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Tome of the pact pdf

Warlock spells by war spells by levels a Warlock, you win the following class features. Hit Dice: 1d8 by Warlock levelHit Points at the 1st level: 8 - your editor constitutionHit Points at higher levels: 1d8 (or 5) - your constitution modifier by Warlock level after 1stYou are competent with the following elements, in addition to all the skills provided by your race or Background.Armor: Light ArmorWeapons: Simple WeaponsTools: None.Saving Throws: Wisdom, CharismaSkills: Choose two Arcana Skills, Deception , History, Intimidation, Investigation, Nature and ReligionYou start with the following equipment, in addition to the equipment granted by your background: (a) a light crossbow and 20 bolts or (b) any single weapon a) a component pocket or (b) an obscure focus a) a scholar pack or (b) a leather armor dungeon pack, any simple weapon, and two daggers , you have a good deal with a dungeoneer being of your choice, like The Fiend, which is detailed at the end of the class description . Your choice gives you features on the 1st level and again in the 6th, 10th and 14th levels. You dark searches and the magic that your boss has given you ease with Spells.CantripsYou know two Cantrips of your choice from the Warlock spell list. You learn other Warlock Cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table. Spelled LocationsThe Warlock table shows how many spelling machines you have. The table also shows the level of these slots; all your spelling slots are the same level. To cast one of your Warlock spells of 1st level or more, you need to spend a spell slot. You regain all the spell slots you spent when you complete a short or long rest. For example, when you're on the 5th level, you have two 3rd level spell slots. To cast the first level thunderwave spell, you have to pass one of these slot machines, and you cast it as a 3rd level spell. Known Spells from 1st level and higher At the 1st level, you know two first-level spells of your choice from the Warlock spell list. You learn a new Warlock spell every time you win a level of 2 to 9 , as well as level 19. A spell you choose should be of a level not higher than what is shown in the slot level column of the table for your level. When you reach the 6th level, for example, you learn a new Warlock spell, which can be 1st, 2nd or 3rd level. Also, when you win a level in this class, you can choose one of the war spells you and replace it with another spell from the Warlock spell list, which must also be of a level for which you have Spell Slots.Spellingcasting AbilityCharisma is your speech-language scattering ability for your war lock spells, so you use your charisma whenever a spell refers to your speech-language scattering ability. In addition, you use your Charisma modifier when setting up the DC recording jet for a Warlock spell that you cast and make an attack roll with one. Spellcasting FocusYou can use an obscure focus like a spellcasting focus for your Warlock Spells.In your study of the occult tradition, you have uncovered Eldritch invocations, fragments of forbidden knowledge that imbue you with a constant magical ability. On the 2nd level, you win two Eldritch Invocations of your choice. Your summoning options are detailed at the end of the class description. When you win certain Warlock levels, you get additional summons of your choice. In addition, when you win a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level. A pre-level requirement in an invocation refers to the Warlock level, not the character level. On the 3rd level, your Patron of Another World offers you a gift for your loyal service. You get one of the following features of your choice. You learn the spell Find familiar and can launch it as a ritual. The spell doesn't count in relation to your number of known spells. When you cast the spell, you can choose one of the normal shapes for your pet or one of the following special forms: Imp, Pseudodragon, Quasit, or Sprite.Additionally, when you take the attack action, you can give up one of your own attacks to allow your pet to make an attack of its own with its Reaction.You can use your action to create a pact weapon in your empty hand. You can choose the shape that melee weapon takes every time you create it. You're good with whar while you're manipulating her. This weapon is magical in order to overcome resistance and immunity against attacks and non-magic damage. Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, reject the weapon (no action required), or die. You can turn a magic weapon into a pact weapon by performing a special ritual while holding the weapon. You perform the ritual over the course of an hour, which can be done during a short rest. You can then reject the weapon, shunting it into an extra-dimensional space, and it appears every time you create your pact weapon afterwards. You cannot assign an artifact or sensitive weapon in this way. The weapon ceases to be your pact weapon if you die, perform the one-hour ritual on a different weapon, or if you use a one-hour ritual to sever your bond with it. The weapon appears at your feet if it is in extradimensional space when the link breaks. Your gives you a grimoire called the Book of Shadows. When you win this feature, choose three Cantrips from the spell list of any class (all three don't need to be from the same list). While the book is about you, you can launch these Cantrips at will. They don't count on your number of known Cantrips. If they don't appear on the Warlock spell list, they are Wizard spells for you. If you lose your Book of Shadows, you can perform a one-hour ceremony to receive a replacement from your boss. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ashes when you die. When you reach the 4th level, and again at the 8th, 12th, 16th and 19th levels, you can increase a capacity score of your choice by 2 , or you can increase two capacity scores of your choice by 1 . As usual, you can't increase a capacity score above 20 using this feature. On the 11th level, your boss grants you a Magic Secret called arcaneum. Choose a 6th level spell from the Warlock spell list like this arcaneum. You can cast your arcaneum spell once without spending a spell slot. You must complete a long rest before you can do it again. At the higher levels, you earn more Warlock spells of your choice that can be cast this way: a 7th level spell at the 13th level, an 8th level spell at the 15th level, and a 9th level spell at the 17th level. You find all the uses of your Mystic Arcanum when you complete a long Rest.At 20th level, you can tap into your inner reserve of mystical power while begging your boss to regain the slots of spent spells. You can spend 1 minute asking your customer for help to recover all your slots from your Pact Magic function. Once you get back to the spell slots with this feature, you need to complete a long rest before you can do it again. If an eldritch invocation has preconditions, you must meet with them to learn it. You can learn the summons at the same time as you meet its preconditions. A pre-level requirement refers to your level in that class. Precondition: Eldritch Blast cantripWhen you launch Eldritch Blast, add your Charisma modifier to the damage it deals on a hit. You can launch Magic Armor on yourself at will, without spending a spell slot or hardware components. Precondition: 9th levelYou can launch Levitate on yourself at will, without spending a spell slot or Material Components. You can cast Disguise Self at will, without spending a spell slot. Precondition: 10th levelYou can now enchant your Book of Shadows. Choose one of the first-level spells that have the ritual label of the spell list of any class (both could not be from the same list). Spells appear in the book and don't count in relation to the number of spells you know. With your Book of Shadows in hand, you can cast spells without rituals. You can't cast Spells until you've learned them in other ways. You can also cast a Warlock spell that you know as a ritual if it has the ritual etiquette. On your adventures, you can add other ritual spells to your Book of When you find such a spell, you can add it to the book if the spell level is equal to or less than half of your Warlock level (rounded) and if you can waste time transcribing the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to register it. Precondition: 15th level, Pact of the Chain You can launch Hold Monster at will, targeting a Celestial, Demon or Elemental - without spending a spell slot or hardware components. You must complete a long rest before you can use this summoning on the same creature again. You can normally see in darkness, both magical and not magical, at a distance of 120 feet. Precondition: 7th levelYou can cast Confusion once using a Warlock spell slot. You can't do it again until you've finished a Long Rest.You can launch Detect Magic at will, without spending a spell slot. Precondition: Eldritch Blast cantripWhen you launch Eldritch Blast, its range is 300 feet. You can read the whole writing. You can launch False Life on yourself at will as a 1st level spell, without spending a spell slot or Components. You hardware can use your action to touch a volunteer Humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on the following towers to maintain that connection, extending the duration until the end of your next turn. While perceiving through the Senses of the other creature, you enjoy all the special senses possessed by this creature, and you are blinded and deafening to your own environment. Precondition: 12th level, Blade Pact functionWhen you hit a creature with your pact weapon, the creature takes additional necrotic damage equal to your Charisma modifier (minimum 1). You can launch Disguise Self at will, without spending a spell slot. Precondition: 15th levelYou