


Warlock pact boon

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starts slowly. You only get two spells known and only one slot spell to share in between, so your spell slot should do a lot of work between short rests. Usually I recommend hex as a go-to option at this level, but Hex is not in the basic rules or SRD, so we'll be looking elsewhere. Use Burning Hands to handle multiple enemies, or save the slot to spell a hellish rebuke if something falls into a melee with you. For cantrips, take Eldritch Blast for Fight and Mag Hand for utility. I'd normally say Prestidigitation, but you get Thaumaturgy free as Tiedling, which I think provides enough magical different to get you through the first level. When a fight breaks out, your go-to option is either Eldritch Blast or Crossbow. Your crossbow will strike damage (1d8+2 avg. 6.5 vs. 1d10 avg 5.5), but your Eldritch Blast is cooler and a little more accurate. The differences are insignificant, so don't stress about solution too much. If you're somehow drawn into a melee, you're decent with a dagger, but if you're injured, you better run away than try to summon a hell of a rebuke. I usually recommend Hex as a good Level 1 spell for Warlock because you can get as much mileage from a single spell slot. Unfortunately, Hex is omitted from the SRD, so we'll skip it for this build. 2 Eldritch Call: Agonizing Blast Devil's View The new spell is known: Defense against evil and good At this level you get a second slot spell and you get agonizing Blast. Agonizing Blast adds your Charisma Bonus to the damage done by Eldritch Blast, making it really your go-to option for the fight. Unfortunately, you don't get a third slot spell until level 11, so get used to managing the two you have between vacations. At this level, consider exploring protection against evil and good. It's a solid, reliable defensive spell that's always good to have on hand, even if you don't need it for a while. 3 Covenant Boone (Pact Chain) New Spell Known: Darkness On the third level you can choose the Boone Covenant. Tom's pact is probably the most effective choice, but the purpose of this build is to focus on simple but effective options, so we'll take the Covenant Of Chains. To match the theme of our sorcerer-patron, we will take Imp. Imp is easily the best familiar option. See my assessment of the Chain Covenant above. At this level you might consider sending your imp to attack rather than casting Eldritch Blast. If it hits, your imp will deal with 1d4+3+3d6 (avg. 16) damage compared to only 1d10's (avg. 8.5) with Eldritch Blast, and you and imp have the same attack bonus of 5 pounds. However, it also puts your friend in harm's way, and repeatedly spending 10gp to quit Find The Familiars can become a leak on limited funds. This level raises your spell slots to Level 2, so you can start studying level 2 spells. We took the Devil's View call to level 2 so you could see in the magic darkness, so learn the Darkness at this level so you can start using the two. Keep in mind that your allies probably can't see in the magical darkness, so if you cast Darkness expect to do a lot of work on your own. Send a friend to use help actions to help their allies who will make up for the disadvantage for attacking in the dark. At this level you can throw a hellish rebuke as a racial spell, so knowing it as a spell sorcerer is less helpful. You don't want to need a Hellish Rebuke often, so consider replacing Hell's Rebuke with another Level 2 spell like Mirror Image. 4 Improving Ability Assessment (Charisma 16 - 18) New Cantrip: Any New Spell Known: Invisibility Your First Charisma Does Much For You. Your bonus attack with Eldritch Now higher than the attack bonus of your imp, but you can still send your imp to attack for its significantly higher damage if it turned out to be a good tactic for you. At this level you will learn the new cantrip. I'm offering a utility utility like Small Illusion or Prestidigitation, but you can chill touch if you really want more offensive options for some reason. At this level we have defensive spells (Hell's Rebuke), AOE spell (Burning Hands), and a spell of control of the area (Darkness), so a utility spell or a spell of crowd control is a good addition to our arsenal. I recommend invisibility, but Enthrall and Spider Climb are great options too. 5 New Challenge Eldritch: Voice Chain Master New Spell Famous: Fly Retrain Spell: Burnings Hands - At Level 5 you'll get access to some new call options. There are some great options, but I really want to lean on how great your friend is so we'll take the Voice chain masters. This opens up a funny combination: The Voice of the Chain Master allows you to speak through familiar. Thaumaturgy (which you get as a racial spell) allows you to triple the volume of your voice. Your imp can become invisible. So you can have your imp turn invisible, fly somewhere, and you can talk through your imp like a terrible invisible megaphone. I don't know exactly what you would use this for, but the fact that it possibly makes me infinitely happy. Level 5 brings level 3 spells, which is very interesting. SRD doesn't include any interesting offensive options on the Sorcerer's list, but your patron gives you access to Fireball, so we'll replace Burning Hands with Fireball. We learn Fly with a new spell known because flying is really cool. At this level you get the opportunity to cast the Darkness as a racial spell. It's a good reason to reclassify the Darkness into another new spell, but we'll have to wait for another level because we're retraining Burning Hands at that level. Finally, Level 5 adds a second beam to the Eldritch Blast. Two beams when damaged 1d10+4 easily surpassing your imp, so it's time for the imp to return to the supporting role rather than offensive. 