The predator

Your patron is a primal beast, driven by a bloodthirsty need to hunt. These beings tempt creatures to give in to their base instincts and become apex predators. Ancient white dragons, demons with a bestial bent, and the Amaranthine Kren have all been known to occasionally grant feral powers to those desperate enough to seek their aid. Many who strike a pact with a Predator find themselves forever changed, bearing razor teeth and wicked claws, an aspect of their predatory patron.

Expanded Spell List

The Predator 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. Spells marked with an asterisk can be found in the Humblewood Campaign Setting book.

Spell Level Spells
1st hunter’s mark, jump
2nd alter self, ambush prey*
3rd blink, slow
4th dominate beast, freedom of movement
5th contagion, mislead

Bonus Proficiencies

Starting at 1st level, your patron grants you enhanced tracking skills. You are proficient with the Survival skill, and you add double your proficiency bonus to any Wisdom (Survival) skill checks you make.

Form of the Beast

At 1st level, you can use your bonus action to channel the ferocity and guile of your patron, transforming into a beastly figure. For 10 minutes, you gain the following abilities:

l You are flooded with adrenaline, feeling nothing besides the thrill of the hunt. You gain temporary hit points equal to five times your warlock level, up to a maximum of 50 temporary hit points at 10th level. These temporary hit points last until the end of your transformation.

l Your senses become supernaturally keen. You have advantage on Dexterity (Stealth), Wisdom (Perception), and Wisdom (Survival) checks you make to track or stalk your prey.

l You sprout a set of pointed teeth and razor-sharp claws, which are natural weapons you can use to make unarmed strikes against creatures within 5 feet of you. You have proficiency with these weapons and can use your Charisma modifier for their attack and damage rolls. On a hit, your bite deals 1d6 piercing damage, and your claws deal 1d4 slashing damage. If you already had a bite or claw attack (talon attacks count as claw attacks), its damage increases by one step (a d4 becomes a d6, a d6 becomes a d8, etc.). As a bonus action after making a bite attack, you can make a claw attack.

l Starting at 5th level, your muscles grow, and your movements quicken. When you take a bonus action to make a claw attack, you make two claw attacks instead of one.

Additionally at 5th level, you can take the Dash action as bonus action. You can use this feature twice per short or long rest. At 6th level, your transformation lasts for 1 hour instead of 10 minutes.

Thrill of the Hunt

At 6th level, you gain the ability to feast on the vitality of your foes while transformed into your Form of the Beast. Once per turn when you hit a creature with your bite attack, you can cause the attack to deal an extra 3d6 points of necrotic damage. You regain a number of hit points equal to the total damage dealt with this attack. Once you use this feature, you can’t use it again until you score a critical hit with a bite or claw attack or until you finish a short or long rest.

At 10th level, the extra necrotic damage provided by this feature increases to 5d6.

Fearsome Presence

At 10th level, you learn how to channel the presence of a frightful beast, even when not transformed. You can use your action to cause each hostile creature you can see within a 30-foot radius to succeed on a Wisdom saving throw against your spell save DC or become frightened of you for 1 minute. Creatures who fail their saving throw are also restrained until the end of your next turn. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this feature, you can’t use it again until you finish a

short or long rest.

Uncaged Beast

Upon reaching 14th level, you become even more ferocious when pushed to your limits. While transformed into your Form of the Beast, if you take damage from a creature that is within 5 feet of you, you can use your reaction to make a bite or claw attack against that creature.
Additionally, when an attacker that you can see hits you with an attack, you can use your reaction to immediately transform into your Form of the Beast. If you do this, subtract the damage this attack would deal from the temporary hit points granted by your transformation; any excess damage carries over to your hit points. As part of your reaction to transform, you may immediately retaliate against your attacker with a bite or claw attack, so long as your attacker is within 5 feet of you.

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