can launch Alter Self at will, without spending a spell slot. Precondition: 9th levelYou can launch Conjure Elemental once using a Warlock spell slot. You can't do it again until you've finished a long rest. Precondition: 5th levelYou can launch slowly once using a Warlock spell slot. You can't do it again until you've completed a Long Rest.You can't launch Silent Image at will, without spending a spell slot or hardware components. Precondition: 5th levelWhen you are in an area of low light or darkness, you can your action to become invisible until you move or take an action or reaction. Precondition: 9th levelYou can throw jump on yourself at will, without spending a spell slot or hardware components. Precondition: Eldritch Blast cantripWhen you hit a creature with Eldritch Blast, you can push the creature up to 10 feet from you in a straight line. Precondition: 7th levelYou can launch Polymorph once using a Warlock spell slot. You can't do it again until you've finished a long rest. Precondition: 5th level, Blade Pact functionYou can attack with your pact weapon twice, instead of once, every time you take the attack action on your turn. Precondition: 15th levelYou can cast Arcane Eye at will, without spending a spell slot. Precondition: Channel Pact featuresYou can telepathically communicate with your pet and perceive through the senses of your pet as long as you are on the same plane of existence. In addition, while perceiving through the senses of your familiar, you can also speak through your familiar in your own voice, even if your pet is normally incapable of speech. Precondition: 9th levelYou can cast Speak with Dead at will, without spending a spell slot. Precondition: 15th levelYou can see the true shape of any Shape Changer or creature hidden by illusion or transmutation magic while the creature is within 30 feet of you and in Line of Sight.The beings that serve as patrons for sorcerers are powerful inhabitants of other planes of existence, not gods, but almost divine in their power. Various bosses give their sorcerers access to different powers and invocations, and expect significant favors in return. Some patrons collect sorcerers, assual mystikal knowledge relatively freely, or boast of their ability to bind mortals to their will. Other bosses only reluctantly confer their power, and could make a pact with a single Warlock. Warlocks who serve the same boss could see themselves as allies, brothers and sisters, or Rivals. You have made a pact with a demon of the lower planes of existence, a being whose goals are bad, even if you strive against those goals. These beings desire corruption or destruction of all things, including you in the end. Demons powerful enough to forge a pact include demonic lords such as Demogorgon, Orcus, Fraz-Urb-Luu and Baphomet; Archdevils such as Asmodeus, Dispater, Mephistopheles, and Belial; Fiends pit and balors that are particularly powerful; and utrolthos and other lords of the yugoloths. The Demon 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. From the first level, when you reduce a hostile creature to 0 health points, Earn temporary health equal to your Charisma modifier - your Warlock level (minimum of 1). From the 6th level, you can call on your boss to change fate in your favor. When you do a capacity check or a savings throw, you can use this feature to add a d10 to your roll. You can do this after seeing the initial roll, but before any of the roller effects occur. Once you use this feature, you can't use it again until you're Rest.Starting at the 10th level, you can choose a type of damage when you complete a short or long rest. You gain resistance to this type of damage until you choose another one with this feature. Damage caused by magic weapons or silver weapons ignores this Resistance.From the 14th level, when you hit a creature with an attack, you can use this feature to instantly carry the target through the lower planes. The creature disappears and hides through a nightmarish landscape. At the end of your next turn, the target returns to the space it once occupied, or to the nearest unoccupied space. If the target is not a demon, it takes 10d10 psychic damage as he feels his horrific experience. Once you use this feature, you can't use it again until you've completed a Long Rest.Each Pact Boon option producing a special creature or object that reflects nature.pact from your chain boss. Your pet is more cunning than a typical pet. Its default shape can be a reflection of your boss, withimps and almost related to The Fiend.Pact of the Blade. If you serve The Demon, your weapon could be a black metal axe adorned with decorative flames. Tome Pact. Your Book of Shadows could be a heavy tome bound in the skin of iron-strewn demon, holding spells of conjuration and a wealth of forbidden traditions on the sinister regions of the cosmos, a gift of The Demon. Demon.

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