

WARLOCK KNIGHT

FIGHTER SUBCLASS



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Warlock Knights are powerful magically-infused fighters that use their patron's power to defeat their enemies. They have sworn lifelong allegiance to their patron and their patron in return continues to grant them increased access to their power.

Similar to the Eldritch Knight that follows the wizard class closely, the Warlock Knight shares characteristics of the warlock class. They are brutal martial warriors and relentless attackers, so much so that Warlock Knights abhor the use of a shield, preferring to exclusively wield powerful two-handed weapons.

Coming face-to-face with a Warlock Knight in the field is always a horrifying experience. One never knows if they will steal your magic, your soul, or your life.

WARLOCK KNIGHT FEATURES

When you choose this subclass at 3rd level, you gain these additional features.

PATRON

You owe allegiance to a mighty entity. This being grants you abilities through your devotion to them. They whisper secrets in your mind and watch you at all times. Choose a creature powerful enough to augment you with their abilities.

PACT WEAPON

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.

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 MAGIC

When you reach 3rd level, your patron grants you the ability to use magic to enhance your effectiveness in the field. Charisma is your spellcasting ability.

Cantrips. You learn two cantrips of your choice from the warlock spell list (excluding *eldritch blast*). You learn an additional warlock cantrip of your choice at 10th level, and 20th level.

IRON RING

Your arcane focus is an iron ring that you must wear on you at all times, as a symbol of your bond with your patron. This ring may be decorated for customization. If you lose this ring, you must acquire or purchase a

new one, then over the course of 8 hours, commune with your patron until it is sanctified.

The ring can store spells. Your ring starts with one spell slot worth of space and gains more space as you level and increase your bond with your patron, see the Ring Slots column of the Warlock Knight Spellcasting table. You may store a spell cast into the ring, or use your reaction to store one that is targeting you and only you, provided the ring has space to store it. The level of the slot used to cast the spell determines how much space it uses.

In addition, if you pray or meditate to your patron during a long rest, that patron may bestow spells into your ring once the long rest completes. You are aware of which spells are in the ring when you awake. The spells that get bestowed in the ring are at your DMs discretion, chosen at random or purposely. Not all patrons grant what is asked of them, sometimes we do not fully understand their motives. These spells may come from any class list.

While you wear your ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster (yours if the spell was patron bestowed), but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing up space.

ELDRITCH INVOCATIONS

Your patron has entrusted you with secrets of occult knowledge. These eldritch invocations enhance your abilities and martial effectiveness.

At 3rd level, you gain an eldritch invocation of your choice. Your invocations are chosen from the warlock class's invocation list. When you gain certain fighter levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock Knight Spellcasting table. You must possess any prerequisites of the invocation, and you must be able to fulfill its conditions. If it requires you to use or expend a warlock spell slot to gain its effect, you cannot choose that invocation, as you do not have warlock spell slots.

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

WARLOCK KNIGHTS OF VAASA

The Warlock Knights of Vaasa were a knight order in Vaasa that was known for being ferocious and ambitious. Each of them lords in their own right, they formed an elite group for their master, Telos. The Warlock Knights were well trained, elite warriors and carried a dread reputation wherever they traveled.

The members with the most power, formed the Ironfell Council and together they ruled all of Vaasa in the presence of Telos. Warlock Knights often use rank titles, such as: Jack, Lancer, Halberdier, Bombardier, Executor, Myrmidon, Brigadier, Fellthane, Vindicator, and Councilor. These titles instilled fear throughout the Bloodstone Lands.

Ironfell Band. Warlock Knights always carry an iron band they use as their arcane focus and bond with their lord, Telos. It was through this ring they channeled his might and infused much of their activities with magical and soul siphoning traits.

BEWITCHING STRIKE

Beginning at 7th level, your patron siphons souls through your attack. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d6 necrotic damage.

CHOSEN ONE

At 10th level, whenever you are hit by a creature's attack, you gain a magic shield that grants +3 AC until the start of your next turn. No more than one of these shields may be active.

RELENTLESS ATTACKS

At 15th level, when you hit a creature with an attack, you may cast a cantrip with a casting time of 1 action before the end of your turn, changing the casting time to 1 bonus action for that casting.

FIELD DOMINANCE

Starting at 18th level, whenever you hit a creature with a melee weapon attack you may move up to your speed, this is in addition to your move action and does not count toward that amount.

WARLOCK KNIGHT SPELLCASTING

CLASS LEVEL	CANTRIPS KNOWN	INVOCATIONS KNOWN	RING SLOTS
3RD	2	1	1
4TH	2	1	2
5TH	2	1	2
6TH	2	1	2
7TH	2	1	2
8TH	2	1	3
9TH	2	2	3
10TH	3	2	3
11TH	3	2	3
12TH	3	2	4
13TH	3	2	4
14TH	3	2	4
15TH	3	3	4
16TH	3	3	5
17TH	3	3	5
18TH	3	3	5
19TH	3	3	5
20TH	4	3	5

