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## Eldritch blast 5e agonizing blast

Captivating influence You gain proficiency in the skills of deception and persuasion. Captivating Whispers Prerequisite: Level 7 You can cast Compulse once using the Sorcerer's Spell Slot. You can't do it again until you've finished your 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 unoccupied space close to them, provided the two of you are on the same plane of existence. The talisman user can do the same by using their actions to teleport to you. Teleportation can be used several times equal to the proficiency bonus, and all used applications are restored after a long rest. Book of Ancient Secrets Prerequisite: Pact of the Tome feature You can now type magic rituals into the Shadow Book. Select two 1st-level spells that have a ritual marker from the spell list of each class; these rituals do not have to be from the same spell list. Spells appear in the book and are not counted against the number of spells you know. With the Shadow Book in hand, you can cast selected spells as rituals. You can't cast spells unless you've learned them in a different way. You can also cast a sorcerer spell, which you know as a ritual if it has a ritual marker. During your adventures, you can add other ritual spells to the Shadow Book. 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 the sorcerer's level (rounded up) and if you can save time to transcribe the spell. For each spell level, the transcription process takes 2 hours and costs 50 gp for the rare inks needed for its entry. Carceri Requirement Chains: Level 15, Chain Pact Feature You Can Throw Hold Monster at Will – Targeting Heavenly, or elementary - without spending the spell cavity or material components. You need to finish a long rest rest you can use this call on the same creation again. Fly Coat Condition: Level 5 As a bonus action, you can surround yourself with a magical aura that looks like buzzing flies. The aura stretches 5 feet away from you in every direction, but not through the total cover. It lasts until you are incapacitated or you reject it as a bonus action. Aura gives you an advantage over charisma (intimidation) control, but unfavorable to all other charisma controls. Any other creature that starts its turn in the aura deals poison damage equal to your charisma modifier (minimum 0 damage). After you use this call, you cannot reuse it until you have completed a short or long rest. Devil's Sight Can be seen normally in the dark, both magical and non-magical, at a distance of 120 feet. Scary precondition for words: Level 7 You can cast confusion once using the sorcerer's spell slot. You can't do it again until you've finished your long rest. You are proficiency in this armor color until it is removed. Eldritch Mind You have an advantage over Constitution savings throws that you can do to keep your focus on your spell. Eldritch Sight You can throw by detecting magic at will, without spending a nest of spells or material components. Eldritch Smite Prerequisite: Level 5, Blade Pact Feature Once per turn, when you hit the creation of your pact weapon, you can issue a sorcerer's spell slot to deal additional 1d8 force damage to the target, plus another 1d8 to the spell slot level, and you can knock the target to vulnerable if it is huge or smaller. Eldritch Spear Prerequisite: Eldritch Blast cantrip When you throw the Eldritch Blast, its range is 100 meters. Rune Guardian Eyes You can read all the writings. Far Scribe Prerequisites: Level 5, Tom's Pact Feature The new page appears in the Shadow Book. With your consent, the creature can use his action to write his name on this page, which may contain multiple names equal to the proficiency bonus. You can cast the Send spell by directing it at a creature whose name is on the page, without using a spell slot and without using material components. To do this, write a message on the page. The target hears the message in your mind, and if the target responds, their message will appear on the page, not in your mind. The letter disappears after 1 minute. As an action, you can magically remove the name on the page by tapping it. Devilish vigor You can throw a false life at will at will as a 1st-level spell, without spending a spell socket or material components. The gaze of two minds you can use your action to touch a willing humanoid and glimpse through its senses until the end of the next turn. As long as the is on the same plane of existence as you, you can use your action on subsequent turns to maintain this combination, extending the duration until the end of the next turn. Recognizing the senses of other creatures, you use the special senses possessed by this creature, and you are dazzled and stunned at your own surroundings. Ghostly Gaze Prerequisite: Level 7 As an action you gain the ability to view through fixed objects in the range of 30 feet. In this regard, you have darkvision, if you do not already have it. This special view lasts 1 minute or until the end of concentration (as if you were focusing on a spell). During this time, you see objects as ghostly, transparent images. After you use this call, you cannot reuse it until you have completed a short or long rest. Gift of the Depths Requirements: Level 5 You breathe underwater and you gain a swimming speed equal to your walking speed. You can also throw water breath without exhaling the spell nest. You will regain the ability to do so when you have finished your long rest. Gift of the Ever-Living Ones Prerequisite: Pact of the Chain feature Whenever you regain hit points while your familiar is within 100 feet of you, treat any dice rolled to determine the hit points you re regain as having rolled their maximum value for you. Gift of the Protectors Precondition: Level 9, Tom's Pact New Page feature appears in your Shadow Book. With your consent, the creature can use his action to write his name on this page, which may contain multiple names equal to the proficiency bonus. When each creature whose name is on the page is reduced to 0 hit points but is not killed directly, the creature magically drops to 1 hit point. Once this magic is triggered, no creature can take advantage of it until you have finished your long rest. As an action, you can magically remove the name on the page by tapping it. Capturing hadar requirements: Eldritch Blast cantrip Once on each corner, when you hit a creature with your Eldritch Blast, you can move this creature in a straight line 10 meters closer together. Upgraded Pact Weapon