

OTHERWORLDLY PATRON

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 MORRIGAN

While the Morrigan is a goddess of great and terrible power, she chooses to give her power not only to clerics, but to her Hounds as well. To be a hound of the Morrigan is an honor that few receive. You give yourself in service to her as a warrior and protector, not as a priest. You are blessed with a body that never ages and are guided by a crow, a messenger of your goddess. Her blessings are upon you as she is the chooser of the slain. This does not make you immortal, you can still fall to a foe more powerful than yourself, but it gives you an edge against all but the mightiest of foes. When your body dies and you can fight no longer, you are promised a place at her side in the eternal battle ground where you can fight for your goddess and feast with your brothers and sisters in arms for eternity.

EXPANDED SPELL LIST

The Morrigan 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.

THE MORRIGAN EXPANDED SPELL LIST

Spell Level	Spells
1st	Inflict Wounds, Shield
2nd	Enhance Ability, Healing Spirit
3rd	Conjure Animals, Bestow Curse
4th	Death Ward, Mordenkainen's Faithful Hound
5th	Commune with Nature, Wrath of Nature

HOUND OF THE MORRIGAN

Upon entering her service, you give up who you were and become her "Hound." Starting at 1st level you gain the ability to shapeshift into the form of a hound. You use the druid's Wild Shape class feature, however, you may only take the form of a Wolf and you may use this ability once per short rest. Starting at 6th level, you instead take the form of a Dire Wolf instead.

GODDESS OF BATTLE

The Morrigan has many aspects, one of which is that of the Battle Crow. Starting at 1st level, when you would normally fall to 0 hit points you instead have 1 hit point. You must finish a long rest before using this feature again.

GODDESS OF PROTECTION

The Morrigan can warn her Hounds of iminent danger that is about to befall them. Starting at 6th level, when you are targeted by an attack you can use your reaction to gain a bonus to AC or a saving throw equal to your Charisma Modifier. After using this ability, you must take a short or long rest before doing so again.

CHOOSE OF THE SLAIN

As the Chooser of the Slain, The Morrigan is able to turn the tides of battle in your favor. Starting at 10th level, when a creature attempts to attack you they must make a Charisma saving throw or instead choose a different target. You can use this feature a number of times equal to half of your Charisma modifier rounded down (minimum of 1) per long rest.

HOWL OF THE PACK

Starting at 14th level, you may expend warlock spell slots to summon a beastly allies. The creatures you summon must be of CR rating equal to or less than the spell slot expended. Each warlock spell slot summons 1 creature. They last for 1 minute or until dismissed. They act independantly of you but will obey your commands if given.

INVOCATIONS

CHOSEN OF THE GODDESS

Prerequisite: The Morrigan Patron

While you serve The Morrigan as a warlock rather than a cleric, there are some who choose to do blur those lines. Those that do may choose a single cleric spell to add to their expanded spell list of a level you can cast. This spell becomes a warlock spell for you and can be cast once per short or long rest.

UNDYING SERVITUDE

Prerequisite: 9th level, The Morrigan patron

The knowledge you serve the Chooser of the Slain gives you the ability to push through normal sane limits. When you drop below half your maximum hit points you can use an action to cry out to your patron and gain temporary hitpoints equal to half your warlock level (rounded down) plus your Charisma modifier. This can only be used once per short rest.

PACT OF THE BATTLE CROW

Your familiarity with death and the battlefield has led you to believe that some crows seem to be more aware than your average bird. You may notice a crow that seems to follow you more or one that will caw over the body of a still living enemy. No matter what the oddity may be at some point the voice of the crow enters your mind and offers you a deal. Power in exchange for service and as a seasoned adventurer that service would take the form of slaying foes.

This pact allows you to gain favor points with the Battle Crow. Favor points may be spent to grant different effects. You gain 1 point for every enemy slain by your hand to a max of 5. Points are spent as a reaction and cannot be stacked. Favors are only earned against worthy foes, creatures killed much be a challenge rating of at least 1/2 your character level rounded down.

FAVOR POINTS

Amount Favor Description

- 1 You can mimic the voice of any creature you have listened to speak for at least 1 minute. This effect gives you advantage on Deception checks to impersonate said person and lasts for 10 minutes.
- 2 You sprout spectral black wings and can fly as long as you are not wearing medium or heavy armor. Your flight speed is equal to your movement speed and lasts until the start of your next turn.
- 3 You summon a swarm of ravens. They appear in a place of your choosing within 20 ft of you and act during your initiative. They last for 1 minute or until killed. (MM pg. 339)
- 4 You gain advantage on your next attack or spell attack roll or grant one enemy disadvantage against your spell DC save.
- 5 You cast the *mirror image* spell on yourself. This effect takes for form of your and your copies being shrouded in swarms of crows making it impossible to see the form within.

INVOCATIONS

SKYWARD SENTINALS

Prerequisite: 7th Level, Pact of the Battle Crow

You can summon a flock of crows that observe the field of battle from above and communicate it to you. While outdoors and not under heavy cover you cannot be surprised by hidden enemies and have advantage to spot them. Also with your precise aim you are able to strategically place spell as to increase the effect. Any spell with a radius of 5ft or more is increase by 5 feet. This feature may only be used once per short or long rest and lasts for 10 minutes.

SUMMON BATTLE CROW

Prerequisite: Pact of the Battle Crow

You gain the spell find familiar and can use it to gain a Battle Crow. This familiar follows all the same rules as normal familiar.

BATTLE CROW

Tiny Fey, Neutral

Armor Class 12

Hit Points 6(2d4 + 1)

Speed 10ft., Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	12 (+1)	2 (-4)	16 (+3)	6 (-2)

Skills Perception +5

Senses passive Perception 15

Languages None

Challenge 0 (10 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Sense Death. When a killing blow would normally be dealt to a creature this crow can instead interpose itself in the way and be reduced to 0 hit points instead.

Actions

Warning Caw Target creature gains +2 to saving throws and enemies lose advantage against them for 1 round.

UNSETTLING PRESENCE

Prerequisite: 5th level, Pact of the Battle Crow

Crows follow you and perch near you when a battle is near. Foes are unsettled by this and thus find it difficult to raise their blade against you effectively. You gain advantage on initiative and the first creature to attack you must succeed in a Charisma saving throw vs your spell save DC or the attack is made with disadvantage.