

THE REBEL PHANTOMS: PACT OF THE MASK



Warlock pact and patrons for city-focused adventures

JOIN THE FIGHT

You've tired of the quiet, constrained life you've been living. You've witnessed immeasurable corruption and now you need to do something about it. A Rebel Phantom takes notice of you. And they have a pact to make....

The Rebel Phantom patron combines the charismatic spellcasting of a warlock with the stealthy nature of a rogue. It is best suited for city-focused adventures. Unlike with other patrons, the Rebel Phantom can't be pursued for their patronage, but must be attracted to the warlock through their actions.

PACT BOON

At 3rd-level, your patron bestows a mask upon you; its appearance is dependent on your patron's personality. You may use an action to summon your mask. While wearing your mask, you roll advantage on Intimidation checks. Wearing the mask also obscures your true identity, allowing for stealth operations that might otherwise jeopardize your reputation; however, any enemies who saw the transformation will continue their attacks, and summoning your mask after being seen will still allow player characters and non-player characters to discern your true identity.

EXPANDED SPELL LIST

The following spells are added to the warlock spell list:

REBEL PHANTOM EXPANDED SPELLS

Spell Level	Spells
1st	<i>mage armor, heroism</i>
2nd	<i>blur, enhance ability</i>
3rd	<i>nondetection, haste</i>
4th	<i>fabricate, freedom of movement</i>
5th	<i>mislead, passwall</i>

SINK INTO SHADOWS

Starting at 1st level, you learn to blend in with your surroundings. You may cast *darkness* without expending a spell slot.

THE HEART'S DESIRE

Starting at 6th level, your patron grants you insight into a target's motives. As long as you are in front of your target, you gain a one-way limited telepathic connection to a creature as they attempt to justify their actions, and you receive fragmentary thoughts and images that your target connects with their motivation. It does not recognize your connection to it. Although you may not necessarily learn the truth behind the lie, you are able to ascertain why your target chose to lie to you.

Starting at 10th level, you learn to end fights quickly and decisively. As an action, you may cause each enemy in a 30 ft radius originating from you to make a Wisdom saving throw against your warlock spell save DC. Enemies that fail their saving throws are caught off-guard and become prone. While prone, the enemies are more likely to forfeit the battle or negotiate for their survival.

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

PROOF OF JUSTICE

At 14th level, you may inspire others to join your righteous cause. You use your charisma to incite a crowd to action—whether against a tavern charging absurd amounts for watered down ale, or to free an unjustly captured prisoner, you sway up to twenty creatures that can hear and understand you to follow your command. The spell lasts for each targeted creature until the command is completed or a targeted creature is injured. Upon injury, a target may make a Wisdom saving throw; on a failed save, it will reaffirm its belief in the cause and continue. On a successful save, it will abandon the cause.

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

REBEL PHANTOMS

The Rebel Phantoms are ascended folk hero spirits who delight in revealing the corruption and hypocrisies in civilized society. As such, they are most often drawn to individuals who are frustrated with certain aspects of civilized life, or are championing causes that align to a Rebel Phantom's interests. The Rebel Phantoms include:

REYNARD THE FOX

Neither noble-born nor physically strong, Reynard couldn't rely on influence or brute force to help himself or others, instead relying on his cunning and wit. Unjustly accused of crimes he did not commit, he fought against the corruption of the court system and the way it allowed those in power to enact injustices. Known for his small stature, Reynard typically extends his patronage Small races who struggle in a world meant for those larger than themselves, as well as those who would battle against unjust courts and governments. He appears to those he patronizes as a fox walking on hind-legs wearing tall leather boots, a rapier at his waist, a cavalier hat and a long black cape. The mask he grants is that of a fox's face, meant to represent his cunning.

HOLD UP

SKANDERBEG THE BOLD

A brash and fearless dwarven warrior, Skanderbeg began his life as a ransomed son from a noble family who rose to lead a rebellion against the occupying forces of his land. Fiercely loyal and consistently outspoken against the abuses of those in command, Skanderbeg most often appears to those who seek support against military powers or corrupt nobility. Skanderbeg appears to his followers as a loud, stocky dwarf in heavy armor wielding a mace. The mask he grants is usually a dark metal skull meant to inspire fear in his enemies.

ANDARA THE HERMIT

A human wizard kicked from her prestigious arcane university through the tumultuous inner politics of the university, Andara was unable to cope with losing her position and became an intensive recluse who used her magic to spy on the university and steal back her research bit by bit to keep it from the hands of the rival who caused her expulsion. Andara's patrons are most often those who struggle to work within traditional bureaucratic systems or those who seek justice at the risk of their own reputation. To her patrons she appears as a hooded, hunched over woman prone to both mumbling and sudden dramatic outbursts. She grants a cloth mask that obscures its wearer's entire face.

VASILACH, VOICE OF THE PEOPLE

A man of duality, Vasilach was an orphan who decided to make a name for himself by whatever means necessary. He alternates between presenting himself to his patrons as a disinterested noble and other times as a disenfranchised servant— whichever may gain him the most sympathy or legitimacy. He extends his patronage to any who feel wronged by the world and seek vengeance for themselves. In his noble form, he appears to his followers in shining armor, wielding a sword in each hand; in his servant form he wears baggy sack clothes, hand outstretched like a beggar. He generally grants his followers a black mask with an elongated, beak-like nose.

CARMELLA THE VAIN

A half-elf heroine who grew tired of being coddled for her beauty, Carmella used her skills of seduction to expose cheaters, womanizers, and hidden hedonists. Carmella patronizes attractive individuals who seek to expose lecherous behaviors or who have been underestimated because of their appearance. She appears to her followers in a tight-fitting red corset dress wielding a whip. She tends to grant lace masks that cover only the upper half of the wearer's face (the better to see a charming smile).

MINA THE RIGHTEOUS

A monk who left her cloister to seek knowledge and experience in the outside world, Mina abandoned her order when she realized the ascetic detachment from the general populace was a detriment to her sense of empathy and the need for justice she saw out in the wider world. Mina seeks to empower those who would fight on behalf of the underprivileged. She appears to her patrons as a muscular, short-haired woman wielding brass knuckles. The mask she grants appears as a plain cloth wrapped around its wearer's lower face.

THE LADY HENRIETTA

A young human noblewoman who ended her terrible marriage (and several others) through elaborate poisonings. She prefers offering her patronage to women seeking to escape unfair situations. She appears to her patrons as a well-mannered, upright woman wearing a ball gown and drinking tea. She grants her patrons delicate ballroom masks.

THE VIRTUOSO

A tiefling child prodigy, the Virtuoso's greatest compositions were stolen from him by his wicked human mentor who was more interested in the fame that could be granted to him than in nurturing the Virtuoso's talents. The Virtuoso patronizes artists of all kinds who seek to create a world that will respect them, and artists who've been robbed of their creations. He appears to his followers as a foppish tiefling carrying a violin. He urges his followers to design their own masks (though he is often critical of their composition).



CREDITS

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