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Hexblade warlock 5e patrons

Source: Xanathar's Guide to Everything Expanded Spell List The Hexblade allows you to choose from an expanded list of spells when learning a sorcerer's spell. The following spells are added to the list of sorcerer's spells for you. Hexblade Curse From the first level, you gain the ability to put a deadly curse on someone. As a bonus action, choose a creature that you can see 30 feet from you. The target is cursed for 1 minute. The curse soon ends if the target dies, dies, or you're incapacitated. Until the end of the curse, you get the following benefits: get a bonus to damage the rolls against the cursed target. The bonus is equal to the competency bonus. Any attack shot you make against the cursed target is a critical hit on a shot of 19 or 20 out of 420. If the cursed target dies, regain success points equal to your sorcerer level + the Charisma modifier (minimum 1 success point). You cannot use this feature again until you finish a short or long rest. Hexagonal Warrior At the first level, you acquire the training you need to effectively arm yourself for battle. Gain skills with medium armor, shields, and martial weapons. The influence of your patron also allows you to misdeed your will through a particular weapon. Every time you finish a long rest, you can touch a weapon with which you are skilled and that lacks two-handed property. When attacking with that weapon, you can use the Charisma modifier, instead of Strength or Dexterity, for attack and damage rolls. This advantage lasts until you finish a long rest. If you later get the Blade Pact feature, this advantage extends to each weapon in the pact it summons with that function, regardless of the type of weapon. Cursed Spectre Starting at level 6, you can curse the soul of a person you kill, temporarily tie it to your service. When you kill a humanoid, you can get his spirit to rise from his corpse as a ghost. When the spectrum appears, it gains temporary success points equal to half the sorcerer's level. Roll initiative for the spectrum, which has its curves. It obeys your verbal commands and gets a special bonus to its attack shots equal to the Charisma modifier (minimum +0). The spectre remains at your service until the end of your next long rest, at which point it vanishes into the afterlife. Once you have tied a spectrum to this function, you cannot use the feature again until you finish a long rest. Armor of hexagons At the 10th level, your hexagon becomes more powerful. If the cursed target from the Curse of Hexblade hits you with an attack shot, you can use your reaction to launch a d6. On a 4 attack instead you miss, regardless of its shot. Master of hexagons Starting at level 14, you can spread the Curse of your Hexblade from a creature killed to another creature. When the creature cursed by the Curse of your Hexblade dies, you can apply the curse to a different creature that see within 30 feet of you, provided that you are not incapable. When you apply the curse in this way, you do not regain success points from the death of the previously cursed creature. This guide is intended as a dive into the Warlock subclass, the Hexblade. You can find a complete overview of the Warlock class here: DnD 5e Warlock. For our full class guides, we use the following color rating combination: Red won't contribute at all to the effectiveness of building your Orange character is an OK Green option is a good option Blue is a great option, you should strongly consider this option for your Sky Blue character is an amazing option. If you don't take this option, your character wouldn't be optimized for our subclass guides, we mainly focus on the Blue and Sky Blue options, because the other options are discussed in the 5e Sorcerer's Guide or other subclass guides. What is a Hexblade sorcerer? Hexblade Sorcerers are sorcerers who, in their pact with their patron, have access to additional combat skills that mainly help in hand-to-hand combat. Exblades are held to similar restrictions to typical sorcerers in terms of spells, only get slots for spells up to level 5, and must always cast their spells at their highest available level. Strengths The Hexblade solves many problems that pitchers usually have when diving their toes into hand-to-hand combat, access to armor, shields, and maintainable skill scores. When choosing the Hexagonal Patron, Sorcerers are able to add their CHA bonus to attack shots and damage, this takes hand-to-hand sorcerers from Mad (Multiple-Ability Dependent) to Single-Ability Dependent (SAD). Hexblades benefits do not only benefit hand-to-hand sorcerers. The medium armor, shields, and Hexblade Curse provided by the subclass are useful even if you want to stay away and use Eldritch Blast. Weaknesses The list of expanded spells hexblades gets is pretty horrendous. This is for a number of reasons: Sorcerers have limited spell slots and can only cast them in the highest slot available. Shield, Blur, and Blink of an eye, while large defensive spells, do not scale with levels. Throwing a top-level shield with a 3rd-level spell slot looks like a bad man. One of the Sorcerer's best spells, Hex, is concentration. For some reason, the Smiti to which Hexblade Sorcerers have access are also concentrations that deny them as useful spells to use in combat. Before starting the races, hexblade sorcerers want to prioritize CHA, get their +2 DEX at the AC and increase THE CON to maximize their HP. If you want to upgrade INT or WIS outside of combat controls like Perception or Arcana, this is also an option. Lightfoot Halfling: +1 to CHA, plus the bonus to DEX and Lucky from halfling traits, it's pretty cool. Half-Elf: The +2 CHA, the ASI to increase the DEX and the versatility of skills make this one of the best races for a Hexblade class. Mr Hexblade. you get a +2 boost to CHA, a free cantrip, and free spells at higher levels, making them a great choice for a Hexblade sorcerer. Variant Human: Being able to increase cha and DEX and one of the many fantastic feats for Hexblades is a stellar choice. Skill skill score increases (ASI) to 4th, 6th, 8th, 12th, 14th, 16th, and 19th levels. CHA: The Esblads depend mainly on their CHA