

# WARLOCK: THE SCRIBELock

## A WITCHFIRE HOMEBREW

### PACT OF THE SCRIBE

Your patron imprints into your mind an eldritch mark: a magical symbol of power entrusted to you, and offers you the tools to create it.

You gain proficiency with one type of artisan's tools: the tools needed to make your mark, and your patron grants you a matching set of tools. If you lose your tools, you can perform a 1-hour ritual to conjure a new set. The set turns to ash when you die.

As an action while you have the chosen tools in hand, you conjure your eldritch mark on a flat surface within reach. Your mark can cover an area up to 5 feet in diameter and can be made nearly invisible, requiring a successful Investigation check against your spell save DC to discern. It moves with the object it's placed on.

You gain the following features while in the same plane.

- You know the approximate distance and direction to the mark, and know when it's being moved.
- Using your action, you can see and hear through the mark as if you were in its space. You can only see in the direction it's facing, and only while it's uncovered. You return to your senses if you use your action to do anything else or decide to end the effect on your turn. For the duration, you're deaf and blind with regard to your current senses.
- While perceiving through the mark, you can cast a warlock spell through it as if you were in its space. When you cast the spell, you must either target creatures you can see or create its area effect originating from the location. The mark is then dispelled.

You can have a number of eldritch marks up to your total number of spell slots from pact magic. If you exceed this limit, the oldest one is dispelled. A mark is also dispelled if it's targeted by *dispel magic*, or if the surface it's on takes damage.

A dispelled mark is rendered unusable, but doesn't count towards your total number of eldritch marks. It leaves behind its physical form.

### A MARK'S APPEARANCE

Eldritch marks are symbolic of your pact with your patron.

When designing your eldritch mark, consider the imagery associated with your patron. For instance, if your patron is the archfey, your mark may contain intricate knotwork, or if your patron is the celestial, your mark may contain runes, hieroglyphics, or the symbol of your deity.

While the design of a warlock's eldritch mark rarely changes, its physical appearance on an object can vary greatly. For instance, a mark may appear as a drawing or painting, an etched design, or even a natural discoloration. Its physical form should be one appropriate to the material it's placed on.

When a mark is dispelled, it loses any semblance of magic but leaves behind its physical form, a memoir of the warlock's presence.





## SCRIBE INVOCATIONS

### CONJURE THE ALL SEEING EYE

*Prerequisite: pact of the scribe feature*

You know the *alarm* spell and can cast it as a ritual using your artisan's tools. The spell is a warlock spell, and doesn't count against your total number of spells known. When you cast the spell this way, your eldritch mark's design appears on the warded object or around the warded area.

### ELDRITCH TRANSPOSITION

*Prerequisite: 12th level, pact of the scribe feature*

As an action, you transpose yourself through space, channeling your physical being via your mark's magic. You teleport to an unoccupied space you can see within 30 feet of your eldritch mark, provided you remain in the same plane.

After you teleport this way, the mark is dispelled and the total number of eldritch marks you can have is reduced by 1, to a possible minimum of 0. This reduction lasts until you finish a long rest.

### SPEAKER OF THE CABAL

*Prerequisite: pact of the scribe feature*

While perceiving through your eldritch mark, you can speak telepathically to any creature you can see within 30 feet of it. Your telepathic utterances are in a language that you know, and the creature understands you only if it knows that language. Your communication doesn't give the creature the ability to respond to you telepathically.

After speaking to a creature this way, it gains advantage on any Investigation checks made to discern your eldritch marks for one minute.

### WITCH'S CIRCLE

*Prerequisite: 5th level, pact of the scribe feature*

You can cast *glyph of warding* once without consuming material components or a spell slot, but must finish a long rest before you can do so again. When you cast the spell this way, the glyph's appearance incorporates your eldritch mark's design.

If you use this feature again before the first glyph has been triggered, the first one harmlessly disappears without triggering.

## CREDITS

### CONCEPT AND DESIGNER

Alice Witchfire (@Alice.Witchfire)

### ART CREDITS

Scott Sketcher — Runic Highlands

Marcel Mercado — Ancient Secrets Revealed

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