

## PATRON: THE BURNING ONES

Burning ones are powerful fire elemental, though Efreeti are the most common. Burning ones usually select people who they believe have a string inner fire. This is generally proving through battle by consuming all in your path like flames, though in some cases may be through strength of personality. Once the pact is made, the warlock is marked physically. They seem to have a slight glow to their skin (this does not actually provide light) and if you stare into their eyes, you may see a burning flame inside.

### EXPANDED SPELL LIST

The Burning One 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 BURNING ONES EXPANDED SPELLS

Spell Level	Spells
1st	<i>burning hands, searing smite</i>
2nd	<i>agazzar's scorcher, scorching ray</i>
3rd	<i>fireball, melf's minute meteors</i>
4th	<i>fire shield, wall of fire</i>
5th	<i>flame strike, immolation</i>

### BONUS CANTRIP

At 1st level, you learn the control fire cantrip. It counts as a warlock cantrip for you, but doesn't count towards your number of cantrips known.

### BURNING FLAMES

When you cast a spell that deals fire damage, you may choose one creature that took damage from the spell. If the spell required a save, you cannot choose a creature that succeeded on the save. That creature is burning, while it is burning, it takes 1d4 fire damage at the end of each of its turns. A burned creature use an action to make a Dexterity saving throw against your spell save DC, on a success it puts out the flames and is no longer burning. Being submerged in water also ends this condition. Your burning damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

### SEARING PAIN

Starting at 6th level, when a creature is burning, you get the following benefits.

- You have advantage on attack rolls against the creature that would deal fire damage.
- The creature has disadvantage on saving throws against your spells that deal fire damage.
- The creature has disadvantage on stealth checks.

### ENGULFING FLAMES

Starting at 10th level, when you use your Burning Flames ability, you may select a number of creatures up to your Charisma modifier. In addition, you may select creatures that succeed on saving throws against your spells but still take fire damage.

## SPONTANEOUS COMBUSTION

Starting at 14th level, you may use an action to choose a creature that is burning and cause it to explode in flames. That target and all creatures within 5 feet of it must make Dexterity saving throws against your spell save DC on a failure they take 8d8 fire damage. After this, the chosen target is no longer burning (this damage cannot burn that creature). Once you use this, you cannot use it again until you complete a long rest.

## BURNING ONES ELDRITCH INVOCATIONS

### BURNING WEAPON

**Prerequisite:** The Burning Ones patron, Pact of the Blade  
When you summon your pact weapon, you may have it wreathed in flames. If you do, it has the following properties:

- Attack and damage rolls made with this weapon use your Charisma modifier
- It deals fire damage instead of its normal damage type.
- Once per turn you may cause a creature you hit with this weapon to be burning.

### ELEMENTAL FAMILIAR

**Prerequisite:** The Burning Ones patron, Pact of the Chain  
When you summon your familiar you may choose instead choose to have a magma mephit or magmin

### IMPROVED BURNING

**Prerequisite:** The Burning Ones patron  
The damage die for your burning flames is 1 higher than the one listed in burning flames for your level (1d4 -> 1d6 -> 1d8 -> 1d10 -> 1d12).