

# WARLOCK: LADY OF OF THE LAKE

Throughout Arthurian legend, few entities help knights as much as the Lady of the Lake. Whether it be as Lancelot's guardian, Merlin's lover, or the one to carry a wounded Arthur to battle, the Lady of the Lake is a creature of pure empathy. She was the keeper of Excalibur, the creator of powerful enchantments, and one of the most trustworthy allies to Camelot. As such, warlocks blessed by the Lady of the Lake fight in the front lines, diverting magics and protecting their allies.

## Enchanter of the Depths

As a first sign of good will, the Lady of the Lake passes on to you her knowledge and mastery with magical items. At 1st level, you gain proficiency in shields and martial weapons, and learn the identify spell. For you, its casting time is an action, and you may cast it without requiring a spell slot.

Additionally, you can attune to one additional magic item, if this item possesses a Curse, you can ignore it.

## Expanded Spell List

The Lady of the Lake 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.

1st level	<i>cure wounds, faerie fire</i>
2nd level	<i>branding smite, lesser restoration</i>
3rd level	<i>beacon of hope, protection from energy</i>
4th level	<i>death ward, staggering smite</i>
5th level	<i>antilife shell, banishing smite</i>

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## Aspects of the Loch

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Also at 1st level, the presence of the Lady always watches over you, turning you into a bastion of defense. As a bonus action, you can channel the Aspects of the Loch, granting you the following benefits for the next 10 minutes:

- **Armor of the Loch.** You gain a bonus to your Armor Class equal to your Charisma modifier if you are not wearing medium or heavy armor.
- **Bulwark of the Loch.** When you damage a creature with a melee weapon, its movement speed is reduced by 10 feet and it has disadvantage on all attacks on creatures other than you until the start of your next turn.
- **Crown of the Loch.** At the start of your turn, if you are standing within 10 feet of a hostile creature of CR ½ or higher, you gain temporary hit points equal to your Charisma modifier + half your Warlock level.

You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Blessed Relic

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At 6th level, as your legend grows and stories of you spread, the Lady blesses another item it has given you. You gain one of the following features, based on your Pact Boon:

- **Pact of the Blade.** You've become experienced with your blade, using it to both attack and keep you safe. When you are hit with an attack, you may use your reaction to deflect the hit. You gain a bonus to your AC equal to your Charisma modifier until the start of your next turn.
- **Pact of the Chain.** The bond between you and your companion has grown, allowing you to aid each other in battle. If you are forced to make a saving throw and your companion isn't, you may use your reaction to gain advantage on that saving throw.
- **Pact of the Tome.** Your tome becomes filled with words that can mend flesh and mind. When you or a creature within 10 feet of you falls to 0 hit points, you may use your reaction to make them regain hit points equal to your Charisma modifier.

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 long rest.

## Bane of Togetherness

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Starting at 10th level, the enchantments the Lady has placed onto your relics grow stronger. Once per round, you can use your Blessed Relic without using a reaction, although you still expend one use of it.

In addition, while in your Aspect of the Loch, you gain the following benefits:

- **Cape of the Loch.** As a bonus action, you can teleport up to 15 feet in any direction.
- **Greaves of the Loch.** Your movement speed cannot be lowered and you ignore both nonmagical and magical difficult terrain.

## Relicmaster

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At 14th level, your mastery over the Lady's enchanted items is now unmatched. You can choose a second Pact Boon. You also gain that Pact Boon's Blessed Relic ability.

