



5e warlock eldritch invocations guide



ELDRITCH BLADE

Casting Time: 1 action Range: Self Components: V, M (a weapon) Duration: Instantaneous

A weapon you wield becomes wreathed in crackling energy. Make a melee spell attack against a creature within your weapon's reach. You have advantage on the attack roll if the target is under the effect of a curse.

On a hit, the target suffers force damage equal to your weapon's damage dice roll. At 5th level the target takes an additional 1d10 force damage. This spell's damage increases by 1d10 when you reach 11th level (2d10) and 17th level (3d10).

THIRSTING BLADE Prerequisite: 5th Level, Pact of the Blade feature

When you use your action to cast *eldritch blade*, you can make one melee weapon attack with your pact weapon as a bonus action.

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PACT OF THE BLADE

... You are proficient with it and know the eldritch blade cantrip while you wield it. ...

IMPLEMENTATION & CREDITS

Add the eldritch blade cantrip to the warlock spell list. Replace the Thirsting Blade warlock invocation and update the third sentence of the Pact of the Blade feature as written on this page.

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It doesn't stack with spell levels which makes it less viable for a Warlock long term. Break free from the circle of life and death by channeling the power of a patron who exists beyond death's veil. The biggest caveat to this feature is that your body remains and can be attacked. Investiture of Flame: Damage immunities and resistances are fine but the passive effect has terrible range and the AoE effect is mediocre damage. Bloodline of Dispater: DEX is a good ASI to help AC, stealth, etc. 4th Control Water: A very effective spell, but only if you're around water Summon Elemental (water only): Unfortunately, the water elemental is by far the weakest summon because it has the worst damage resistance and movement buff. Eldritch Sight:If you want this, pick up Book of Ancient Secrets. Green-Flame Blade: Not effective for Warlocks unless you are going for a Hexblade/Pact of the Blade build. Make a deal with a genie to gain access to elemental abilities and the genie's infamous wish-granting powers. This has some useful situations, like pulling a creature that is grappling one of your party members or pulling enemies into a hazard. Command: Solid spell that can be used in and out of combat. Being able to mimic the voice of the proven of the proven or party members or pulling enemies and Sorcerers, Warlocks get to choose their subclass at 1st-level. Foresight: Insane Buff and it's not concentration. Pact of the Tome: Really solid demage in compact, Vicious Mockery, and Knie power of a cliff. The passive effect allows you to move through the earth but ejects you if you returned to give power of a cliff. The passive effect allows you to move through the earth but ejects you if you rend that while also getting access to all armor and shields will help with the Warlock's lackluster AC. Hold Person: This can be

