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Eldritch blast invocations

Prerequisite: Eldritch Blast cantrip
When you throw the Eldritch Blast, add your Karisma modifier to the damage it deals with on a hit.
Arcane Gunslinger (UA:MM) Prerequisite: Pact of the Blade feature
You can make a covenant weapon that is a side arm or long arm, and you can transform a magical side arm or long arm into your covenant weapon.
Armor of Shadows
You can throw Belly Armor at yourself at will, without using a spell slot or material components.
Ascendant Step Prerequisite: 9th level
You can throw Levitate at yourself at will, without expending a spell slot or material components.
Aspect of the moon prerequisite: Pact of the Tome feature
You no longer have to sleep and can not be forced to sleep in any way. To get the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading your ShadowBook and keeping watch.
Beast Tale
You can throw talk to animals at will, without using a spell slot.
Beguiling Influence
You gain skills in deception and persuasion skills.
Bewitching Whispers Prerequisite: 7th level
You can throw Coercion when using a warlock spell slot. You can't do it again until you're done with a long rest.
Bond of the Talisman Prerequisite: 12th level, Pact of the Talisman feature
While someone else is wearing your talisman, you can use your action to teleport to the uninhabited space closest to them, provided you two are on the same level of existence. The user of your talisman can do the same, using their action to teleport to you. The teleporting can be used a number of times equal to your skill bonus, and all used uses are restored when you have finished a long rest.
Book of Ancient Secrets Prerequisite: Pact of the Tome feature
You can now write magical rituals in the Book of Shadows. Select two first-level spells that have the ritual tag from any class's spelling list. These rituals do not have to be from the same spelling list. The formulas appear in the book and do not count towards the number of spells you know. With your shadow book in hand, you can cast the selected formulas as rituals. You can't throw spells except as rituals unless you've learned them in other ways. You can also throw a warlock spell you know as a ritual if it has the ritual code. On your adventures, you can add other ritual spells to the Book of Shadows. When you find such a spell, you can add it to the book whose spell level is equal to or less than half of the warlock level (rounded up) and if you can save time to transcribe the spell. For each level of spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to enter it.
Chains of Carceri Prerequisite: 15th level, Pact of the Chain feature
You can throw Hold Monster at will - aimed at a heavenly, fiend, or elementary - without expending a spell or material components. You must complete a long rest you can use this invocation on the same creature again.
Cloak of flies Prerequisite: fifth level
As a bonus action, you can surround yourself with a magical aura that looks like buzzing flies. The aura extends 5 meters from you in all directions, but not through total coverage. It lasts until you are incapacitated or you reject it as a bonus action. The aura gives you advantage on Charisma (Threats) checks, but disadvantage on all other Karisma checks. Any other creature that starts its turn in the aura takes poison damage similar to your Karisma modifier (minimum 0 damage).
When you apply this invocation, you cannot use it again until you have finished a short or long rest.
Devil's Sight
You can see normally in the dark, both magical and nonmagical, at a distance of 120 feet.
Horrible Word Prerequisite: 7th level
You can throw Confusion when using a warlock spell slot. You can't do it again until you're done with a long rest.
Eldritch Armor (UA) Prerequisite: Pact of the Blade feature
As an action, you can touch an armor that is not worn or worn by anyone and immediately does not, provided you are not wearing armor already. You're good with this armor until it's removed.
Eldritch Mind
You have advantage on Constitutionally saving throws as you do to maintain concentration on a spell.
Eldritch Sight
You can throw Detect Magic at will, without using a spelling track or material components.
Eldritch Smite Prerequisite: 5th level, Pact of the Blade feature
Once per turn when you hit a creature with your covenant weapon, you can use a warlock spell slot to handle an additional 1d8 power damage on target, plus another 1d8 per level of spell slot, and you can beat the target prone if it's big or smaller.
Eldritch Spear Prerequisite: Eldritch Blast cantrip
When you throw the Eldritch Blast, the range is 100 feet.
Eyes of Rune Keeper
You can read all the writing.
