

THE SPIRIT OF VENGEANCE

Anger is a very strong motivator for those who would engage in a pact to become a warlock. In the case for the spirit of vengeance and those who seek power through it, vengeance is the sole motive. To the warlock in patronage of this entity hatred is fuel, anger is a weapon, and vengeance is the goal.

Your Patron is The Spirit of Vengeance, an entity outside the material plane, a wraith is most likely to be a patron to a warlock like you, or perhaps a ghost with unfinished business from the ethereal or some other entity from outside our known plane. They, like you, have an agenda based in revenge against those who have wronged them in some fashion and through this similar goal has granted you power to seek out your goal so you may both see the justice you seek.

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.

SPIRIT OF VENGEANCE EXPANDED SPELLS

Spell Level Spells

1st	compelled duel, detect evil and good.
2nd	flame blade, hold person.
3rd	lightning bolt, haste
4th	death ward, vitriolic sphere
5th	destructive wave, banishing Smite

VENGEFUL STRIKE

At level 1 Your hatred allows you to imbue your unarmed or weapon strikes with the power of eldritch force. At the start of your turn you may pick one creature as a "Chosen Enemy" when you attack this enemy add 1d10 + warlock level of Force Damage to your attack to the chosen enemy. you may only use this ability again after a short or long rest. In addition The Damage of this ability increases at the 5th, 10th, 15th, and 20th level.

Level	Strike Dice
5	2d10
10	3d10
15	4d10
20	5d10

IMPLACABLE NATURE

at 6th level Your Patron has shown you the way to pursue your targets with unerring tenacity. At the cost of a spell slot you can gain one of the following benefits. These benefits may be passed to a willing humanoid you touch.

- roll hit dice to regain hit points as if benefiting from a short rest
- Become immune to difficult terrain for one hour.
- Remove the effect of up to one level of exhaustion
- Gain immunity one of the following conditions for one hour: Frightened, Paralysed, Poisoned, Stunned

VENGEFUL SMITE

At 10th level You gain access to Eldritch Smite Invocation (page 56 XGE) at no cost to invocations known, The invocation functions as normal and can be applied to spells (both from the warlock list, and pact of the tome spells), weapon attacks, and can be used by your familiar.

AURA OF HATRED

At 14th level you become capable of creating an aura of searing vengeance During your turn you summon flames of burning hatred which and erupt from your body. Any enemy within 5 feet must make a dexterity save against your spell DC when attacking or take or take D12 +charisma modifier Fire Damage, this ability lasts for one minute, and ends if you are killed, fall unconscious, or choose to end it.



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