encounter-breaking against humanoids. Death Ward: This spell is decent enough, but really isn't the kind of spell a Warlock wants to spend one of their precious spell slots on. Proficiency in Perception and having Darkvision is useful. This spell doesn't scale with levels so Warlocks won't want to use it much after 5th-level 3rd Daylight: The Light cantrip on steroids. Djinni Spells: Thunderwave, Greater Invisibility, and Seeming are all worthwhile spells to have. While cool, it doesn't do much most of the time. Not sure it's worth it. This will be an underwhelming use of a 3rd level spell slot and concentration. Lightning Lure: Warlocks don't really want to be pulling creatures closer to them. Additional hitpoints are always helpful. 10th Level Celestial Resilience: This is a lot of free temp hp at no cost (other than completing a short/long rest) for both your level. Dwarf: No CHA is tough and the Warlock won't be tanking any time soon, even if they choose Pact of the Blade. Only getting 2 sorcery points and the Warlock's limited spell slots are the main limiting factor here. 5th Flame Strike: Not particularly exciting when you compare it with Fireball but seeing as the Celestial Warlock doesn't get Fireball this is as good as your AoE will get. Just remember that this doesn't mean the ones we don't mention are necessarily bad or don't have a purpose. Marid Spells: All of these spells are decent pickups. 1st Level Celestial Expanded Spells 1st Cure Wounds: A staple healing spell that is very unusual for Warlocks to possess. Repelling Blast: Great effect that you could use to get out of melee range and not have to disengage. Forest: Nothing here is beneficial as a Warlock. If you have somebody else in your party that knows it I would skip this. Enervation: What happens when you cross Witch Bolt with Vampric Touch and make them actually good? Nothing crazy for a 6th-level spell but it's decent. 14th Level Dark Delirium: Pretty decent way to remove a creature from combat but it requires concentration. Also, requires concentration so you can cast the spell, and lose it before you're able to use any features. Conjure Elementals also scales well with the Warlock's spell slots which helps this invocation's effectiveness. Grab Comprehend Languages and another ritual while you're able to use any features. spell, although it can be useful in niche circumstances. Three cantrips that don't do a ton of damage (Eldritch Blast has you covered) but will massively increase your utility. Warlocks need CHA and nothing else is critically important. Guiding Bolt: Fantastic damage early on, and if the creature didn't die the next attack against it gets advantage which should do the trick. Will be significantly more useful if you have a somewhat decent AC. 14th Level Fathomless Plunge: Teleportation is always a good thing to have. Unfortunately, it doesn't scale with your spell slots. This can really mess with the BBEG of the campaign. 1st Level Dissonant Whispers: One of the best 1st level spells in the game. Minor Illusion: Easily the most versatile spell in the game. Invisibility: Certainly a good spell but blowing a higher-level spell solt on situations where you don't need to make more than one thing invisible isn't great. Wall of Fire: Amazing battlefield control option to divide enemies and deal massive damage. Sailor: Perception is the most important skill in the game, taking this background can help balance out the low WIS modifier Urchin: If you don't have a Rogue, grabbing proficiencies in Sleight of Hand and Stealth can help your party's chance of staying sneaky. Now, as a player, we do not know how much HP a monster has, but an Investigation or Insight check might allow some clues as to whether or not they're close. The spells are solid as well. Seeming: Neat out of combat spell. Plus, you get advantage on your CHA checks to remain undercover. Mirror Image: Good self-buff but doesn't scale with levels. It's great. 5th Level Spells Contact Other Plane: Very niche. Fiendish Vigor: This is helpful at lower levels but an average 6hp doesn't make a huge difference once you get past 5th-level. 6th Level Dark One's Own Luck: Essentially a pseudo Bardic inspiration. 1st Level Dark one's Own Luck: Essentially a pseudo Bardic inspiration. 1st Level Dark One's Own Luck: Essentially a pseudo Bardic inspiration. your spirit gives you one of the most effective infiltration features in 5e. Poison Spray: With Eldritch Blast at your disposal you don't need any other damage-dealing class, so they won't have to use their meager spell slots healing their party. Lightfoot: +1 to CHA, in addition to the bonus to DEX and Lucky from the Halfling traits is pretty nice. Negative Energy Flood: Nothing can turn the tide on a battle more than turning the enemy's lackies into your own. It's a situational feature that can end up really paying off a couple of times over the course of a campaign. Radiance damage is great for getting around a resistance but this spell also targets CON (common save for monsters) and requires concentration. Doesn't scale well with Warlock spell levels. Imprisonment: There are other ways to permanently dispose of those big baddies. Protection From Evil and Good: Amazing protective spell against many creatures types you face in D&D 5e. Tasha's Hideous Laughter: Poor man's Hold Person. Half-Elf: The +2 CHA, ASI, and skill versatility make this is one of the better races for the Blade this if you are a Pact of this Warlock. An extra d10 of damage per turn really stacks up over the course of an encounter. Pact of the Chain: The imp is an absolutely amazing scout. Wall of Light: Radiant is a great damage type, but 4d8 on a 5th level spell isn't amazing. Choose a spell that doesn't scale with levels. Being able to cast this at will is wonderful value, the only caveat is you can't target the same creature twice (without short/long resting in between). This is a must if you are in a campaign that frequents the specified creature types. Hallow: More of a DM spell to nail. 1st Level Undead Expanded Spells 1st Level Bane: A simple and effective low-level debuff. 5th Level Mire the Mind: Slow is another solid debuff. They get their subclass features at 1st-level, get access to spell slots that recharge on a short rest, have a common spellcasting modifier, and their invocations and pact boon can be very helpful for a number of builds. Beguiling Influence: You already have the option to choose Deception from your class proficiency. Necrotic damage is a great immunity in the late tier of the game because it's when casters will start to target you with Finger of Death and the like. Doesn't scale with levels. Essentially you have a very limited pool of spell slots and you can only cast spells at their highest level (For example, a Level 5 Warlock has 2 Spell Slots and always casts them at 3rd level). Fey Touched: Misty Step is a great spell and an extra 2nd-level spell goes a long way because of the Warlock's reduced spell slots. Unfortunately, it's touch and costs a full action. The ability to switch out your damage for necrotic damage isn't particularly worthwhile for Warlocks, who will be doing the majority of their damage via force damage from Eldritch Blast. Greater Restoration: Great spell to have that can get you or party members out of very tricky situations. If any of the hostile creatures make their CHA saves, you will still be in for a bad time. Whispers of the Grave: Speak with Dead is a situational spell. and the spell list is alright. The rest of the racial traits are very movement-focused, with some solid proficiencies thrown in. Doesn't scale well with levels. Rock: Nothing here is beneficial as a Warlock. 5th Level Dominate Person: Amazing spell, can be useful in combat and RP scenarios. Finger of Death: Very nice damage with the potential to make a little zombie buddy! Forcecage: No save and no way to get out once you get put in. 6th Level Entropic Ward: Consistent way to avoid getting hit. 15th Level Chains of Carceri: At 15th level, you will
