

Archive of Forgotten Lore:

Warlock

This is Supplemental Material

Otherworldly Patron

At 1st level, a warlock gains the Otherworldly Patron feature. This is an option written by Odvaskar for that feature: The Primordial.

Primordial

Your patron is primordial, a god like being made of elemental energy or nature magic. Some are elementals of immense power while others are ancient treants or dryads that protect the wilderness. Many primordials lay dormant wanting nothing to do with civilization, using those they made pacts with as a way to see the world. Other primordials are far more malevolent wanting to destroy civilization to reset the world back to its pristine state. Before industrialization and mortals corrupted the beauty of the natural world.

Expanded Spell List

1st-level Primordial feature

Your patron lets you choose from an expanded list of spells when you learn a warlock spell. You choose to add two spells from the druid spell list of the appropriate level to your warlock spell list. Once chosen the spells can't be changed.

Expanded Spell List

Spell Level	Spells
1st	Two 1st level spells
2nd	Two 2nd level spells
3rd	Two 3rd level spells
4th	Two 4th level spells
5th	Two 5th level spells

Primordial Attunement

1st-level Primordial feature

At 1st level, your patron has allowed you to be attuned with nature. You learn Druidcraft and two other cantrips of your choice from the druid spell list. They count as warlock cantrips for you, but they don't count against your number of cantrips known. The attunement has left a mark on you.

Choose your mark from the Nature's Mark table or determine randomly by rolling a d6.

Nature's Mark

D6 **Mark**

- 1 You smell like fresh fruit or plants.
- 2 A small amount of moss, flowers, or leaves grow on your body,
- 3 You can mimic the sounds you've heard animals make with uncanny skill.
- 4 You bleed tree sap.
- 5 You have some small physical features from a certain animal.
- 6 When you sleep around trees, roll a d100. On a roll of 25 or lower you can communicate with the trees while dreaming.

Channel Nature

1st-level Primordial feature

Starting at 1st level, you can channel the natural energy around you. As a bonus action you can channel the energy to a point you can see within 60 feet of you. An aura emanates in a 15-foot around the point. The channeled energy persists for 1 minute or until you're incapacitated. Additionally, you can move the aura up to 60 feet to a point you can see as a bonus action.

The effect of the depends on the type of natural magic you channel from the list below:

Environmental Control. The environment in the aura becomes magical difficult terrain. For example, plants grow, water currents become stronger, or the winds pick up speed.

Nature's Vitality. Whenever a creature (including you) starts its turn in the aura, it gains temporary hit points equal to your Charisma modifier. Any spell cast using a spell slot that restores hit points to any creature within the aura is empowered by the vitality of nature. The target creature or creatures of the spell also regain hit points equal to your warlock level.

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

Elemental Conduit

6th-level Primordial feature

Starting at 6th level, the link to the primordial has made you into a conduit for elemental energy. You gain resistance to acid, cold, fire, lightning, or thunder damage. When you cast a spell that deals damage of the chosen type, you can use your Charisma modifier to one damage roll of that spell. You can change the resistance you gain when you finish a short or long rest.

Summoner of Wilderness

10th-level Primordial feature

Beginning at 10th level, your connection with nature allows you to empower beasts, elementals, and plants. Any beast, elemental, or plant created by a spell that you cast gains the following benefits:

- The damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.
- The creature has extra hit points equal to your warlock level.
- The creature also has the damage resistance from the Elemental Conduit feature.

Nature's Wrath

14th-level Primordial feature

At 14th level, your patron allows you to channel nature energy to make elemental magic incredibly destructive. When you cast a spell that deals damage that corresponds with the chosen damage type of Elemental Conduit feature, you can deal maximum damage instead of rolling. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Additionally, you can cast the Control Weather spell. Once you cast the spell, you can't cast it again in this way until you finish 1d6 long rests.