

Warlock:

Undead Patron

Archetype Type: Otherworldly Patron (Warlock)

You have sworn yourself to an undead creature of power. It may be a lich, an elder vampire, a mummy, or an ancient ghost. Some undead patrons look to preserve life and the dead, helping to prevent them from becoming cursed as the patron itself is, and others allow their warlocks to create vast armies of undead and grant supernatural powers similar to their own.

Archetype Feature: Expanded Spells

Your undead patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level and Spells:

1st: False Life

2nd: Blindness/Deafness, Gentle Repose

3rd: Animate Dead, Feign Death

4th: Evard's Black Tentacles, Death Ward

5th: Contagion, Dominate Person

Archetype Feature: Undead Pallor:

Starting at 1st level, your patron bestows upon you the ability to appear undead to those around you. Anyone observing you must make a Wisdom saving throw against your warlock spell save DC. Creatures that fail the saving throw are convinced you are undead. For living creatures this results in the creature becoming frightened. Constructs are unaffected, but undead creatures that assume you are undead as well do not attack you if there is another living target so long as you do not provoke them. This ability lasts for 1 minute or until concentration is broken. Once you use this feature, you can't use it again until you finish a short or long rest. In addition, you become proficient in the Intimidation skill if you are not already.

Archetype Feature: Undead Servitor.

When you reach 6th level you can animate a corpse to become an undead servant. You decide the type of creature created among those you know of, but it must be undead, and may not be greater than CR 1/2. You may spend your action to command the creature to attack something or give it simple tasks to perform. The creature can obey these orders as long as the order does not exceed 4 words in length.

You may never have more than one undead servitor at a time. If you lose your servitor, you may create a new one after a long rest.

Archetype Feature: Ghoulish Transformation.

Starting at 10th level, your patron brings you closer to a state of undeath. You are immune to being charmed, and you gain expertise in Charisma (Intimidation) skill checks, gaining double your proficiency modifier to related rolls.

Archetype Feature: Nightfall's Ascendance.

When you reach 14th level you become an undead creature for all intents and purposes. You are immune to Poison damage and the Poisoned condition. You are vulnerable to Radiant damage. You cannot die due to old age. Your creature type becomes Undead, although you retain your subtype and your racial abilities.

In addition, when you are reduced to 0 hit points, you may choose to instead be reduced to 1 hit point. This ability does not function if you take radiant damage. If you use this ability, you may not use it again until you finish a short or long rest.