likely be running into Celestials and Fiends. The biggest issue here is that, if you are using the fire immunity it's very likely that your enemies are immune to fire damage. If you can usually find 60 minutes to do a short rest. The Fiend Summon the power of the Nine Hells to smite your enemies with fiery dark energy. If used correctly, this is one hell of a damage dealer as well as effective battlefield control. Crown of Madness: This spell has a lot of crippling limitations because of it's powerful effect at such a small level. Hopefully, you don't have to waste your precious spell slots on it but if you need to make a long-distance call right before taking a short rest it can prove useful. The addition of your CHA to one dice of fire and radiant damage is all well and good, but seeing as your spell slots are so limited you will likely end up relying on cantrips. Scrying: Useful but niche. Elemental Adept: The bonus damage is negligible but if most of your damage comes from one element then go for it. Witch Sight: Seeing through illusions and transmutation is certainly a neat trick but is situational at best. Bloodline of Glasya: DEX ASI and some great spells. 2nd Level Calm Emotions: Not a good spell. The color code below has been implemented to help you identify, at a glance, how good that option will be for your Warlocks have access to a lot of spells. 7th Level Bewitching Whispers: With Compulsion, you can make creatures safely walk in a general direction. Sorcerer gets you access to metamagic which will allow you to quicken, guiding bolt, or twin your Eldritch Blasts, which will net a ton of damage. It can also be effective to block off a vantage point used by ranged enemies. Keep in mind this doesn't work if you are killed outright. Could be useful if you are attempting to recreate Romeo and Juliet. Bard: Three levels in Bard will get you Bardic Inspiration, Jack of All Trades, and the starting features of a College of your choice. If you took Pact of the Chain and grabbed the imp, you do not need this as a scouting tool. It can easily end encounters at lower levels. 6th Level Radiant Soul: Resistance to radiant damage won't come up all that often unless you're in very specific circumstances. Once established, it does not allow for any type of save and the target can be communicated with as long as you're in very specific circumstances. spells are going to pack one hell of a punch with the caveat that you will run out of spells slots quite easily. The Agonizing Blast Invocation combined with Eldritch Blast will still put out more damage than Sacred Flame and be more versatile. Gain mastery over death with the help of an unnaturally immortal patron. Grab Detect Magic and another ritual while you're at it. Fey Presence: Forcing WIS saves on everything in a 10ft cube or be charmed/frightened is akin to the Fear spell, which is great movement buff, and ranged attacks have disadvantage. 5th Level Antilife Shell: Great option if you find yourself in trouble in melee combat. Vampiric Touch: Gives you a 3d6 melee weapon with life drain as long as you can concentrate but those concentrate but those concentration checks are going to kill you. This devotion to an Eldritch Being comes with a fair share of issues, so you may find yourself in tough situations where your party is wanting to do one thing but your Eldritch Patron wants another. 3rd Level Phantom Steed: Situational. 20th Level Eldritch Master: A minute is 10 rounds of combat so this isn't useful if you're in a fight. 10th Level Sanctuary Vessel: Now you can bring up to 5 friends to party in your magic lamp! The best feature here is obviously the ability to take a short rest in only 10 minutes, which will fully recharge your spell slots in 1/6th the time. The action can't even compete with cantrip damage at this point. Mass Suggestion: This is a ridiculous spell that could easily swing encounters in your favor. 1st Level Fathomless Expanded Spells 1st Create or Destroy Water: Being able to conjure 10gal of water isn't particularly effective unless you are dving of thirst in a desert. 1st Level Archfey Expanded Spells 1st Level Sleep: Sleep is a very good 1st level spell slot. Great Weapon Master: Only worthwhile for Pact of the Blade/Hexblades Inspiring Leader: As a Warlock, you'll have plenty of CHA to go around. The lasers that you can shoot each following turn use your action and shrink the wall. These Invocations are essentially "Warlock centric feats", and play a huge role in building a unique, effective Warlock. Usually, spellcasters at this level will have a very strong INT save or Legendary Resistance. Thunderwave: One of your few options to knock opponents back if you find yourself in a sticky situation. If you are a Pact of the Blade Warlock this is necessary. Of course, it's only a 20ft radius so you will either need to be fighting in close quarters or will need to find a way to prevent the caster from moving. Soul Cage: As you can only cast this 6th-level slot but lasts for the entire day. First, the distance can only cast this of the entire day. be up to one mile. It can do repeat damage, help you escape, and hold down a baddy, all while increasing your action to command. Secondly, they have a very reduced number of spell slots and can only ever cast spells at their highest level. Mage Hand: Can be a very useful cantrip if used right. It will also hedge out your allies. This feature should be reducing 1d8 (2d8 at higher levels) damage per turn, effectively healing for that amount every turn as long as you've placed the tentacle correctly (usually beside your melee party members). Can help you get out of combat or for RP purposes. Bringing up all downed allies within the radius at the start of their turn sounds useful, but you will need to maintain your concentration until then for this to have an effect. What really holds this feature back from being effective is the inability to add it to attack rolls. Free, unlimited, concentration-free invisibility as long as you are within dim light or darkness. Danse Macabre: Situationally useful because you need five Small or Medium corpses. The upgrade and being able to damage creatures while healing yourself is twice the value. 5th Level Contagion: The poisoned condition is a pretty strong one and this spell grants the condition on-hit for at least 3 turns. It barely out damages 4th-level fireball and flat-out doesn't work on some common creature types. This one is actually worth upcasting in certain circumstances. Summon Lesser Demons: Seeing as these demons are hostile to all creatures, the spell is very circumstantial. Summon Shadowspawn: The Shadowspawn gets a 1/day ability that is pretty much the same as the Fear spell. Doesn't scale with levels but there are few uses of a spell slot that are more important than bringing back a dead ally. This will be extremely effective in Feywild campaigns. CON: More hitpoints and better CON saves make the Warlock less squishy. Because this is more of a plot-based spell, it will not receive a rating. Cone of Cold: Not quite as potent as Fireball or Lightning Bolt for the resource of a 5th Level spell slot and it targets CON saves which are a common proficiency in monsters. 4th Level Fire Shield: Likely not a great option unless you are caught in combat. Devoting an entire Invocation to it, even though you can cast it at will, is a bit unnessecary. It can be used in stealth scenarios but it's most powerful usage is if you can target a caster who won't be able to cast spells requiring a verbal component. Nature (INT): Same as the other INT skills. Lesser Restoration: Diseases and conditions do come up from time to time, so you'll be happy to have this when they do. Best Backgrounds for Warlocks Charlatan: Deception to go with the great CHA and sleight of hand can always be useful Criminal: Deception and one of the most important skills in 5e, Stealth. Consider this after you've maxed your CHA for some extra party support. 9th Level Ascendant Step: Levitate is an alright self-buff that can get you out of melee range, it can also be an effective method of locking down enemies without a ranged option. Investiture of Ice: Damage immunities and resistances are fine but the passive effect has terrible range and is even less effect is mediocre damage. Consider a Hexblade Warlock if you want to use this race and raise your CHA with the ASI boost. Speak With Dead: Get some interesting lore, help solve a mystery, or get advice on how to proceed through a dungeon. Scales well with levels. Mental Prison: There are plenty of ways to take single creatures out of the fight, but this provides a way to do some damage while also locking down a creature. 10th Level Fiendish Resilience: Gaining resistance to a specific damage type for free is a huge advantage. The real magic happens when you can roll an additional damage dice while in your form of dread once per turn. This is decent for Hexblade builds but they don't get a second attack until 12th level. That said, it is still effective and scales with higher spell slots. Hypnotic Pattern: Another great crowd control spell, take this or Fear based on your flavor. 10th Level Beguiling Defenses: Charmed is one of the more common features, especially in the higher tier of play. Unfortunately, this teleportation is particularly limited. The upside is this is more powerful in RP scenarios. Very "Mysterio" from Spider-Man: Far From Home. Psychic Scream: Great damage, targets an uncommon save (INT), and stuns on a failed save. Shadow of Moil: Give your assailants disadvantage, get resistance to radiant damage any creature that manages to land an attack. If you already carry them around with you, this is great for action economy. Efreeti Spells: Easily the best spell list. Phantasmal Force: There are extreme situations where this could be useful, but it is simply not a good spell. Intimidation (CHA): Honestly, Deception is way better.
