

# Otherworldly Patron

Warlocks have the following Otherworldly Patron option, in addition to those in the *Player's Handbook*.

## Ancient Phoenix

Your patron is a phoenix which has survived thousands of years of pursuit. This being has settled on the elemental plane of fire, and is so suffused with magical energy that its powerful magic can be siphoned through rituals, even on the innermost planes.

### Ancient Phoenix Features

#### Warlock

#### Level Feature

1st	Positive Energy Infusion, Expanded Spell List, Mantle of Flame
6th	Warding Cyclone
10th	Spark of Rebirth
14th	Phoenix Pinion

### Positive Energy Infusion

Would-be Warlocks who make contact with an ancient phoenix are accidentally exposed to the raw life energy infused into a phoenix's essence. This change to the composition of your soul causes minor incompatibilities with its vessel. You may roll or choose from the following quirks to add manifestations of this change to your character.

### Ancient Phoenix Quirks

#### d10 Quirk

- 1 You absentmindedly ignite small fires that quickly sputter out.
- 2 You cackle like a fiend when you unleash your fire spells.
- 3 You admire fire, even if it burns your friends.
- 4 You are covered in burns that mark the first time your power manifested.
- 5 You are brave to the point of recklessness.
- 6 You have a nervous compulsion to keep a bright light in even the barest shadow.
- 7 You have an overwhelming hatred of undead creatures.
- 8 You fidget and are irritable when you can't see the sun.
- 9 You sometimes become entranced when looking closely at others. You don't know why.
- 10 You sprout needle-thin feathers in addition to your hair, or your scales grow feather-like tips.

### Expanded Spell List

Add the following spells to the warlock spell list for you.

### Ancient Phoenix Expanded Spells

#### Spell Level Spells

1st	<i>feather fall, guiding bolt</i>
2nd	<i>heat metal, pyrotechnics</i>
3rd	<i>beacon of hope, melf's minute meteors</i>
4th	<i>aura of purity, fire shield</i>
5th	<i>holy weapon, reincarnate</i>

### Questions? Feedback?

Thank you for taking the time to read, review and enjoy this homebrew. Feel free to get in touch with me on reddit: [/u/devikyn](https://www.reddit.com/user/devikyn) with your comments and improvements!





## Mantle of Flame

Starting at 1st level, you can unleash the phoenix fire that blazes within you.

As an action, you magically wreath yourself in swirling fire, as your eyes glow like hot coals. For 1 minute, you gain the following benefits:

- You have resistance to fire and radiant damage.
- You shed bright light in a 30-foot radius and dim light for an additional 30 feet.
- When a creature hits you with a melee attack, brilliant flames burst from your mantle, enveloping the creature. The creature takes fire or radiant damage equal to half your warlock level + your Charisma modifier.

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

## Warding Cyclone

Starting at 6th level, you attain greater control of your Mantle of Flame, allowing you to create a fiery cyclone around yourself in anticipation of damage. While your Mantle of Flame is active, when you are targeted by an attack, spell, or feature that only deals damage, you can use your reaction to force the attacker to choose a new target or lose the attack or spell. This feature doesn't protect you from area effects, such as the explosion of a fireball.

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

## Spark of Rebirth

Starting at 10th level, the fiery energy within you grows restless and vengeful. In the face of defeat, it surges outward to preserve you in a fiery roar.

If you are reduced to 0 hit points, you can draw upon the phoenix's spark. You are instead reduced to 1 hit point, and creatures within 10 feet of you takes fire or radiant damage equal to your warlock level + your Charisma modifier.

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

## Phoenix Pinion

Starting at 14th level, you can manifest one of your patron's shed pinions. As an action, you conjure a Phoenix Pinion in your hand. This pinion can be used once before crumbling to ashes, and you can use it in the following ways:

- It can be used as a simple melee weapon with the finesse and thrown properties or fired from a bow. When thrown, its range is 20/60, and it uses your Charisma modifier for the attack roll. Regardless of how it is used, on a hit, the pinion explodes, dealing 5d8 radiant and 5d8 fire damage to its target. Creatures you choose in a 20-foot radius around the target regain a number of hit points equal to 4d8 plus your Charisma modifier.
- Using your bonus action, you can stab the heart of a dead creature with this pinion. If creature has died within the last 10 days, the pinion glows with a radiant light for 1 minute. If the pinion is not removed within that time, the creature's body and the pinion crumble to ash, and in a flash of radiant light, the creature is restored to life as if the *resurrection* spell had been cast on it. This option can only be used once every 30 days.

Once you use this feature, you can't use it again until you finish a long rest. If you have an unused pinion at that time, it crumbles to ash, losing all magical properties.



## Additional Familiar Option for Pact of the Chain

Warlocks with the Pact of the Chain feature may choose the following special form when they cast *find familiar*, in addition to any other forms available to them.

### Phoenix Sprite

*Tiny monstrosity, chaotic neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 9 (2d4 + 4)

**Speed** 10ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	14 (+2)	11 (+0)	15 (+2)	14 (+2)

**Damage Resistances** fire, radiant; bludgeoning, piercing, and slashing from nonmagical sources

**Senses** darkvision 60 ft., passive Perception 14

**Languages** understands Common and Primordial, but cannot speak

**Skills** Acrobatics +5, Perception +4, Stealth +5

**Challenge** 1/4 (50 XP)

**Innate Spellcasting.** The phoenix sprite's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *dancing lights*, *spare the dying*

1/day each: *burning hands*, *color spray*

**Keen Senses.** The phoenix sprite has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

**Limited Telepathy.** The phoenix sprite can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 ft. of it that can understand a Language.

**Magic Resistance.** The phoenix sprite has advantage on saving throws against Spells and other magical effects.

### Actions

**Peck.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage

**Flame Wisp.** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4+3) fire or radiant damage