Far Scribe Prerequisite: 5th level, Pact of the Tome feature
A new page appears in your Shadow Book. With your permission, a creature can use its action to write their name on that page, which may contain a number of names corresponding to your skill bonus. You can also throw the sending formula, aimed at a creature whose name is on the page, without using a spelling track and without using material components. To do this, you must write the message on the page. The goal hears the message in their mind, and if the target responds, their message will appear on the page instead of in your mind. The writing disappears after 1 minute. As an action, you can magically delete a name on the page by touching it.
Fiendish Vigor
You can throw False Life at yourself at will as a first level spell, without using a spell slot or material components.
Gaze of Two Minds
You can use your action to touch a willing humanoid and perceive through their senses until the end of your next turn. So long is on the same level of existence as you, you can use the action on subsequent turns to maintain this connection, and extend the duration to the end of the next turn. As you perceive through the other creature's senses, you take advantage of some special senses obsessed with that creature, and you become blinded and deaf to your own surroundings.
Ghostly Gaze Prerequisite: 7th level
As an action, you get the opportunity to look through solid objects to a range of 30 feet. Within this area you have darkvision if you don't already have it. This special sight lasts for 1 minute or until the concentration ends (as if concentrating on a spell).
During that time, you perceive objects as ghostly, transparent images. When you apply this invocation, you cannot use it again until you have finished a short or long rest.
Gift of depths prerequisite: fifth level
You can breathe underwater and you get a swimming speed equal to your walking speed. You can also throw water pruding without using a spell slot. You regain the ability to do it when you finish a long rest.
Gift of the Perpetual Prerequisite: Pact of the Chain feature
When you reclaim hit points while your known is within 30 feet of you, process any dice rolled to determine the hit points you recover as having rolled their maximum value for you.
Gift of Protectors Prerequisite: 9th Level, Pact of the Tome feature
A new page appears in your Shadow Book. With your permission, a creature can use its action to write their name on that page, which may contain a number of names corresponding to your skill bonus. When a creature whose name is on the page is reduced to 0 hit points but not killed directly, the creature magically falls to 1 hit point instead. Once this magic is triggered, no creature can take advantage of it until you finish a long rest.
As an action, you can magically delete a name on the page by touching it.
Understanding Hadar Prerequisite: Eldritch Blast cantrip
Once on each of your turns when you hit a creature with the Eldritch Blast, you can move that creature in a straight line 10 feet closer to yourself.
Enhanced Covenant Weapon Prerequisite: Pact of the Blade feature
You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells. In addition, the weapon gets a +1 bonus to its attack and injury rolls, unless there is a magic weapon that already has a bonus to these rolls. Finally, the weapon you conjure can be a short bow, long bow, light crossbow or heavy crossbow.
Investment of the Chain Master Prerequisite: Pact of the Chain feature
When you throw Find Known, fill the summoned familiar with a measure of your eldritch power, giving the creature the following advantages: The famous get either a flight speed or a swimming speed (your choice) at 40 feet. As a bonus action, command the familiar to take Action of attacks. The known weapons attacks are considered magical for the purpose of overcoming immunity and resistance to non-magical attacks. If the known forces a creature to make a save throw, it uses your spell save DC. When the known one takes damage, you can use your reaction to give it resistance to that damage.
Lance of Lethargy Prerequisite: Eldritch Blast cantrip
Once on each of your turns when you hit a creature with your Eldritch Blast, you can reduce that creature's speed by 10 feet until the end of your next turn.
Lifedrinker Prerequisite: 12th level, Pact of the Blade feature
When you hit a creature with your covenant weapon, the creature takes extra necrotic damage similar to your Caricature modifier (minimum 1), Maddening Hex Prerequisite: fifth level, Hex spell or a warlock feature that curses as a bonus action, you cause a psychological disturbance around the goal cursed by your Hex spell or by a warlock feature of you, such as Hexblade Curse and Signs of Ill Omen.
When you do that, you add with psychological damage to the cursed target and every creature of your choice within 5 meters of it. The psychological damage corresponds to your Karisma modifier (minimum 1 injury). To use this invocation, you need to be able to see the cursed target, and it must be within 10 feet of you.
Mask of Many Faces
You can throw Disguise Self at will, without using a spell slot.
Master of Myriad Forms Prerequisite: 15th level
You can throw Alter Self at will, without expending a spell slot.
