Green magic

Plants, nature, and things that grow are the domain of green magic. Normally a type of arcana championed by druids, some witches have a close tie to the powers of green magic, and can coax plants and animals into their bidding.
Green Magic Bonus Spells

Spell Level Spells
1st *entangle, goodberry*
2nd *barkskin, beast sense*
3rd *conjure animals, plant growth*
4th *conjure woodland beings, stoneskin*
5th *awaken, tree stride*

HEX: ELDER TONGUE

Starting when you choose this craft at 3rd level, you know the speech of the forest. As a bonus action, you can attune yourself to the forest, granting you the ability to speak with beasts and plants in a limited manner until the end of your next turn. Most beasts and plants lack the intelligence to convey or understand sophisticated concepts, but could relay what they have seen or heard in the recent past. While you can speak with them, you have advantage on all Charisma checks you make to influence beasts and plants.

PRIMAL ALLY

Also at 3rd level, whenever you summon your familiar, you conjure one that is hardier than normal. Add three times your witch level, instead of twice your witch level, to your familiar’s maximum hit points.

TWIN FAMILIAR

By 6th level, when you summon your familiar, you can divide its spirit into two bodies. When summoned this way, your familiar is two identical creatures which share a single pool of hit points. Your twin familiars roll only once for initiative and act on subsequent turns. You can use your bonus action to command one twin to attack and your action to command the other to attack. A spell or feature which targets or dismisses your familiar affects both twins.

VITAL NOURISHMENT

By 10th level, you exude an aura of Green Magic that restores and reinvigorates life around you. When you finish a long rest, plant life within 100 feet of where you finished your long rest grows as if a month had passed with abundant food, water, and other necessities. If the plants would produce fruits, berries, or vegetables, the plants grow enough food to feed six creatures for one day. Additionally, choose up to six creatures you can see at the end of the rest. Those creatures each gain temporary hit points equal to half your witch level + your Charisma modifier. You can also end one disease affecting each creature, or end one of the following conditions: blinded, deafened, paralyzed, or poisoned.

SACRIFICIAL FAMILIAR

At 14th level, whenever you are targeted by a melee attack while your familiar is within 5 feet of you, you can use your reaction to command it to dive in the way of the attack. This attack targets the familiar 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 long rest.

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