

WARLOCK: THE ARCANIST PATRON

YOU ARE AN ARCHWIZARD'S MOST USEFUL TOOL



A 5E SUBCLASS BY TREKIROS



The Arcanist

You have made a pact with, or have been created by an entity who holds great interest in arcane knowledge. You could be treated as an apprentice, a familiar, or a mere tool. Most in your situation are asked to collect lost lore or forbidden knowledge for their patron, but others take a more active role and work to further their master's agenda.

Choosing a patron

Here are typical examples of who your patron could be if you choose this subclass:

The Forgotten Realms:

- **Karsus.** In a moment of desperation and arrogance, he killed the goddess of magic, and was transformed into an immortal mass of stone and flesh for his mistake. But some claim the stone speaks to them in their dreams...
- **Kwalish.** A genius inventor from ages past, now all that remains of him are the ruins of his many laboratories... And the many strange experiments that can be found inside.
- **Mephistopheles.** Archdevil of Cania, the 8th layer of Baator, he tempts the most talented young mages with great arcane power in life, in exchange for becoming his personal servants in the afterlife.
- **Szass Tam.** The de-facto leader of Thay, this lich is a patient master of intrigue. His plots are usually so layered that his subordinates seldom realize who they are working for.
- **Vajra Safahr.** The current Blackstaff of Waterdeep, she recently resurrected the Moonstars, a secret organization whose aim is to unite all races against evil.

Other settings:

- **Ravnica - Niv-Mizzet.** A dragon and the Parun of the Izzet Guild, as well as the single most intelligent creature in all of Ravnica. He is orchestrating the Interlocus - a massive project only he seems to understand.
- **Eberron - The Twelve.** In theory, a council of wizards from each of the Dragonmarked houses, meant to settle inter-house disputes before they turn into another war. However, each of the members has their own agenda...

Others:

- **An Arcanaloth.** The sly diplomats of the Yugoloths are well-versed in the art of swindling people into making disadvantageous deals with them.
- **A Morkoth.** These otherworldly travelers enjoy collecting objects and creatures from the many places they visit. Few ever manage to escape from being in a morkoth's grasp.
- **A Spell Weaver.** Strange creatures from a lost civilization, which was smitten by the gods. Meeting a spell weaver often drives even the brightest minds to the edge of madness.
- **A Gynosphinx.** These divine guardians only share their vast knowledge with those who prove to be worthy of it.
- **A Ring of Mind Shielding.** Sometimes, these rings already contain the soul of the ring's former owner. With the help of the ring's new wearer, they can be brought back to life.
- **One of the authors of a named spell.** Spells such as "Mordenkainen's magnificent mansion" are named about the brilliant arcanists who created those spells, and who could become your patron. Look them up!



Arcanist Quirks

	d4
I use many honorifics when talking about my patron	1
My patron can see and listen through my senses	2
My patron gave me a set of rules I cannot disobey	3
I was made to look and sound like my patron	4

Arcanist Goals

	d4
I must carry out a complex ritual for my patron	1
My life lost its meaning when my patron cast me away	2
I was ordered to find a lost piece of lore for my patron	3
I was sent to investigate a new magical phenomenon	4

Credits

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Extended Spell List

1st-level Arcanist feature

Named spells are the mark of great Arcanists. The following spells are added to the warlock spell list for you.

Lv	Spells
1	Tasha's Hideous Laughter, Tenser's Floating Disk
2	Nystul's Magic Aura, Snilloc's Snowball Swarm
3	Leomund's Tiny Hut, Melf's Minute Meteors
4	Evard's Black Tentacles, Otiluke's Resilient Sphere
5	Bigby's Hand, Rary's Telepathic Bond
6	Otiluke's Freezing Sphere, Tenser's Transformation
7	Mordenkainen's Sword, Mordenkainen's Magnificent Mansion
8	Abi-Dalzim's Horrid Wilting
9	(Mavin's) Meteor Swarm

Informal Education

1st-level Arcanist feature

Your patron taught you just enough that you could be of use to them. Whenever a Warlock feature references your Charisma, you can choose to use your Intelligence instead.

Additionally, you are proficient in Arcana, and have advantage on any Arcana check related to high magic and spells of 5th level or higher.

Essential Arcanum

1st-level Arcanist feature

Your patron bestows upon you a magical secret called an arcanum. Choose one 1st-level spell from the Wizard spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again. You can choose to use either Charisma or Intelligence as your spellcasting ability for this spell.

At higher levels, you gain more wizard spells of your choice that can be cast in this way: one 2nd-level spell at 3rd level, one 3rd-level spell at 5th level, one 4th-level spell at 7th level, and one 5th level spell at 9th level. You regain all uses of your Essential Arcanum when you finish a long rest.

