

PACT OF THE FOREST SPIRIT WARLOCK

Warlocks make pacts with powerful beings: archfey, celestial beings, ancient and alien forces, and rulers of other planes. But some make pacts with creatures native to the Material Plane that wield great power in their own domains and the most common of these are pacts made with forest spirits: dryads, leshys, and ancient treants. When the pact is made, the mortal learns to weave the forest elements into their magic, controlling plants to do their bidding.

While less powerful than a demon lord or the archfey of a spritely court, forest spirits offer unique control and damage options to the warlock's magic, creating a unique playstyle.

In addition, the spell selection favors ranged characters, incentivizing the player to create a warlock who uses ranged weapons (which is rare for warlock characters). With heavy leanings into nature control spells and defensive magic, this subclass allows you to perform better crowd control as a warlock than you typically find.

EXPANDED SPELL LIST

The pact of the forest spirit 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 Cookie Type

1st *Entangle, Fire Whip*

2nd *Barkskin, Tremor Tracking*

3rd *Plant Growth, Speak with Plants*

4th *Freedom of Movement, Illusory Slough*

5th *Tree Stride, Wall of Stone*

WOODLAND MAGIC

Starting at 1st level, you gain one of the following cantrips (which count as Warlock cantrips but do not count against your number of cantrips known): *Acid Splash*, *Druidcraft*, or *Shillelagh*. You also lose proficiency with all axes, and gain proficiency with all clubs, staves, bows, spears, and wooden shields.

FOREST FAVOR

Starting at 6th level, your senses improve through your connection with the forest spirits. You gain Tremorsense (60ft) so long as you are touching the ground (or substance through which the creature is moving).

You may also use your reaction when in a forest, grassland, swamp, or mountainous area, to gain resistance to a piercing, slashing, bludgeoning, fire, cold, lightning, thunder, or poison attack that damages you.

Once you use this reaction you can't use it again until you finish a short or long rest.

NATURAL CAMOUFLAGE

Starting at 10th level, you are blessed by the forest spirit with natural camouflage for defense. You gain proficiency with the Stealth (Dexterity) skill (or expertise, if you already have proficiency with the skill), and gain the benefits of three-quarters cover when in half cover and the benefits of full cover when in three-quarters cover while in a forest, grassland, swamp, mountainous, or underground environment.

FURY OF THE FOREST

Starting at 14th level, the woodland spirit grants you great power to command the forces of nature around you. As an action, you may select any number of creatures within 30 feet of you: they suffer 2d8 magical piercing or magical bludgeoning damage (depending on whether you are using thorns, stones, tree roots, etc.) and must pass a Strength saving throw or be *Restrained* for 1 minute (due to being grabbed by a tree root, pinned in place with rocks or thorns, etc.).

When performing ranged attacks during that minute, you may add your Charisma modifier to your damage when targeting a creature that was damaged by the spell. Once you use this feature, you can't use it again until you finish a short or long rest.