Phantasmal Force: There are extreme situations where this could be useful, but it is straight-up not a good spell. 14th Level Indestructible Life: Restore 1d8 + Warlock level HP as a bonus action once per long rest. Second, you gain a flying speed and can move through objects and walls. INT: Dump this stat for sure. Voice of the Chain Master: This can turn your Familiar into an amazing option for a scout, especially if you chose the imp. Silence is a niche spell with a high ceiling. Eldritch Adept: Warlocks get access to plenty of invocations. 5th Bigby's Hand truly does it all. Sending Again, situational but it's a nice utility spell. There isn't any save on the push effect so it can be deadly around cliffs. This is less effective than just banishing the creature because the effect ends if the target takes any damage. would not be optimized So if you're ready, give some props to your Patron and prepare for a lot of Eldritch Blasting. Eyes of the Rune Keeper: If you want this, pick up Book of Ancient Secrets. Guardian of Faith can also be used as a sort of alarm when taking a long rest in a dangerous place. Scales well as a source of radiant damage and works with Radiant Soul. Only downside is that is targets CON. Seeing as this has an 8-hour duration and doesn't require concentration, it can be effective to cast the spell at the beginning of the day then take a short rest to get the spell slot back. Mind Sliver: INT saves aren't common proficiencies and psychic damage isn't a common resistance. Spirit Shroud Most Warlocks don't want to be within 10ft for their enemies. This is a disappointing capstone ability. You get to damage the enemies and carry a friend with you. Beast Speech: This is not going to help your Warlock. Summon Undead: Doesn't put out as much damage as the Fey summons but is more versatile in combat. Because this is cast with a Warlock spell slot, make sure there are enough enemies based on the level of the spell. Shadow Touched: Invisibility is a great spell and an extra 2nd-level spell in case you are surrounded and need to retreat. Many factors come into this decision, with the main factor being how long your campaign will run and, ultimately, what level you will be playing until. Awakened Mind: Great for RP purposes. Power Word Pain: You can likely do 100 damage with a 7th-level spell, really only useful if you want to Crucio someone outside of combat. Warlocks definitely don't need the full array of ability scores as much as they need +2 CHA and +1 to DEX or CON. Charm Monster: Charm Person, just for any creature. Could be useful for attack an enemy who is looking to escape. Before You Start Standard Races Dragonborn: The +1 CHA bonus is nice, but the +2 STR will go to waste. Skills: Unfortunately the Warlock only gets to pick two skills from their not-so-good Skill pool: Arcana (INT): You will probably be leaving this up to other party members. Tabaxi: DEX makes the class less squishy and CHA is the most important ability score for Warlock. Investigation (INT): Again, hopefully somebody else is stacking INT. Plane Shift: Good utility to run away from a fight that has turned south, or force a CHA save to avoid getting banished. Enthrall: Not a good spell. D&D 5e Warlock Overview Playstyle Warlocks get their powers by dedicating themselves to an Eldritch Being. Agonizing Blast: This is one of the best Invocations out there. Sculptor of Flesh: Polymorph is a great spel but doesn't scale with levels. If you have no other casters in your party it might be worth a take but dumping INT will make this tough. Still a great spell but the fact that they get to make saves after each time they take damage drastically reduces its effectiveness. This means that Warlocks can wind up without any spells very quickly if your party runsel. into trouble. 5th Level Flame Strike: Not particularly exciting when you compare it with Fireball. Pact of the Talisman: Ability, battlefield control, and AoE damage. Book of Ancient Secrets: Ritual casting is a big deal to help with the Warlock's meager spell slots. Second, you have to appear next to a pool of water that you've seen. Up and down a great spell. The Putrid form is a good for infiltration. This color-coding isn't a hard and fast rule; there are plenty of sub-optimized options out there that will be viable to your party and will be fun to play. Genie's Vessel: The Bottled Respite feature is essentially a mobile demi-plane. Earthbind: If you need to lock down a flying creature and don't have a strong buddy or good persuasion spells you can create your own demi-prison system. Whether that happens a lot your campaign is completely based on the environments encounter. 6th Level Misty Escape: Similar to a combination of Misty Step and Invisibility that can be activated as a reaction. Healing Light: This option provides a really solid amount of bonus action, ranged healing Conjure Fey: There are only Feys up to CR3 in the MM (Green Hag). Since they have access to so many spells, a Warlock could use Shapechanger in combination with a whole host of Illusion spells to make a pretty sly character. The biggest issue here is that, if you are using the ice immunity it's very likely that your enemies are immune to ice damage. Hex: This is the Warlock equivalent of Hunters Mark, making it a really, really good spell. Misty Visions: Minor Illusion is a cantrip Warlocks can pick up that will likely get more mileage than Silent Image. Ray of Sickness: Damage isn't great but Poisoned is a nasty condition. Unfortunately, the save targets CON which is a common proficient saving throw, and immunity to the Poisoned condition is also fairly common. Thief of Five Fates: Bane is a solid debuff and not something that Warlocks typically have access to. By the time you reach level 5 it will be pretty useless unless you want a semi-consistent way of none lethal damage. The best option here is definitely healing 2d8 as a bonus action 6 times, but the other options can be useful (depending on whose soul you suck up). Summon Aberration: Not much here is strictly better than any of the 3rd-level summons. Damage isn't bad either but it's a CON save. Non-Standard Races Aarakocra: The only beneficial thing here is flight. Additional Invocations are available at higher levels, some require prerequisites in order to take. This means allows you to make your CHA, and put the rest into CON. This guide is meant as a deep dive into the DnD 5e Warlock. The best Bard subclasses to choose would be Eloquence for better CHA-based ability checks and a buffed Bardic Inspiration, Lore for extra proficiencies and Cutting Words, and Valor for medium armor/shields and the ability to add Bardic Inspiration to weapon attack damage rolls. The good news with the Bard multiclass is that your spell slot progression isn't hindered in the least when you do this, and Bards have access to stellar early-level spells like Vicious Mockery and Dissonant Whispers. Infernal Calling: You can try to instruct the demon what to do, but it doesn't need to listen to your commands. It gets shape-shifting, flight, invisibility, and the poison attack can come in handy. spell. Scales with levels. Scatter: It has uses, but none that are particularly worth a 6th-level spell. 14th Level Hurl Through Hell: Take an opportunity to save. Plant Growth: Could be useful in certain circumstances when you need to control the battlefield. Simic Hybrids: CHA is your only reasonable option for the flexible ability score. If you dip 1 level into Warlock and put the rest into Paladin you will be able to take the Hexblade subclass and attack using your CHA modifier. Don't try to cast this at constructs, undead, fiends, or elementals. Seeing as it doesn't specify non-magical bludgeoning, this is likely the best pickup, followed closely by fire resistance. Necrotic is a semi-popular damage resistance to your damage type, get the Elemental Adept feat so you don't have to waste a turn and 4th-level spell whenever you run into a creature that has a resistance to your damage type. The INT bonus will be wasted but an extra cantrip is always welcome. 