Magical Conduit

6th-level Arcanist feature

Whenever an ally you can see casts a spell within 60ft of you, you can use a reaction to let them channel their spell through you.

If you do, the ally can make you deliver the spell, as if you had cast it. It still uses their spell ability modifier rather than yours, and the creature expends a spell slot and provides the spell's components as usual.

Being the spell's new caster, you select its targets, and any time the spell references its caster, it now refers to you instead of your ally. If the spell requires concentration, you concentrate on it instead of your ally.

Supernatural Focus

10th-level Arcanist feature

You learn how to concentrate on two different spells at once. While you do, you make Constitution saves to maintain concentration at disadvantage, and you must make one such save at the start of each of your turns, with a DC equal to $10 +$ both of the spells' levels, unless you use an action to keep sustaining your focus for the next few seconds.

Arcane Echo

14th-level Arcanist feature

Whenever a creature you can see within 60ft of you casts a spell of 5th level or lower, you can use a reaction to make a skill check using your spellcasting ability modifier, with a DC equal to 10 plus twice the spell's level. On a success, you immediately cast a copy of that spell, at the same level, and without expending a spell slot.

Once you use this feature, you cannot use it again until you complete a long rest.

FREQUENTLY ASKED QUESTIONS

What do the spells of 6th level or above do in the extended spell list?

They act as extra options for your Mystic Arcanum.

What is the "Mavin's Meteor Swarm" spell?

It is the regular Meteor Swarm spell, but as an arcanist's warlock, your patron would have told you that it was originally created by a Netharese Arcanist named Mavin.

Can I cast my Essential Arcanums using Pact Magic spell slots?

No, you cannot: it does not teach you those spells, this feature only lets you cast them once a day each.

If I'm concentrating on an ally's flaming sphere, can I move it as a bonus action?

It is now your spell, so you move it. Your ally cannot move it anymore.

When I take damage and am concentrating on two spells, what happens?

You make a single Constitution save, but you make it at disadvantage. If it is a failure, you lose concentration on both spells.

Allies and Rivals

Below are three NPC stat blocks which can be used as allies or rivals for a player character using this subclass - one for each of the first three tiers of play.

Minion of the Arcanist

Medium humanoid, any alignment

Armor Class 13 (mage armor)

Hit Points 32 (5d8+10)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	15 (+2)	11 (+0)	8 (-1)

Saving Throws Int +4, Wis +2

Skills arcana +6

Senses passive Perception 10

Languages common and one other language

Challenge 3 (700 XP)

Pact Magic. The minion is a 5th-level Warlock (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

1st-3rd level (2 3rd-level slots): hex, mirror image, dispel magic

1/day each: shield, enlarge/reduce, slow

Actions

Multiattack. The minion makes two attacks with its Pact Blade

Pact Blade. *melee weapon attack:* +5 to hit, 5ft, one target. *Hit:* 8 (1d10+3) slashing damage



Assistant of the Arcanist

Medium humanoid, any alignment

Armor Class 15 (mage armor)

Hit Points 71 (11d8+22)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	18 (+4)	12 (+1)	12 (+1)

Saving Throws Int +7, Wis +4

Skills arcana +10, investigation +7

Senses passive Perception 11

Languages common and two other languages

Challenge 7 (2900 XP)

Pact Magic. The assistant is an 11th-level Warlock (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

1st-5th level (3 5th-level slots): hex, mirror image, counterspell, dimension door, bigby's hand, infernal calling

1/day each: shield, hold person, fireball, polymorph, scrying, freezing sphere

Actions

Multiattack. The assistant makes three attacks with its Eldritch Blast

Eldritch Blast. *ranged spell attack:* +7 to hit, 120ft, one target. *Hit:* 9 (1d10+4) force damage

Conclave Casting. The assistant channels its magical energy into one ally within 60 feet of itself. The next time the ally casts a spell of 1st level or higher before the start of the assistant's next turn, the spell's level is increased by one, to a maximum of 9.

Apprentice of the Arcanist

Medium humanoid, any alignment

Armor Class 15 (mage armor)

Hit Points 127 (17d8+51)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	22 (+6)	14 (+2)	15 (+2)

Saving Throws Int +11, Wis +7

Skills arcana +17, investigation +11

Senses passive Perception 12

Languages common and for other languages

Challenge 15 (13,000 XP)

Legendary Resistances (3/day). If the apprentice fails a saving throw, it can choose to succeed instead.

Bearer of Burden. When the apprentice's Patron fails a saving throw, if the apprentice is within 120 feet of it, it can choose to use one of its apprentice's legendary resistances.

