



ARCANUM VAULT
HELL FIRE

ARCANUM VAULT: HELL FIRE

What is Arcanum Vault? These are homebrewed additions ready to playtest! They may not be perfect and any nerfing or buffing one feels necessary to implement is highly encouraged. Please enjoy and play on!

LAMPAD

Raised up from fire into darkness, lampades light the way for their masters. Whether through the twisting lands of Baator or the cold fires of Hades, lampades are the beacon by which evil in many forms is drawn to.

SERVANTS OF EVIL

Whether it's carrying out menial tasks or being the fire that burns the world, Lampades have been through many generations of servitude. Hecate is their ancestral master, given to her as a gift of appeasement. They knew nothing more than servitude since.

Known for their skills in magic, they were often sought out by devils and demons through the ages. Acting as magical advisors and court wizards and sorcerers, Lampades had cemented their place among the elites of the evils of the planes.

BEAUTY FROM BELOW

Lampades are tall, slender beings. They look similar to humans in most ways, save for some key differences. Their skin ranges from light blue to a dark grey with hair ranging from white to black. They are often sought after for their beauty among devils.

LAMPAD NAMES

Lampade take the names of which their masters give to them. These tend to be an Infernal or Abyssal word denoting their position. Those few Lampades who have wandered away from the lives their ancestors lead tended towards borrowing words from the dominant languages around them that hold true to their aspirations.

Male Names: Bardz-Mag, Barthjonn, Barzen, Cantor, Farmer, Mekare, Minstrel, Movale, Struk, Tenshu

Female Names: Aylin, Herbalist, Hermathur, Kakhardakan, Mona, Panya, Sakhuri, Tibicen, Tikin, Traveler

LAMPAD TRAITS

All Lampades share the following traits.

Ability Score Increase. Your Intelligence score increases by 1, your Wisdom score increases by 2.

Age. Lampades reach adulthood the same as humans and tend to live up to 130 years without magic.

Alignment. Lampad society holds to rigid societal structures and honor bound following of their masters. Due to this, Lampades tend towards being Lawful.

Size. Lampades average around 6' in height and 150 pounds in weight. Your size is Medium.

Speed. Your base walking speed is 30.

Languages. You can speak, read, and write Common and your choice of Abyssal or Infernal.

Hellish Resistance. You have resistance to fire damage.

Darkvision. Due to your nature, you have superior vision. You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only shades of gray.

Infernal Strike. A number of times per day equal to ¼ of your level (minimum 1), if you hit an enemy, you may deal an extra 1d6 fire damage.

Natural Light. Your head may be lit aflame at will. It cannot cause damage and provides bright light for 15 feet and dim light for another 15 feet.

WARLOCK PATRON: THE PIT

The mysterious deep, the voice that calls from below, that which is nameless. The pit is a being of mystery that burns with desire. A Warlock that makes a deal with this patron likely had not seen of its face, only heard its voice calling from somewhere below.

THE PIT SPELLS

The Pit 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 PIT EXPANDED SPELLS

Spell Level Spells

1st	<i>absorb elements, burning hands</i>
2nd	<i>flaming sphere, pyrotechnics</i>
3rd	<i>flame arrows, Melf's minute meteors</i>
4th	<i>compulsion, vitriolic sphere</i>
5th	<i>explosion (new spell), immolation</i>

DEVILISH RESISTANCE

Upon making a deal with the Pit at 1st level, you gain resistance to fire. If you already have resistance to fire, you may choose one other type of damage to gain resistance to.

PHEONIX REBIRTH

Starting at 6th level, your soul calls upon your patron to aid you in your time of need. When you drop to 0 HP, you may make a Charisma saving throw, DC equalling half the damage dealt that took you down (to a maximum of 20). On a success, you expend 1 hit die and heal yourself that much, bringing you back to life.

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

INFERNAL AURA

By 10th level, you gain an aura of devilish nature. Once per encounter, any hostile creature within 20 feet of you must make a Wisdom saving throw, DC being 8 + Charisma + Proficiency. If they fail, they are afraid of you for 1d4 rounds. If they succeed, this feature cannot work on them again for 24 hours.

BAPTIZED IN FIRE

Once you reach 14th level, fire no longer has the same sting and now has a healing property to it. Whenever you take fire damage, you heal for 1d6 health.

PACT BOON

PACT OF THE ETERNAL FLAME

You learn the *fire bolt* cantrip. In addition, whenever you deal fire damage, it is counted as hell fire, bypassing fire resistance.

MARTIAL ARCHETYPE: INFERNAL FIGHTER

Infernal fighters have learned to harness the power of devils for their own gain.

INFERNAL MAGIC

When you choose this archetype at 3rd level, you gain the ability to cast spells. Your spellcasting modifier is Charisma. (Spell list found at end)

Cantrips

You know two Cantrips of your choice from the Infernal Fighter spell list. You learn additional Infernal Fighter Cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Infernal Fighter table.

Spell Slots

The Infernal Fighter table shows how many Spell Slots you have. The table also shows what the level of those slots is; all of your Spell Slots are the same level. To cast one of your Infernal Fighter Spells of 1st level or higher, you must expend a spell slot. You regain all expended Spell Slots when you finish a Long Rest.

For example, when you are 7th level, you have two 2nd-level Spell Slots. To cast the 1st-level spell *Bane*, you must spend one of those slots, and you cast it as a 2nd-level spell.

