The Flames of Passion

Some believe that all emotion and passion originate from the same source, an entity known only as the Flames of Passion. A being made entirely of swirling emotion and all that

makes mortals and even gods love, laugh and hate. This patron’s desires and wants are its own, however all who associate with it know how world changing it would be if it were to be

snuffed out. Unlike many other patrons however, you can only directly interact with the Flames of Passion if you are one of its chosen few.

Perhaps it was chance, a huge loss caused you to feel indescribable pain and the Flames took to you. Maybe you were a devoted follower with a desire to stoke the flames. Maybe you were a researcher hoping to find a way to control the desires of everybody on this plane of existence. Maybe you simply don’t want to feel anymore. Regardless of how it came to be, the Flames lap at your life essence now irreverently connecting you to the pulse of the feelings of the universe.

**Expanded Spell List**

The Flames of Passion allows you to tap into certain spells due to its unique nature. You can chose from an expanded list of spells when you learn a warlock spell. The following spells are added to you warlock spell list for you.

Spell Level Spells

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| 1st | Hideous Laughter, Heroism |
| 2nd | Calm Emotions, Continual Flame |
| 3rd | Beacon of Hope, Daylight |
| 4th | Compulsion, Confusion |
| 5th | Dominate Person, Modify Memory |

**The Blinding Fire**

Starting at 1st level, your connection to your patron causes your emotions to burn brighter than others. Once per short or long rest, when a creature attempts to use a spell or ability that attempts to change or control your emotions, like calm emotion, or charm person, you can cause the Flames to pass through physically into this dimension. You have advantage on the save and surround your self in a light that causes blindness to all creatures who look directly at it within 30 ft until the end of your next turn.

**Comfortable Warmth**

Starting at 6th level, you can call upon your patron to influence others. When targeted by a single target effect or attack, you can use your reaction to fill them with overwhelming care and affection towards you. The creature must make a Wisdom saving through against your Warlock DC or perceive you as an ally until the end of its next turn. The creature becomes aware of the effect and knows it originated from you when it wears off.

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

**Burn at both ends**

Beginning at 10th level, you can feel the Flames effect on others. Once per short or long rest, you can select one creature and feel the strongest emotion they are feeling at that moment. You gain advantage on all charisma based skills against that creature for 1 minute and you also gain access to their thoughts regarding that specific emotion, like why they feel so satisfied, who they are upset with etc. This effect ignores immunities to mind reading or charmed effect, as no one can truly cut themselves off from the Flames.

**The Longer the Shadow**

**The Brighter the Flame,**

Starting at 14th level, the Flames desire your own passions. When one light is snuffed out, the other lights appear brighter. Once per long rest, you may give up one emotion for a boon from your Patron. This boon is determined by the DM. However while one emotion is gone the others feel stronger, and the Flames take while to rekindle. You cannot end the boon to regain your emotion willingly. Your emotion comes back and the boon wears off once you complete a long rest.