bonus. Help tackle abilities, attack bonuses, and damage bonuses. CONS: Because you're really only relying on CHA, you can spend a good amount of your ASIs to help your MEDIOCRE HP. DEX: Hexblades are skilled with medium armor, take your dex to +2 to bump your AC as high as possible. Charlatan Wallpapers: Deception to go with the Urchin low WIS modifier. If you don't have a Rogue, grabbing the proficiencies in Sleight of Hand and Stealth can help your party stay sneaky. Sorcerer Class Progression 1st Level Hit and Hit Dice: Having D8-Hit Dice is a tough sell for a class designed to get dirty and dirty in combat. Saves: Refer to the proficiencies of Sorcerer's Guide 5e: Gaining access to shields, medium armor, and martial weapons helps your case in melee. Abilities: Refer to the magic of the Sorcerer's Guide Pact 5e: Refer to the Otherworldly Sorcerer's Guide 5and Patron: The Hexblade The Expanded Shield of 1st Level Hexagonal Spells: this is an amazing option for any melee fighter. Unfortunately, it is not scaled with Sorcerer spell slots. It would be bad to throw something above a 1st or 2nd level spell on this. Smite wrath: Smite decent but doesn't scale with levels and takes focus so you won't be able to keep Hex online. Hexblade Curse - Damage is comparable to Hexagon, so if you see a target you want dead, this is a great option. Hexagonal Warrior - Medium armor, shields, and martial weapons definitely make this class more viable. The biggest thing here is being able to attack with your CHA bonus. This makes you the only subclass that can use a single body-to-body and remote skill score, which will allow you to stack WITH multiple HP, DEX for higher AC or INT for Intelligence. Level 2 Hexblade Expanded Spells 2nd Level Blur: Again, good option for melee fighters but ladder with Sorcerer spell slots. Pick it up when you can, drop it when you can. Branding Smite: Does an average amount of damage and can make an invisible target visible. In addition, it interferes with the concentration of hexagon... It's not a solid choice for sorcerers. Third-level Lama Pact invocations: this is necessary for fantastic invocations from this Pact as an Improved Pact Weapon and Thirsty Blade. Since you can exchange Invocations at all levels, you can trade one of the previous recommendations for Improved Covenant Weapon here. Chain Pact: Chain Pact will always find utility in its familiarity, but it is certainly not optimized for this particular subclass. Tomo Pact: This is the weakest option for hexblades 5th level The Hexagon Expanded Spells 3rd Level Flashes: The 50% chance of completely avoiding any damage for a turn is more consistent for a long time than the Mirror Image. Again, it doesn't scale, so release it when you get to higher levels. Elemental Weapon: The bonus for attacking rolls and damage shots makes it a viable option compared to the Hexagon at lower levels. If you have a tied magic weapon that can give you advantages to hit and damage, Hex will probably be a better option. The main trade-off to consider is the 1-hour duration for the elemental weapon versus the 8-hour duration for Hex, as well as the +1 to hit, but the minor damage per EW and the most potential damage to Hexagon. Thirsty Blade Invocations: If you want to keep your damage per round (DPR) based on other classes, this is a must. Cursed Spectrum of 6th Level - Great at lower levels and still a decent trick to have at higher levels. It will help your party's economy of action. Level 7 The Hexblade Expanded Spells 4th Level Phantasmal Killer: Great Spell that scales and can provide plenty of damage if the creature fails a couple of saves. It's staggering: same problem as the other smiti. It does not scale and requires concentration. Eldritch Smite Invocations: Finally a Smite that Hexblades can use! The lack of concentration and the great prone effect make it a shoe-in after choosing Thirsty Blade. Level 9 Expanded Hexblade 5th Level Spells Banish the Spot: Impressive use of a 5th level spell slot. It can get rid of a single target with one shot. Cold Cone: Large AoE that is slightly below fireball damage. Maddening Hex Invocations: On the 9th level, you should have +5 to CHA. This means that you can almost guarantee 5 extra damage per turn against a creature, usually more depending on the battlefield. 10th Level Hexagon Armor - Each attack that hits you have a 50% chance of losing from the Curse target. This really comes online at the 14th level when you can move your Curse from creature to creature. Level 11 Mystic Arcanum: Refer to the 5th and 12th Level Invocations Lifedrinker Sorcerer's Guide: More damage guaranteed under the CHA modifier, yes please. Master of 14th Level Hexagon - This is a powerful ability that will allow you to the curse of Hexagon and Esablude benefit consistently during a battle. It also doesn't even require a bonus action or reaction so you can move Hexagon and Curse as soon as you kill a creature. 15th Level Invocations 18th Level Eldritch Invocations of 20th Level Refer to the 5e Warlock Guide Feats We cover the best feats for Fighters in our 5e Hunt Guide, the only changes would be: Master of Arms: Great Feat for Blade Pact. You can easily gain an edge by using Darkness and Devil's View Invocation to make it more reliable. Polearm Master: Polearm Master is great for getting additional shots with your Stack Pact + Hexagon + Curse weapon. After putting the pain on a creature that enters your range, they may think twice before trying again. Sentinel: Another great way to get extra attacks against creatures. Combined with Polearm Master, this is extremely powerful. War Caster: War Caster is an extremely advantageous feat to have as Hexblade. Getting an advantage for concentration controls will be important to keep Hex up and running. Because of your limited magic slots, you don't really want to waste a spell losing focus on it. This also allows you to launch a Cantrip when you receive an opportunity attack, which you don't want to do often due to how stacked your pact gunshots will be. Spells Due to restrictions imposed on the Sorcerer's Spell, not many changes are made here by the wizard's original guide 5e. Guide.

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