

7 ELDRITCH INVOCATIONS OF RUNEHALT

DEMOLISHING BLAST:

Prerequisite: *Eldritch Blast* cantrip

You *eldritch blast* spell can now target objects and structures and deals double damage to them.

VANISHING BLAST:

Prerequisite: 12th level

Once per turn, when you successfully damage a creature with your *eldritch blast*, you can force it to make a Charisma saving throw against your spell save DC, on a failure, you swap position with the creature. To do so you must be standing on a solid surface.

VOICE OF THE MASTER

Prerequisite: 9th level

You can cast *geas* once without using a spell slot. Once you do so, you can't cast it in this way again until you finish a long rest.

FALSE FRIENDSHIP

Prerequisite: *friends* cantrip

When you use the *friends* cantrip, creatures do not realise that magic was used on them and do not automatically become hostile towards you as a result.

NATURE'S STRIKE

Prerequisite: 5th level, Pact of the Blade

You learn the *thorn whip* cantrip, it doesn't count against your maximum number of cantrips known. If you hit a target successfully with the cantrip, you can choose to make a single melee attack with your Pact Weapon as a bonus action.

CHILLING GRASP

Prerequisite: *chill touch* cantrip

When you damage a creature with *chill touch*, the skeletal hand drains them. The target's speed is halved until the start of your next turn.

ELDRITCH SPELLSWORD

Prerequisite: 15th level, Pact of the Blade

When you cast a spell from your Pact Magic feature as an Action, you can make one melee attack with your Pact Weapon as a bonus action.