

OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

MOTHER BEAST

You have forged a pact with the spirit of an antediluvian creature, the precursor to all modern beasts. Mother Beast, as she is known, cares little for human affairs, but is deeply invested in her 'children,' the creatures of the world, great and small. She has granted you ferocious strength and the bloodlust of her kin to through a unique kind of lycanthropy which leaves your personality completely intact, even as your appearance grows more savage with claws, teeth, and fur.

MOTHER BEAST SPELLS

Spell Level	Spells
1st	<i>animal friendship, disguise self</i>
2nd	<i>barkskin, enhance ability</i>
3rd	<i>conjure animals, protection from energy</i>
4th	<i>dominate beast, locate creature</i>
5th	<i>commune with nature, contagion</i>

LYCANTHROPY

Starting at 1st level, you are a shapechanger. As a bonus action you can polymorph into a wolf-hybrid form or into a wolf, or back into your true form. In your hybrid form and your wolf form, you gain a bite attack, which is an unarmed strike that deals 1d6 damage on a hit, and your Armor Class is equal to 13 + your Dexterity modifier, but you cannot wear armor or cast spells. If you were wearing armor when you transform, this armor falls off. In wolf form, your base walking speed increases by 15 feet, but you also cannot cast spells or hold weapons or items. All other statistics are unchanged while polymorphed.

At 6th level, while in hybrid form, when you use the Attack action to bite, you can make a weapon attack as a bonus action.



MOTHER'S BLESSING

Beginning at 6th level, when you polymorph into a wolf or a hybrid form, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered until the beginning of your next turn.

SHAPE CONTROL

By 10th level, you are more completely in control of your form. As a bonus action on your turn, you can end the effect of a transmutation spell affecting you. After using this ability, you must complete a short or long rest before you can do so again.

TOUCH OF BEASTHOOD

At 14th level, when you hit a creature with your bite attack, you can temporarily share the beast's curse. When you do so, the creature must make a Constitution saving throw. On a failed save, the creature takes 8d10 force damage as their body rapidly transforms into a feral, animalistic state. For the next minute, the creature cannot speak, is disoriented as though under the confusion spell, and is vulnerable to fire damage and any damage dealt using silvered weapons. On a successful save, the creature takes half damage and suffers no other effects. After using this ability, you must complete a long rest before you can do so again.