



THE MONSTROSITY

WARLOCK OTHERWORLDY PATRON OPTION

Wading through the dark of a fetid dungeon, a grizzled dwarf with wild eyes hefts his enormous hammer, shaped to resemble the head of a terrifying fanged behemoth. He presses his head close to a stone wall and, listening closely, he hears the scrabble of goblin feet and snatches of squabbling in their base language on the other side. He takes a moment to test the weight of his weapon, before roaring with an unholy fury and slamming the monstrous sledge directly into the stone wall. The wall explodes in a shower of rubble and the dwarf bursts through, bringing his hammer down on a pair of goblins frozen in abject shock.

A halfling, wearing a tattered tunic and layered with a deceptive amount of sinewy muscle, stands firm against an approaching host of kobolds armed with battered swords and slings. As a kobold turns to let loose a stone from their sling, the halfling catches its eye and unleashes the horrifying roar of a creature much, much larger than her stature. The kobold's shot goes wild, audibly connecting with a nearby wall. Its friends look upon the halfling in terror, taking several quick steps backward away from her in blind panic.

Clothed in a ragged red robe that conceals his body and clutching a silver staff, a human grits his teeth as he feels an otherworldly rage boil up within him. His muscles bulge, nails grow to talons, and fang bristle from his mouth as he grows rapidly in size, bursting

apart the ramshackle hut he was hiding in. In his place a colossal beast stands towering over the town, brimming with fury, ready to unleash its destructive potential.

Far away from the demesne of mortals, out past the borders where civilization gives way to the great unknown, there dwell monsters titanic and unimaginable. Each of these mighty creatures, whatever they might be, have the power within them to end an empire and leave only rubble and ashes in their wake. Forgotten by most, these colossal beasts live on in fables and legends of the dark times when they ruled all the land, and mortals were as insects before them.

But some still remember their apocalyptic might. Few mortals, though others would think them mad or foolish, seek to master the cataclysmic potential of these creatures. Often this takes the form of drinking a specially enchanted tincture of the creature's blood, infusing oneself

with the creature's magical energy, or consuming one of its eggs or offspring. The rush of power these mortals wield can be immense and overwhelming, both to themselves and others, and many lose themselves in their quest to take on the mantle of monstrosities that would give even the gods pause.

This power can be obtained from entities such as the tarrasque, a purple worm, a neothelid, a ha-naga, a behemoth or gargantuan creature (such as a gorilla, reptile, moth or similar), a tayellah, or Dendar the Night Serpent. Warlocks that tread this path almost always carry some mark of the power they have taken into themselves. Decide with your DM how this mark manifests, or roll on the Monstrous Mark table.

d8	Monstrous Mark
1	Your head has long, curled horns that end in spikes.
2	Your teeth are sharpened and serrated, like a shark's.
3	Your eyes have vertical irises in an all-green sclera.
4	The bones in your arms and legs are too long, and you stoop when you walk.
5	You are exceptionally quick to anger, and snarl when you talk.
6	Your skin is rough, coated in scales or leathery warts.
7	You always feel hungry for exceptionally raw meat.
8	You unthinkingly, deliberately destroy objects.

EXPANDED SPELL LIST

The Monstrosity 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.

MONSTROSITY EXPANDED SPELLS

Spell Level	Spells
1st	<i>earth tremor*</i> , <i>thunderwave</i>
2nd	<i>Aganazzar's scorcher*</i> , <i>enlarge/reduce</i>
3rd	<i>erupting earth*</i> , <i>tidal wave*</i>
4th	<i>locate creature</i> , <i>stoneskin</i>
5th	<i>destructive wave</i> , <i>flame strike</i>

* This spell is found in the *Elemental Evil Player's Companion* and in *Xanathar's Guide to Everything*

DESTRUCTIVE POTENTIAL

Beginning at 1st level, you carry the destructive power of your patron within all that you do. Any of your spells or attacks deal double damage to structures and objects that are not worn or carried by a creature, and damage you deal ignores any damage thresholds that especially large objects (such as city walls or nautical vessels) may have.

MONSTROUS ROAR

At 6th level, you can release the primal fury of your patron in a single, terrifying roar. As a bonus action or as a reaction when you are the target of an attack, you may bellow out a horrifying roar that rattles your opponents. Any hostile creatures that can hear you within 15 feet of you must make a Wisdom saving throw against your spell save DC. A creature that fails this saving throw is frightened of you until the end of your next turn.

If you used this ability as a reaction, the creature that targeted you with an attack must also make this saving throw, even if they are further from you than 15 feet. If this creature fails and becomes frightened of you, that condition then confers disadvantage on the triggering attack roll against you.

After you use this ability, you must complete a short or long rest before you may use it again.

UNSTOPPABLE RAGE

Starting at 10th level, the rage of your patron pushes you onward, making you an unstoppable force of destruction. When you are in your normal form and would be reduced to 0 hit points, you may use your reaction to regain a number of hit points equal to your warlock level. Once you use this ability, you require a short or long rest before you may do so again.

SPAWN OF THE MONSTROSITY

Once you reach 14th level, you can allow the might and fury of your patron to overwhelm your physical form, causing a horrifying transformation into a gigantic monster in their likeness.

