

Hexblade's Curse

As a **bonus action**, choose **one creature** you can see within **30 feet** of you. The target is cursed for **1 minute**. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

- You gain a **bonus to damage rolls** against the cursed target. The **bonus equals your proficiency bonus**.
- Any attack roll you make against the cursed target is a **critical hit on a roll of 19 or 20** on the d20.
- **If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier** (minimum of 1 hit point). You can't use this feature again until you finish a **short or long rest**.

Hex Warrior

You gain **proficiency with medium armor, shields, and martial weapons**. Whenever you finish a **long rest**, you can touch **one weapon** that you are **proficient** with and that **lacks the two-handed property**. When you attack with that weapon, you can **use your Charisma modifier for the attack and damage rolls**.

This benefit lasts until you finish a **long rest**. If you later gain the **Pact of the Blade** feature, **this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type**.

Expanded Spell List

Spell Level	Spells
1st	<i>shield, wrathful smite</i>
2nd	<i>blur, branding smite</i>
3rd	<i>blink, elemental weapon</i>
4th	<i>phantasmal killer, staggering smite</i>
5th	<i>brandishing smite, cone of cold</i>

Otherworldly Patron

You have made your pact with **amysterious entity from the Shadowfell**—a force that manifests in sentient magic weapons carved from the stuff of shadow. The mighty sword Blackrazor is the most notable of these weapons, which have been spread across the multiverse over the ages.

Because the Raven Queen is known to have forged the first of these weapons, many sages speculate that she and the force are one and that the weapons, along with hexblade warlocks, are tools she uses to manipulate events on the Material Plane to her inscrutable ends.

Pact Magic

The Warlock table shows how many spell slots you have. The table also shows what the level of those slots is; **all of your spell slots are the same level**.

To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You **regain all expended spell slots when you finish a short or long rest**.

Spell save DC = 8 + prof bonus + Cha mod

Spell attack modifier = prof bonus + Cha mod

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your warlock spells.

Hellish Resistance

You have **resistance to fire** damage.

Languages

You can speak, read, and write **Common** and **Infernal**.

Winged

You have bat-like wings sprouting from your shoulder blades. You have a **flying speed of 30 feet**.

Alternate Tifling feature from SCAG.

Darkvision

You can see in **dim light within 60 feet of you as if it were bright light**, and in **darkness as if it were dim light**. You **can't discern color in darkness**, only shades of gray.