

THE SPIRITUAL HUCKSTER

A Warlock Patron



BY MARC ANDERSON





THE SPIRITUAL HUCKSTER

I NEVER HAD THE FORTUNE (HEH) OF MEETING ONE OF these entities myself. I know they pride themselves on meddling with mortals and the threads that make up their lives, first and foremost. Don't believe whatever little cards they give you - it's all hokum, meant to give the fool who believes them a puffed chest and an unrealistic, optimistic point of view. "Lucky numbers." "Heart signs." Pfeh.

—Martie Copperpinch, *Warlock of the Fiend*

Spiritual Hucksters are entities that feed on the insecurities of mortals, promising cosmic clarity in the form of card readings, tea leaves, seances, and other services. Their motivations might be those of pure trickery and manipulation of lesser creatures, but some might want to help those who feel lost in the walk of life if only out of pity. The patrons of these warlocks will often keep a close eye on them and check on them often by keeping a colorfully drawn card of each warlock in a deck they keep by their side.

To choose this patron is to act as a pseudo guide to the very stars themselves, convincing others that you are attuned

to the ever churning gears of the cosmos. Which is true, to a degree. Spirits talk. The newspaper horoscopes are often more truthful than people think. There is a system to it all, and who best to interpret it than you? Well, and your patron. At least, that is what you think when you lay out the morning Tarot spread, and rifle through today's newspaper to check your horoscope.

Spiritual Huckster entities include Cyric, god of lies; Leira, goddess of illusion; Hecate, goddess of magic and the moon; and Loki, the god of thieves and trickery.

EXPANDED SPELL LIST

The Spiritual Huckster 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.

SPIRITUAL HUCKSTER EXPANDED SPELL LIST

Spell Levels	Spells
1st	<i>command, detect evil and good</i>
2nd	<i>detect thoughts, Nystul's magic aura</i>
3rd	<i>bestow curse, speak with dead</i>
4th	<i>compulsion, phantasmal killer</i>
5th	<i>dominate person, modify memory</i>

WHAT'S IN YOUR FUTURE?

At 1st level, you gain proficiency in either Deception or Persuasion, as well as a gaming set of your choice. In addition, you also can now learn the *friends* cantrip.

I'D NEVER LEAD YOU WRONG

At 6th level, once per long rest, you are able to cast *charm person* without using a spell slot a number of times equal to your Wisdom modifier.

YOU CAN'T OUT-CON A CON ARTIST

At 10th level, you are immune to being charmed.

I CAN MAKE DREAMS COME TRUE

At 14th level, your connection to the cosmos becomes more real than ever. Once per long rest, as an action, you can give a number of creatures equal to your Charisma modifier that you can see within 60 feet of you advantage to all ability checks for the next minute. This counts as a concentration spell.

NEW ELDRITCH INVOCATIONS

MADAME EVA'S INSIGHT

Prerequisite: The ability to cast the augury or divination spell

You are able to cast either the *augury* or *divination* spells (pick one) once per long rest without expending a spell slot.

THE TEMPTER

Prerequisite: The ability to cast charm person

If your *charm person* spell fails against a creature, once per short or long rest, you may attempt the *charm person* spell again, with the target having disadvantage on their Wisdom saving throw.

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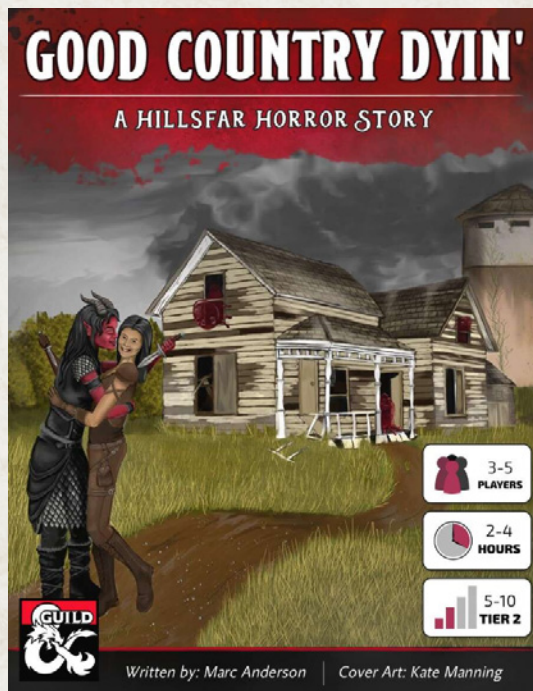
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OTHER WORKS

[Good Country Dyin'](#) by Mark Anderson



Welcome to the dark side of Faerûn.

The Moonsea region, while known as the stomping grounds for many budding adventurers, holds dark secrets if you know just where to look.

One of these is a seemingly abandoned farm on the edge of the Cormanthor Forest, just a little ways away from the city of Hillsfar. Dare you brave the dangers lurking within? Can you even trust your friends? Don't look behind you. You just might find Good Country Dyin'.

A chilling adventure for 5th to 10th level adventurers.

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