

# OTHERWORLDLY PATRON

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power.

Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

## THE SHOWMAN

While all warlocks are skilled in the art of magic, very few are what most people would consider “magicians”, skilled in the arts of physical illusion, sleight of hand, and showmanship. Those who are might find themselves drawn to the mysterious Showman, believed a minor trickster deity (who most often takes the form of a white rabbit), long forgotten and bereft of worshipers. Under the Showman's patronage, warlocks command an amalgamation of real and fake magic, such that it's never clear if they're casting spells, performing a ruse, or putting on a show.

### EXPANDED SPELL LIST

Your pact with the Showman allows you to choose from an expanded list of spells when you learn a new spell. The following spells are added to the warlock spell list for you.

#### SHOWMAN EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>find familiar, fog cloud</i>
2nd	<i>knock, rope trick</i>
3rd	<i>blink, speak with dead</i>
4th	<i>freedom of movement, secret chest</i>
5th	<i>creation, mislead</i>

### ABRACADABRA

Starting at 1st level, you gain proficiency in the Sleight of Hand skill, and you learn the *prestidigitation* cantrip, which does not count against your total number of cantrips known.



Additionally, you can attempt to cast any cantrip that you do not know from the wizard spell list, by succeeding on a DC 12 Intelligence (Arcana) check. While being cast, the cantrip counts as a warlock spell for you. On a failure, the spell fails.

### IMPRESSIVE ESCAPE

Starting at 6th level, you can use your Charisma modifier instead of the normal modifier for Dexterity (Sleight of Hand) checks, and you can add your Charisma modifier to all skill checks involving picking locks, escaping ropes or manacles, or other similar feats of escape artistry.

Additionally, as a bonus action, you can vanish in a puff of smoke (or into a shower of confetti or a number of released doves) teleporting to any unoccupied location you choose within 120 feet. You can only choose a destination from which no conscious creature can see you appear. Once you use this ability, you can't use it again until you finish a short or long rest.

## ALAKAZAM

When you reach 10th level, you learn to alter your spellcasting in a number of ways, both to hide it from your foes (or audience) and to expand your magical repertoire. Whenever you cast a spell of 1st level or higher, you can manipulate it in one of two ways:

**Conceal.** You can cast the spell without using spell components by succeeding on a Dexterity (Sleight of Hand) check. The DC for this check equals 8 + the spell's level. On a failure, the spell fails. You cannot use this ability on a spell with expensive material components.

**Transmute.** You can attempt to cast any other spell from the wizard spell list of the same level or lower instead of the spell you initially cast. When you do so, you must succeed on an Intelligence (Arcana) check with a DC equal to 14 + the spell's level. Otherwise, the spell fails.

## MASTER OF ILLUSIONS

Upon reaching 14th level, you gain a mastery over illusion magic. You can cast the spells *silent image* and *major image* at will without using a spell slot or spell components, and you can concentrate on one of these spells in addition to another spell.

## NEW WARLOCK PACT BOON

This pact boon is available to warlocks of The Showman.

### PACT OF THE HAT

You can use an action to conjure a magical hat, cap, or helmet, which can take any form you choose; you can only have one such hat in existence at a time. The opening of any hat summoned with this ability leads to a unique extradimensional space, allowing the hat to act as a *bag of*

*holding*; items stored within this space remain there even if the hat is destroyed, and can be retrieved from any other hat summoned with this ability. You can dismiss the hat as an action.

If a hat summoned by this ability is placed inside of another extradimensional space (such as a *bag of holding* or *portable hole*), no gate is created; the hat simply ceases to exist.

## NEW WARLOCK INVOCATIONS

These invocations are available to any warlock which takes the Pact of the Hat boon.

### BIGGER ON THE INSIDE

*Prerequisite: Pact of the Hat, 5th level*

The extradimensional space accessed by your hat can now hold up to 100 pounds per warlock level, and has an internal volume of 20 cubic feet per warlock level.

### NOTHING IN MY HAT

*Prerequisite: Pact of the Hat, 7th level*

You can cast the spell *conjure animals* once using a warlock spell slot, with the conjured beast seemingly emerging from your hat. Once you cast this spell in this way, you cannot do so again until you finish a short or long rest.

### NOTHING UP MY SLEEVE

*Prerequisite: Pact of the Hat*

You can retrieve or stow an item from your hat's extradimensional space as an action or bonus action, and you can do so without your hat present.

