



## WARLOCK PATRON

Starting at 1st level, warlocks enter into a pact with an Otherworldly Patron. Mother Nightwhisper is an archfey patron available to any warlock in addition to those usually offered.

## MOTHER NIGHTWHISPER

Your patron is a powerful archfey who rules over a domain of ice and snow in the winter court of the faerie realm. While she holds dominion over a vast clan of fey and mortals who carry out her bidding, her true identity is shrouded in mystery. Her power is felt throughout the planes as she pulls on the strings of kings and commoners alike. Mother Nightwhisper's ultimate goal is no secret—the end of all mortal kind. Those who enter into a pact with her do so because she offers the power to destroy your enemies. In exchange, she demands that you make a conscious effort to end mortal lives when given the opportunity—show mercy and earn her displeasure.

## EXPANDED SPELL LIST

Mother Nightwhisper allows you to choose from an expanded list of spells when you learn a warlock spell. The following list of spells are added to the warlock spell list for you.

### MOTHER NIGHTWHISPER EXPANDED SPELLS

Spell Level	Spells
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1st	<i>faerie fire, ice knife</i>
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2nd	<i>blindness/deafness, gust of wind</i>
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3rd	<i>sleet storm, wall of water</i>
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4th	<i>greater invisibility, ice storm</i>
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5th	<i>cone of cold, dominate person</i>
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## MOTHER NIGHTWHISPER'S BLESSING

Starting at 1st level, your patron blesses you with the ability to harness winter's wrath. As an action, you can choose to exude a freezing blast of cold in a 10-foot cube centered on you. Any creature caught in the blast must make a Dexterity saving throw against your warlock spell save DC. The creatures that fail their saving throws are restrained in ice until the end of your next turn. A creature can use an action to free itself or another within its reach to end the effect.

Once you use this feature, you cannot use it again until you finish a short or long rest.

## HEART OF THE BLIZZARD

Starting at 6th level, Mother Nightwhisper grants you more of her wintery power. You gain resistance to cold damage and are immune to the effects of extreme cold. You can use your action to choose a number of creatures within 30 feet that you can see equal to 1 + your Charisma modifier. Targeted creatures gain vulnerability to cold damage until the end of your next turn.

Once you use this feature, you cannot use it again until after you finish a short or long rest.

## WINTER FEY'S LEGACY

Beginning at 10th level, your bond with your patron grows more profound, and you take on certain aspects of her winter fey nature. You are immune to being charmed and have advantage on saving throws against being put to sleep. When you are dealt cold damage, you can use your reaction to cover your body in a thin sheen of magical ice, and until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks and immunity to cold damage.

## FROSTFIRE PRISON

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly transport them to your patron's faerie realm domain, where a raging blizzard freezes and blasts them with chunks of ice. At the end of your next turn, the target returns to the space it previously occupied or the nearest unoccupied space, takes 10d10 cold damage, and is stunned until the start of its next turn.

Once you use this feature, you cannot use it again until you finish a long rest.