

PACT OF THE COLLECTIVE



You have penned a pernicious pact with a creeping collection consciousness; also known as, a hive mind. Many of these profane and perilous patrons form cults around themselves like an awful, atrocious ant queen or wicked wily wasps lords. They use their cultists like cogs or drones to enact their vile volition, often using them to recruit rambunctious rapscallions into the creeping collective consciousness via charming words and preposterous promises or perhaps more unscrupulous means.

Expanded Spell List

The Collective lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Collective Expanded Spells	
Spell Level	Spells
1 st	Beast Bond, Command
2 nd	Mind Whip, Warding Bond
3 rd	Fast Friends, Sending
4 th	Compulsion, Dominate Beast
5 th	Dominate Person, Telepathic Bond

Hive Mind

At 1st level you learn to charismatically and candidly connect your maniacal mind to those around you. As an action you can form a telepathic bond with willing creatures around you. The range of creatures you can target is equal to 10 x your Warlock level and the bond can have a maximum number of creatures equal to your Charisma modifier (minimum of 1). To join the telepathic bond a creature must be capable of speaking at least one language. Creatures within the bond can communicate with each other telepathically over any distance (except across planes) and can understand each other whether or not they share a language. The telepathic bond lasts until you finish a long rest and can be used once per long rest.

Additionally, when you create the bond, any creature that joins may select any skill or tool with which they are proficient and grant that proficiency to every other creature in the bond. A creature uses their own proficiency bonus when determining the bonus gained.

Broad Connection

Beginning at 6th level, you learn to carefully cast your strong, savory spells through connected creatures. While a creature is within your Hive Mind, you may cast spells with a range of touch through them. To do so, you must be able to see the creature you are casting through and they must be within 30 ft. of you.

Eusocial Network

At 10th level you learn the spells Command and Suggestion if you do not already know them. You can cast each of these spells once per long rest without expending a spell slot and you may use your Hive Mind feature an additional time per long rest.

One Mind

At 14th level, creatures within your Hive Mind bond may grant every skill and tool proficiency they have to other creatures in the bond. As an action you may see, hear, and speak through the senses of any creature in the bond. When you do so, you cannot see, hear, or speak through your body and the creature you are viewing through cannot see, hear, or speak through their body. They may use their reaction to be able to see, hear, and speak through your body using your senses. This possession lasts for a number of minutes equal to your Charisma score.

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