# Pact boon

Pact of the Skull (CoC)
Your patron gives you a magical pact skull, generally a humanoid or ghoul skull collected from a graveyard with at least one hundred bodies. Using this skull, you can cast spells you know with the ritual tag as rituals.
Additionally, the skull whispers magical secrets that only you can hear. When you choose this feature, choose two 1st-level spells with the ritual tag from any class (not necessarily the same class), including this one. The chosen spells are warlock spells for you. While the skull is within 5 feet of you, you know those spells and they do not count against your number of warlock spells known, but you can't cast them using spell slots as normal. You can cast them as rituals or as formulas (if they have the formula tag).
You can also use this class feature to cast one of the chosen spells as an action without expending a spell slot while your pact skull is within 5 feet of you. Once you do so, you can't do so again until you finish a short or long rest.
Each time you gain a warlock level, you can replace one of the chosen spells with another ritual spell that is of a spell level lower than half your warlock level (rounded up, minimum 1). On your adventures, you can also add other ritual spells to your pact skull. When you find such a spell, you can add it to the skull if the spell's level is equal to or less than half your warlock level (rounded up) and if you take the time to teach the spell to your skull. For each level of the spell, the teaching process takes 2 hours and costs 50 gp for the rare incense that you must burn in your pact skull while reading the spell aloud to it. If you lose your pact skull, 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 skull. Your pact skull crumbles to sand when you die.

PACT OF THE CLOAK (VSoS)
As a bonus action, you can summon a cloak, coat, or robe which aids your movement and mobility. This pact cloak appears on your body, fitting over any other clothes or armor, and it does not

impede your movement, vision, or your ability to wear other equipment. While wearing your pact cloak, you constantly float a few inches off the ground.
You ignore the effects of difficult terrain, your speed increases by 10 feet, and you can walk across fluid surfaces, such as water and quicksand.
You can dismiss your pact cloak as a bonus action.

PACT OF THE FLAME (VSoS)
Your patron grants you a mote of chaotic, otherworldly power. Your spell attacks score a critical hit on a roll of 19 or 20.

PACT OF THE SKIN (VSoS)
You give yourself over completely to your patron, taking on greater aspects of your benefactor in exchange for more power. Your skin changes to reflect this, changing form and becoming more resistant to damage. When you take bludgeoning, piercing, or slashing damage from a nonmagical weapon that isn’t silvered, you can subtract 3 from the damage taken.

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