

OTHERWORLDLY PATRON

THE GREAT TREE

Flourish with the spirits of living things, live one-thousand lifetimes, and return that which should be dust to the dust from whence it came. Explore the vastness of existence and reclaim those who would stray from the cycle of life and death with this subclass option for the Warlock in 5th Edition **DUNGEONS & DRAGONS**.



CREDITS

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OTHERWORLDLY PATRON: THE GREAT TREE

This document presents an otherworldly patron option for the warlock class from the Fifth Edition **DUNGEONS & DRAGONS** *Player's Handbook*.

This is Playtest Material

The material presented herein is unofficial, draft, playtest content. This material is subject to revision pending playtest feedback and may or may not be appropriate for use in your own campaigns and adventures at your sole discretion.

OTHERWORLDLY PATRON

At 1st level, a warlock gains the Otherworldly Patron feature, striking a bargain with an entity of great or terrible power. This choice grants Warlock features at 1st level and again at 6th, 10th, and 14th level.

THE GREAT TREE

You have made a pact with a primal spirit of life known as a Great Tree. In the world of Toril, the Tree of Souls in Evermeet would be a Great Tree, while in the Nine Worlds of Norse mythology, Yggdrasil would be such a spirit. Even in a dying world, such as the world of Athas, an oasis, nurturing life in obstinence to the Great Sand Wastes, could house the spirit of a Great Tree.

The Great Tree's motives are not esoteric like those of many other patrons. Seeking only to continue the circle of life — that all things must eventually die such that new life can flourish — and granting its Warlocks power to this end.

When a warlock of The Great Tree would die, they undergo a cycle of reincarnation in continuation of their pact. When they are reincarnated, their personality is retained, however their memories are often lost. Lifetimes of reincarnation can change a person, shaping their perspective on life and their understanding of death.

Expanded Spell List

The Great Tree 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.

Great Tree Expanded Spell List

Spell Level Spells

1st	animal friendship, goodberry
2nd	enhance ability, healing spirit
3rd	aura of vitality, speak with plants
4th	aura of life, aura of purity
5th	dispel evil and good, legend lore

Thousand-Lives Pact

When you die and your body is buried, cremated, or otherwise returned to nature, you are reincarnated, as though by the *reincarnate* spell. When this happens, you appear in a wilderness location of your DM's choice in 1d10 days and lose all memories of your current life, effectively starting anew.

Memories of One-Thousand Lifetimes

When you gain this feature at 1st level, you learn to tap into fleeting memories of your past lives, gaining skill and knowledge in times of great need. When you make an attack roll or ability check, you can roll a d4 and add the number rolled to the result. You can wait until after you roll the d20 before deciding to roll the d4, but must decide before the DM says whether the roll succeeds or fails. When you use this feature on an attack roll against an undead, aberration, or construct, the d4 becomes a d6 instead.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a short rest.



Life Sense

Starting at 6th level, you can see the spirit of life within all things. As an action, you can open your awareness, allowing you to sense the presence of small or larger creatures within 60 feet of you until the end of your next turn. You learn the size category, the direction relative to you, and the approximate distance to any detected creature. This sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn.

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

Primeval Protections

Beginning at 10th level, you gain protections against the toxins, both natural and otherworldly, that threaten life. You have resistance to necrotic and poison damage and are immune to disease.

Weight of the Ages

By the time you have reached 14th level, you have learned to reclaim the cosmic energies of life. As a bonus action, you can channel these energies in a 30-foot radius vortex centered upon you that moves with you and lasts for one minute.

As a reaction, when a creature starts its turn within the vortex or enters the vortex for the first time on a turn, you can force the creature to make a Constitution saving throw. On a failure, the creature suffers 3d6 force damage and another creature within the vortex of your choice regains hit points equal to half the amount of force damage dealt. Undead, aberrations, and constructs have disadvantage on this saving throw.

Once you use this bonus action, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

Thousand-Lives Pact

Once you reach 14th level, your spirit has become so tied with this lifetime that it transcends reincarnation. The next time that you would be reincarnated as described in the *Thousand-Lives Pact* sidebar, you retain all memory of your current life.

Each time that you would be reincarnated in this way thereafter, there is a cumulative 33 percent chance that your memories are lost.

Playtest Feedback

We'd love to hear your thoughts! Once you feel like you've gotten a feel for this content, please take a moment to respond to our short playtest survey and give us your feedback!

Your playtest feedback is the best way for us to continuously improve our content.

Feedback Link

<https://dndtime.stream/#feedback-treewarlock>

Attributions & Special Thanks

This content was created by Jeremy over at <https://www.twitch.tv/dndtime>. Special thanks to everyone in the DnDTime community for their feedback and overwhelming support.



FANTASY LABS

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<https://www.dndtime.stream/>

SC-001 - BARDIC COLLEGE

The College of Color

<https://www.dmsquild.com/product/309684/>

Paint your whims and spells into physical existence and explore the power of artistic creation with this subclass option for the Bard.

SC-002 - BARDIC COLLEGE

The College of Psychology

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Manipulate the psyche to empower your companions and to tear down your foes with this subclass option for the Bard.

SC-003 - BARDIC COLLEGE

The College of Mystique

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Bestow the banes and boons of fate and fortune, delve into otherworldly magics, and weave doom into your enemies' fates with this subclass option for the Bard.

SC-004 - OTHERWORLDLY PATRON

The Great and All-Powerful Genie

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Use the power of magical relics of your patron's collection, wreathe yourself in fantastical illusion, and ultimately wield the unmatched cosmic power of a genie's Wish with this subclass option for the Warlock.

SC-005 - OTHERWORLDLY PATRON

The Great Tree

<https://www.dndtime.stream/#treewarlock>

Explore the vastness of existence and reclaim those who would stray from the cycle of life and death with this subclass option for the Warlock.