortal realm, gaining immense power as a result. They are known to be highly unpredictable and dan-gerous, as their spells and abilities are heavily influ-enced by the whims of fate and chance. Many people view these Warlocks with suspicion and distrust, as their powers are seen as dangerous and erratic. De-spite this, there are those who are drawn to power of chaos and seek to learn from it, either out of a de-sire for power or simply out of fascination with the mysterious and unpredictable nature of its abilities.

LEVEL 3: CHAOS SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Chaos Spells table, you thereafter al-ways have the listed spells prepared.

CHAOS SPELLS

Warlock Level Spells

3	<i>Color Spray, Faerie Fire, Mirror Image, Blur</i>
5	<i>Fireball, Nondetection</i>
7	<i>Confusion, Compulsion</i>
9	<i>Telepathic bond, Mislead</i>

LEVEL 3: CHAOS STRIKES

You gain the ability to channel chaotic energy into your spell attacks. Once per turn, when you cast an Evocation spell that deals damage, you can change that damage to a random type. Roll a d10 to deter-mine the damage type from the table below. On a hit, you can choose for the spell to also deal an addi-tional 1d6 damage of the rolled type.

This damage increases as you gain level in this class; 1d8 at level 9 and 1d10 at level 13.

LEVEL 6: CHAOS SURGE

Immediately after you expend a Pact Magic spell slot, you also roll on the Chaos Surge Table at the end of this subclass' description. If the magical effect is a spell, and you have Sorcery Points, it is too wild to be affected by your Metamagic.



RATLING WARLOCK SLINKS
THROUGH THE UNDERCITY

CHAOS STRIKES TABLE

d10	Damage
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder





LEVEL 10: CHAOS SHIELD

As a Bonus Action, you can create a shield of chaotic energy around yourself that lasts for 1 minute or until you dismiss it as a Bonus Action. While the shield is active, at the start of each of your turns, you gain Resistance to a random damage type (determined by rolling on your Chaos Strikes table) and Immunity to the Charmed and Frightened conditions. At the end of each of your turns, you can keep the current damage Resistance you have permanent for the remainder of the duration (no action required) and you gain no further damage type Resistances.

At the end of the minute, roll a d6. On a 1-5, you cannot use this feature again until the end of your next Short Rest.

LEVEL 14: CHAOTIC FORESIGHT

You can take a moment to focus and gain chaotic foresight, allowing you to take advantage of the unpredictable nature of the multiverse. As a Bonus Action, you can activate your Chaotic Foresight for 1 minute. When you do, roll a d20 at the start of each of your turns and consult the Chaotic Foresight table to see what effect occurs. The effect lasts until the start of your next turn.

Once you have used this feature you cannot do so again until you have finished a Long Rest.

CHAOTIC FORESIGHT TABLE

d20	Effect
1	Choose a Warlock spell of level 5 or lower. You can cast that spell without expending a spell slot.
2-3	Choose to gain Resistance to all damage or force all attack rolls against you to have Disadvantage.
6-7	Your attacks deal an additional 2d8 damage of a random type, determined by rolling on the Chaos Strikes table.
8-11	You can enter the Ethereal Plane as a Bonus Action. You reappear in the plane you originated from at the start of your next turn.
12-15	You have Advantage on all attack rolls.
16-19	You can teleport up to 30 feet as a Bonus Action.
20	Each creature within 30 feet of you must make a Dexterity saving throw, taking 10d8 Force Damage on a failed save or half as much on a successful one. Then, roll on the Chaos Surge table to see what effect occurs. Your Chaotic Foresight then ends.

