

Warlock - The Blight

While we might be convinced that the world is sick, we have misunderstood what exactly the sickness is. The entity known as The Blight, often seen by the humanoids who encounter its presence as the hand of destruction, is far from that. No, this force that they call a disease is but the sheer force of nature fighting back. The Blight has been sent by the world as the antidote to the plague that is humanity. In the Blight's eyes, we are the cancer at the core of the world. And it will stop at nothing to cleanse the world of our influence. Everything we are will be destroyed, everything we've built - torn down, everything we've taken - returned.

Expanded Spell List

The Blight 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.

BLIGHT EXPANDED SPELLS

Spell level	Spells
1st	<i>blighted spear*</i> , <i>entangle</i>
2nd	<i>barkskin</i> , <i>spike growth</i>
3rd	<i>emerald bow*</i> , <i>plant growth</i>
4th	<i>acid blast*</i> , <i>giant insect</i>
5th	<i>acid rain*</i> , <i>insect plague</i>

Devouring Reclamation

At the 1st level, the Blight has begun inflicting its will on the cruel world by way of your own hand. You gain the following benefits:

- You deal double damage to objects and structures.
- Spells you cast ignore resistance to acid or necrotic damage. In addition, you ignore immunity to acid or necrotic damage from objects, structures or constructs.
- Once per turn, when you deal damage to a humanoid or construct, you deal an additional 1d4 necrotic damage, as you corrode their essence. This damage increases by 1d4 at 6th level, then again at the 10th and 14th level.

Nature's Avenger

At the 6th level, your hatred for the civilized world can manifest with a force unlike any other, returning it to the natural order. If you bring a creature or object to 0 hit points with acid or necrotic damage, you can choose to turn the creature or object to dust. A creature killed in such a way can be restored to life only by means of a *true resurrection* or a *wish* spell.

The dust can be used as soil for a new life. As a bonus action on your next turn, you can choose to cause a **bark strider** to appear at the location where the foe was slain. Roll initiative for the bark strider, which has its own turns. It obeys your verbal commands, and you can benefit from its Vile Connection feature.

The bark strider remains in your service until it dies.



If you create a bark strider with this feature again whilst another one is alive, the previous one dies.

Return To Dust

When you reach 10th level, you've learned to syphon the life force of the things around you, bringing it back to the dirt and dust from which it came. When you deal acid or necrotic damage with a spell from your Pact Magic feature, you gain temporary hit points equal to half the damage dealt. These temporary hit points last for 10 minutes.

Force of Regrowth

By 14th level, your connection to the Blight has changed the very way you experience life. Creatures that die by your hand engulfed by the earth, bringing them to the Blight. When you bring a creature to 0 hit points, you can use your reaction to gain the following benefits:

- You gain a number of temporary hit points equal to your warlock level. These special temporary hit points can stack with other sources of temporary hit points.
- You regain a spell slot from your Pact Magic feature.
- You gain access to the creature's memories from over the past year.

Once you use this feature, you cannot use it again until you complete a long rest.

Warlock Invocations

Call of the Wild

You gain proficiency in the Medicine and Survival skills

Ensnaring Blast

Prerequisites: level 5, eldritch blast cantrip

When you hit a creature with 2 beams of eldritch blast on your turn, it must succeed on a Strength saving throw or have its speed reduced to 0 until the end of its next turn, as vines and brambles wrap around it.

Nature's Speaker

You can cast the *animal friendship* and *beast bond* spells once each, without expending a spell slot or material components. You regain the ability to do so after completing a short or long rest, or after using a spell slot from your Pact Magic feature.

Roots of the Earth

You can't be moved against your will while you're not incapacitated, and you have advantage on saving throws and ability checks made to avoid being knocked prone

Violent Grip

Prerequisites: level 5

As a bonus action you can slam your leg into the ground, where it turns into twisting roots that ensnare a creature on the ground within 60 feet of you. The target 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. A Large or larger creature has advantage on this save.

Once you've used this bonus action a number of times equal to your Proficiency bonus, you can't use it again until you finish a long rest.

Flowery Escape

Prerequisites: level 7

When a creature other than yourself damages you, you can use your reaction to teleport up to 15 feet to an unoccupied space that you can see, leaving swirling petals and leaves behind you. You can use this reaction a number of times equal to your proficiency bonus, and regain all expended uses after completing a long rest.

Gift of the Blighted Ones

Prerequisites: level 7

You are permanently under the effect of the *barkskin* spell, and do not need to concentrate on it.

