

# HILDEBRANT'S GUIDE



WARLOCK APPENDUM



# WARLOCK ADDENDUM

ON THE LEVEL CHART FOR THE WARLOCK CLASS THERE IS A COLUMN ENTITLED SP WITH NO EXPLANATION FOR IT. IT STANDS FOR **SPELL POINTS**. THESE ARE THE PAGES THAT WERE ACCIDENTALLY DELETED FROM THE CLASS.

## SPELL POINTS

YOU HAVE 2 SPELL POINTS, AND YOU GAIN ONE ADDITIONAL POINT EVERY TIME YOU LEVEL UP, TO A MAXIMUM OF 7 AT LEVEL 4. YOU CAN NEVER HAVE MORE SPELL POINTS THAN SHOWN ON THE TABLE FOR YOUR LEVEL. YOU REGAIN ALL SPENT SPELL POINTS WHEN YOU FINISH A LONG REST.

## FLEXIBLE CASTING

YOU CAN USE YOUR SPELL POINTS TO GAIN ADDITIONAL SPELL SLOTS, OR SACRIFICE SPELL SLOTS TO GAIN ADDITIONAL SPELL POINTS. YOU LEARN OTHER WAYS TO USE YOUR SPELL POINTS AS YOU REACH HIGHER LEVELS.

**CREATING SPELL SLOTS.** YOU CAN TRANSFORM UNEXPENDED SPELL POINTS INTO ONE SPELL SLOT AS A BONUS ACTION ON YOUR TURN. THE CREATED SPELL SLOTS VANISH AT THE END OF A LONG REST. THE CREATING SPELL SLOTS TABLE SHOWS THE COST OF CREATING A SPELL SLOT OF A GIVEN LEVEL. YOU CAN CREATE SPELL SLOTS NO HIGHER IN LEVEL THAN 5TH. ANY SPELL SLOT YOU CREATE WITH THIS FEATURE VANISHES WHEN YOU FINISH A LONG REST.

TABLE: CREATING SPELL SLOTS

SPELL SLOT LEVEL	SPELL POINT COST
1ST	2
2ND	3
3RD	5
4TH	6
5TH	7



CONVERTING a SPELL SLOT TO SPELL POINTS. AS a BONUS ACTION ON YOUR TURN, you can EXPEND ONE SPELL SLOT AND GAIN a NUMBER OF SPELL POINTS EQUAL TO THE SLOT'S LEVEL.

## METAMAGIC

AT 3RD LEVEL, you gain the ability to twist your SPELLS to suit your needs. You gain two of the following METAMAGIC options of your choice. You gain another one at 10TH and 17TH LEVEL. You can use only one METAMAGIC option on a SPELL when you cast it, unless otherwise noted.

### CAREFUL SPELL

WHEN you CAST a SPELL THAT FORCES OTHER CREATURES to make a SAVING THROW, you can PROTECT SOME OF THOSE CREATURES FROM THE SPELL'S FULL FORCE. TO DO SO, you SPEND 1 SPELL POINT AND CHOOSE a NUMBER OF THOSE CREATURES UP TO your CHARISMA MODIFIER (MINIMUM OF ONE CREATURE). A CHOSEN CREATURE AUTOMATICALLY SUCCEEDS ON ITS SAVING THROW AGAINST THE SPELL.

### DISTANT SPELL

WHEN you CAST a SPELL THAT HAS a RANGE OF 5 FEET OR GREATER, you can SPEND 1 SPELL POINT TO DOUBLE THE RANGE OF THE SPELL.

WHEN you CAST a SPELL THAT HAS a RANGE OF TOUCH, you can SPEND 1 SPELL POINT TO MAKE THE RANGE OF THE SPELL 30 FEET.

### EMPOWERED SPELL

WHEN you ROLL DAMAGE for a SPELL, you can SPEND 1 SPELL POINT TO REROLL a NUMBER OF THE DAMAGE DICE UP TO your CHARISMA MODIFIER (MINIMUM OF ONE). You MUST USE THE NEW ROLLS.

YOU CAN USE EMPOWERED SPELL EVEN IF you HAVE ALREADY USED a DIFFERENT METAMAGIC OPTION DURING THE CASTING OF THE SPELL.

### EXTENDED SPELL

WHEN you CAST a SPELL THAT HAS a DURATION OF 1 MINUTE OR LONGER, you can SPEND 1 SPELL POINT TO DOUBLE ITS DURATION, TO a MAXIMUM DURATION OF 24 HOURS.

### HEIGHTENED SPELL

WHEN you CAST a SPELL THAT FORCES a CREATURE to make a SAVING THROW TO RESIST ITS EFFECTS, you can SPEND 3 SPELL POINTS TO GIVE ONE TARGET OF THE SPELL a -4 ON ITS FIRST SAVING THROW MADE AGAINST THE SPELL.