1st Level The Fiend Expanded Spells 1st Level Burning Hands: Great AoE and guaranteed half damage. Best Feats for Warlocks Many feats aren't suited to the Warlock Class, but we will go over the ones that you may consider. The free Frightened effect once per turn is an amazing addition to creature. War Caster: Advantage on CON saves and casting spells as opportunity attacks are both beneficial components of this feat. Dimension Door: Decent spell but doesn't exactly do much for Warlocks. Third, if you combine this with your Form of Dread you can turn any attack's damage to necrotic, get to roll an additional damage dice, then heal half that damage. Essentially, you can auto-kill a creature if they have less than 100hp. Hellish Rebuke: Awesome use for your reaction. Lucky: Lucky is a feat that is useful to any character. 3rd Lightning Bolt: Just as powerful as Fireball but has a less effective AoE because it's a line rather than a circle. Stout: Let your beefy party members worry b about CON. Human: Humans are always decent. Hill: A bonus to WIS can occasionally help with Wisdom saves, but additional hitpoints aren't useful. You get a 7th level spell at 17th Level, and 9th level spell at 17th Level, and 9th level spell at 17th Level. Arms of Hadar: Decent AoE and allows you to escape on a failed save. 4th Level Aura of Life: Protection from hit point maximum reductional, although resistance to necrotic damage is handy when facing the undead. If you need to buy a horse but only lasts for one hour and Warlocks DO NOT want to be spending their precious spell slots on this. 3rd Level Spells Counterspell: You don't necessarily want your Warlock to be blowing spell slots on Counterspell, but if nobody else has it you need to take it. Devil's Sight: Pairing this Invocation with the Darkness spell can give you a massive
advantage in combat and stealth. 3rd Level Blink: 50% chance of completely avoiding any damage for a turn is more consistent over a long period than Mirror Image. Very strong effect but can only be used once per short/long rest. Telekinesis: Great in combat utility spell. The action effect is terrible, it doesn't even do damage. Instead, they have a few major defining aspects - Eldritch Blasts, Curses, and Mind Control. Most Warlocks can stopped than Mirror Image. there, but Hexblades can continue all the way to a three level dip to get access to Action Surge, and a Martial Archetype. Chill Touch: With Eldritch Blast at your disposal you don't need any other damage-dealing cantrips. Additionally, you get a feature that allows you to resist death and instead deliver an AoE attack at the cost of 1 level of exhaustion. Elf: Elves get a DEX bonus which can somewhat help the AC of a Warlock. Guardian Coil: An ounce of prevention is worth a pound of cure. A staple Invocation called Agonizing Blast allows Warlocks to add the CHA modifier to their best damage cantrip, Eldritch Blast. 10d10 is a lot of damage and its damage type is psychic which isn't a particularly common resistance. Witch Bolt: Underwhelming damage when compared with your Eldritch Blast and Agonizing Blast, requires your action and concentration, and can be thwarted by simply stepping out of range. 10th Level Thought Shield: Cool idea but psychic damage is quite uncommon. If you are going Pact of the Blade + Hexblade it is imperative to allow your melee damage to scale with Eldritch Blast damage. Really only useful for causing a stir from a hidden position. Shifter: The only +1. For a quick overview of the Warlock Class, see our breakdown of the DnD 5e Classes. First off, you can pick up more damage resistances from bludgeoning, piercing, and slashing. Telekinetic: The Mage Hand, even with the shove buff, isn't as good as either Misty Step from Fey Touched or Invisibility from Shadow Touched. Sign of Ill Omen: Bestow Curse is another solid debuff but the scaling with spell slots isn't exactly worth it. Dispelling darkness could be situationally useful. Pact Magic: Pact Magic is a totally unique mechanic for Warlocks. Make sure to pick up the Agonizing Blast Invocation. Fallen and Protector are its biggest weakness. Sickening Radiance: Giving creatures levels of exhaustion seems good on paper but you need at least two failures for this spell to really kick in. Telepathic: The Detect Thoughts, even with the shove buff, isn't as good as either Misty Step from Fey Touched or Invisibility from Shadows: Assuming you have studded leather armor, this is a consistent +1 to your AC. 6th Level Oceanic Soul: Cold damage is a nice resistance but the ability to communicate with other submerged creatures is very niche. Dream: Low key one of the Blade Warlock's arsenal. The immunity is great but being able to charm the enemy back is great value. If you're a Pact of the Blade Warlock's arsenal. The immunity is great but being able to charm the enemy back is great value. Fiend's magical resistance helps make this an especially tanky summon. That being said, there aren't many 1st level Rituals that are particularly good. If you have a Wizard in your party, skip this. Because the pool of d6s scales with your Warlock level, this is as strong as the Paladin's Lay on Hands feature even if the pool ends up being a bit smaller. Scorching Ray: A potential 6d6 focused damage at a 2nd-level spell slot, can target multiple opponents, and has crit potential. Dream of the Blue Veil: This spell has more campaign-derailing, shenanigan potential than just about any other spell slot, can target multiple opponents. (INT): Same as the other INT skills. Genie Spells: Nothing truly amazing from this spell list other than Wish, which you can now pick up with your Mystic Arcanum. Just don't go out in sunlight! High Elf: High Elves get an INT boost and a free Wizard cantrip of your choice. Far Step: Typically a single Misty Step will work best for Warlocks who won't be using this ability on each turn to teleport around the battlefield, using their movement to close in and attack creatures teleporting out of danger. 6th Level Spells Circle of Death: If you can pick up fireball, you don't need this at all. Unlike the other half caster classes, they are built entirely around casting spells and have a couple of quirks about their spell caster that makes them a very unique caster. Warlocks are notoriously good options for multiclassing. A great choice for a cantrip. Persuasion is a super useful skill here. Summon Fiend: Unfortunately, you can't cast Darkness and Summon Fiend in order to take advantage of the Devil's ability to see in magical darkness. Red isn't going to contribute to the effectiveness of your character build at all Orange is an OK option Green is a good option. You essentially need War Caster to make this worth it. Mind Spike: Not great damage but has an interesting tracking effect tied to it. Also, the Sanctuary-esque effect is only against attacks from undead which may or may not be common in your campaign. 6th Level Grave Touched: Not needing to breathe is effective in all sorts of different scenarios. This type of class feature, that allows choice between core class features, is quite unique to the Warlock. Feats aren't great for Warlocks that aren't great for Warlocks that aren't great for Warlocks are CHA-based casters. Flames of Phlegethos: Tieflings make great Warlocks but Warlocks but Warlocks don't get access to a ton of fire damage spells. Combines especially well with Hex. Dark One's Blessing: A relatively solid amount of self-healing which is rare for Warlocks. Enemies Abound: Enemies abound only works in fights with more than one enemy, if your allies are willing to ignore that enemy, and if the enemy isn't immune to being frightened. Saves: CHA saves are only really present at higher levels. Maddening Darkness: Huge radius, good damage, and can be combined with the Devil's Sight invocation. Gift of the Sea: Both a swimming speed and being able to breathe underwater are effective in the case that you need to go underwater. The best option is sticking the Star Spawn in a group of enemies for the AoE damage. These Beings tend to be on the dark side, so your character might have a tough time getting along with a party's lawful good Paladin or religious Cleric. Prestidigitation: A bit less useful than Minor Illusion but still solid. 14th Level Spirit Projection: There is a lot to unpack in this feature. Strengths The Warlock is a half-caster class, meaning they only learn up to 5th level spells, with the exception of their Mystic Arcanum. Guild Artisan: Insight is always great, even if you have a low WIS. Ability Score S Alert: Being up higher in the initiative order can be very valuable for a Warlock. 