

THE ETERNAL FLAME

Your patron is the Eternal Flame, also known as the Prince of Fire. His actions are bound to chaos, much like the fire he was born from, and your pact connection may have a tendency to bend your will to that of his own.

Beings powerful enough to make a pact through the Eternal Flame may include: the gods Kossuth, Amaunator, or Garyx; a strong Tiefling or Fire Genasi.

EXPANDED SPELL LIST

The Eternal Flame 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:

Spell Level	Spells
1st	<i>burning hands, chaos bolt</i>
2nd	<i>scorching ray, pyrotechnics</i>
3rd	<i>fireball, wind wall</i>
4th	<i>wall of fire, elemental bane</i>
5th	<i>flame strike, immolation</i>

FLAME TONGUE

Starting at 1st level, your patron has gifted you with the ability of persuasion. Whenever you make a Persuasion check, you may add your Wisdom modifier in addition to your Charisma modifier, and any proficiency, to the roll.

BODY OF FIRE

Starting at 6th level, you have learned to resist the burning sensation of flames. You gain resistance to fire damage and your natural body temperature rises. With this feature, you may cast burning hands once per day without expending a spell slot.

PATRON'S INFERNO

Starting at 10th level, your patron has gifted you with otherworldly power. Depending on which patron you have, you gain a different feature:

FLAME WHISPERER

You are blessed by the god Kossuth. Under his blessing, when you reduce an enemy's hit points to 0 with fire damage, you gain temporary immunity to fire damage. This condition lasts for the next 2 turns in combat. Once this feature has been used, you must finish a long rest before you can use it again.

BLAZING VISIONS

Under the god Amaunator, you gain the ability to seed fear of the flame into your enemies' minds. Once per day, you can target up to 2 enemy creatures within 30 feet of you and create a seed of fear. Targeted creatures must make a Wisdom saving throw against your spell save DC. On a failed save, the target becomes fearful of fire and gain a temporary vulnerability to fire damage for the next 5 turns in combat. On a successful save, the creature is unaffected. In addition, the creature may reroll their saving throw after the end of each of its turns but may not take any other actions on their turn.

Starting at 14th level, you may target up to 3 creatures, and starting at 18th level, you may target up to 4 creatures.

BURNING INSIGHT

The god Garyx has blessed you with knowledge of the flame. You can cast *scrying*, without expending a spell slot, using a large bonfire as your focus. The bonfire cannot be created through magical means and must be crafted by hand to show your devotion to your patron god.

Once you have used this ability, you gain the use of it again after 1d4+1 days.

ELEMENTAL MASTER

Starting at 14th level, you can cast *conjure elemental* without expending a spell slot to summon a Great Fire Elemental. When summoned, this creature is charmed by you and obeys your commands, as long as those commands would not bring harm to itself or its allies.

Every 24 hours after being summoned, if the elemental has not been reduced to 0 hit points and killed, the elemental may make a Wisdom saving throw against your spell save DC, ending the charm effect on a success. When this happens, the elemental will decide whether or not it will keep following you depending on how it has been treated by you.

This spell regains use after 1d4+6 days.