### QUICKENED SPELL

WHEN YOU CAST A SPELL THAT HAS A CASTING TIME OF 1 ACTION, YOU CAN SPEND 2 SPELL POINTS TO CHANGE THE CASTING TIME TO 1 FREE ACTION FOR THIS CASTING.

### SUBTLE SPELL

WHEN YOU CAST A SPELL, YOU CAN SPEND 1 SPELL POINT TO CAST IT WITHOUT ANY SOMATIC OR VERBAL COMPONENTS.

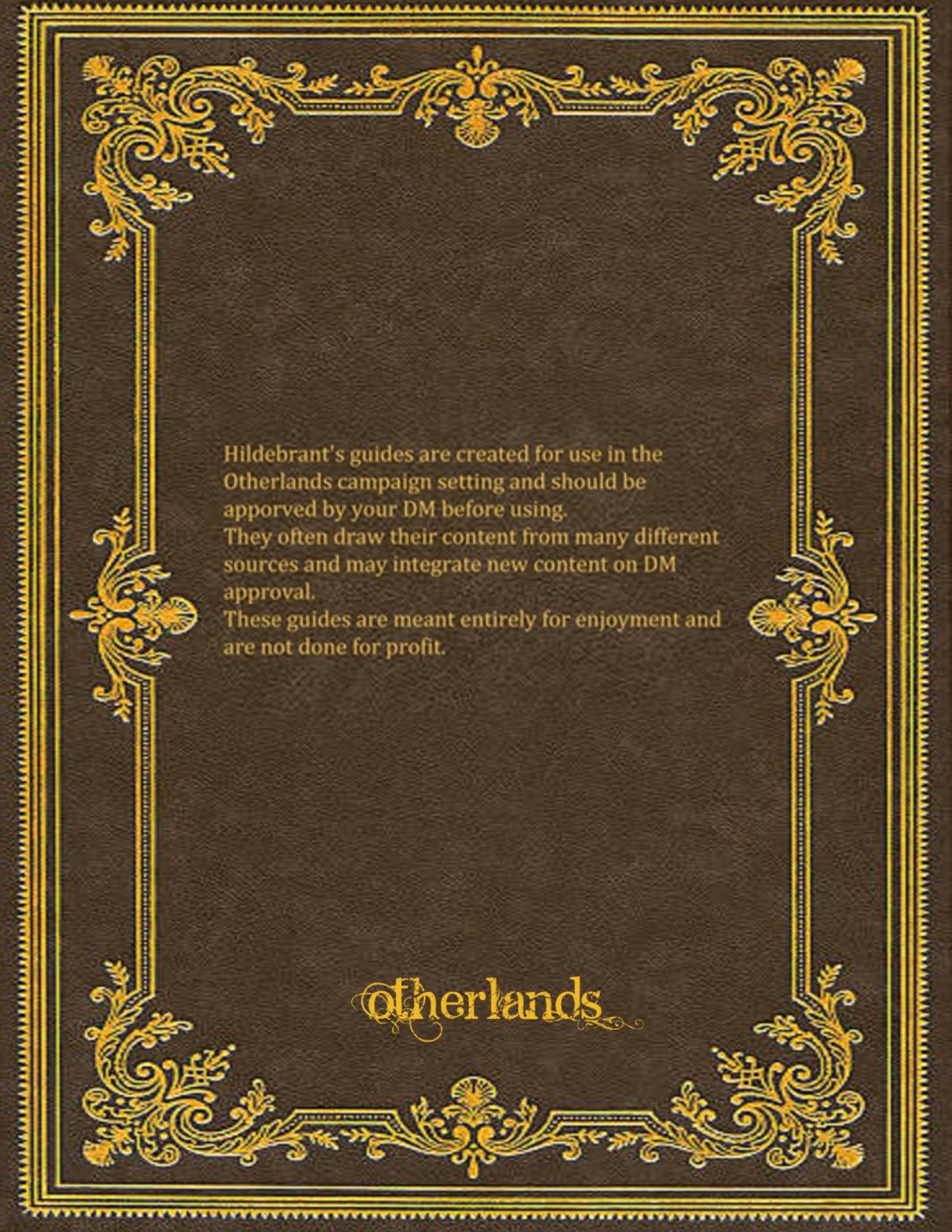
### TWINNED SPELL

WHEN YOU CAST A SPELL THAT TARGETS ONLY ONE CREATURE AND DOESN'T HAVE A RANGE OF SELF, YOU CAN SPEND A NUMBER OF SPELL POINTS EQUAL TO THE SPELL'S LEVEL TO TARGET A SECOND CREATURE IN RANGE WITH THE SAME SPELL (1 SORCERY POINT IF THE SPELL IS A CANTRIP).

TO BE ELIGIBLE, A SPELL MUST BE INCAPABLE OF TARGETING MORE THAN ONE CREATURE AT THE SPELL'S CURRENT LEVEL. FOR EXAMPLE, MAGIC MISSILE AND SCORCHING RAY AREN'T ELIGIBLE, BUT RAY OF FROST IS.







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