

WARLOCK

PACTBREAKER

In some rare cases when a Warlock's connection to their Otherworldly Patron is severed, a Pactbreaker is formed. Instead of losing their powers or retaining what they had, they retain the a chunk of now severed and 'dead' otherworldly power within them. For some, this is a death sentence, and they are consumed by this roiling mass of power as it goes out of control. But others learn to control, to bend this power to their will, to shape, tame, and finally claim this power.

But even as they make this power their own, they find their mortal container warped, adapted to the otherworldly power, sometimes culminating in being mutated into entirely different type of being by the end of their journey. These are not Sorcerers born to be compatible with their power, but mortals that must struggle against otherworldly power that has no business being contained within them. The journey of Pactbreaker is learning to overcome this and become the master of their power and destiny.

PACTBREAKER ORIGINS

A Pactbreaker can be selected at character creation, as the result of a failed or broken pact, but such an origin should always be run past your DM. Likewise, any plot that could result in a Warlock becoming a Pactbreaker should be a collaboration between player and DM—a Pactbreaker is not the only possible outcome of a severed pact.

EXPANDED SPELL LIST

1st-level Pactbreaker feature

As the influence of your patron fades from your power, the following spells are added to the Warlock spell list for you.

PACTBREAKER SPELL LIST

Spell Level	Spells
1st	<i>detect magic</i> , <i>mage punch</i> ^K
2nd	<i>enhance ability</i> , <i>enlarge/reduce</i>
3rd	<i>aether lance</i> ^K , <i>protection from energy</i>
4th	<i>force blade</i> ^K , <i>greater invisibility</i>
5th	<i>arcane hand</i> , <i>aether storm</i> ^K

UNSTABLE OUTBURST

1st-level Pactbreaker feature

The severance of the pact leaves you with power you struggle to control. As a bonus action you can vent some of this unstable power in a 15 foot cone that extends from you in a direction of your choice. You take 1 Necrotic damage and creatures within that area must make a Dexterity saving throw. On a failed save, it takes 1d6 + your Warlock level Necrotic damage. On success it takes half as much damage.

You can vent this unstable power a number of times equal to your Proficiency bonus, regaining all uses when you complete a long rest.

FREE WILL

1st-level Pactbreaker feature

When you make a saving throw against being charmed, frightened, or controlled by magic, you can add your Warlock level to the saving throw. Once you turn a failure into a success this way, you cannot do so again until you take a long rest.

CONTROLLED OUTBURST

6th-level Pactbreaker feature

Your grip on your power begins to stabilize as you make it your own. When you use Unstable Outburst, can alternatively make it target a 30 foot long, 5 foot wide line, or you can make it target a single creature of your choice within 30 feet of you.

ELDRITCH CONDUIT

In addition, whenever you active Unstable Outburst, you can do any of the following (as part of the same action):

- **Eldritch Step.** Fly up to 10 feet. This movement does not provoke opportunity attacks and can be performed before or after targeting Unstable Outburst.
- **Power Shroud.** Gain Temporary Hit Points equal to half the damage roll Unstable Outburst

Additionally, you regain one use of your Unstable Outburst any time you expend a Pact Magic spell slot.

REFOCUSED POWER

10th-level Pactbreaker feature

Even as your powers bend to your will, your form adapts to your otherworldly power. You can select one additional Eldritch Invocation, either from the subclass list, or from general Eldritch Invocations. This does not count against your Invocations Known.

OTHERWORLDLY EVOLUTION

14th-level Pactbreaker feature

When you use Unstable Outburst or as a bonus action during your turn, you can fully embody your otherworldly power, becoming a conduit for the rampant energy within you. For 1 minute, you gain the following benefits:

- **Otherworldly Ascension.** You have a flying speed of 30 feet and can hover.
- **Perfect Conduit.** You use Unstable Outburst without consuming a use of the feature. The range of Unstable Outburst is doubled (the size of the cone, or the range at which can target a creature).
- **Magical Resistance.** You gain advantage on all saving throws against magical effects, and resistance to bludgeoning, piercing, and slashing damage from non-magical attacks.