7th Level Spells Crown of Stars: Great bonus action damage, long duration, no concentration. Tentacle of the Deeps: This functions a lot like the Cleric's Spiritual Weapon but it doesn't require a spell slot. This feat allows you to pump your CHA and create some protection against melee attacks, but you won't get a lot of value from rerolling 1's on damage dice for fire attacks. Dispel Magic: Same as Counterspell. Weapon/Armour Proficiencies: Light Armour and Simple Weapons is likely good enough for your Warlock. Intellect Fortress: Only useful in very specific circumstances. Blade of Disaster: This is a solid, bonus action, multiturn damage spell that can pay off big time with a couple of crits. If you are playing a Hexblade, grab Booming Blade or Green Fire Sword. Wood Elf: Nothing here is beneficial as a Warlock. Plus, you get to increase your CHA. While this isn't great to start, you can only use it once per long rest. Be careful using it on beasts as they are likely to have an INT 2 or less. Eldritch Invocations At 2nd-level, Warlocks gain access to a feature called Eldritch Invocations. STR: Just no. You get the potential for more turns under the poisoned condition and a lasting effect which are both quite strong. to switch out core class features that were otherwise locked in place. This, combined with the fact that Warlock's resources can get used up pretty quick and they become very reliant on cantrips. Keep in mind that temp hp doesn't stack. Spell Sniper: Increased range and ignoring cover on spell attacks is fantastic. Unlike most Warlock features, this only recovers on a long rest. Allows for a save after each turn which makes it worse than Banishment for consistently keeping a monster out of the fight, but the monster can be attacked with advantage which will make quick work of it after it fails a save or two. Variant: Getting bonus CHA plus a proficiency and a feat at first level is typically pretty good. CHA: This is the most important stat for the Warlock, pump this as high as you can. Mountain: STR on a Warlock? Mask of Many Faces: Solid ability to help with your proficiency in Deception, especially in stealthy or political situations. Yuan-ti Purebloods: Yuan-ti Purebloods have everything a Warlock could want: +2 to CHA, innate spells, and some fantastic defensive traits to keep you alive. 4th Level Death Ward: This spell is decent enough, but really isn't the kind of spell a Warlock wants to spend one of their precious spell slots on. Synaptic Static: Fireball damage and a debuff rolled into one. Casting at will without using a spell slot allows you to control the battlefield readily and use it outside of combat often, but the concentration requirement hampers its effectiveness. Minions of Chaos: Elementals are good because they don't get to retry the save until they break line of sight. If you're battling a horde of weaker creatures, this is an amazing spell. Shadow Blade: Typical Warlocks don't work with Hexblade builds because the Hex Warrior trait so you won't be able to attack with CHA. 6th Level Elemental Gift: A damage resistance and the
ability to fly is a great passive bonus to pick up. Faerie Fire: Faerie Fire: Faerie Fire: Spell that can take a creature out of the fight. Choose your damage type wisely based on what you think you'll be encountering that day but keep in mind this can be changed at the end of a short rest if needed. Halfling: The DEX bonus again marginally helps with AC problems and the Lucky trait is always nice to have. This is a go-to option if you end up with an odd CHA score after character creation. False Life: A good way to get temp hp, but you will be given a better way to do this in your Form of Dread feature. Also, only a 20ft radius and it's concentration. 1st Level Spells Armor of Agathys: Great self-buff that can provide some temporary HP and does damage if you get hit. Tritons: CON and CHA are really the only two ability scores that Warlocks need to worry about outside of a little bit of DEX. Blight: 4th level single-target spell that targets a common save. Keep in mind that it doesn't spell doesn't scale with level. Kalashtar: Because the Kalashtar: Because Cloud of daggers: If you can find a funnel point or can have your melee fighters push creatures into the cloud it can do mega damage. Power Word Stun: You can auto-stun a creature that has less than 150hp, but they get to make a save at the end of each of their turns. Gaze of Two Minds: Cool flavor, very situational. 1st Level Genie Expanded Spells Each Genie subtype gives you access to different spells related to their element at each of the Warlock's spells slots. One with Shadows: This can help you avoid damage and get advantage on attacks but really shines when you are outside of combat. Legend Lore: Gain some knowledge on things of legendary importance. This means that if you're going to use that spell, this nets an extra body that gets advantage on attacks against Frightened creatures out of the deal. This allows you to focus your healing capabilities on other party members until you've burnt your use of Searing Vengeance each long rest. Deception (CHA): Probably the best Skill in your pool and plays nice with the Warlock's propensity to stack CHA. Skip this until you can Dominate Monsters. This feature can provide tons of damage and action economy over an encounter. Up until 10th-level they only have two spell slots at the 20th-level. Therefore, we think it would be the most beneficial to only talk about our favorite spells at each level, and which ones to avoid. 14th Level Searing Vengeance: Once per long rest you can completely avoid making death saves and auto-heal to half hp. d10 force damage and scales with level so that the Warlock can deal damage like any melee fighter. This is made even more effective by the temp hp equal to your level every time you cast it and the lack of concentration requirement. The healing is nice but this just isn't much for a capstone ability. Thirsting Blade: Skip if you're not going with a Hexblade build. Actor: This is a nifty half-feat to pick up if you are going to be leaning into the Mask of Many Faces Invocation. Eldritch Blast: This is your bread and butter as a Warlock. Only being able to use the additional d4 on ability checks drastically limits the power of this feature. Aasimar: Any of the subraces will work for Warlock. Eldritch Spear: This could be fun if you want to be a cheesy, long-range spellcaster. 3rd Level Clairvoyance: Situational but good for planning/avoiding an ambush. Sleet Storm: Messes with enemy concentration, can extinguish flames, and has the potential to knock enemies prone. History (INT): Same as the other INT skills. 2nd Level Detect Thoughts: Situational spell that can be permanent. Not very useful. Sure, the damage isn't as appealing as something like firebolt, but the d4 reduction from the next saving throw is effective in lower tiers of play. You get access to all of the damage-dealing classics. Thunderclap: Good AoE damage but targets a common save and can't be used while stealthing. 11th Level Mystic Arcanum: Nice way to boost the spell slots your Warlock has access to. Vanilla: A middle-of-the-road pick because they increase all their ability scores by 1. 6th Level Defy Death: Automatically pop up with 1d8 + CHA mod HP whenever you succeed on a death saving throw or turn your Spare the Dying cantrip into a cure wounds but only for downed allies. Greater Invisibility: Probably the best buff in the game, tied with Haste. It can be used to take a safe short/long rest, carry extremely large objects around without having to deal with their weight, and it can be used for infiltration if you combine it with Find Familiar. Visions of Distant Realms: Arcane Eye is a great scouting option. Best Multiclass Options for Warlocks Multiclassing is always an opportunity cost, you have to determine if taking a level of another class is worth what you will lose from the original class. Teleportation every round accompanied with advantage on at least one attack per round and decent damage. Drow Elf: A +1 to CHA is just what you're looking for, and so is the flavor. 3rd Level Fireball. It's fireball. 4th Level Spells Banishment: Solid spell to take a creature or two out of the fight. On top of that, you get to deal AoE radiant damage and blindness so it will be easier for you to get away from your assailants. 3rd Level Feign Death: Extremely niche. 2nd Level Blindness/Deafness: Very effective debuff that doesn't require concentration. The added flexibility of turning a creature into an object, or vice-versa, is really powerful. Investiture of Stone: The resistance to bludgeoning, slashing, and piercing are pretty useless in Tier 3 because most creatures will have magical weapons. 3rd Level Pact Boon: The Warlock's Pact Boon: The Warlock's Pact Boon: The vice-versa, is really powerful. Investiture of Stone: The resistance to bludgeoning, slashing, and piercing are pretty useless in Tier 3 because most creatures will have magical weapons. 