

OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE GREAT TREE

The inimitable princes of the Feywild are not the only source of power in the enchanted forests and magical jungles of that realm -- indeed, there are many good reasons why a prospective warlock might not wish to deal with them. Far more stable and reliable partners can be found in the towering, ancient trees of the Feywild, whose roots reach back to the ancient past, and whose branches span to the end of time.

Although journeying out into the woods to find a Great Tree with which to form a pact can be dangerous, the rewards are clear: these patrons are generous with their power, seeking to nurture their mortal charges, guiding and pruning them until they are fit to serve as guardians of the forest.

EXPANDED SPELL LIST

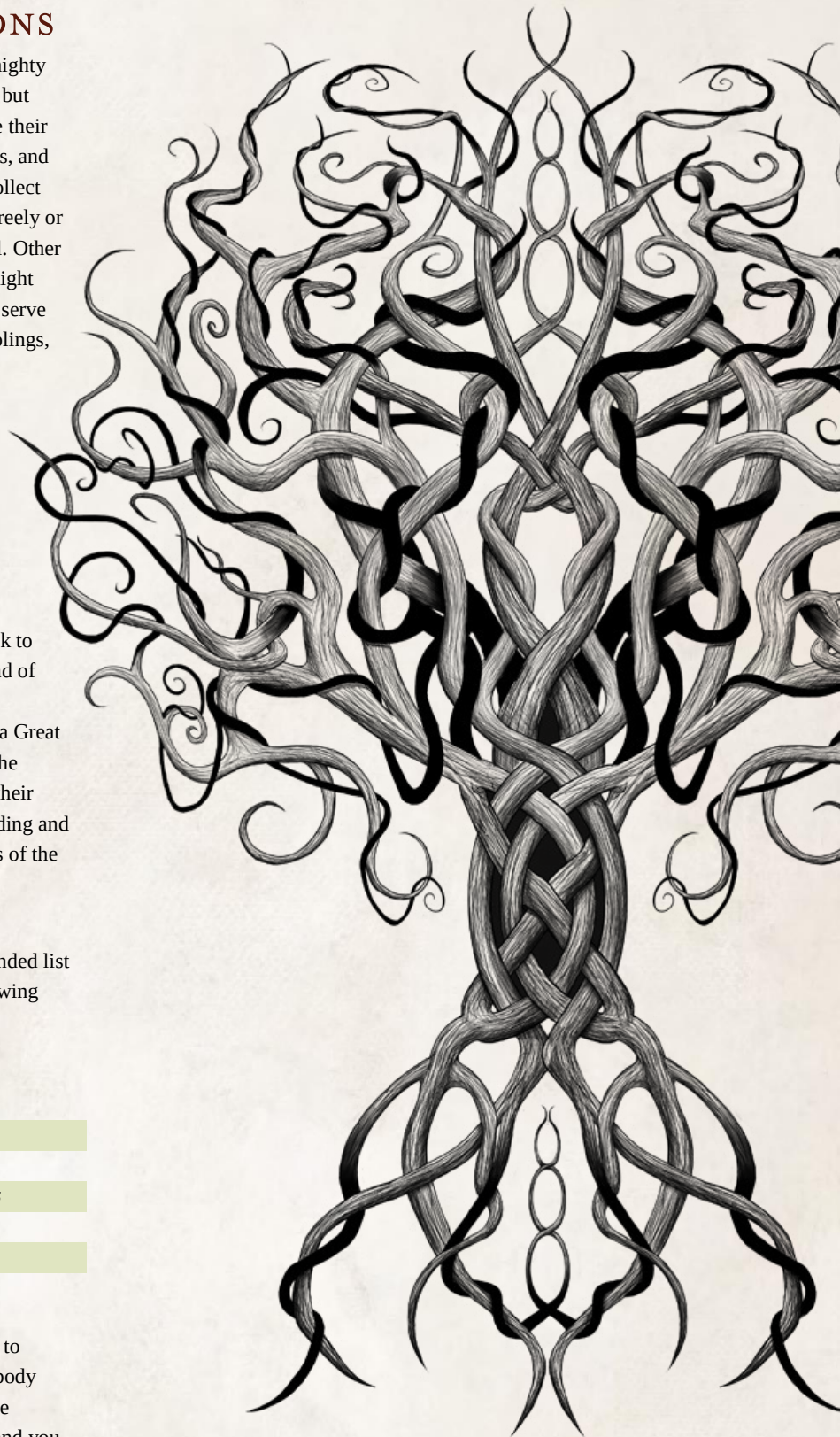
The Great Tree allows you to choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GREAT TREE BONUS SPELLS

Spell Level	Spells
1st	<i>entangle</i> , <i>faerie fire</i>
2nd	<i>barkskin</i> , <i>spike growth</i>
3rd	<i>conjure animals</i> , <i>speak with plants</i>
4th	<i>blight</i> , <i>dominate beast</i>
5th	<i>insect plague</i> , <i>tree stride</i>

SPRIGGAN

Starting at 1st level, you can use your bonus action to assume the form of a primal force of nature. Your body becomes covered entirely in bark, any hair you have becomes leaves and moss, your eyes glow amber, and you sprout a twisting pair of branch-like antlers. This form lasts



for 1 minute, or until you dismiss it (no action required). For the duration, you have the following benefits:

- Your AC equals 13 + your Constitution modifier.
- Your fingers twist into sharpened roots which can be used as natural weapons, dealing 1d4 slashing damage on a hit.
- You have advantage on Dexterity (Stealth) checks made while in a forest.
- You gain temporary hit points equal to your Charisma modifier when you enter this form.

You can use this ability twice, and regain all expended uses when you finish a short or long rest.

CREEPING ROOTS

Starting at 6th level, when a hostile creature that you can see within 30 feet of you attacks one of your allies, you can use your reaction to ensnare them. Immediately after the attack, you slam your arms into the ground, and they transmute into twisting roots that ensnare the hostile creature. That creature must make a Strength saving throw against your warlock spell save DC. On a failed save you drag it to an unoccupied space within 5 feet of you.

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

WILDWOOD GUARDIAN

Starting at 10th level, you are immune to disease, and when you use your Spriggan feature, you gain the following benefits:

- You gain temporary hit points equal to 5 + your Charisma modifier at the start of each of your turns.
- You have resistance to poison damage, and advantage on saving throws against being poisoned.

IRONWOOD

Starting at 14th level, while using your Spriggan feature, you have resistance to bludgeoning, piercing, and slashing damage.

ELDRITCH INVOCATION

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

SPRIGGAN MAGIC

Prerequisite: Spriggan feature

You learn the *druidcraft* and *shillelagh* cantrips. These cantrips count as warlock spells for you. In addition, you can target your claws with *shillelagh*, treating both hands as one weapon. Starting at 5th level, you can make an additional attack with your claws as a bonus action, adding your ability modifier to the damage.

