

## WARLOCK SUBCLASS WOMAN OF THE WOODS

A helpful hag in the woods brewing up anti-wart solutions or an elegant ice king conjuring the winds of winter. Witches are pillars of the Hazelands and are treated with great respect, but also caution. Witches have their own reasons for doing things, yes, they follow the Woman in the Woods, but no one really knows what she wants.

### EXPANDED SPELL LIST

The Woman in the Woods lets you choose from an additional set of spells when you learn a Warlock spell. The following spells are added to the warlock spell list for you.

#### WOMAN OF THE WOODS EXPANDED SPELLS

Spell Level	Spells
1st	Find Familiar, Bane
2nd	Lesser Restoration, Augury
3rd	Bestow curse, Revivify
4th	Polymorph, Conjure Woodland Beings
5th	Awaken, Greater Restoration

### WITCH'S FAMILIAR

*1st-level Woman of the Woods Feature*

At 1st level, you gain proficiency with brewer's supplies and acquire a familiar. Unlike a wizard's familiar, conjured through the find familiar spell, a witch's familiar is a lifelong companion: a spirit bound to your soul.

You can have only one familiar at a time. As long as your soul remains unchanged, you cannot adopt a different one. Only a fundamental transformation of who you are allows your familiar to change shape or be replaced.

A witch's familiar may appear as any ordinary animal, or as something rather less ordinary: a three-eyed raven, a shadowy cat, or a softly bobbing wisp of light. You can communicate telepathically with your familiar at any distance, provided you are on the same plane of existence.

A familiar acts independently of you and usually obeys your wishes, though it may

express opinions through meaningful looks. In combat, it rolls its own initiative and takes its turn separately. A familiar cannot attack, but it can take other actions as normal.

If your familiar is reduced to 0 hit points, you can use your reaction to expend a spell slot of 1st level or higher, causing it to drop to 1 hit point instead. Should your familiar die, you can revive it during a long rest by performing a ritual. This ritual requires a drop of your blood, the familiar's favourite snack, and a semi-precious stone. When the ritual is complete, the familiar returns at full health.

As an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses it possesses. During this time, you are blind and deaf to your own surroundings.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast it. The familiar must be within 100 feet of you and must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your own attack modifier for the roll.

### MOONLIGHT BARGAINS

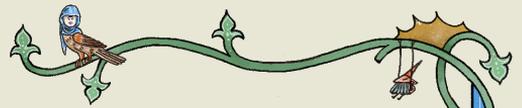
*1st-level Woman of the Woods Feature*

You can offer a witch's bargain to another creature, exchanging something they desire for something they must sacrifice.

As an action, you can propose a bargain to a willing creature within 30 feet. If they accept, they immediately gain a benefit, but they also receive a linked consequence. The effects last for 1 hour unless otherwise stated. You can forge a number of bargains equal to your proficiency bonus per long rest. Choose one of the following bargains when you use this feature:

◆ **Eyes for Voice.** The target gains advantage on Wisdom (Perception) checks and can cast Detect Magic once without expending a spell slot, but they become mute for the duration. For the duration you can mimic their voice exactly.

◆ **Beauty for Love.** The target gains advantage on Charisma (Persuasion) checks, but they suffer disadvantage on Insight checks as their emotions become clouded. For the duration,



their looks become slightly less attractive, while your appearance looks fresh and beautiful.

◆ **Memories for Power.** The target can cast a Warlock cantrip you know for the duration, but they forget one of their own known cantrips until their next long rest.

◆ **Strength for Safety.** The target gains temporary hit points equal to 1D4 plus twice your Warlock level, but they suffer disadvantage on Strength checks and saving throws.

◆ **Trouble for Clarity.** The target gains advantage on their next Intelligence, Wisdom, or Charisma saving throw, but they take psychic damage equal to your Charisma modifier.

You cannot make a bargain with yourself. At 10th level, you may maintain two bargains at a time.

## CAULDRON BUBBLE

At 6th level, you gain mastery over potion-making, allowing you to craft powerful brews. You can create an amount of potions equal to your proficiency modifier per long rest. Over the course of one hour, you can create one magical potion using simple herbs, animal parts, and river water. Choose one of the following options:

- ◆ Potion of Healing
- ◆ Philter of Love
- ◆ Potion of Poison
- ◆ Flying Ointment: Can be applied to any household object large enough to sit on.
- ◆ While seated on the item, you have a flying speed of 30. The item retains the ability for up to one hour.

A potion remains potent until your next long rest but can only be used once.

## COVEN CONNECTION

A witch alone is formidable, but a witch in a coven is unstoppable. At level 10, if you cast a spell while within 30 feet of an ally who also has spell slots, your magic is bolstered. The ally contributing to the coven must be conscious and willing, though they need not take any action.

◆ **Shared Surge.** After successfully making an attack roll, you may reroll a number of damage dice equal to your Charisma modifier (minimum of 1) and use the higher result.

◆ **Borrowed Focus.** When you cast a spell that requires a saving throw, you can impose disadvantage on the first saving throw made against that spell by one creature of your choice.

## MOTHER, MAIDEN, CRONE.

Starting at level 14, you represent all facets of witchcraft. As a ritual, you can cast a circle which includes something of your target; a strand of hair, a piece of their clothing or a memory. You can cast any of the following spells on the target if they are on the same plane of existence:

- ◆ Greater Restoration
- ◆ Geas
- ◆ Seeming
- ◆ Magic Jar

You can cast a circle once a day.

