**Pact of the Council**

1st Bless, Sanctuary

2st Zone of Truth, Silence

3st Enthrall, Revivify

4th Banishment, Compulsion

5th Dominate Person, Mislead

**Ministrant of Obligation**

Starting at 1st level, you learn the Guidance cantrip, which counts as a warlock cantrip for you.

Additionally, You may cast the create contracts that acts similar to Geas spell. Name a condition or task no more than 25 words in length, you may then touch a willing creature as action that can understand you, the creature must be able to understand the conditions and what happens if they don’t obey them or else the contract falls, while under the contract, each time it acts willingly in a manner directly counter to your instructions, it takes number of a number d8 psychic damage equal to your warlock level but no more than once each day. You also know whenever a creature takes damage from the contract or if the contract is ended. The Contract end ones the creature completes its task. You can end the contract early by using an action to dismiss it. A remove curse, greater restoration, or wish spell also end it.

You may only have a number of contracts going equal to your charisma modifier. If you attempt to make a contract when you already have the maxima number contracts active, you must end one imminently or it fails.

Once you use this feature you can’t use it again until you take a long rest.

**Castigate**

Starting at 6th level, You learn how to get into people’s head and make second guess themselves, As an action, you can make a Charisma (Intimidation) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language.

If you succeed on the check, for the next minute when the creature makes Charisma, Intelligence, or Wisdom saving throw or checks the target must roll a d4 and subtract the number rolled from saving throw.

Once you use this ability on a creature, it becomes immune to it for the next 24 hours.

**Council Security**

Starting at 10th level, you learn how to keep you and you minions plans under wraps, you and creatures under your contracts thoughts can't be read by telepathy or other means unless you allow it. You are immune to being charmed and creatures under your contracts have advantage on saving throws against being charmed unless you allow it.

**Blind Obedience**

At 14th level, creature that deify must beg for forgiveness. When a creature targets you with an attack or a harmful spell you may use your reaction to force it to make a wisdom saving throw. It has disadvantage on the throw unless you have attack it or done a harmful spell on it within the last 24 hours, On a failed save, the creature fails prone and is charmed by you for the next minuet. while charmed the creature is restrained. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends. The effect also ends when you or your companions do anything harmful to it.

Once you use this ability on a creature, it becomes immune to it for the next 24 hours.

You can use this ability a number of times each day equal to your charisma modifier.