

## 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.

## THE WILD HUNT

Less a single patron and more a force of nature, the Wild Hunt consists of a menagerie of ghostly warriors and hunters, forever cursed to roam the wintry skies, hunting down those who try to escape the wrath of the gods. While most who eventually join the Hunt are ghosts and/or other forms of spirit who escaped from the law of man in their life, some are mortals who are called by Woden, leader of the Hunt, to aid him in the capture of some fell beast; other still are those who call to the Hunt for aid, bargaining service in exchange for the specters' unmatched tracking skills.



### HUNTER'S BOND

Only those who seek that which cannot be found willingly entreat the Hunt's aid. Choose or roll for a bond from the table below.

d10	Bond
1	I seek sibling, parent, or other family member
2	I seek spouse or lost love
3	I seek past or future mentor
4	I seek riches beyond your wildest dreams
5	I seek unfathomable power
6	I seek unmatched fame and/or glory
7	I seek a gateway to the afterlife or another plane of existence
8	I seek a long lost artifact
9	I seek the cure for an unknown disease or plague
10	I seek repentance for past crimes

### WILD HUNT SPELLS

Spell Level	Spells
1st	<i>ensnaring strike, ice knife</i>
2nd	<i>find steed, Snilloc's snowball swarm</i>
3rd	<i>lightning arrow, sleet storm</i>
4th	<i>locate creature, freedom of movement</i>
5th	<i>cone of cold, conjure volley</i>

### HUNTSMAN'S BOW

At 1st level, you craft or are gifted a special item: a Huntsman's Bow. Your Huntsman's Bow may be any type of bow or crossbow you could normally wield. You are proficient in wielding your Huntsman's Bow. This bow can be used as a normal bow of its type, but it serves a second, more important function: as a unique spellcasting focus. When you use your bow as a focus for a spell with a range greater than self, that spell gains the following benefits:

- The spell's range is replaced with the range of the bow.
- Ranged spell attacks required by the spell can be made as ranged weapon attacks instead, though you do not add your Dexterity modifier to the damage of these attacks.
- You may choose to deal either magical piercing damage or cold damage instead of the spell's normal damage type.

If you lose or break your huntsman's bow, you can replace it; doing so takes 24 hours and 100 gp worth of ritual materials.

### HOUND OF THE HUNT

At 6th level, you gain a loyal hunting companion. Following a long rest, you may summon a Hound of the Hunt, a fey creature which takes the shape of a frost-

covered wolf. You forge a bond with this hound, and will always summon this hound when you use this ability.

Your hound is in most ways identical to a normal wolf, though its bond with you and its fey heritage grant it some special properties. Your hound has abilities and game statistics determined in part by your level: it uses your proficiency bonus rather than its own, and in addition to the areas where it normally uses its proficiency bonus your hound also adds your proficiency bonus to its AC and to its damage rolls. Your hound gains proficiency in two skills of your choice and becomes proficient with all saving throws.

For each level you gain after 6th, your hound gains an additional hit die and increases its hit points accordingly. Whenever you gain the Ability Score Improvement class feature, your hound's abilities also improve. Your hound can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your hound can't increase an ability score above 20 using this feature unless its description specifies otherwise.

Your hound obeys your commands as best it can, and communicates with you telepathically. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

Your Hound of the Hunt is resistant to cold damage, and when it would deal damage to a creature with its bite attack, you may have it deal cold damage instead of piercing damage. If your hound damages a creature that is currently under the effects of a *hex* spell that you cast on it, the creature takes additional damage from the spell as if you had damaged it.

Should your hound be reduced to 0 hp, it is immediately banished back to its home plane. You may not summon your hound back to your plane for 24 hours.

### HUNTSMAN'S ENDURANCE

At 10th level, your connection to the Wild Hunt gives you the vigor to continue your hunt, be it in the heat of summer or the dead of winter. You and any mount you are riding can comfortably survive in temperatures from -100° to 300° Fahrenheit. Additionally, you and your mount gain resistance to both cold damage and fire damage.

### HUNTSMAN'S RAIN

At level 14, you can summon the Wild Hunt to aid you on a massive volley attack. When you cast eldritch blast through your huntsman's bow, instead of the normal number of blasts you may fire one blast at every target you can see within the range of your bow. You make a separate attack roll for each target. Once you use this ability, you must take a short or long rest before you can do so again.

## NEW INVOCATIONS

These invocations are available to warlocks of the Wild Hunt.

### BOW OF THE WILD LORD

*Prerequisite: Pact of the Blade feature*

You can create a longbow using your Pact of the Blade feature, which functions as your Huntsman's Bow. When you draw back its string and fire, it creates an arrow of blackened wood with a sharp, icy head, which vanishes after 1 minute. When you take the Attack action and hit a creature with this bow, you can expend a spell slot to deal an additional 2d8 piercing damage to the target per spell level. Ranged attacks made with your bow have advantage against beasts.

### HUNTSMAN'S PROWESS

*Prerequisite: 7th level*

When you take the Attack action on your turn using your Huntsman's Bow, you gain the benefits of the Archery fighting style. You cannot gain the benefits of a fighting style more than once.

Additionally, you gain proficiency in the Animal Handling and Survival skills.

### ARROWS OF THE PURSUER

When you hit a creature with a ranged weapon attack from your Huntsman's Bow, that creature's speed is reduced by 10 feet until the start of your next turn.

This effect stacks with itself, reducing a creature's movement to a minimum of 0 feet.