3rd Level Pact Boon: The Warlock's Pact Boon: The Varlock's is that your very limited spell slots recharge on a short rest, the bad news is that if you don't get short rests very often you will become reliant on cantrips. Even though the spell grants the ability to make attacks with CHA and allows you to attack twice, you will rarely use these features as a ranged Warlock and the Hexblade already gets access to these features. The Archfey The Archfey Warlock focuses on using the glamor and magic of the fey to ensnare the senses of enemies. Form of Dread: The temp HP are great and scale with level. The only Beast you can use is Mammoth. All | Class Guides | Classes | Players Published on August 16, 2021 In this post, we will be examining the Warlock's Class Features and how you can optimize your Warlock through choosing your Race, Ability Score, Spells, Feats, etc. Warforged: Warlocks do best when built with melee combat in mind. Make sure to avoid casting this on constructs, undead, fiends, or elementals. Attack with advantage and enemies attack you with disadvantage. Channel the power of an entity of the Upper Planes into divine healing energy. These features provide small benefits that help customize your Warlock build. Takes your concentration slot. 4th Guardian of Faith: A decent way to get some extra damage in if you know that a fight will take place in a specific location. Warlock's usually want to keep their bonus action open for Hex, but the utility that Bigby's Hand provides is well worth it. See the Spells section to get suggestions on good Mystic Arcanum spells. Be a Druid if you want to chat with your animal buddies. Hunger of Hadar: Decent crowd control option, solid damage if you can keep baddies in there or cast it at a choke point. Evard's Black Tentacles: Extremely good area control spell, almost as good as Wall of Fire. Cloudkill: Not great in an open field but if you can get the drop on an enemy or contain a group of enemies within the spell it can be very effective because it deals damage turn after turn, as long as the caster keeps concentration. Darkness: Combos great with Devil's Sight Do your DM a favor and let them know your plans before casting this spell. Because of these two benefits, it will usually be worth it to cast Evard's Black Tentacles even though you'll be spending a 5th-level spell. 2nd Flaming Sphere: Not the best damage, but AoE and the ability to move the sphere and continually cause damage as a bonus action makes this a good use of resources. Useful in very narrow circumstances. Tasha's Otherworldly Guise: Bonus action to gain +2 to AC, damage immunities, and flight make this a solid defensive spell. Thematically, the Echo Knight is the way to go, but the Battle Master, Psi Warrior, Samurai, and Rune Knight are all good choices. Also, you age slower. 10th Level Grasping Tentacles: Evard's Black Tentacles is crowd control that grants the Restrained condition and not not something you want to be wasting spell slots on. Still, one-hour duration and no concentration can make this a worthwhile way to heal after your Form HP have run out. The Blinded condition is nice, but is only activated when the spell first appears and doesn't discriminate between friend and foe. Scales well with Warlock spell slots. Bonus Cantrips Light: Useful, but you can probably go without it. It has an extremely long casting time and no particularly potent effects. SKIP. Tiefling: Bloodline of Asmodeus: Good spell list but the ASI to INT will likely go to waste. Gnome: You don't need a bonus to INT as a Warlock. Leap: Jump is a bad self-buff. Damage scales well with Warlock spell levels. Metamagic Adept: There are some pretty awesome choices in the Sorcerers' metamagic options. The Fighting Style helps boost AC even further and Second Wind is decent healing. 14th Level Create thrall: Create thrall: Create thrall is a great RP opportunity and allows your Warlock to influence just about any NPC in the game. The incapacitated condition is fairly easy to
achieve through other conditions (Paralyzed, Stunned, Unconscious) or using other spells (Sleep, Tasha's Hideous Laughter, Hypnotic Pattern, or a Hold). Half-Elf Mark of Storm: Certainly a tempting subrace because it offers a number of spells while keeping with a solid ability mod bonus. If you are playing with more services you can make it more worth it. 4th Level Dominate Beast: Not many Beasts are playing with more services you can make it more worth it. going to be worth your 4th level spell to Dominate. Investitures, but it's really only effective as a defensive buff. Especially so if you are up against a horde of weak enemies. Dao Spells: Some battlefield control options but nothing spectacular. Control Air and Water gives you a few more spells to play with. While this is fine for exploration and infiltration, if you want to use this feature in battle consistently the answer could be as easy as sticking yourself in a bag of holding seeing as you don't need to breathe. Warlocks also have a number of passive abilities called Invocations. Eyebite: There are much better crowd control options for lower spell slots. The Warlock's Eldritch Versatility allows for a lot more customization as it allows the Warlock to switch out cantrips, Invocations, and Mystic Arcanum choices. This allows the tides of battle in your favor Feeblemind: Encounter ending debuff if you hit a spellcaster with it. Warlock Class Progression 1st Level Hit Points: A d8 hit dice, lack of healing spells, and low AC make the Warlock's survivability something to be desired. Revivify: Bringing allies back from the dead is extremely valuable. 9th Level Hit Points: A d8 hit dice, lack of healing spells, and low AC make the Warlock's survivability something to be desired. probably have some other reason for getting to the Astral Plane if you need to be there. Also, requires concentration so you can cast the spell, and lose it before you're able to use the AoE feature. 10th Level Undying Nature: You don't need to eat, breathe, or sleep but you still need to rest. Tieflings get a +2 boost to CHA, a free cantrip, and free spells at higher levels making them the best class choice for a Warlock. Say, for example, when wandering into a den of Mind Flavers. The fact that the tentacle sticks around without needing concentration, is a bonus action to summon, has an effective damage type, works with Hex, and has a small debuff on hit makes it extremely effective. At the 2nd-level, you gain access to two of the following Invocations. Cantrips Booming Blade: Not effective for Warlocks unless you are going for a Hexblade/Pact of the Blade build. 10th Level Necrotic Husk: You now have resistance to necrotic damage most of the time and immunity when you're in your form of dread. Of course, this is limited from being an insanely powerful feature by the long cooldown time of 1d4 long rests. Warlocks are not area of effect blasters like the evoker Wizard or a Sorcerer. The only downside is the effect automatically ends, as opposed to continuing until the creature saves. the Chain Master Invocation and annov your party and DM by ruining all surprises! Pact of the Blade: Blade Warlock's struggle a lot with Ability Scores and damage per round unless you are going to go with the Hexblade Patron. It has been confirmed by Jeremy Crawford that the Devil's Sight Invocation cannot see into the spell's area. The Great Old One Draw upon the unfathomable power of Eldritch beings to drive your enemies insane. Summon Greater Demon: The notion that you can lose control of the demon makes this spell a massive gamble. The breath weapon can help with limited Spells. This is a niche choice for regular casts but very good for Hexblades. 14th Level Limited Wish: Getting access to any spell from any class as long as it's 6th-level or less and has the casting time of one action is incredibly powerful, especially because you don't burn that spell slot or need any material components. Among the Dead: Spare the dying isn't the most effective cantrip, and diseases are particularly prevelant in the world of D&D. Misty Step: Good option to get out of tough situations, if you're looking for a late pickup this could be a good choice. If you're fighting a CR8 T-Rex you'll wish you had this spell. Sacred Flame: Good ranged damage option early on but not as good as Eldritch Blast. A proficiency in WIS saves helps mitigate the fact that WIS is a dump stat for most Warlock builds. Master of Myriad Forms: Not necessary with Mask of Many Faces available since 2nd-level. WIS: Can help with WIS saves and Perception. Sword Burst: Good AoE damage if you get surrounded. Summon options from TCoE. A melee Hexblade Warlock could be an interesting build here as the Swiftstride has a way of avoiding opportunity attacks and grants a sizeable DEX boost. The biggest issue here is that your party members won't be able to see anything happening in the radius. Also, you can give it to a melee teammate for a very potent, hard to hit damage dealer. Carapace is a good choice for the squishier caster classes. 12th Level Lifedrinker: Awesome

