

# PACT OF THE BELL

A MUSICAL PACT BOON & MORE FOR WARLOCKS



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# PACT BOON: PACT OF THE BELL

## INTRODUCTION

Warlocks who receive a Bell of Renunciation from their patrons are equipped to protect their allies and chase back their foes. The clarion chimes of the bell can be used to disrupt and abjure, filling the air with magical tones.

## PACT OF THE BELL

Your patron gifts you with a magical bell called a Bell of Renunciation, which is used to weaken and banish enemies. While the bell is on your person, you have advantage on saves against possession.

As a bonus action you can ring the bell, causing a clarion chime audible up to 30 feet away. One creature of your choice that can hear the bell must subtract a d4 from their next attack roll or saving throw.

If you lose your Bell of Renunciation, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous bell. The bell shatters when you die.

*The warlock stretched out their arm and rang the bell in their hand, and the demon flinched just enough at the sound for the fighter to throw up his shield in time. "I've got this one, you get that one," he nodded.*

*The warlock turned calmly to the second demon and again extended their arm. "Time for you to go," they said, and the glowing bell issued a single heartbreakingly pure tone. The demon shrieked and was no more, its evil banished from this world.*

## ELDRITCH INVOCATIONS

### BANISHER'S BELL

*Prerequisite: 13th level, Pact of the Bell feature*

You can cast banishment at will — targeting a celestial, fiend, or elemental— without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again.

### BALEFUL BLAST

*Prerequisite: Pact of the Bell feature*

Your Bell of Renunciation can issue an empowered chime that's anathema to certain kinds of creatures. When you gain this invocation, choose two creature types from the following: aberration, celestial, elemental, fey, fiend, or undead.

As an action, you ring your bell and each creature of your chosen types within 30 feet of you that can hear the bell must make a Charisma saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't

willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

Once you use this invocation, you can't use it again until you finish a short or long rest.

### ECHOING RENUNCIATION

*Prerequisite: Pact of the Bell feature*

When you ring your bell as a bonus action, instead of targeting a single creature you can choose to target a number of creatures up to your Charisma modifier (minimum of 1) that can hear the bell. They must succeed on a Charisma saving throw or subtract a d4 from their next attack roll or saving throw.

### ELDRITCH PULSE

*Prerequisite: eldritch blast cantrip*

Once per turn when you hit a creature with your eldritch blast, you can deal force damage equal to your Charisma modifier to all other creatures within 5 feet of it.





## MAGIC ITEM

### THE FINAL BELL

*Wondrous item, artifact (requires attunement)*

Creation began with song, and it will end with song. *The Final Bell* is believed to be the tool of the first deity of Death, made to carry out its duty in bringing an end to things that begin. It is a small, surprisingly heavy hand bell carved from partially translucent amber, with a clapper visible only when looking through the body.

**Repel Life.** While attuned to the bell and holding it, you can use an action to cast *antilife shell*. You can't use this property again until the next dawn.

**Signal The End.** If you are holding the bell and attuned to it, you can ring it as an action targeting any number of creatures of your choice with 60 feet. If the creature's challenge rating is equal to or lower than your character level, or its challenge rating is higher and it fails a DC25 Wisdom saving throw, it is instantly destroyed. A creature destroyed in this way can't be restored by any means short of a *wish* spell.

After using the Bell in this way, you immediately age 1d6 x 10 years and your hit point maximum is reduced by the same amount. You die if this effect reduces your hit point maximum to 0. These effects can't be removed by any means short of a *wish* spell.

**Destroying the Bell.** Legends say *The Final Bell* will exist as long as there is death to bring. However, a god of music can remove the bell's clapper, rendering the bell powerless for 1d100 years until it restores itself.

## SPELLS

### ECHOLOCATION

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

**Spell List:** Artificer, druid, ranger, sorcerer, wizard

You touch a willing creature to grant it the ability to bounce ultrasonic bursts of sound off its surroundings. For the duration, that creature has blindsight out to a range of 60 feet. The creature can't use its blindsight while deafened.

### FALSE NOTIFICATION

*1st-level divination*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a small chime)

**Duration:** 10 minutes

**Spell List:** Bard, wizard

You attempt to implant a false reminder or realization in a creature. The target must make an Intelligence saving throw. On a failed save, there is a faint dinging sound and the target suddenly falsely remembers something minor of your own devising. It must be something subtle that could be attributed to simple forgetfulness, such as falsely remembering that they swapped guard shifts today, that it's the third key on the ring that unlocks the door over there, or that they've already checked your papers.

If the target has an Intelligence score of 4 or less the spell fails.

### PIERCING RING

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a turning fork)

**Duration:** Concentration, up to 1 minute

**Spell List:** Artificer, bard, sorcerer, warlock, wizard

You choose a point within range and cause a burst of painfully disorienting ringing. Each creature within 20 feet of that point must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is stunned until the end of their next turn. On a success they take half damage and are not stunned.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the area of the effect increases by 10 feet for each slot level above 4th.

### SAVED BY THE BELL

*2nd-level abjuration*

**Casting Time:** 1 reaction, which you take when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage

**Range:** Self

**Components:** S

**Duration:** Instantaneous

**Spell List:** Artificer, bard, sorcerer, wizard

A sudden ringing sound causes the effect to pass around you. You are treated as if you are not in the effect's area.

## CREDITS

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