

WARLOCK PATRON: THE VOLCANO



Serve the untamed fury of molten earth, with this new warlock patron for the worlds greatest roleplaying game.

THE VOLCANO

The rumbling of the great volcano has called your name, and you answered its calls. You interpret its earthen messages, and exact its will on the world around you. Its magma filled veins run deep under the earth, carrying with it untold primordial power, and a powerful ancient knowledge of the world that predates the mortal races.

The primordial intelligence of the volcano sends you complex messages to interpret, its exact plans unknown, but over the course of your life it will guide you in the direction that it desires of you. Its goals are stretched out over the span of millenia, and you are a blink in its grand scheme.

EXPANDED SPELL LIST

The Volcano 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.

THE VOLCANO EXPANDED SPELLS

Spell Level Spells

| | |
|-----|---|
| 1st | <i>burning hands, earth tremor</i> |
| 2nd | <i>maximilian's earthen grasp, pyrotechnics</i> |
| 3rd | <i>erupting earth, meld into stone</i> |
| 4th | <i>fire shield, wall of fire</i> |
| 5th | <i>commune with nature, immolation</i> |

EARTHEN INTERPRETATION

Starting at 1st level, you have learned to interpret the ancient earthen noises spoken by your patron. You can speak, read, and write Primordial, and have advantage on Charisma skill checks made when interacting with elementals.

PRIMORDIAL PROTECTION

At 6th level, you are a piece of your patron's grand scheme and have deservedly gained its primordial protection.

If a creature makes an attack roll against you whilst standing on a surface made of dirt, or stone, you can use your reaction to momentarily cause the earth to churn, and split open, causing a gout of flame to erupt underneath them. The creature must make a Dexterity saving throw against your spell save DC. On a failed save, the creature takes fire damage equal to your warlock level, and their space becomes difficult terrain until the beginning of your next turn. On a successful save, the creature takes fire damage equal to half your warlock level.


You can use this feature twice, and regain all expended uses after finishing a short or long rest.

VEINS OF MOLTEN EARTH

Starting at 10th level, your patron bestows upon you the gift of attunement to elemental earth, and fire. You can choose elemental earth, or elemental fire when you finish a long rest. You gain the following benefits until you choose a different option with this feature:

Elemental Earth: You have resistance to bludgeoning damage, and whilst standing on a surface made of dirt, or stone, difficult terrain doesn't cost you extra movement on your turn, and you have advantage on saving throws against being knocked prone.





Elemental Fire: You have resistance to fire damage, and as a bonus action, you can cause yourself to be wreathed in flame. Until the beginning of your next turn, you shed bright light in a 20-foot radius and dim light for an additional 20 feet, and any creatures that make a melee attack roll against you take fire damage equal to your Charisma modifier.

ERUPTION

At 14th level, you can cause your blood to transmute into molten stone, and explode from your body like an eruption of roiling magma.

As an action, you can cause yourself to take an amount of damage equal to up to half your hit point maximum. Every creature within 60 feet of you must make a Dexterity saving throw. On a failed save, they take an amount of fire damage equal to the damage you took. On a successful save, they take fire damage equal to half the damage you took. Creatures within 10 feet of you have disadvantage on this saving throw.

You cannot take an amount of damage from this feature that would reduce you to 0 hitpoints.

ARTWORK BY:

JEFF BROWN