

The Underground Patron (Erlík)

Deep beneath the ground, fire rules the heart of the earth and breathes life into everything. It is, thus, wise that ancient peoples worshiped fire in all its forms.

The creative fire nourishes creativity and passion in the hearts and souls of humanity. Civilizations were built and evolved around fire. Wise men looked at fire, kings used fire; some people danced around it and worshiped it; some understood its power and used it prudently.

A warrior, years ago, used a technique he learned from his master to strike with his sword in a state of fiery anger, and magical sparks surrounded the sword, enhancing the power of fire with magic. The spirits

Heroic Spell

When you cast a sorcerer spell, you can spend 3 sorcery points to make the spells more powerful against neglecting effects. Counterspell or dispel magic's ability checks have disadvantage against this spell. If the spell is lower than 3rd level, its Difficulty becomes 14.

27

Subclass Options

Level 1: The Smith of Black Hells: You learn the heat metal spell. It doesn't count against the spells you

know, and it is a warlock spell for you. You can cast it once without expending a spell slot but can't do so again until you finish a long rest.

You can also cast heat metal as a ritual by changing how it works. During the process, you can work on up to 3 melee weapons of your choice and imbue them with magic. These weapons are counted as magical and deal 1 additional fire damage. This damage becomes 1d4 at 3rd level, 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 16th level. If you imbue another weapon, one of the weapons of your choice that you imbued earlier loses its magical properties. Also, you can imbue up to 5 five pieces of ammunition with this ability, but the ammunitions lose their magical properties after being fired.

Alternatively, you can work on 2 sets of armor and imbue it with magic. When the wearer of the armor takes damage, the attacker takes the fire damage stated above if they are within 5 feet of the armor. This ability works only once per round for a singular piece of armor.

In addition, you gain proficiency in Smith's Tools and two martial melee weapons of your choice. You can use the smith's tools or a melee weapon that is made of metal as a spellcasting focus for your warlock spells.

Level 1: Herald of Fire: Your fiery soul protects you from harm; while wearing no armor and holding no shields your AC is equal to 10 + your Dexterity modifier + your Charisma modifier.

You learn to control flames with your mind. You can ignite flammable objects within 5 ft. of you or extinguish them, for example torches and campfires.

You also gain the following benefits:

D You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.

D You cause simple shapes or images to appear within the flames and animate them as you like.

These shapes can be vague form of a creature, an object or a location. The shapes last for 1 hour.

Level 6: Astonishing Flames: Starting from 6th level, when you deal fire damage you ignore resistance.

In addition, when you hit a creature with fire damage, you also can put a curse on your targets that lasts for 1 minute. You can keep this curse on 1 target. This number increases to 2 at 10th level and 3 at 17th level.

You can use this curse a number of times equal to your Charisma modifier (minimum of 1). The creature must succeed on a Wisdom saving throw against your spell save DC at the end of its turns to end this effect.

You choose one of the following effects on the target:

D The creature has disadvantage on attack rolls.

D The creature takes fire damage equal to your

Spell

Level

1st Farabi's favor, hunter's mark

2nd flame blade, magic weapon

3rd bestow curse, fear

4th fabricate, fire shield

5th creation, raise dead

of his ancestors turned the hearts of the extinguished fire into a passionate breath with every strike.

Expanded Spell List

28

Subclass Options

Charisma modifier at the start of its turns. This damage can't be reduced by any means.

D You or your allies have advantage on the saving throws related to the spells that are cast by the creature.

D The creature can't regain hit points.

D If the creature is wearing metal armor or holding a metal weapon, it takes 3d6 fire damage.

Level 10: Blazing Blade: As a bonus action, you can create a spectral flame weapon that is within 5 ft. of you. It follows you and can't go further than 5 ft. from you. You can make this weapon strike your opponents as a melee spell attack by controlling it on your bonus actions. It stays for 1 minute and deals 2d6 fire damage. You can't summon this blade again until you finish a short or long rest.

Additionally, you can choose to deal fire damage with your melee weapons. When you do so with a bonus action, the blade sheds bright light in a 5 foot radius and dim light for an additional 5 feet and deals fire damage rather than its normal damage until the end of your next turn and resembles a blade in its incandescent form.

Level 14: Call of Fire: You learn conjure elemental spell (it doesn't count against the spells you know) and can cast it without expending a spell slot to conjure a fire elemental. When your concentration is broken, the elemental vanishes. You can't do so again until you finish a long rest. You can use your spell slots to normally cast the spell.

Revision #1

Created 3 November 2025 17:33:33 by Andrej

Updated 5 November 2025 04:57:42 by Andrej