6 Dark One Own Luck New Spell Famous: Counterspell Retraining Spell: Darkness - Dispel Magic Dark One Own Luck add a good backup when you roll badly on saving the throw. Of course, the d10 will vary wildly in price, so you can't always rely on it to save you. At this level, we are retraining the Darkness and adding two important utility options to our arsenal. Counterspell lets you close the enemy spelling (although it will feel like a disappointing way to open the spell slot) and dispel magic will allow you to remove the problematic current magical effects. 7 New Call of Eldritch: Repulsing Blast New Spell Known: Wall of Fire Level 7 brings Level 4 spells and another call. Unfortunately, SRD variants for Level 4 spells are not great, and there are several call options that interesting at this level. We learn the Wall of Fire and the Repulsive Explosion, so you can put a wall of fire and use Eldritch Blast to push enemies into it. 8 Improving Ability Assessment (Charisma 18 - 20) New Spell Known: Exile At this level we are at the maximum of Charisma. More attacks and With Eldritch Blast and above save DC with everything else. There's not much else going on at this level. Capture the exile so that you can one shot powerful extraplanary enemies. 9 New Call of Eldritch: Whispers Graves New Spell Known: Keep the Monster At the moment you have many options for your appeals, and the solution can be very difficult. Whispering Graves is a good, universally appealing option. Adventure involves killing a lot of things and sometimes those things know the things you want to know. We've finally reached the 5th level of spells. Here, your spell slots are as effective as possible. From now on, you'll continue to learn more spells, but remember that your regular spells are known may only be Level 5 or lower. When you run out of good Level 5 spells to choose from, look for lower level spells that are still useful, like utility options or spells that scale with the level of slot spells. At this level we learn Hold Monster. It works in almost any fight and sometimes it can even prevent a fight from happening. This level also marks a turning point in the way the sorcerer moves forward. You no longer get new levels of spells, and you get interesting new class features slower. Even at the 20th level, your Level 5 spell slots are the most important parts of your Arsenal spell behind Eldritch Blast, so be prepared to look for creative ways to apply spells as you face new challenges. 10 New Cantrip Devil's Sustainability: Any diabolical resilience is a difficult ability to use. You can change the resistance to damage when you are resting, but it is often difficult to know what you are going to encounter in advance. If you're ever unsure, choose Slashing. With disabilities in SRD, we are quickly running out of interesting spells known. With this next, you'll want to go back to lower level spells to look for good options. 11 Mystic Arkanum: The massive proposal of the New Spell Is Known: Any of our first mystical Arkanum gets used to mechanics. You can hand out each of your mystical Arkanum spells once a day, so you want each option to be generally useful. In this case, I propose a massive offer. We have many options for obstructing and killing enemies, but we have very few less lethal options. The massive offer allows you to conveniently remove 12 creatures. Tell them to go for a long walk, or march out of the dungeon to collect food, or something else that conveniently removes them without actually harming them. 12 Improving Ability Assessment (any) New Call Eldritch: Anyone is difficult to provide specific recommendations at this time. You have everything you need to function. If you want more You will probably want to increase the Constitution. You can choose any call available at the moment, and hopefully by now there are some options that you have been eying for a while. 13 Mystic Arkanum: The Power of the Cell New Spell Is Known: Any Cell Power Is Really a Healthy Spell. It's really easy to use Eliminate lone enemies or groups of enemies, and in a pinch you can use it as a place to hide like a bridge to block the corridor, or even as a place to do a short rest (the duration is convenient 1 hour, just like a short rest). 14 Hurl Through Hell is a once-a-day damage increase. This applies on top of the attack effect, but there are no restrictions on which attack, so you can apply this to a target hit by your Eldritch Blast or any other spell that requires you to make and attack the roll. 15 New Call of Eldritch: Witch's View Mystic Arkanum: Dominate the Monster New Spell Is Known: Any Level 15 opens the upper tier of Eldritch challenge options. Normally I would suggest Visions of distant worlds, but you can get most of this feature from familiar thanks to the Voice chain wizard. For the mystical Arkanum of this level, we will take the Domin Monster. Like Mass Suggests it allows us to non-lethal remove a problematic creature, but it gives you more direct control over the target. If you do it right, you can dominate one monster and walk it in the next meeting or two as an additional party member. 16 Improving ability assessment (any) Not much happens at this level. 17 Mystic Arkanum: Any new spell is known: Any is the most notable level for a while. The 17th level adds the fourth and final beam to the Eldritch blast and you get your final Mystic Arkanum. I recommend Foresight or True Polymorph, but if you just want to kill things go to Power Word Kill. 18 New Call Eldritch: Any of your final slot call Eldritch. 19 Ability to Score Improvement (Any) New Spell Is Known: Anyone at this level is your charisma 20, and you've had two other Ability To Score increases, so your scoring ability should be excellent. This level also gives you your last new spell known. The 20th level is a bit dry, unfortunately. Eldritch Master allows you to request your spell slots back once a day without completing a short rest that saves you 59 minutes once a day. Day. warlock pact boons. warlock pact boons 5e. warlock pact boons homebrew. warlock pact boon 5e homebrew. warlock pact boons ua. warlock pact boons 5e ua. warlock pact boon list. warlock pact boons dnd 5e

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