You can use an action on your turn to undergo the



transformation, which lasts for one minute, until you end it with another action, or until your new form reaches 0 hit points. For the duration, you replace all of your statistics with those of a monstrosity spawn, listed here. You are unable to speak while within this form, but you may still use your warlock spell slots to cast spells found on the Monstrosity expanded spell list, using your normal form's statistics for the purposes of casting those spells.

When you transform, choose whether any equipment and items you are holding or wearing become a part of this new form (vanishing from view), or drop to the ground at your feet. If you are in an area that is not big enough to contain your new form and that would not be immediately destroyed as a result of your transformation, this ability fails to function, expending the action you used, but not your usage of this ability.

When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.

Once you use this ability, you require a long rest before you may use it again.

MONSTROSITY SPAWN

Huge monstrosity (titan), unaligned

Armor Class 20 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft., burrow 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	3 (-4)	11 (+0)	11 (+0)

Saving Throws Con +10, Wis +5

Skills Intimidation +5

Condition Immunities charmed, frightened, paralyzed

Damage Resistances Bludgeoning, piercing, and slashing from nonmagical weapons

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 10

Languages understands any languages you know, but can't speak

Challenge 14 (11,500 XP)

Tunneler. The monstrosity spawn can burrow through solid rock at half its burrow speed, and leaves a 10-foot-diameter tunnel in its wake.

Magic Resistance. The monstrosity spawn has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The monstrosity spawn makes two attacks, which may be bite, claw, or tail attacks in any combination. The monstrosity spawn may substitute a use of its Frightful Presence for one of these attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (3d12+5) piercing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the monstrosity spawn can't bite another target.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (3d8+5) slashing or bludgeoning damage (your choice).

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Frightful Presence. Each creature hostile to the monstrosity spawn within 60 feet of it and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the monstrosity spawn is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the monstrosity spawn's Frightful Presence for the next 24 hours.

MONSTROUS VARIATIONS

The colossal monstrosities that threaten the world are as varied as they are frightening, and have at their disposal many different methods of destruction. The monstrosity spawn presented here is intended to be a neutral mid-point between many various monstrosity patrons, and can be potentially modified (with your DM's permission) to better represent your individual patron, using the following options. Once you decide upon the features of your monstrosity spawn form, you may not change them at a later time.

Climbing. If your patron would have a climbing speed, your monstrosity spawn form may also gain a climbing speed equal to your normal movement speed. Doing so requires giving up one attack out of either your bite, claw, or tail attack. As an example, a behemoth gorilla patron could have a climbing speed, but would lack a tail attack.

Flying. If your patron possesses a flying speed, you may similarly take on a flying speed of 60 feet when you transform into a monstrosity spawn. Doing so requires giving up your swimming, your burrow speed, and the Tunneler feature.

Psionics. Few potential patrons, such as a neothelid, have the ability to utilize limited psionic magic. If your monstrosity spawn form takes on this property, it must give up two attacks out of either your bite, claw, or tail attacks. Doing so allows you to cast the *confusion* and *telekinesis* spells once each while you are within your monstrosity spawn form, without expending spell slots or material components. If you are concentrating on either of these spells when your monstrosity spawn form ends, that spell ends automatically.

Ray. Some patrons, often those that fly, can perform a ranged ray attack that batters creatures with a concentrated ray of sound or magical force. This attack replaces two attacks out of either your bite, claw, or tail attacks, and may be used as part of your form's multiattack. Your ray attack is a ranged weapon attack made against one target within a range of 120 feet, which has a +12 to hit. On a hit, the target takes 22 (4d10) force or thunder damage (your choice).

Stinger. Many insectoid or worm patrons come equipped with a large venomous stinger. If your monstrosity form has a stinger, you may gain a stinger attack that replaces two attacks out of either your bite, claw, or tail attack, and may be used as a part of your form's multiattack. Your stinger attack is a melee weapon attack made against one target with a reach of 5 feet, that has a +12 to hit. On a hit, the target takes 11 (1d10+5) piercing damage and 11 (2d10) poison damage, and must succeed on a Constitution saving throw with a DC of 18 or become poisoned for 1 minute.

Tentacles. Some particularly horrifying patrons have tentacles. If you emulate their tentacles in your monstrosity spawn form, replace one attack out of either your bite, claw, or tail attack with a tentacle attack, which may be made as part of your form's multiattack. This tentacle attack is a melee weapon attack made against one target with a reach of 15 feet, that has a +12 to hit. On a hit, the target takes 16 (2d10+5) bludgeoning damage and, if it is a creature, becomes grappled by you.

ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Included here are additional invocation options for all warlocks, tailored to those who have chosen this otherworldly patron.

MONSTROUS FAMILIAR

Prerequisite: 5th level, Pact of the Chain feature

Using an action when your familiar is present, you may enlarge it to medium size for up to one minute, causing it to gain additional maximum hit points equal to twice your warlock level for the duration.

While it is enlarged in this way, you may allow your familiar to attack by expending a bonus action, and your familiar's attacks deal 1d6 extra damage. The DCs of any saves imposed by your familiar also increase to 8 + half your warlock level, if this would be higher than the listed DC.

You may return your familiar to its original size by using another action to do so. Once you use this ability, you require a short or long rest before you may use it again.

WORD OF RUIN

Prerequisite: 15th level

You may cast the *disintegrate* spell at its lowest possible spell level without expending a spell slot or a use of your Mystic Arcanum feature. When cast in this way, a creature has disadvantage on any saving throws imposed by the spell. Once you use this feature, you require a long rest before you may use it again.

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