Spells Known of 1st Level and Higher

At 3rd level, you know three 1st-level Spells of your choice from the Infernal Fighter spell list.

You learn a new Infernal Fighter spell every time you gain the appropriate level as shown on the Infernal Fighter table. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 7th level, for example, you learn a new Infernal Fighter spell, which can be 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Infernal Fighter Spells you know and replace it with another spell from the Infernal Fighter spell list, which also must be of a level for which you have Spell Slots.

Spellcasting Ability

Charisma is your Spellcasting ability for your Infernal Fighter Spells, so you use your Charisma whenever a spell refers to your Spellcasting ability. In addition, you use your Charisma modifier when Setting the saving throw DC for a Infernal Fighter spell you cast and when Making an Attack roll with one.

Spell save DC = 8 + Proficiency Bonus + Charisma modifier
Spell Attack modifier = Proficiency bonus + Charisma modifier

Spellcasting Focus

You can use an arcane focus as a Spellcasting focus for your Spells.

BLAZING BLADE

Also at 3rd level, you may replace the damage of your weapons with magical fire damage.

BURST OF FLAME

Starting at 7th level, you may take the dash action as a bonus action. In addition, if you attack an enemy after using this dash and have moved at least 5 feet over your base speed, you treat any hit as a critical hit until the next round.

STOLEN VALOR

At 10th level, you may either gain an additional fighting style or choose two eldritch invocations of which you meet the prerequisites.

BURST FLIGHT

Once you are 15th level, you may use your movement to launch yourself into the air up to your dash speed. In addition, you gain advantage on acrobatics and athletics checks.

HELLISH REGENERATION

When you reach 18th level, at the beginning of each of your turns you gain 1 hit die of which you must expend as a bonus action otherwise it disappears at the end of your turn. This ability ends when your hit points reach 0.

INFERNAL FIGHTER

Level	Cantrips	Spells Known	Spell Slots	Spell Level
3rd	3	3	1	1st
4th	3	4	1	1st
5th	3	4	2	1st
6th	3	4	2	1st
7th	3	5	2	2nd
8th	3	6	2	2nd
9th	3	6	2	2nd
10th	4	7	3	2nd
11th	4	8	3	2nd
12th	4	8	3	2nd
13th	4	9	3	3rd
14th	4	10	3	3rd
15th	4	10	3	3rd
16th	4	11	3	3rd
17th	4	11	3	3rd
18th	4	11	4	3rd
19th	4	12	4	4th
20th	4	13	4	4th

BLOOD HUNTER ORDER: ORDER OF INFERNALS

These blood hunters spend their careers learning about fiendish creatures and becoming more like them to end them.

RITE OF HELL FIRE

When you join this order at 3rd level, you learn the esoteric rite Rite of Hell Fire (detailed below).

Rite of Hell Fire. Your rite damage is fire. This fire can bypass resistance and immunity is reduced to resistance.

Upon reaching 6th level, the damage you suffer from this rite is halved.

INFERNAL CURSE

Starting at 7th level, you can expend hit die to amplify a curse rather than hit points.

WELL OF FIRE

When you reach 11th level, you can draw on infernal power to cast a spell at the expense of 1 hit die per spell level of your health points. The spell list you may draw from is the Warlock spell list using your Wisdom as your casting modifier.

HEAT SIGHT

At 15th level, you can see invisible creatures up to 60 feet.

DEVIL-FORM

Upon reaching 18th level, the power of hell has become so innate to you. You may change your form to that of a chain devil once per week. While in this form, if you reach 0 hit points, you revert back to your normal form, however that form was at the time of transformation.

NEW ITEM

INFERNAL BAND

Ring, rare

Upon donning this ring, you gain resistance to fire as well as darkvision up to 60 feet.

NEW SPELL

EXPLOSION

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, M (a pinch of gunpowder)

Duration: Instantaneous

Fire bursts forth from you hitting every creature within 15 feet, dealing 8d6 fire damage. Every creature hit must make a Dexterity saving throw against your spell save DC. Upon failing, the creature is knocked back to 20 feet from you and is knocked prone.

Classes: Wizard, Sorcerer

NEW FEAT

INFERNAL BLOOD

Prerequisite: Able to cast spells

Whenever you cast a spell which causes fire damage, you may ignore resistances.

INFERNAL FIGHTER SPELL LIST CANTRIPS

Control Flames
Eldritch Blast
Fire Bolt
Green-Flame Blade
Prestidigitation
Thaumaturgy
Vicious Mockery

1ST LEVEL

Absorb Elements
Bane
Burning Hands
Cause Fear
Chaos Bolt
Charm Person
Command
Compelled Duel
Detect Evil and Good
Hellish Rebuke
Hex
Protection from Evil and Good
Searing Smite
Witch Bolt

2ND LEVEL

Aganazzar's Scorcher
Continual Flame
Darkness
Darkvision
Dragon's Breath (fire)
Flame Blade
Flaming Sphere
Heat Metal
Pyrotechnics
Scorching Ray

3RD LEVEL

Bestow Curse
Elemental Weapon (fire)
Fireball
Flame Arrows
Melf's Minute Meteors
Remove Curse
Summon Lesser Demons

4TH LEVEL

Banishment
Charm Monster
Compulsion
Confusion
Dimension Door
Elemental Bane (fire)
Fire Shield
Summon Greater Demon
Wall of Fire