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JAREK MADYDA





CHAOTIC FORESIGHT TABLE

d20	Effect
01-04	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
05-08	A creature that is Friendly toward you appears in a random unoccupied space within 60 feet of you. The creature is under the GM's control and disappears 1 minute later. Roll 1d4 to determine the creature: on a 1, an Imp appears; on a 2, a Dretch appears; on a 3, a Pseudodragon appears; on a 4, a Bone Naga appears. See the <i>Basic Rules</i> for the creature's stat block.
09-12	For the next minute, you gain 7 Temporary Hit Points at the start of each of your turns.
13-16	You cast <i>Fireball</i> centered on yourself. Roll on your Chaos Strike table to determine the damage type of the spell.
17-20	You are subjected to an effect that lasts for 1 minute unless its description says otherwise. Roll 1d8 to determine the effect: on a 1, you are surrounded by intense, ethereal music that you identify to be your own theme music and creatures within 5 feet of you can hear; on a 2, your size decreases by one size category; on a 3, you grow a long beard made of tentacled appendages that remains until you sneeze, at which point the tendrils recoil in a loud screech and explode off your face and vanish; on a 4, you must shout when you speak; on a 5, spectral multicolored fish swim through the air within 10 feet of you for the next minute; on a 6, an eye appears on your forehead, granting you Truesight out to a range of 30 feet; on a 7, black ichor drips out of your mouth whenever you speak; on an 8, your skin turns a vibrant shade of red for 24 hours or until the effect is ended by a <i>Remove Curse</i> spell.
21-24	For the next minute, all your spells with a casting time of an action have a casting time of a Bonus Action.
25-28	You are transported to the Void Plane until the start of your next turn, after which time you return to the space you previously occupied or the nearest unoccupied space. You then gain a random Long-Term Effect from the Mental Stress (Long-Term) table.
29-32	The next time you cast a spell that deals damage within the next minute, don't roll the spell's damage dice for the damage. Instead use the highest number possible for each damage die.
33-36	You have Resistance to all damage for the next minute.
37-40	You turn into a potted tomato plant with 10 tomatoes on it until the start of your next turn. While a plant, you have the Incapacitated condition and have Vulnerability to all damage. If you drop to 0 Hit Points, your pot breaks, and your form reverts. If a creature eats one of the tomatoes as a Bonus Action, they regain Hit Points equal to your Proficiency Bonus.
41-44	For the next minute, you can teleport up to 20 feet as a Bonus Action on each of your turns.
45-48	You and up to three creatures you choose within 30 feet of you have the Invisible condition for 1 minute. This invisibility ends on a creature immediately after it makes an attack roll, deals damage, or casts a spell.
49-52	A spectral Shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to the <i>Magic Missile</i> spell.
53-56	You can take one extra action on this turn.
57-60	You cast a random spell. If the spell normally requires Concentration, it doesn't require Concentration in this case; the spell lasts for its full duration. Roll 1d10 to determine the spell: on a 1, <i>Confusion</i> ; on a 2, <i>Lightning Bolt</i> ; on a 3, <i>Misty Step</i> ; on a 4, <i>Fly</i> (cast on a random creature within 60 feet of you); on a 5, <i>Grease</i> (centered on yourself); on a 6, <i>Levitate</i> (cast on a random creature within 60 feet of you); on a 7, <i>Magic Missile</i> (cast as a level 5 spell); on an 8, <i>Blink</i> ; on a 9, <i>Polymorph</i> (cast on yourself), and if you fail the saving throw, you turn into a Crab; on a 10, <i>See Invisibility</i> .
61-64	For the next minute, any flammable, nonmagical object you touch that isn't being worn or carried by another creature bursts into flame, takes 1d4 Fire damage, and is burning.
65-68	If you die within the next hour, you immediately revive as if by the <i>Reincarnate</i> spell.
69-72	You absorb light in a 30-foot radius for the next minute turning Bright Light into Dim Light and Dim Light into darkness. Any creature that ends its turn within 5 feet of you has the Blinded Condition until the end of its next turn.
73-76	You teleport up to 60 feet to an unoccupied space you can see.
77-80	If you die within the next 1d20 hours, you immediately come back to life as if by the <i>Reincarnate</i> spell.
81-84	You absorb light in a 30-foot radius for the next minute turning Bright Light into Dim Light and Dim Light into darkness. Any creature that ends its turn within 5 feet of you has the Blinded Condition until the end of its next turn.
85-88	Up to three creatures of your choice that you can see within 30 feet of you take 1d10 Necrotic damage. You regain Hit Points equal to the sum of the Necrotic damage dealt.
89-92	Up to three creatures of your choice that you can see within 30 feet of you take 4d10 Lightning damage.
93-96	You and all creatures within 30 feet of you have Vulnerability to Piercing damage for the next minute.
97-00	Roll 1d6: On a 1, you gain 20 Temporary Hit Points; on a 2, one ally of your choice within 300 feet of you gains 20 Temporary Hit Points; on a 3, you regain your lowest-level expended spell slot; on a 4, the next spell you cast does not consume a spell slot; on a 5, you regain all your expended Warlock spell slots; on a 6, all the effects of row 17–20 affect you simultaneously.

