

SUBCLASS

OTHERWORLDLY PATRON

THE ELDER ELEMENTAL: LEVIATHAN

The Elder Elementals are beings of cataclysmic power that wield promises of utter devastation. Your pact with a Leviathan emboldens you with the strength of the sea and tides.

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 Leviathan 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.

Leviathan Expanded Spells

Spell Level	Spells
1st	<i>create or destroy water</i>
2nd	<i>Melf's acid arrow</i>
3rd	<i>tidal wave</i>
4th	<i>control water</i>
5th	<i>maelstrom</i>

ELEMENTAL APTITUDE

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

ELDER FLARE

At 1st level, you gain proficiency with shields, rapiers, scimitars, shortwords, and whips. In addition, you learn to harness the elemental power of your patron.

As a bonus action, you can transform one melee weapon you are holding that has the finesse property into a serpentine water whip. This magical weapon has the finesse and reach properties. The whip lasts for 1 minute or until you use this feature again. 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.

If the weapon you transformed has any magical properties, it retains those benefits in this form. For example, if

you transform a *+1 shortsword*, the whip also has a +1 bonus to attack and damage rolls. If you let go of the whip, it immediately turns into a puddle of water. Thereafter, while the effect persists, you can use a bonus action to reform the whip in your hand.

On a hit, the whip deals 2d4 slashing damage, and if your target is a Large or smaller creature, you can immediately use your bonus action to attempt a special maneuver on it—either grappling it with the whip or tripping it. The target must make a successful Strength or Dexterity saving throw (its choice) against a DC of 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). On a failure, the target is grappled or knocked prone. A creature grappled in this way can use its action to try to escape by making a Strength (Athletics) or Dexterity (Acrobatics) check against the same DC.

While grappled in this way, a creature takes acid damage equal to your Charisma modifier (minimum of 1) at the start of each of its turns. Until the grapple ends, you can't make attacks with the whip, however you can use your action to deal the acid damage to the creature again.

If you later gain the Pact of the Blade feature, the water whip counts as a pact weapon for you for the purpose of applying any benefits from your Pact of the Blade invocations. Using this feature does not dismiss your current pact weapon or break your bond to a magic weapon that you have transformed into your pact weapon.

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 expel a surging blast of water around yourself.

Each creature of your choice that you can see within 10 feet of you must succeed on a Strength saving throw against your warlock spell save DC or be knocked prone.

ASPECT OF THE TEMPEST

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

- You gain a swimming speed of 30 feet. If you already have a swimming speed, it instead increases by 15 feet.
- You gain resistance to acid 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 acid or bludgeoning damage.

IMPROVED ELDER FLARE

Starting at 14th level, your Elder Flare becomes more potent, granting additional benefits. Your water whip now

deals 2d8 slashing damage on a hit, and any attack roll you make with it is a critical hit on a roll of 19 or 20.

In addition, when a creature grappled by your water whip is targeted by an attack or makes a Dexterity saving throw, you can use your reaction to give the attacker advantage on its attack roll or impose disadvantage on the target's saving throw.