

SUBCLASS

OTHERWORLDLY PATRON

THE ELDER ELEMENTAL: PHOENIX

The Elder Elementals are beings of cataclysmic power that wield promises of utter devastation. You are driven by the undying passion of a Phoenix to unleash a blazing inferno upon your foes.

EXPANDED SPELL LISTS

The Elder Elementals let you choose from an expanded spell list when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Elder Elemental Expanded Spells

Spell Level	Spells
1st	<i>absorb elements</i>
2nd	<i>protection from poison</i>
3rd	<i>elemental weapon</i>
4th	<i>freedom of movement</i>
5th	<i>planar binding</i>

In addition, the Phoenix lets you choose from an additional expanded spell list when you learn a warlock spell. The following spells are also added to the warlock spell list for you.

Phoenix Expanded Spells

Spell Level	Spells
1st	<i>burning hands</i>
2nd	<i>scorching ray</i>
3rd	<i>fireball</i>
4th	<i>fire shield</i>
5th	<i>immolation</i>

ELEMENTAL APTITUDE

Starting at 1st level, whenever you deal force damage to a creature, you can choose to deal fire damage instead of the force damage.

ELDER FLARE

At 1st level, you gain the ability to harness the elemental power of your patron. Immediately after you hit a creature with an attack or cast a spell that deals fire damage on your turn, you can use your bonus action to cause one target of the attack or spell that you can see within 60 feet of you to magically ignite. The target takes 1d6 fire damage and begins burning for 1 minute. The effect ends early if you use this feature again or if the target dies, you die, or the flames are extinguished by magical means. The fire damage increases when you reach certain levels in this class, increasing to 2d6 at 5th level, 3d6 at 10th level, and 4d6 at 15th level.

For the duration, the target sheds bright light in a 20-

foot radius and dim light for an additional 20 feet, and it takes fire damage equal to your Charisma modifier at the start of each of its turns. In addition, damage the target takes ignores resistance to fire damage, including the initial damage dealt by this feature.

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

PRIMORDIAL ERUPTION

Starting at 6th level, you learn to infuse your spells with an eruption of elemental energy. Whenever you cast a spell using a warlock spell slot, you can choose one target of the spell, conjuring a blazing flash of light above it.

Each creature of your choice that you can see within 10 feet of the target becomes disoriented until the end of its next turn. A disoriented creature has disadvantage on the next attack roll it makes as well as on Wisdom (Perception) checks that rely on sight. A creature that can't be blinded is immune to this feature.

ASPECT OF THE TEMPEST

At 10th level, your form begins to manifest features characteristic of your patron, granting you the following benefits:

- All damage you deal ignores resistance to fire damage, and while a creature is burning from your Elder Flare feature, if it has immunity to fire damage, it still takes half damage whenever you deal fire damage to it.
- You gain resistance to fire and poison damage and you have advantage on saving throws against being poisoned.
- When you are hit by an attack that deals nonmagical bludgeoning, piercing, or slashing damage, you can use your reaction to gain resistance to that damage type against the attack. Once you use this ability, you can't use it again until you finish a short or long rest or you cast a spell of 1st level or higher that deals fire damage.

IMPROVED ELDER FLARE

Starting at 14th level, your Elder Flare becomes more potent, granting additional benefits. When you cause a creature to ignite with your Elder Flare feature, you can choose to simultaneously envelop yourself in unquenchable flames. For 1 minute, you gain the following benefits:

- You have immunity to fire damage.
- Wings of radiant flame burst from your back, granting you a flying speed of 60 feet, and you don't provoke opportunity attacks when you fly out of a creature's reach.
- Any creature that touches you or hits you with a melee attack while within 5 feet of you takes fire damage equal to your Charisma modifier (minimum of 1).
- If you are reduced to 0 hit points, you unleash a massive conflagration. Each creature within 60 feet of you must make a Dexterity saving throw against your warlock spell save DC, taking 4d10 fire damage on a failed save, or half as much on a successful one. You then rise back

to your feet with 1 hit point and a number of temporary hit points equal to your warlock level, and all benefits of this feature end.

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