Variation: Blade Pact Feature You can use any weapon you summon with Pact of the Blade to focus on sorcerer spells. In addition, the weapon gains +1 attack and damage bonus, unless it is a magic weapon that already has a bonus to these skates. Finally, the weapon you conjure up can be shortbow, longbow, light crossbow, or heavy crossbow. Chain Master Power Investment: Chain Pact Feature When you throw Find a Friend, you fill summoned familiar with the measure of your eldritch power, giving you the following benefits: Known gains or flying speed, or swimming speed (your choice) of 40 feet. As a bonus action, you can order your friends to Attack action. Known weapon attacks are considered magical to overcome resistance and resistance to non-magical attacks. If you know the forces of creation to throw savings, it uses spells to save DC. When a friend receives damage, you can use your reaction to encounter resistance to this damage. Lance of Lethargy Prerequisite: Eldritch Blast cantrip Once in each turn, when you hit a creature with your Eldritch Blast, you can reduce the creature's speed by 10 feet by the end of the next turn. Lifeguard Prerequisite: Level 12, Blade Pact Feature When you hit a creature with your pact weapon, the creature deals additional necrotic damage equal to your charisma modifier (minimum 1). Maddening Hex Variation Condition: Level 5, Hex Spell, or Sorcerer's Feature, which curses as a bonus action, causes mental disturbances around a target cursed by your Hex spell or by your sorcerer feature, such as The Curse of Hexblade and the Sign of the Evil Omen. When you do this, you'll deal psychological damage to the cursed target and any creature you choose within 5 feet of it. Psychological damage is equal to modifying charisma (minimum 1 damage). To use this call, you need to be able to see the cursed target, and it must be within 30 feet of you. Mask of many faces You can give a disguise at will, without spending the nest of spells. Master of Myriad Forms Prerequisites: Level 15 You can throw Alter Self at will, without spending nest spells. Minions of Chaos Prerequisite: Level 9 You can throw Conjure Elemental once using the Sorcerer's Spell Slot. You can't do it again until you've finished your long rest. Mire Precondition of mind: Level 5 You can throw slowly once using the sorcerer's spell slot. You can't do it again until you've finished your long rest. Misty Visions You can give silent image at will, without spending a nest of spells or material components. One of the requirements of shadows: Level 5 When you are in an area of low light or darkness, you can use your action to become invisible until you move or take action or reaction. Otherworldly jumping condition: Level 9 You can throw jump at will, without spending the spell slot. Talisman protection prerequisite: Level 7, Talisman Pact feature When the talisman user does not save throw, they can add d4 to the roll, potentially turning save to success. This benefit may be used several times equal to the proficiency premium and all used uses shall be restored at the end of a long rest. Talisman Rebuke: Talisman Pact, when a talisman user is hit by an attacker you see within 30 feet of you, you can use your reaction to inflict psychological damage equal to the proficiency bonus and up to 10 meters from the talisman user. Relentless Hex Condition: 7 Level, Hex Hex Spell the sorcerer function, which curses your curse, creates a temporary bond between you and your target. As a bonus action, you can magically teleport up to 30 feet into an uneasy space that you can see within 5 feet of a target cursed by the Hex spell or by your sorcerer feature, such as The Curse of Hexblade and the Sign of the Evil Omen. To teleport in this way, you need to be able to see the cursed target. Fending off explosion requirements: Eldritch Blast cantrip When you hit an eldritch blast creature, you can push the creature up to 10 meters away from you in a straight line. Body Sculptor Prerequisite: Level 7 You can cast Polymorph once using the sorcerer's spell slot. You can't do it again until you've finished your long rest. Initial Shadow Shroud: Level 15 You can cast invisibility at will without spending a spell slot. Ill Omen Character Prerequisite: Level 5 You can cast Bestow Curse once using sorcerer's spell slot. You can't do it again until you've finished your long rest. In addition, the weapon counts as a magic weapon with +2 bonuses for attack and damage rolls, unless it is already a magic weapon that you have transformed into your pact weapon. Five-fate thief You can throw Bane once using the sorcerer's spell slot. You can't do it again until you've finished your long rest. Levistus Tomb Condition: Level 5 In response, when you take damage, you can ern in the ice that melts at the end of the next turn. You gain 10 temporary waror-level hit points that deal as much trigger damage as possible. As soon as you deal damage, you become vulnerable to fire damage, your speed is reduced to 0, and you are incapacitated. These effects, including any remaining temporary hit points, end when the ice melts. After you use this call, you cannot reuse it until you have completed a short or long rest. Trickster's Escape Prerequisite: 7th level You can cast Freedom of Movement once on yourself. You will regain the opportunity to do this after a long rest. Ultimate Pact Weapon (UA) Prerequisite: Level 15, Blade Pact you can use any weapon you summon using Pact of the Blade as spell whispers. In addition, the weapon counts as a magic weapon with +3 bonuses to attack and damage rolls, unless it is already a magic weapon that you have transformed into your pact weapon. Disalemb condition: Level 5 Sorcerer You can cast Animate Dead without using the spell slot. you cannot give it away in this way until you have finished your long rest. Visions of distant worldviews: Level 15 You can cast arcane eye at will, without spending 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 familiar's senses as long as you are on the same plane of existence. In addition, when perceived by familiar senses, you can also speak through a friend's own voice, even if the friend is usually incapable of speech. Tomb Whispers: Level 9 You can throw Speak with Dead at will, without spending nest spells. Witch Sight Prerequisite: Level 15 You can see the true form of any shapechanger or creature hidden by illusion or the magic of transmutation, while the creature is within 30 feet of you and in sight. Vision.

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