Once use use this feature, you can't use it again until you finish a long rest.

OPTIONAL: BEYOND THE MORTAL FORM

After the first time you use Otherworldly Evolution, you can optionally permanently alter your creature type, changing to a form that represents the evolution of the Otherworld Power you hold within your body. Options include Aberration, Celestial, Draconic, Fey, Fiend, or Undead, and are usually (but not always) based on the origin of your original power.

ELDRITCH INVOCATIONS

ARCANE PARTITIONING

Prerequisite: Pactbreaker

Your control over your otherworld power allows you to expend one of your Pact Magic spell slots as a bonus action, turning into a number of spell slots of lower levels equal to the level of the Pact Magic spell slot. For example, you can turn one of your 3rd level Pact Magic spell slots into a 1st level spell slot, and a 2nd level spell slot.

These spell slots can be used to cast Warlock spells, but are not Pact Magic spell slots, and are lost if you regain the Pact Magic spell slot sacrificed to create them.

ELDRITCH LINK

Prerequisite: Pactbreaker, Eldritch Conduit

You gain an additional option for Controlled Conduit. When you activate it, you can use the following power instead of one of the existing options:

- **Linked Target.** The next Warlock cantrip you cast before the end of your turn can additionally target one creature that was targeted this turn by your Unstable Outburst.

CONTROLLED VITALITY

Prerequisite: Pactbreaker, Eldritch Conduit

You gain an additional option for Controlled Conduit. When you activate it, you can use the following power instead of one of the existing options:

- **Life Burst.** You can roll 1d8 + your Charisma modifier. You expend that many hit points and restore twice that many hit points to another creature of your choice within range of Unstable Outburst.

OTHERWORLDLY WEAPON

Prerequisite: Pactbreaker

As your power mutates you to a more otherworldly form, you gain a natural weapon, such as claws, fangs, horns, or a spiked tail. This weapon deals 1d8 bludgeoning, piercing, or slashing damage (your choice at time of selecting it). When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. It gains any bonus you have to your spellcasting attack and damage rolls to its weapon attack and damage rolls.

If you have a Pact of Blade feature, this weapon can be used in place of your Pact Weapon for each feature that uses your Pact Weapon.

PURIFIED POWER

Prerequisite: Pactbreaker

You have reclaimed the dead otherworldly power within you, making it your own. You no longer take 1 damage when using Unstable Outburst, and the damage type of your Unstable Outburst becomes your choice of Acid, Cold, Fire, Force, or Radiant damage, selected when you gain this invocation.

VANISHING BURST

Prerequisite: Pactbreaker, Eldritch Conduit

You gain an additional option for Controlled Conduit. When you activate it, you can use the following power instead of one of the existing options:

- **Vanishing Burst.** You become Invisible until the end of your turn.

OTHERWORLDLY MUTATIONS

Pactbreakers are often mutated by their other world power. Even as they master the power, their bodies are adapted to the power, leaving them something between the creature that made the pact and (most often) what they made the pact with.

These are optional features that might appear based on what your previous pact was and how well you are able to control your otherworldly power. While it is presented as a roll table, you are encouraged to pick one option each time you gain a Pactbreaker feature as you level up that suits the origin of the power:

d10	Otherworldly Mutation
1	Your eyes glow with swirling power.
2	You grow small horns on your head.
3	Your skin becomes an unusually hue.
4	Tattoos or sigils appear on your skin.
5	You gain an increased number of teeth.
6	Your hair gains a metallic sheen.
7	Your fingers and toes lengthen.
8	You grow six inches taller.
9	You grow ethereal wings.
10	You grow a tail.

If you already have the mutation from your Ancestry, simply roll (or select) another option, or ignore the roll—you're already partially adapted to the otherworldly power.