Pact Magic. The apprentice is a 17th-level Warlock (spell save DC 20, +12 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

1st-5th level (3 5th-level slots): armor of agathys, hex, mirror image, counterspell, dimension door, resilient sphere, shadow of moil, bigby's hand, infernal calling
1/day each: shield, hold person, fireball, polymorph, scrying, freezing sphere, magnificent mansion, feeblemind, meteor swarm

Supernatural Focus. The apprentice can concentrate on two spells at once. When it does, it makes Constitution saving throws to maintain concentration at disadvantage.

Actions

Multiattack. The apprentice makes four attacks with its Eldritch Blast

Eldritch Blast. *range spell attack:* +11 to hit, 300ft, one target. *Hit:* 11 (1d10+6) force damage, and the creature is pushed up to 10ft away.

Reactions

Arcane Echo (1/day). When the apprentice sees a creature within 30ft of it cast a spell, it can cast a copy of that spell, at the same level, choosing new targets for it.

Magical conduit. When the apprentice sees a creature within 60 feet of it cast a spell, it can channel the spell. The creature can make the apprentice deliver the spell, as if the apprentice had cast it.

The Spell Weaver

The spell weaver is a monster from 3rd edition, which could be an interesting patron for this warlock subclass. Below, you will find information about this monster, as well as its stat block.

The spell weavers originate from a magically advanced civilization which seems to have mysteriously fallen thousands of years ago. Some speculate the spell weavers incurred the wrath of the gods by attempting to ascend to divinity through arcane means. Many spell weavers spend their lives exploring various avenues for bringing back this lost empire.

Alien Minds. Spell weavers are beings gifted with peerless intellect, and most of them spend their lives honing their already incredible arcane talents.

Spell weavers communicate exclusively through their chromatic disk, a shimmering magic item which acts as an extension to the spell weaver's own consciousness. By staring at a chromatic disk, many hours of conversation can be conveyed within the span of just a few seconds - a mode of communication which often drives the interlocutor to madness unless they are a spell weaver as well.

They consider all other forms of communication to be inefficient and worthless: though they have a written and a spoken language, those haven't been used in millenia.

Magic item hoarders. When a spell weaver reaches the end of its natural lifespan of 600 years, it can rejuvenate by performing a ritual during which it must drain all power from a large quantity of magic items. The more powerful and unique the magic items, the more powerful the spell weaver will be in its next life.

For this reason, spell weavers spend their lives gathering as many magic items and artifacts as possible, often resorting to violence or schemes to get their way.



Spell Weaver

Medium aberration, any alignment

Armor Class 17 (mage armor)

Hit Points 180 (24d8+72)

Speed 30ft, fly 60ft (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	29 (+9)	17 (+3)	11 (+0)

Saving Throws Int +15, Wis +9, Cha +6

Skills arcana +21, investigation +15

Damage Immunities psychic

Damage Resistances damage from spells

Condition Immunities charmed, frightened

Senses blindsight 120ft, passive perception 13

Languages all, telepathy 120ft

Challenge 19 (22,000 XP)

Alien Mind. The spell weaver can concentrate on up to three spells at once. It makes Intelligence saving throws instead of Constitution saving throws to maintain concentration on a spell.

Arcane Deflection. If the spell weaver fails a saving throw against a spell or other magical effect, but it is currently concentrating on at least one spell, it can choose to lose concentration on one spell to succeed on the saving throw.

Spellcasting. The spell weaver is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). It knows all wizard spells and has the following wizard spells prepared:

Cantrips (at will): blade ward, chill touch, fire bolt, mage hand, shocking grasp

1st level (4 slots): detect magic, magic missile, shield, thunderwave

2nd level (3 slots): darkness, levitate, mirror image, scorching ray

3rd level (3 slots): counterspell, lightning bolt, slow, thunder step

4th level (3 slots): dimension door, phantasmal killer, wall of fire

5th level (2 slots): cone of cold, scrying, wall of force

6th level (1 slot): chain lightning, globe of invulnerability

7th level (1 slot): prismatic spray, plane shift, reverse gravity

8th level (1 slot): illusory dragon, telepathy

9th level (1 slot): prismatic wall, wish

Actions

Spellweaving. The spell weaver casts up to 6 spells, whose combined level is 6 or less. The spells must have a casting time of one action or one bonus action.

Chromatic Disk. The spell weaver telepathically transmits an unfathomable quantity of information to one creature it can see within 120ft of itself. The creature must make a DC 20 Wisdom saving throw, or take 21 (6d6) psychic damage and suffer one random short term madness effect (see DMG chapter 8) until the start of the spell weaver's next turn. This counts as a spell of 2nd level for Spellweaving.

