

WARLOCK PACT OF THE PACK ALPHA

By swearing loyalty to an alpha, whether a powerful lycanthrope or a ruler or a lord of the wild and crude, you gain benefits allowing you to mimic the alpha. You may be forced to demonstrate your loyalty, often repeatedly, in order to prevent yourself from being vanquished by a paranoid alpha, always defending his position from challengers, but the boons of the alpha make you a valuable leader and a frightening presence on the battlefield.

EXPANDED SPELL LIST

The Pack Alpha 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.

PACK ALPHA EXPANDED SPELLS

Warlock Level	Spells
1st	Goodberry, Speak with Animals
3rd	Alter Self, Enlarge/Reduce
5th	Haste, Motivational Speech
7th	Dominate Beast, Polymorph
9th	Commune With Nature, Steel Wind Strike

ALPHA STRIKE

Beginning at level 1, you are able to command your companions to hit harder. As a bonus action on your turn, you may grant an ally an Alpha Die, which is a d6. The Alpha Die lasts an hour before being depleted. Once per turn, when a creature with an Alpha Die hits a creature with a weapon attack, they may expend the Alpha Die by rolling it and adding it to the damage roll.

You may use this ability a number of times equal to your Charisma modifier (minimum of once) between short rests.

IMPOSING SIZE

At level 1, your height increases by 1d4 + 1 inches, as you take on a form closer to the pack alpha.

HOWL OF COURAGE

As a bonus action, starting at level 6, you may use your Howl of Courage, invigorating your allies and yourself. When you use this, any number of creatures within 120 feet of you gain 10 feet of additional walking speed and temporary hit points equal to your Warlock level. They also have advantage on saving throws against being frightened.

This effect lasts a minute, and once you use this ability, you cannot use it again until you finish a short rest.

FEARSOME WEAPONS

Beginning at 10th level, your unarmed strikes do 1d6 additional damage.

Also at 10th level, when you use your action to cast a spell, you may use your bonus action to take the Attack action. When you attack this way, you may only make unarmed strikes with that attack.

CHALLENGE OF THE ALPHA

At 14th level, you gain the ability to challenge enemies. As a bonus action on your turn, select a creature within 60 feet of you that you can see, who must make a Charisma saving throw. On a failed save, you gain the following benefits:

When that creature damages a creature other than you, it takes 2d10 psychic damage.

Whenever a creature that is hostile to you casts a spell on the challenged creature or heals it, the creature takes 2d10 psychic damage.

The creature cannot move more than 60 feet from you.

If you move more than 60 feet from the creature or are transported to another plane or either creature is incapacitated, the effect ends. Otherwise, this effect lasts a minute, and you can use this effect once between short rests.