damage buff for any Pact of the Blade Warlock. DEX: Warlocks get proficiency in light armor so pumping DEX is the best way to increase AC. One good thing to note about this is that Warlocks regain all of their spells slots with a short rest, so with as little as one hour of downtime Warlocks can be back at full offensive strength. Draw power from the crushing, dark cold of the deepest oceans. You pick up additional Invocations at 5th, 7th, 9th, 12th 15th, and 18th levels. The damage increase on the Warlock's favorite cantrip is too good to give up.

Apr 03, 2020 · Eldritch Invocations (Level 2) Warlocks don't get as many spells as other casters. However, their access to Eldritch Invocation is a fragment of forbidden knowledge discovered through a warlock's research. These invocations imbue your character with unique powers. The Ultimate D&D 5E Warlock Class Guide (2022) ... Eldritch Invocations. ... Ask your DM to house-rule summon undead or the like to the Warlock spell list. 7 th Level 3 Warlock (Warlock 2/Fighter 1) Eldritch Invocations. ... Ask your DM to house-rule summon undead or the like to the Warlock spell list. 7 th Level 3 Warlock (Warlock 2/Fighter 1) Eldritch Invocations. ... Ask your DM to house-rule summon undead or the like to the Warlock spell list. 7 th Level 3 Warlock (Warlock 2/Fighter 1) Eldritch Invocations. Blast - An automatic invocation pick. A reliable damage has no issue outclassing what one does with Agonizing Blast, but a no ... Eldritch Invocation s 5e. This online application will allow you to list and filter all the DnD 5e Warlock's Eldritch Invocations with severals options. You will be also able to sort the list as you want. At the end, you will get the option to select only some results to generate our own PDF or to print cards on Magic format. But the thing that so many people forget about is just how incredibly awesome Eldritch Invocations are. So it's time to clear up the confusion and talk about the single greatest reason to play a Warlock in 5e! This is the guide to Eldritch Invocations for Warlocks in D&D 5e. In this guide, we're going to be breaking down the different Otherworldly Patrons available to the warlock class in D&D 5e. In this guide, we're going to be breaking down the different Otherworldly Patrons available to the warlock in D&D 5e. In this guide, we're going to be breaking down the different Otherworldly Patrons available to the warlock in D&D 5e. 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Dec 18, 2020 · Eldritch Adept Feat 5E Guide. meet the prerequisites for. This means that only Warlocks can take an invocation that has any listed prerequisites. However, this invocation can be changed whenever the user levels up. Pros ... Sep 15, 2021 · The best background for the warlock 5e. The process of making the Dungeons and Dragons character can be pretty laborious. The players must determine their stats, choose the race they want to play, determine the most effective class in their case, and then create an accurate inventory. May 23, 2021 · Classes » How to Play Warlock's Guide to Eldritch Invocations in 5th Edition D&D. The warlock's Guide to Eldritch Invocations in 5th Edition D&D. The warlock's Guide to Eldritch Invocations in 5th Edition D&D. wetly, sending a cloud of dust into the air. She looked across her desk, strewn with tomes and scrolls written in languages she barely read. "I signed ... 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