

# WARLOCK PACT OF THE ENTREPRENEUR

The entrepreneur is generally a mortal being of the material plane. Entrepreneurs are usually either politically or magically powerful, but many are both. Depending on their power source, their personality, or through someone else, infuse their recruitments with magical powers. Some Warlocks even gain bits of power for singular assignments with various entrepreneurs. They are also often wealthy.

Your patron intends for you to perform specific actions and wishes for you to stay alive and capable. The following spells are added to the Warlock spell list for you.

## EXPANDED SPELL LIST

The Entrepreneur 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.

## ENTREPRENEUR EXPANDED SPELLS

Warlock Level	Spells
1st	Absorb Elements, Goodberry
3rd	Spiritual Weapon, Warding Bond
5th	Fly, Haste
7th	Conjure Minor Elementals, Fabricate
9th	Bigby's Hand, Raise Dead

## MISSION TRAINING

Starting at level 1, when making an ability check, you may choose to add your proficiency bonus to the roll, unless you already add twice your proficiency bonus to the roll. You may do this a number of times equal to your Charisma modifier (minimum of 1) per long rest.

## FUNDING

Starting at level 6, when casting a Warlock spell, you don't have to pay for the cost of material components, up to a total of 50 gp per day. This number increases to 500 gp at level 14.

## TRADE OF POWERS

At level 10, you gain the ability to regain one of your Pact Magic spell slots as an action. In order to do this, you must select an invocation. You do not gain any of the benefits from this invocation until the end of your next long rest.

You may activate this ability once between long rests.

## CALL TO ACTION

Starting at level 14, you can teleport yourself to your patron or any single other place designated by it as an alternative, as an action. You may also teleport a number of willing creatures besides yourself equal to your twice your Charisma modifier (minimum of 2) and equipment equal to the carrying capacity of all creatures chosen. Your patron designates the location you arrive at. It may be difficult to leave this location or to return to the material plane, you may have to bargain with your patron for this.

After activating this ability, you may not activate it again until seven days have past.