



## WARLOCK PATRON

### UNYIELDING SUN

Some warlocks serve an obvious and explicit patron, making deals with treacherous devils or glorious angels. Unyielding Sun warlocks, however, forge their pact with a strange cosmic entity, one that is inscrutable, stern, and unforgiving. They gain the power of the sun, burning down upon their foes with merciless heat.

Unyielding Sun warlocks may come from any background, highly dependent on the precise nature of their patron. Perhaps they began as priests of a sun god before finding a more direct connection. Or maybe desperate circumstances resulted in a prayer to the burning orb overhead, which was answered in formidable fashion. Solar warlocks may embody any sort of ethos, as well; some are well-meaning emissaries of light and warmth, while others might be more concerned with burning heat and inescapable justice.

### UNYIELDING SUN FEATURES

#### Warlock Level Feature

1st	Expanded Spell List, Punishing Light
6th	Robed in Gold, Light and Heat
10th	Pitiless Light, Radiant Strength
14th	Solar Mantle

### EXPANDED SPELL LIST

The Unyielding Sun 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.

#### Warlock Level Spells

1st	<i>bless, burning hands</i>
3rd	<i>stream of flame<sup>SDS</sup>, flaming sphere</i>
5th	<i>daylight, melf's minute meteors</i>
7th	<i>fire shield, heavenly ray<sup>K</sup></i>
9th	<i>dawn, incinerate<sup>SDS</sup></i>

Spells marked with <sup>SDS</sup> are from *Spells That Don't Suck*, and spells marked with <sup>K</sup> are by *KibblesTasty*. All are included in Appendix 2.

### PUNISHING LIGHT

At 1st level, you can call down the sun's pitiless gaze upon your foes. As a bonus action, you summon a ray of sunlight upon a creature you can see within 60 feet. This takes the form of a 5-foot-radius cylinder stretching down from the heavens and piercing all obstacles. A creature in the area at the start of its turn must make a Constitution saving throw against your spell save DC or suffer 1d6 radiant damage.

The ray lasts for 1 minute, and you can move it up to 30 feet as a bonus action. You can call down punishing light once, regaining its use after a short or long rest.



## ROBED IN GOLD

At 6th level, you can conjure robes of spun sunlight to protect a creature from harm. As an action, you can bestow this blessing upon a creature you touch. While a creature is clothed in sunlight, they gain the following benefits:

- Their AC increases by 1.
- They gain resistance to radiant damage, and advantage on saving throws to avoid being blinded.
- As a reaction before they would be hit by a melee attack, you can explode the sunlight robes. The attacker must make a Dexterity saving throw against your spell save DC or suffer 3d8 radiant damage and be blinded until the end of its next turn. After you do this, the robes disappear.

A creature's sunlight robes last for 1 hour. You can grant this benefit a number of times equal to your Charisma modifier, regaining all uses after a long rest.

## LIGHT AND HEAT

Also at 6th level, you can choose to channel your power as blazing radiance. Anytime you would deal fire, force, or radiant damage with a spell or feature, you can choose to deal either fire or radiant damage instead.

## PITILESS LIGHT

At 10th level, your Punishing Light feature improves. Its damage increases to 2d6, and creatures that fail their saving throw are now marked with a searing brand until the end of your next turn. A marked creature emits bright light in a 5-foot radius and dim light for an additional 5 feet, and can't be invisible. If a marked creature takes radiant damage, the mark explodes, dealing an additional 1d6 fire damage.

## RADIANT STRENGTH

Also at 10th level, you gain resistance to your choice of fire or radiant damage. You can change this selection whenever you complete a long rest.

## SOLAR MANTLE

At 14th level, you can invest yourself with the sun's power, becoming a burning avatar. As an action, you envelop yourself glowing fire for 1 minute. While imbued in this way, you gain the following benefits:

- You have resistance to both fire and radiant damage.
- You cannot be blinded.
- You cast bright light for 60 feet, and dim light for an additional 60 feet.
- The first time each turn that a creature hits you with a melee attack, it takes 1d6 fire and 1d6 radiant damage, and must make a Constitution saving throw against your spell save DC or be blinded until the end of its next turn.

You can empower yourself in this way once, regaining the ability after a long rest.

## UNYIELDING SUN PATRON QUIRKS

The following are some optional quirks for a player of this subclass to choose from.

### d6 Quirk

- 1 Your eyes are a luminous golden color.
- 2 When you call upon your powers, a shimmering halo appears behind you.
- 3 You get unaccountably grumpy on cloudy days.
- 4 Your skin gives off a soothing warmth.
- 5 You always have a perfect tan.
- 6 You give thanks to the sun at noon every day.

## APPENDIX 1: INVOCATIONS

### SOLAR BLAST

*Prerequisite: 12th-level warlock*

You can cast *sunbeam* once without expending a spell slot. Once you do so, you can't cast it in this way again until you finish a long rest.

## APPENDIX 2: SPELLS

### HEAVENLY RAY

*4th-level evocation*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

A golden pillar of celestial radiance shines down in a 10-foot radius, 60-foot-high cylinder centered on a point within range. Until the spell ends, bright light fills the cylinder, and sheds dim light for 10 feet in all directions from it.

When a creature enters the spell's area for the first time on a turn or starts its turn there, the celestial radiance infuses its body with positive energy. If the creature is not an undead or construct, it regains 2d8 hit points and 2d8 temporary hit points. If the creature is a construct, the light has no effect, and if the creature is undead, it instead takes 2d8 radiant damage.

Any subsequent time a creature gains hit points from this spell after the first, they cannot gain hit points above half their maximum hit points, but still gain the temporary hit points. On each of your turns after you cast this spell, you can use a bonus action to move the beam up to 60 feet in any direction.

### HOSTILE HEALING

This spell does not allow you to pick who gains the healing effect of it. Place it wisely or you can risk enemies taking advantage of your generosity.



## INCINERATE

*5th-level evocation*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Replaces:** *Immolation*

You channel agonizing flames, wreathing a creature you can see within range. At the start of each of its turns, the target must make a Dexterity saving throw, suffering 10d6 fire damage on a failure. On a success, it takes half as much damage and the spell ends for that creature. While a target is on fire, it casts bright light for 30 feet and dim light for an additional 30 feet.

As a bonus action, you can spread the flames from any targeted creature to another within 10 feet of it, making that creature an additional target. If damage from this spell reduces a target to 0 hit points, the target is turned to ash.

## STREAM OF FLAME

*2nd-level evocation*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** Self (30-foot line)

**Components:** V, S, M (a drop of oil)

**Duration:** Instantaneous

**Replaces** *Aganazzar's Scorcher*

A gout of flame projects from your hand in a direction you choose. Each creature in a 30 feet long and 5 feet wide line must make a Dexterity saving throw. A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one.

The flames ignite any flammable objects in the area that aren't being worn or carried.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 and the range of the line increases by 5 feet for each slot level above 2nd.

# CHANGELOG

## V0.2

- Incorporated early feedback
- Filled out spells appendix
- Finished quirks

## V0.1

- Rough Draft

## CREDITS & REFERENCES:

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## SPELLS

- Incinerate and Stream of Flame by somanrobots and Omega Ankh
- Heavenly Ray by KibblesTasty

## ART

Sunbond, by Noah Bradley © Wizards of the Coast LLC

## BACKGROUND IMAGE STAINS

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## LICENSING

Includes spells from Kibbles' Casting Compendium 2.0 by KibblesTasty Homebrew LLC, which is licensed CC-BY and available [here](#).

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