

## THE DARK WATERS

Your patron is an entity of darkness, an entity from the depths of the sunless sea, the dark listless oceans of the shadowfell, the deep pools of underdark, or the ancient trackless depths of the ocean beyond the sun's reach. Ancient and forgotten these powers offer dark deals to fulfill their ancient grudges and settle long forgotten scores, though those that accept these pacts may make them for simpler reasons - power, desperation, or delving what should be best left shrouded in the dark.

The aims and drives of these powers are mysterious, but they are often willing to save creatures that have found themselves in the depths of doom in exchange for accepting this dark bargain, gaining land born agents to carry out their mysterious aims. Those that have gained their powers from these sources tend to be graced with extraordinary abilities of movement.

### EXPANDED SPELL LIST

The Dark Waters 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.

#### DARK WATERS EXPANDED SPELLS

Spell Level	Spells
1st	<i>fog cloud, hunter's mark</i>
2nd	<i>blindness/deafness, blur</i>
3rd	<i>liquid shadows*</i> , <i>nondetection</i>
4th	<i>freedom of movement, greater invisibility</i>
5th	<i>passwall, steel wind strike</i>

### SHADOW DIVE

Starting at 1st level, you can pass through the darkness of shadows in a burst of movement. While you are in darkness, your movement speed is increased by 5 feet. While you are invisible or hidden from all non-allied creatures in darkness, this movement bonus increases to 10 feet. In water, this bonus is doubled.

### POUNCE FROM DARKNESS

Additionally at 1st level, when you jump from darkness or water, your jumping distance is doubled.

### CLINGING SHROUD

Starting at 6th level, when you move out of an area of darkness (magical or otherwise) the darkness coats you in a swirling mist, causing you to be obscured by darkness until the end of your turn or until you attack, make a damage roll, cast a spell, or force someone to make a saving throw.

### ESSENCE THIEF

Beginning at 10th level, your patrons powers grant you the ability to sap away the powers of enemies, taking it for yourself. When you deal damage to a creature, you can drain away part of its essence; until the end of your next turn, the target creature subtracts 1d6 from all ability checks, attacks rolls, and saving throws, and you add 1d6 to all ability checks, attack rolls, and saving throws.

Once you use this feature, you can't use it again until you finish a short or long rest.

### SHADOW DANCE

Starting at 14th level, you gain the ability to more perfectly meld with the darkness, drawing upon it and taking its power.

As a bonus action, you partially merge with the darkness and shadows around you. For one minute while in dim light or darkness, you are invisible until you attack, make a damage roll, cast a spell, or force someone to make a saving throw. At the end of each of your turns for the duration you become invisible again.

If you end your turn in darkness, you additionally regain 1d6 hit points as it revitalizes you.

## ADDITIONAL ELDRITCH INVOCATIONS

### BLADE FROM THE DARK

*Prerequisite: The Dark Waters Patron, Pact of the Blade*

After using Pounce from the Darkness to leap 5 or more feet, your next attack has advantage. If your attack would already have advantage from being hidden you can reroll one of the attack roll dice once, using the higher value.

### DARK PREDATOR

*Prerequisite: The Dark Waters Patron, hunter's mark spell*

When you leap toward a target that is under the effect of *hunter's mark* you can leap up to your entire movement speed, evading all attacks of opportunity attacks during this leap.

### GIFT OF DARK WATERS

*Prerequisite: The Dark Waters Patron*

You gain a swimming speed equal to your movement speed, and can leap from water as if leaping from land with a running start. If you already had a swimming speed, that speed is increased by 10 feet. While in water, bright light within 10 feet of you becomes dim light.



## ELDRITCH SACRIFICE

*Prerequisite: Eldritch blast cantrip*

When you cast *eldritch blast*, for each beam you can instead take half that beam's damage roll and burst the dark power outwards, forcing all creatures within 5 feet to pass a Dexterity saving throw or take damage equal to beam's damage roll. Multiple beams use a single saving throw, but increase the damage taken and dealt.

You can apply modifiers to *eldritch blast* to targets that fail their saving throw against this damage (such as Repelling Blast).

## SHROUD SELF

*Prerequisite: 9th level Warlock*

Your patron grants the ability to fade from sight. When you expend a Pact Magic spell slot, you can make a Dexterity (Stealth) check to hide as a bonus action until the end of your turn.

## THE DARK WATER QUIRKS

The following are some optional quirks for a Warlock with The Dark Waters as their Otherworldly Patron.

d6	Quirk
1	You sleep in strange hidden places.
2	You sneak up on things that you don't have to.
3	You have a strong dislike of cages and prisons
4	Your favorite thing is a miserable dark and rainy night.
5	You like to swim at night.
6	You often disappear from conversations when people look away.

## SPELLS

### INVESTITURE OF SHADOW

*6th-level transmutation*

**Classes:** Occulist, Warlock, Wizard

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 10 minute.

Until the spell ends, shadows wrap around you, blending into your shadow as your shadow lengthens and grows. You gain the following benefits:

- You have resistance to necrotic damage.
- Bright light within 10 feet of you becomes dim light. Dim light within 10 of you feet becomes darkness.
- You can teleport between patches of darkness within 30 feet as a bonus action.
- While in darkness, you can use your action to become invisible until you move, attack, or cast a spell.
- You can use your action to make tendrils of darkness erupt from your shadow or from a patch of darkness within 30 feet, targeting a creature within 10 feet of the shadows. The target creature makes a Dexterity saving throw. On failure, the target becomes restrained, and takes 2d6 necrotic damage at the start of its turn while restrained. A creature restrained by the shadows can use its action to make a Strength check against your spell save DC. On a success, it frees itself. A creature has advantage on saving throws and ability checks against this effect while in bright light.

### LIQUID SHADOWS

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a vial of water from the underdark)

**Duration:** Concentration, up to 1 minute.

Shadows within 30 feet of you when you cast the spell deepen and darken, taking on a strange glassy appearance like the surface of dark water; you gain advantage on Dexterity (Stealth) checks made to hide in dim light or darkness of these shadows. Dim light and shadows are locked in place by the spell and cannot be illuminated unless illuminated by the magic a spell of equal or higher level.

Additionally, you can step into them, sliding beneath their surfaces as if they are pools of dark water. You can travel through darkness in the area of effect of the spell as if borrowing 5 feet under the surface of them using your swimming speed.

If a shadow is illuminated by magic of an equal or higher level while you are traveling through it, you are forced to the surface of shadow as if it is normal terrain.



Art: Umara Mystic - Magic the Gathering - WotC



THIS DOCUMENT WAS LOVINGLY CREATED  
USING [GM BINDER](#).

If you would like to support the GM Binder developers,  
consider joining our [Patreon](#) community.