



## OTHERWORLDLY PATRON

### THE INFLUENCER

Unlike other patrons, this entity is not defined by being a specific type of creature. It could be a fiend, an arch fey, or even a collective of powerful and influential individuals. This patron is defined by what it can offer: fame, prestige, and influence. Warlocks with this patron may gain sudden celebrity or political status as part of their pact. Their prestige and influence will also manifest itself in their powers. These warlocks can command attention to themselves with their supernatural influence, brutalize their foes through vicious wit and mockery, and through sheer confidence they can survive assaults that would lay low another warlock.

### EXPANDED SPELL LIST

The Influencer 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.

Spell Level	Spells
1st	Command, Heroism
2nd	Calm Emotions, Enhance Ability
3rd	Slow, Sending
4th	Compulsion, Aura of Purity
5th	Dominate Person, Geas

### BONUS CANTRIPS

At 1st level, you learn the *thaumaturgy* and *vicious mockery* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

Additionally, any eldritch invocation you could learn which has *eldritch blast* as a prerequisite has that prerequisite met by *vicious mockery* and its effects apply to *vicious mockery*.

### SHOW OF CONFIDENCE

At 1st level, you gain proficiency in your choice of Intimidation, Performance, or Persuasion. If you already have proficiency in the chosen skill, you gain double proficiency.

Additionally, you can invoke the power of your charisma and ego to protect yourself. If you aren't wearing medium or heavy armor or using a shield, you can use a bonus action to enact a show of confidence, which lasts for 1 minute. It ends early if you are incapacitated, if you don medium or heavy armor or a shield, or if you use two hands to make an attack with a weapon. You can end the show of confidence at any time (no action required).

While your show of confidence is active, you gain the following benefits:

- You gain a bonus to your AC equal to your Charisma modifier (minimum of +1)
- When you gain temporary hit points from one of your warlock spells, you gain additional hit temporary hit points equal to your Charisma modifier.
- You have advantage on checks made with the skill you chose when you gained this feature
- You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell. The bonus equals your charisma modifier (minimum of +1).

You can use this feature two times, and you regain all expended uses of it when you finish a long rest.

At 6th level you can use this feature 4 times, at 10 level you can use it 5 times, and at 14 level you can use it 6 times.

### SILVERY BARBS

Starting at 6th level, you can torment creatures into focusing their attention on you. Whenever a creature fails a wisdom saving throw against one of your warlock spells, until the end of the next turn while the creature is within 30 feet of you, when the target hits a creature other than you with an attack, you can force the target to take psychic damage equal to half the damage it dealt with its attack.

### HUMILIATE

Starting at 10th level, you can psychically berate creatures for their failures. Whenever a creature within 30 feet of you misses on an attack roll against you, or you succeed on a saving throw against an effect it produced, you may use your reaction to deal psychic damage to that creature equal to  $1d8 +$  your Charisma modifier.

### DRAMATIC FINALLY

At 14th level. When you make a check with the skill chosen from Show of Confidence, you can treat a d20 roll of 9 or lower as a 10.

In addition You may use your action to unleash the full force of your personality. Make a skill check using the skill you chose when you gained the Show of Confidence feature. Each creature of your choice within 60 feet of that has equal hit points equal to the result or fewer, they stunned until the beginning of your next turn. otherwise it has disadvantage on the next attack roll it makes before the end of its next turn.

Once you use this feature, you cannot do so again until you complete a long rest.

### WARLOCK CURSES

Some warlock features hinge on creatures being cursed by one of your warlock spells or abilities. For the purposes of those features, creatures that are being effected by a spell from your expended spell list they failed a saving throw against or by your vicious mockery are considered cursed.

### ART CREDIT

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- Silverquill Command - Bryan Sola, Wizards of the Coast



# INFLUENCER INVOCATIONS.

## BANE WHIP

*Prerequisite:* The *Influencer patron*, Pact of the Blade feature

When you create your pact weapon. You can choose have it be made into a decorative whip that lashes sting like you wit, when you cast vicious mockery, you can use your bonus action to make attack with the whip against the creature you targeted with vicious mockery.

## TAUNTING WORDS

*Prerequisite:* The *Influencer patron*, Pact of the tome feature.

Your tome is filled with all manner of goading phrase. while you have your Book of Shadows in hand, you may altered vicious mockery when you it cast, the Creature has disadvantage on attack rolls against creatures other than you before the end of its next turn. Rather then disadvantage on the next attack roll. Also if you are with in 30 feet of the creature it can't move away form you willingly.

## SPITEFUL LACKY

*Prerequisite:* The *Influencer patron*, Pact of the chain feature.

Your familiar helps you bully others, When you cast vicious mockery, your familiar can uses it's reaction to impose disadvantage on the saving throw if it is with in 5 feet of the creature that was targeted and the creature can hear your familiar.

## GIFT OF THE DEMAGOGUE

*Prerequisite:* The *Influencer patron*, Pact of the Talisman feature.

You influence can make you allies appear untouchable to others. While another creature is wearing your Talisman and a creature fails a wisdom saving throw against vicious mockery spell, the creature is charmed by the wearer of the Talisman until the start of your next turn or the creature is no longer wearing the Talisman.