



WARLOCK: THE CYBERCORTEX

To the mortal mind, life is but a reflection of our perception. We might see this as reality, but that is far from the truth. To those that learn of the Cybercortex, our "reality" is nothing more than an illusion. With enough willpower, anything can be changed, altered. The human psyche is at the whims of its perception. The Cybercortex, a hivemind of both machine and man, seeks to twist the human consciousness and then fully engulf it, slowly but surely connecting all minds and souls into one single omega-being, whose perception is endless and whose dreams are all encompassing. And by the will of the Cybercortex, all will become part of a true reality, a simulated one, where existence is boundless.

Warlocks that serve the Cybercortex adhere to this will. Their aim is to bring new victims into the true reality provided within the Cybercortex. With illusion, enchantment and psychic abilities, these warlocks make for unmatched manipulators and knowledgeable spies.

EXPANDED SPELL LIST

The Cybercortex 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.

CYBERCORTEX EXPANDED SPELLS

Spell Level	Spells
1st	<i>command, dissonant whispers</i>
2nd	<i>blur, detect thoughts</i>
3rd	<i>nondetection, sending</i>
4th	<i>compulsion, phantasmal killer</i>
5th	<i>creation, geas</i>

PASSAGE TO THE MIND

1st-Level Cybercortex feature

Due to the Cybercortex's perturbant abilities, no mind attacked by you is safe. Whenever you charm or detect the thoughts of a creature with a spell or ability, you gain an insight into their existence. You can choose to learn one of the following things about it:

- Its skill proficiencies, if it has any.
- Its Intelligence, Wisdom and Charisma score.
- Its resistances, immunities and vulnerabilities.

Instead of learning any of the following, you can choose to burrow yourself deeper within the creature's mind, granting it disadvantage on its next saving throw against a charm effect you force it to make.

You can use this feature a number of times equal to your Proficiency bonus per long rest.

MARK OF THE MATRIX

6th-Level Cybercortex feature

Using the power of the Cybercortex, your mind can strengthen and become an impenetrable fortress, which feeds on the psyche of others. After you deal psychic damage to a creature with a spell or ability, you may choose to mark it. You have advantage on all Intelligence, Wisdom and Charisma saving throws that the marked creature forces you to make.

In addition, while a creature is charmed or marked by you, each time you inflict psychic damage to it, you deal an additional psychic damage equal to your Charisma modifier.

EXPENDED REALITY

10th-Level Cybercortex feature

Your connection to the Cybercortex has become inseparable, and you are able to track potential new members to add to its consciousness. You are always aware of the location of any creature capable of thought within 120 feet of you (Creatures with an Intelligence score of 5 or higher). You do not know the creature's identity, name or species, but you know its exact location and cannot be surprised by it. You may cast the *detect thoughts* spell at will (without expending a spell slot) on any creature within this range, but no more than once per creature per day.

INFINITE HIVEMIND

14th-level Cybercortex feature

Using the Cybercortex's powers of reality-altering, you can implement false memories into any creature you gain control over. Whenever a creature is charmed by you, you may choose to erase its memories and instead give it new ones. Right before the charm ends, you can replace the memories of events that happened while the creature was charmed. You may not do this if the charm is dispelled.

In addition, as an action you may attempt to cast the *charm person* spell on any number of creatures within 120 feet of you that you can sense. Creatures do not realize that a spell was cast, and when the spell ends, the creatures don't know they were charmed by you. Once you've used this ability you must take a long rest to use it again.

Art by Dean Spencer