

WOODS WITCH - A CANTRIP CANDLES PATRON

Clawing at you, the darkness envelopes everything. It bites at your mind, it tears at your body. How did you get here? Why are you here? Why did those things happen? Sitting in the dark void, all hope feels lost, when a faint glimmer appears in the darkness. Did you pass out, are you dreaming or have you succumbed to death? You cannot say, but before you approaches a cloaked figure. Their robes look as if they'd skinned the nearby hillside and claimed it as their own, bearing the earthen tones and red hues of the countryside you know so well.

A crackling voice reaches out to you. "Why are you in this dark place, child?"

You squint to see this person, they bear an elderly face with stiff red hair and black pools for eyes.

Sharing your lament, the figure nods. "Your story is the same as many. Come with me child, walk my path and together we will light the way of this world." Their presence feels warm and comforting.

Unsure of this figure you ask, "Who are you?"

"You may call me the Woods Witch. I take on many forms and possess a great font of knowledge."

"What do you want from me?"

"The same thing I offer, aid. Help me expand my influence in this world and I will give you what you need so that you never find yourself in such a dark place again." The Woods Witch holds out a small candle.

You take it in your hand. It radiates a small area of light, the dread of the darkness seems to leave you.

"Will you join me?" The Woods Witch asks, extending their one visible hand.

You take it up. The candle's flame surges illuminating the area in a blinding light. Power surges forth through you. You feel powerful, you feel strong, you feel ready for what lies ahead.

Woods Witch Patron

You have made a pact with the Woods Witch. Perhaps they are from your local forest or a long-dead remnant only recalled in myth. The cloak they wear is the skin of the earth around them. In the hillside country, they bear the soft browns and reds of the earth. In the snows, it's a soft grey met with an indomitable white. The Woods Witch desires an expansion of their influence. Time and other influences have limited their ability to interact with this world and as such have you leave tiny votives, small candles, to enrich their domain. What they plan to do with this influence is hard to say.

Expanded Spell List:

The Woods Witch 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.

Wood Witch Expanded Spells

Spell Level	Spells
1st	<i>Goodberry, Sleep</i>
2nd	<i>Continual Flame, Suggestion</i>
3rd	<i>Spirit Guardians, Beacon of Hope</i>
4th	<i>Mordenkainen's Faithful Hound, Mordenkainen's Private Sanctum</i>
5th	<i>GEAS, Dream</i>

Warming Glow

Starting at 1st level, your patron imbues you with a warming energy. You learn Firebolt and Product Flame cantrips in addition to any regular cantrips.

A Favorite Place

Starting at 6th level your patron brings you a token of a happier time. You are able to select one Natural or Urban Favored Terrain. For natural terrains, you may choose from: arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark. For urban terrains, you may choose from village, port, castle town, farmlands, or sewers.

Choosing Your Own Fate

Starting at 10th level your patron bestows a gift. At the bottom of one of the many votives you've placed, you find a lucky charm, a die. Once per long rest, you may reroll a d20 result before success is determined. See, "Luck".

Mastering the Basics

Starting at 14th Level your patron bestows their most renown secret. Once per long rest you are able to double the damage or duration of 1 cantrip casting.

Ex. Casting Fire Bolt at level 17, using your ability you can double it from 4d10 damage to 8d10 damage.