Warlock of the Land Guardian

NEW CHARACTER OPTION: WARLOCK

Not all who possess magic come by it naturally. A warlock forges a pact with a powerful being in exchange for a portion of its knowledge and strength. Some of these arrangements become cruel forms of indebted servitude, but most are closer to that of an apprentice and its master: the warlock learns and grows in strength in exchange for rendering the occassional service on behalf of their patron. As a warlock, you may find your patron by chance or hard work, but regardless of your circumstance, your power will grow and shape you as you benefit from your pact and patron.

THE LAND GUARDIAN

The Land Guardian protects ancient and forgotten lands. Before the druids protected the corners of the world, there were the giant elk, dryads, treants, and unicorns. You may have met your patron in an enchanted forest, or been visited by it in a dream beneath the stars. Whatever your personal connection to this Land Guardian is, you are duty bound to help it defend the natural world from desecration.

EXPANDED SPELL LIST

The Land Guardian 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.

Land Guardian Expanded Spells

Spell Level	Spells
1st	*animal friendship, entangle*
2nd	*animal messenger, enhance ability*
3rd	*speak with plants, spirit guardians*
4th	*dominate beast, polymorph*
5th	*commune with nature, tree stride*

ELDRITCH NATURE

Starting at 1st level, you learn the *eldritch blast* cantrip plus one druid cantrip of your choice. These cantrips count as warlock cantrips for you, but they don't count against the number of warlock cantrips you know; you can change the druid cantrip to a different one from the druid spell list whenever you finish a short or long rest. In addition, you can use your Charisma modifier, instead of Intelligence or Wisdom, whenever you make an Intelligence (Nature) or Wisdom (Animal Handling) check.

PACT TACTICS

Also at 1st level, you can use a bonus action to conjure a Medium apparition of your patron in an unoccupied space that you can see within 30 feet of you. The apparition's form is either bestial or plant-like, and it sheds dim light in a 10 foot radius. It remains for 10 minutes or until you end the effect (no action required). For the duration, the apparition obeys your mental or verbal commands. You can command the apparition to move up to 40 feet to a space that you can see using a bonus action on each of your turns.

If you use an action to cast the *eldritch blast* spell, you can forgo creating one or more of the spell's beams. For each beam you forgo, you command the apparition to make a melee spell attack against a target within 5 feet of it, using your spell attack bonus. If the target of the attack is within 5 feet of you or one of your allies, the attack is made with advantage. On a hit, the target takes damage as if it were hit by your *eldritch blast*, and is subjected to any of its additional effects. If you roll a 20 on an attack roll against a target in this way, that target must also succeed on a Strength saving throw against your warlock spell save DC or be restrained by magical vines until the end of your next turn, at which time the vines turn to loose soil and disappear.

Once you use this feature, you can't do so again until you finish a short or long rest, unless you expend a warlock spell slot (no action required) to restore your use of it.

If you gain the Pact of the Chain feature, your familiar also has advantage on attack rolls against creatures that are within 5 feet of you, your apparition, or one of your allies.

KEEN SENSES

By 6th level, your senses are unnaturally heightened. You have advantage on Wisdom (Perception) checks that rely on sight or smell.

THICK HIDE

When you reach 10th level, choose either cold, fire, or poison damage. You gain resistance to the chosen type; you can change your selection whenever you finish a short or long rest. Whenever you take damage of the chosen type, you automatically succeed on any Constitution saving throw you make to maintain concentration on a spell as a result of taking that damage.

VENGEFUL APPARITION

Also at 10th level, whenever a friendly creature (including yourself) takes damage from a creature that's within 5 feet of your apparition, you can use your reaction to command your apparition to make a melee spell attack against that creature.

NATURAL SPLENDOR

By 14th level, you can invoke the verdance and vibrant will of your patron. You can summon your apparition twice between rests, instead of once, and whenever you use your Mystic Arcanum feature to cast a 6th-level spell, you can choose to cast the *transport via plants* spell instead.

Additionally, you gain the following two options. Once you've used an option, you can't use it again until you finish a short or long rest.

- ***Land's Majesty.*** As a bonus action, you can create a 120-foot-radius circle of lush and verdant earth centered on a point on the ground you can see within 120 feet of you. Friendly creatures of your choice within the area gain temporary hit points equal to half your warlock level (rounded up) at the start of each of their turns, and the area is considered difficult terrain for hostile creatures. The area returns to normal after 1 hour. It returns to normal early if you end the effect using a bonus action or if you're reduced to 0 hit points.
- ***Guardian's Majesty.*** When you summon your apparition, you can choose to make it Huge, instead of Medium. While Huge, the distance it can move is doubled, it can make its attacks against a target within 10 feet of it, and you can use your Vengeful Apparition feature whenever a friendly creature takes damage from a creature that's within 10 feet of it. A hostile creature that ends its turn in the Huge apparition's space takes force damage equal to your Charisma modifier.

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