

# THE WITCH KNIGHT

Bound to the service of an otherworldly being, Witch Knights champion their patron's cause by wielding eldritch invocations and pact magic.

## OTHERWORLDLY PATRON

At 3rd level, you have struck a bargain with an otherworldly being for arcane power. Your patron grants you an expanded spell list and mystic arcanum spells.

## PACT MAGIC

At 3rd level, your patron has bestowed upon you your arcane powers.

**Cantrips.** You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Witch Knight table.

**Spell Slots.** Table: The Witch Knight shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

**Spells Known of 1st Level and Higher.** At 1st level, you know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of Table: The Witch Knight shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

**Spellcasting Ability.** Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + proficiency bonus + Charisma modifier

**Spell attack modifier** = proficiency bonus + Charisma modifier

## ELDRITCH INVOCATIONS

Starting at 3rd level, you gain one eldritch invocation of your choice. When you reach 7th, 13th, and 19th level, you gain additional invocation of your choice.

Additionally, when you gain a new invocation with this class, you can choose one of the invocations you already know and replace it with another invocation that you could learn at that level.

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

## WITCH KNIGHT SPELLCASTING

Level	Cantrips Known	Spells Known	Spell Slots	Spell Level	Invocations Known
3rd	1	2	1	1st	1
4th	1	3	1	1st	1
5th	1	3	1	1st	1
6th	1	3	1	1st	1
7th	1	4	2	2nd	2
8th	1	4	2	2nd	2
9th	1	4	2	2nd	2
10th	2	5	2	2nd	2
11th	2	5	2	2nd	2
12th	2	5	2	2nd	2
13th	2	6	2	3rd	3
14th	2	6	2	3rd	3
15th	2	6	2	3rd	3
16th	2	7	2	3rd	3
17th	2	7	2	3rd	3
18th	2	7	2	3rd	3
19th	2	8	2	4th	4
20th	2	8	2	4th	4

## PACT BOON

At 7th level, your otherworldly patron bestows upon you a boon for your loyal service. You gain one of the following features of your choice.

## PACT OF THE CHAIN

You learn the find familiar spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.

## PACT OF THE BLADE

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

## WITCH KNIGHTS AND MULTICLASSING

When multiclassing with the Warlock class, you add one-third of your Witch Knight levels (rounded down) to your Warlock level and consult the Warlock progression table for your total Spell Slots and Slot Level.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

## PACT OF THE TOME

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose two cantrips from any class's spell list (they needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless warlock spells for you.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

## ELDRITCH SURGE

At 10th level, when you spend an Action Surge you regain one spell slot.

## MYSTIC ARCANUM

Your patron bestows upon you a magical secrets called an arcanum.

At 15th level, choose one 4th level spell from your patron's mystic arcanum spell list.

At 18th level, you gain one 5th level spell as an arcanum spell.

You can cast each of your arcanum spells once without expending a spell slot. You must finish a long rest before you can do so again.

EMAIL: [demonwyld@gmail.com](mailto:demonwyld@gmail.com)

WEBSITE: [www.demonwyld.com](http://www.demonwyld.com)

## OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return.

Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

## THE FIEND

You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims. Such beings desire the corruption or destruction of all things, ultimately including you. Fiends powerful enough to forge a pact include demon lords such as Demogorgon, Orcus, Fraz'Urb-luu, and Baphomet; archdevils such as Asmodeus, Dispater, Mephistopheles, and Belial; pit fiends and balors that are especially mighty; and utroloths and other lords of the yugoloths.

## EXPANDED SPELL LIST

Your patron grants you additional spells to choose from when learning a Warlock spell. The following spells are added to the warlock spell list for you.

### FIEND EXPANDED SPELLS

Spell Level	Spells
-------------	--------

1st	<i>burning hands, command</i>
-----	-------------------------------

2nd	<i>blindness/deafness, scorching ray</i>
-----	--

3rd	<i>fireball, stinking cloud</i>
-----	---------------------------------

## DARK ONE'S WRATH

Starting at 10th level, you can call on your patron to empower your attacks. You can add a d10 to a single attack or damage roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

You cannot use this ability again until you finish a long or short rest.

## MYSTIC ARCANUM

At 15th level, your patron bestows a magical secret called an arcanum. Choose one 4th level spell from your patron's mystic arcanum spell list.

At 18th level, you gain one of the 5th level spell as your mystic arcanum.

### FIEND MYSTIC ARCANUM

Spell Level	Mystic Arcanum
-------------	----------------

4th	<i>fire shield, wall of fire</i>
-----	----------------------------------

5th	<i>flame strike, hallow</i>
-----	-----------------------------