

## Warlock: Primal Spirit

*Your patron is a primal spirit, also known as a nature spirit, which is an incarnation of the natural world. While many are diminutive in size and might, yours is likely a semi-divine being or even god. This patron provides you with primal magic as well as the ability to shape shift much like a druid can, its motivations may vary greatly from serving its own self interest to using you as a tool to the natural world.*

### Expanded Spell List

The Primal Spirit 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.

Primal Spirit Expanded Spells	
Spell Level	Spells
1th	Entangle, Faerie Fire
2th	Moonbeam, Spike Growth
3th	Plant Growth, Sleet Storm
4th	Conjure Woodland Beings, Polymorph
5th	Conjure Elemental, Transmute Rock

### Primal Shape

At 1st level. You can use a bonus action to magically assume the shape of a beast. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your warlock level determines the beasts you can transform into, as shown in the Beast Shapes table. At 1st level, for example, you can transform into any beast that has a challenge rating of 1/2 or lower that doesn't have flying or swimming speed.

Beast Shapes		
Level	Max. CR	Limitations
1st	1/2	No flying or swimming speed
2	1	No flying or swimming speed
4	1	No flying speed
6	2	No flying speed
8	2	
9	3	
12	4	
15	5	
18	6	

You can stay in a beast shape for a number of hours equal to half your warlock level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as Moonbeam, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

## Eldritch Beast

Starting at 6th level, your attacks in beast form can deal force damage instead of their original damage types.

Additionally, while in beast form, you have the magical ability to transmit your thoughts mentally to willing creatures within 120 feet of yourself. A contacted creature doesn't need to share a language with you, but it must be able to understand at least one language.

## Chimeric Shape

At 10th level, you can grant one of the following benefits to a beast form that you are primal shaped into:

- It gains a fly speed of 30 feet if it didn't have a fly speed already, or has a fly speed slower than 30 feet
- It gains a swim speed of 40 feet if it didn't have a swim speed already, or has a swim speed slower than 30 feet
- It gains a climb speed of 40 feet if it didn't have a climb speed already, or has a climb speed slower than 40 feet
- Its weapon attacks deal 1d8 additional poison damage
- It gains darkvision of 120 feet if it didn't have darkvision already, or has darkvision out to a shorter range than 120 feet

## Arcane Beast

Beginning at 14th level, you can cast warlock spells in any shape you assume using Primal Shape, being able to provide the somatic and verbal components, as well as any material components that lack cost and aren't consumed by a spell.