

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 SPIRIT OF JAZZ

When legendary jazz musician Howlin' Jimmy Jefferson was dying of strange swamp fever, it is said that he recorded one last album, smearing a drop of his own blood on the record. The album itself is lost to time but, in making it, Jimmy liberated his soul to wander the world as the Spirit of Jazz. To this very day, his apparition has been known to appear to aspiring musicians, offering them a piece of its power in exchange for ownership of their souls.

EXPANDED SPELL LIST

Your pact with the Spirit of Jazz 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.

SPIRIT OF JAZZ BONUS SPELLS

Spell Level	Spells
1st	<i>dissonant whispers, false life</i>
2nd	<i>magic mouth, pyrotechnics</i>
3rd	<i>crusader's mantle, speak with dead</i>
4th	<i>compulsion, death ward</i>
5th	<i>immolation, seeming</i>

MUSICAL SECRETS

At 1st level, you learn the *vicious mockery* cantrip, which counts as a warlock cantrip for you and doesn't count against the number of cantrips you can learn. Additionally, you gain proficiency with all musical instruments and always use Charisma for any ability checks relating to music. You can use a musical instrument as a spellcasting focus for your warlock spells. Lastly, you can spend 1 minute working with whatever materials are lying around to construct any kind of musical instrument you desire.



These improvised instruments are useless to anyone except you.

SAX ON FIRE

Also at 1st level, you can use an action to play a musical instrument and allow your body to be possessed by the Spirit of Jazz. This releases a blast of funky mojo, forcing creatures in a 15-foot cone originating from you to make a Wisdom saving throw against your warlock spell save DC. Each creature that fails its saving throw is deafened until the end of your next turn.

SMOOTH TALK

At 6th level, you can channel the supernatural charisma of your patron to convince almost anyone of almost anything. When you make a Charisma (Deception) or Charisma (Persuasion) check, you can use this feature to gain a +10 bonus to the roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

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

JAZZ MAVERICK

When you reach 10th level, your freewheeling style renders it impossible to hold you down. You are immune to the grappled, paralyzed, and restrained conditions.

VOODOO SCAT

At 14th level, you are blessed with a fragment of Howlin' Jimmy Jefferson's mad genius. You learn the spell *destructive wave* and can cast it as an action without expending a spell slot.

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