

SOCK PUPPET PATRON

"It was a funny gag but you have to stop."

"I can't. Sockey is my patron."

"Sockey isn't real!"

"Shh! They can hear you."

THE SOCK

Another consciousness that lives on your hand. The sock is a powerful and terrible master, one that has impossible power and inscrutable goals. Like all things too bizarre for comprehension, it simply appeared one day, or it has possibly always been here. Once on your hand, it fills your mind with visions of its home, the Land of Lost Socks, a barren and horrifically smelly place. As its thoughts drift into your own, you begin to wonder; which one of you is controlling the other? You know the answer, but you dare not say it aloud, for every sock may be an agent of the Lost Ones.

PACT BOON

PACT OF THE SOCK

Your patron bestows on you (or possibly is) a single, clean sock. The sock seemingly has a mind of its own but speaks with a voice that is suspiciously like your own. When you take this boon and are wearing the sock, you gain the following benefits. You are resistant to cold damage. You can speak through the sock, even if your own mouth is covered. The sock can read and speak all known languages (and some unknown ones) and can translate for the wearer, though the translations are not always completely accurate (or true at all, depending on how the patron is feeling). If the sock is lost, you can spend one hour creating a new one from basic materials, the spirit of the patron inhabiting the new sock. This can be done during a short rest.

ARCANE FOCUS

Your sock puppet can be used as an arcane focus and can fill the verbal components of the spell as well. If you are unconscious, it can continue to cast spells on your turn, though all saving throws against the spells are made with advantage or the damage is halved, and it cannot cast spells if you

are dead. Neither you nor the puppet can cast spells without the puppet being on one of your hands.

THE SOCK EXPANDED SPELLS

Spell Level Spells

1 st	<i>Speak with Animals, False Life</i>
2 nd	<i>Knock, Magic Mouth</i>
3 rd	<i>Speak with Dead, Speak with Plants</i>
4 th	<i>Confusion, Fabricate</i>
5 th	<i>Animate Objects, Dominate Person</i>

SOCK SPELLS

At 1st level, your patron begins to exert its will over your actions in a beneficial way. Your puppet patron has the ability to cast spells on its own, twisting some minor magic into a quickly released spell. You can cast the following spells as a bonus action at the end of your turn, even if you have already cast a 1 action cantrip or spell of 1st level or higher. You can cast any of these spells a number of times equal to your Charisma modifier (minimum of once) before finishing a long rest.

Spells: *Vicious mockery, Mending, Mage Hand, Minor Illusion, Shocking Grasp*

ANGER NOODLE

At 1st level, whenever the puppet is removed from your hand, it gains the stats of a *poisonous snake*. It behaves on its own, cannot cast spells, and can speak all the languages you can. Though you are allied with the puppet, it may not follow your commands directly, depending on your relationship. You can don or doff the sock as if drawing or stowing a weapon. It takes its actions on your turn. If the sock is off of your hand for



more than 10 minutes, it becomes inert and turns to ash.

Variants: Your puppet may not be a sock and as such, may change into a different creature. If so, the creature can be larger than Tiny sized and with a CR no higher than 1/4.

SOCK SIGHT

At 6th level in this path, your bond with your puppet has allowed you to see through their eyes, so long as it is on your hand. You are immune to blinding effect, gain Darkvision up to 60 feet, and cannot be surprised unless unconscious. While sleeping, the puppet watches over you and will wake you if there is danger.

Additionally, you can cast the spell *True Seeing* to view the world through the sock's eyes. The spell lasts for 1 minute and does not consume a spell slot. You must finish a long rest before using this feature again.

WHO IS THE PUPPET

At 10th level, it becomes difficult to tell the difference between your mind and that of the puppet. Your combined will makes you hard to rattle. You have advantage on Constitution saving throws to retain your concentration. At 14th level, you automatically succeed on the saving throw unless you take damage equal to over half of your maximum hit points from a single damage source.

In addition, if you are reduced to 0 hit points but not outright killed, your sock puppet patron can cast *Dominant Person* without expending a spell slot on you or another creature within range. If cast on another creature, it will command the creature to help you in whatever way it can. If it casts it on you, you are still considered unconscious and must continue to make death saving throws, but the sock controls your body directly. It can use any of your abilities, move you normally, use any of your spell slots, and make any attacks you normally would. If you die, this effect ends. You must finish a long rest before using this feature again.

CLOTH CONTROL

At 14th level, your patron's power extends to clothing around you. You can cast *Animate Objects* once without expending a spell slot,

targeting any cloth clothing nearby. If the clothing is on a creature, they must succeed on a Strength saving throw at the start of their turns or you control them in some ways. You can target their socks, breeches, leggings or the like (considered a Tiny sized object, even if in pairs) to control their movement if they fail the saving throw. If you target their entire clothing set (considered one size smaller than the target creature) you can control the creature's movement and force them to make a single attack as their action if they fail the saving throw. On your turn, so long as the spell is active, you can cause the clothing to attack their wearer, automatically succeeding on their attack roll. Clothing that is removed behaves normally according to the spell.

This spell targets any creatures of your choice wearing cloth or synthetic clothing but will not target armor or creatures wearing no clothing. You can only cast the spell in this way once before finishing a long rest.

INVOCATIONS

STRINGLESS MARIONETTE

You can cast *command* at will, without expending a spell slot. You can use this invocation a number of times equal to your Charisma modifier (minimum of once) before finishing a long rest.

WARMTH OF THE SOCK

Prerequisite: Pact of the Sock
You are immune to cold damage.

WRATH OF THE LOST SOCKS

Prerequisite: 12th level
You can cast *true polymorph* on your puppet to change it into a gigantic sock (**Purple Worm**) for one minute. You are telepathically linked to them and can command it on your turn. Additionally, you can hide inside of it as part of this invocation, granting you full cover and taking no damage while hidden in its folds. You can use this invocation once before finishing a long rest.

DRYER CYCLE

Prerequisite: Pact of the Sock
You can cast *burning hands* at will, at 1st level, without expending a spell slot.

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