Minions of Chaos Prerequisite: 9th level
You can throw Conjure Elemental once using a warlock spell slot. You can't do it again until you're done with a long rest.
Mire the Mind Prerequisite: Fifth level
You can throw Slowly once using a warlock spell slot. You can't do it again until you're done with a long rest.
Foggy visions
You can cast Silent Image at will, without using a spelling track or material components.
One with Shadows Prerequisite: fifth level
When you are in a low light or dark area, you can use the action to become invisible until you move or make an action or a reaction.
Extraterrestrial Leap Prerequisite: 9th Level
You can throw Jump at will, without using a spell slot.
Protection of Talisman Prerequisite: 7th level, Pact of the Talisman feature
When the user of the talisman is hit by an attacker you can see within 10 feet of you, you can use your reaction to deal with psychological damage to the attacker similar to your skill bonus and push it up to 10 feet away.
Carries. Relentless Hex Prerequisite: 7. 7.
A warlock feature that curses your creature creates a temporary bond between you and your goal. As a bonus action, you can magically teleport up to 30 feet to a free space you can see within 5 meters of the target cursed by the hex spell or by a warlock feature of you, such as hexblade curse and signs of Ill Omen. To teleport in this way, you need to be able to see the cursed target.
Repelling Blast Prerequisite: Eldritch Blast cantrip
When you hit a creature with the Eldritch Blast, you can push the creature up to 10 feet from you in a straight line.
Sculptor of Meat Prerequisite: 7th level
You can throw Polymorph once using a warlock spell slot. You can't do it again until you're done with a long rest.
Shroud of Shadow Prerequisite: 15th level
You can throw invisibility at will, without expending a spell slot.
Sign of Ill Omen Prerequisite: Fifth level
You can throw Bestow Curse when using a warlock spell slot. You can't do it again until you're done with a long rest.
Superior Pact Weapon (UA) Prerequisite: 9th level, Pact of the Blade feature
You can use any weapon you summon with your Pact of the Blade feature as a spell focus for your warlock spells. In addition, the weapon counts as a magic weapon with a +2 bonus to attacks and injury rolls, unless it is already a magic weapon that you transformed into your covenant weapon.
Thief of Five Fates
You can throw Path once using a warlock spell slot. You can't do it again until you're done with a long rest.
Thirsty leaf prerequisite: fifth level, Pact of the Blade feature
You can attack with covenant weapons twice, instead of once, when you take Attack action on your turn. The tomb of Levistus Premise: fifth level
As a reaction when you take damage, you can encapsulate yourself in ice, which melts away at the end of the next turn. You get 10 temporary hit points per warlock level, which takes as much of the triggering damage as possible. Immediately after you take the damage, you get vulnerability to burns, the speed is reduced to 0, and you are incapacitated. These effects, including any remaining temporary hit points, end when the ice melts. When you apply this invocation, you cannot use it again until you have finished a short or long rest.
Trickster's Escape Prerequisite: 7th level
You can cast Freedom of Movement once on yourself without expending a spell slot. You regain the opportunity to do it when you finish a long rest.
Ultimate Pact Weapon (JA) Prerequisite: 15th level, Pact of the Blade feature
You can use any weapon you summon with your Pact of the Blade feature as a spell focus for your warlock spells. In addition, the weapon counts as a magic weapon with a +3 bonus to the attack and injury rolls, unless it is already a magic weapon that you transformed into your covenant weapon.
Undying Prerequisite: 5th-level warlock
You can throw Animate Dead without using a spell slot. Slot, you do it, you can not throw it this way again until you finish a long rest.
Visions of distant realms Prerequisite: 15th level
You can throw Arcane Eye at will, without expending a spell slot.
Voice of the Chain Master Prerequisite: Pact of the Chain feature
You can communicate telepathically with your familiar and perceive through your known senses as long as you are on the same existence plan. In addition, while you perceive through your known senses, you can also speak through your familiar in your own voice, even if your known is normally incapable of speaking.
Whispers of Grave Prerequisite: 9th level
you can throw Talk to Dead at will, without expending a spell slot.
Witch Sight Prerequisite: 15th level
You can see the true shape of any shapechanger or creature hidden by illusion or omdamutation magic while the creature is within 30 feet of you and within line of sight.
Sight.

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