



OTHERWORLDLY PATRON

THE COUNCIL

Your patron is not a single entity, but an entire organization of powerful individuals bound together by powerful law magic. As a member of this organization, you are empowered with create and enforce magically binding contracts and subdue those who would subvert you or your organization.

EXPANDED SPELL LIST

The Council 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.

Spell Level	Spells
1st	Bless, Sanctuary
2nd	Zone of Truth, Silence
3rd	Sending, Nondetection
4th	Locate Creature, Leomond's Secret Chest
5th	Dominate Person, Circle of Power

BONUS CANTRIP

At 1st level, you learn the *Guidance* cantrip, which counts as a warlock cantrip for you. For you, it has a range of 30 feet when you cast it.

EXTORT

At 1st level, whenever you or a friendly creature within 60 feet of you casts a spell of 1st level or higher, you can cause the caster to gain temporary hit points equal to $1d4 + \text{your Charisma modifier}$.

You may then chose another creature within 60 feet of the caster that you can see. That creature take necrotic damage equal to your charisma modifier. Once you use this ability, you cannot do so again until the start of your next turn.

This ability's damage increases by $1d4$ when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

MINISTRANT OF OBLIGATION

At 6th level, you may create contracts that act similar to the *Geas* spell.

ART CREDIT

- Ghost Council of Orzhova - Greg Staples, Magic the Gathering.

You may use your action to name a condition or task no more than 25 words in length, and then touch a willing creature that can understand you. The creature must be able to understand the conditions and what happens if it doesn't obey them or else the contract fails.

While under the contract, each time the creature willingly acts in a manner directly counter to your instructions, it takes number of d8 psychic damage equal to your warlock level. This can occur no more than once each day.

The contract ends once the creature completes its task or if you use an action to dismiss it. A *Remove Curse*, *Greater Restoration*, or *Wish* spell also ends it.

You are made aware whenever the creature takes damage as a result of the contract or if the contract is ended.

You may maintain a number of contracts equal to your Charisma modifier. If you attempt to make a contract when you already at your maximum, you must end one immediately or the new contract fails.

Once you use this feature, you can't use it again until you take a long rest.

COUNCIL SECURITY

Starting at 10th level, you learn how to keep your plans under wraps. Your thoughts and those of creatures under your contracts can't be read by any means unless you allow it.

Additionally, you are immune to being charmed, and creatures under your contracts have advantage on saving throws against being charmed unless you allow it.

BLIND OBEDIENCE

Starting at 14th level, you can force creatures that deify you to beg for forgiveness.

When a creature targets you with an attack or a harmful spell, you may use your reaction to force it to make a Wisdom saving throw. It has disadvantage on the throw unless you have attacked it or targeted it with a harmful spell within the last 24 hours. On a failed save, the creature falls prone and is charmed by you for the next minute. While charmed this way, the creature is restrained. At the end of each of its turns, the target can make another Wisdom saving throw, ending the effect on a success. The effect also ends when you or your companions do anything harmful to it.

Once you use this ability on a creature, it becomes immune to it for the next 24 hours.

You can use this ability a number of times per day equal to your Charisma modifier, and regain all uses after completing a long rest.

