



SPIRIT OF VENGEANCE OTHERWORLDLY PATRON

EXPANDED SPELL LIST

The Spirit of Vengeance 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.

EXPANDED SPIRIT OF VENGEANCE SPELLS

Spell Level	Spell
1st	<i>ensnaring strike, searing smite</i>
2nd	<i>branding smite, find steed</i>
3rd	<i>fireball, haste</i>
4th	<i>find greater steed, wall of fire</i>
5th	<i>dispel evil and good, immolation</i>

FIRST LEVEL CANTRIPS

At 1st level, you learn the *fire bolt* and *control flames* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

BRIMSTONE RIDER

Starting at 1st level, you have been bonded with a spirit of vengeance, and can transform into the flaming skeletal form of the Brimstone Rider as a bonus action.

When you transform, the flames from your body emit bright light in 15-foot radius and dim light for an additional 15 feet. While in this form, you can use a bonus action to expand or reduce its radius of bright and dim light by up to 10 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

While you are transformed, you can use your bonus action to summon the Hellfire Chain. The Hellfire Chain has the versatile property, deals 1d6(1d8) magical slashing damage, and has a reach of 10 feet. You are proficient with the Hellfire Chain, and when using it, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. If you later gain the Pact of the Blade feature, the essence of your melee pact weapon is infused into the Hellfire Chain, granting it any invocations, bonuses to attack and damage, and magical abilities your pact weapon possesses. You cannot infuse your pact weapon's essence if you have it summoned. Any expended charges are shared between the Hellfire Chain and your pact weapon.

The Hellfire Chain disappears when you summon it again, or when you dismiss it (no action required).

In addition, when you deal fire damage from warlock abilities and spells against evil aligned targets while transformed, you deal radiant damage instead.

You drop out of this form when you fall unconscious, or at any time you choose (no action required).

BURNING VENGEANCE

Starting at 6th level, you can pour hellfire into the weapons you wield while transformed. When you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target.

While transformed, you now have resistance to fire damage, and no longer need to breathe.

RACING SPIRIT

Starting at 10th level, you have mastered the Spirit of Vengeance's racing spirit, and you can push mounts and vehicles beyond their normal limit. When mounted and transformed, your mount's speed is increased by 10, its jump distance is doubled, its AC is increased by 2, it has resistance to fire damage, and you have advantage on checks to stay on your mount.

In addition, when you are driving/piloting a vehicle that you are proficient with, its speed is increased by 1/4.

PENANCE STARE

Starting at 14th level, you can make eye contact with a creature within 30 ft. and cause it to feel the pain of all of those it has hurt in its lifetime. Make a spell attack against your target, and on a hit, the target is stunned. The target can make a wisdom saving throw at the end of each of its turns and the effect ends on a successful saving throw. If target is evil takes 10d10 psychic damage, if the target is neutral it takes 5d10 psychic damage, and if the target is good it takes no damage. When a creature is killed by this ability, its body turns to ash.

This ability has no effect on beasts, creatures who are blind, or constructs.

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

CREDITS

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