

OPTIONAL RULE: INVOCATION DRAWBACKS

Warlocks almost universally bargain with dark powers, trading short-term gain for long-term servitude to a powerful entity outside of reality. The strange magics these beings work were not meant for the natural world, and often taint and twist it in strange ways - sometimes effecting the warlock themselves.

These rules are meant to illustrate the corrupting power that warlock patrons often have and how invoking this power subtly changes those who wield it. If you are using this rule, whenever your warlock gains an invocation, they also gain the associated drawback listed here.

Note that you are only expected to be subject to up to half your total invocation's drawbacks at any given time. Though it may be thematically fitting to play a mad warlock beholden to eight different mental drawbacks at once, experiencing that firsthand is likely neither easy nor fun.

Consider the drawbacks as you take invocations, and consider how they effect how you play your character. Drawbacks are not intended to have any mechanical aspect, and are merely a way to gauge and roleplay the dark influence of your patron over your warlock's day-to-day life.

AGONIZING BLAST

Casting *eldritch blast* often leaves both of your hands feeling numb (but entirely usable) and tingling for the next few minutes as a defense against the pain of your spell.

ARMOR OF SHADOWS

The shadows around you often move and seem lazily drawn to you, forming unnatural shapes and appendages that are, nevertheless, only shadows.

ASCENDANT STEP

Walking normally seems unusually heavy to you. While bearable with no inherent penalty, it is uncomfortable and you much prefer to levitate.

BEAST SPEECH

Occasionally, a syllable of beast speech sneaks into your normal conversation.



BEGUILING INFLUENCE

People seem somehow to be magnetically drawn to you. It is hard for you to find time alone without interruption.

BEWITCHING WHISPERS

You begin to find it more and more frustrating when people act out of accordance with your will. All you'd have to do is say a few simple words, after all...

BOOK OF ANCIENT SECRETS

You often find yourself pouring over your Book of Shadows without realizing it. Occasionally, you even catch yourself muttering arcane phrases from the book while reading it in this way.

CHAINS OF CARCERI

You have a fascination with ropes, chains, and anything used to bind. You often find yourself unconsciously manipulating these objects if they are in the room with you.

DEVIL'S SIGHT

There is something unorthodox about your eyes - perhaps they have an unnatural color, or are all black, or have a slitted iris like a cat or snake.

DREADFUL WORD

You always enunciate very carefully, so as to avoid accidentally speaking the dreadful word that silently struggles to your lips.



ELDRITCH SIGHT

Sometimes you see magical figments that float just at the edges of your field of view. You almost always know these for what they are, and dismiss them as such.

ELDRITCH SPEAR

You constantly scan the horizon for threats, sometimes missing things right in front of you.

EYES OF THE RUNE KEEPER

Any language you do not know how to speak you wholly fixate on, tracing the written syllables and enunciating the writing slowly as you read it, often regardless of what is happening around you.

FIENDISH VIGOR

After using this ability your skin visibly and physically toughens, being more weathered hide than mortal skin. Your skin returns to normal after a short rest.

GAZE OF TWO MINDS

While using this ability, the emotions, feelings, and memories of the affected creature can often be overwhelming, and you sometimes mistake them for your own.

LIFEDRINKER

You have a pathological need to use this ability at least once per day, and feel weaker and weaker if you do not.



MASK OF MANY FACES

You begin to slowly assemble a more perfect image of yourself as you use this ability. You tweak your nose, your eyes, your teeth until you have achieved a perfect mask that represents yourself. Over time you begin to resent your actual physical appearance, hiding it whenever possible.

MASTER OF MYRIAD FORMS

You can never get your form back to exactly as it was before. Little things change over time, and gradually you cannot remember what you actually originally looked like.

MINIONS OF CHAOS

You feel strangely insecure and vulnerable whenever you do not have another creature under your direct control.

MIRE THE MIND

You find yourself often taking your time to do things, sometimes taking much longer than necessary regardless of circumstances.

MISTY VISIONS

Sometimes, when you are asleep, your dreams project themselves as silent images.

ONE WITH SHADOWS

Bright light makes you uncomfortable, and you avoid it when possible.

OTHERWORLDLY LEAP

Your legs are longer than is normal for your race. Add a foot or a foot-and-a-half to your total height. Your height is visibly distinctive, and may be physically disconcerting.

REPELLING BLAST

You prefer your personal space, and feel physically uncomfortable if two or more creatures are within five feet of you.

SCULPTOR OF FLESH

You catch your mind constantly speculating on what forms would improve other

individuals - "improve" being highly subjective.

SIGN OF ILL OMEN

A blackened rune is branded on the back of your hand, a mark of your patron and the dark magics you weave.

THIEF OF FIVE FATES

You silently obsess over the forces of luck, and strongly consider certain courses of action based on how lucky you are feeling over logic or reason.

THIRSTING BLADE

You secretly (or not-so-secretly) long for combat, to use your beautiful pact weapon and to put your power to the test. You often find yourself handling your pact weapon when you have no real reason to.

VISIONS OF DISTANT REALMS

You have an unquenchable curiosity for what lies beyond the next corner, over that distant hill, down that dark dungeon hall, inside that possibly-trapped chest...

VOICE OF THE CHAIN MASTER

You gain one of your familiar's physical attributes. Whatever it is is not necessarily obvious, magical, or supernatural, but it is memorable and people may talk if they see it.

WHISPERS OF THE GRAVE

Often, the dead speak to you, whether you'd like them to or not.

WITCH SIGHT

You occasionally feel compelled to check whether or not you yourself are a shape-changer. The answer may surprise you.



CREDITS:

Designed by /u/the_singular_anyone

Photoshop by /u/the_singular_anyone

Art by Ben Wootten, Wojtek Fus, Mat Czak
and Dan Scott

Special thanks to the kind folks of reddit, and
/u/skybug12 for his amazing Photoshop
guide!

