



## NEW OTHERWORLDLY PATRON

At 1st level, a warlock gains the Otherworldly Patron feature, which offers you the choice of a subclass. The Land option presented in this document is available to you when making that choice.

### THE LAND

In many settings, the world is a power unto itself. After all, it is the home of all known life. And all of the four core elements—air, earth, fire, and water—comprise the land. With so much natural energy, it stands to reason that such an incredible source of power would lend some of its will to those who ask.

As a warlock of The Land, you always work with the best interests of your home world in mind. You are an enemy to those who'd put the world in jeopardy, and a friend to those who share your passion to protect it such as the fey and druids.

### EXPANDED SPELL LIST

1st-level Land feature

The Land 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 EXPANDED SPELLS

Spell Level Spells

1st	<i>entangle, thunderwave</i>
2nd	<i>pass without trace, spike growth</i>
3rd	<i>meld into stone, plant growth</i>
4th	<i>conjure woodland beings, stone shape</i>
5th	<i>commune with nature, passwall</i>

### ARMOR OF THE LAND

1st-level Land feature

The Land grants you protection in the form of a dense, earthen shell. Whenever you cast one of your warlock spells of 1st-level or higher, you gain a cumulative +1 bonus to your AC. This bonus lasts until you complete a short or long rest.

### POWER OF THE LAND

1st-level Land feature

Whenever you cast one of your warlock spells of 1st-level or higher, you gain a cumulative +1 bonus to the attack and damage rolls you make with your cantrips. This bonus lasts until you complete a short or long rest.

### LAND'S STRIDE

6th-level Land feature

You learn the spell *freedom of movement*. It counts as a warlock spell for you, but it doesn't count against the number of spells you know. You can also cast it once without using a spell slot, and you regain the ability to do so when you finish a long rest.

Whenever you cast this spell, the Land bolsters the target of the spell, too. The spell's target gains a number of temporary hit points equal to your warlock level.

### GROUNDING STRIKE

10th-level Land feature

Whenever you hit a creature with one of your spells, you can force the creature to make a Strength saving throw against your spell save DC. On a failed save, its flying speed (if any) is reduced to 0 feet for as long as you concentrate, for up to 1 minute (as if concentrating on a spell). An airborne creature affected by this trait safely descends at 60 feet per round until it reaches the ground or the effect ends.

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

### IMPROVED BOONS OF THE LAND

14th-level Land feature

In addition to the bonuses you gain from your Armor of the Land and Power of the Land features, you gain an additional +2 bonus to your AC as well as the attack and damage rolls made with your cantrips when you have no remaining spell slots. This bonus lasts until you complete a short or long rest.