

OTHERWORLDLY PATRONS

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 WORLD-EATER

Few warlocks follow the breadcrumbs of ancient, cryptic riddles that detail how to forge a pact with the World-Eater. This titan goes by many names: the King of Monsters, the Bottomless Hunger, the Great Maw; but its true name is the Tarrasque, a legendary creature of untold power. Without question, it is the most powerful creature on the Material Plane, curbed only by its own dormant slumber, to which it returns for decades or centuries between waking fits of destructive rage.

This single creature can decimate kingdoms and bring empires to their knees, and it does not give its power easily. It is said that the ritual to gain the World-Eater's patronage subtly manipulates the dormant titan's dreams, bringing the prospective warlock into its favor. Performing this ritual is perilous, however; agitating the tarrasque while it slumbers may cause it to awaken, once again visiting its legendary destruction on the world.

EXPANDED SPELL LIST

Your pact with the World-Eater 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.

WORLD-EATER BONUS SPELLS

Spell Level	Spells
1st	<i>absorb elements, earth tremor</i>
2nd	<i>alter self, enlarge/reduce</i>
3rd	<i>haste, slow</i>
4th	<i>death ward, freedom of movement</i>
5th	<i>destructive wave, planar binding</i>

SIEGE CASTER

Starting at 1st level, you have been empowered by your patron in such a way that none may doubt your connection to the tarrasque. You can now target objects and structures when you cast eldritch blast. Whenever you cast eldritch blast or make a melee attack against an object or structure, you deal double damage. This also applies to creatures of the “construct” type.

MAGIC RESISTANCE

Starting at 6th level, you can use your action to gain resistance to damage dealt by spells and other magical effects. Your resistance lasts for 1 minute.

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

MONSTROUS MIND

Starting at 10th level, your patron's presence has taught you to be fearless and your presence is nothing short of terrifying. You are immune to being frightened, and when another creature attempts to frighten you, you can use your reaction to frighten them. The creature must succeed on a Wisdom saving throw against your Warlock spell save DC or be frightened by you for 1 minute.

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

REFLECTIVE CARAPACE

Starting at 14th level, when you are targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, you can use your reaction to roll a d6. On a roll of 1-4 the effects of the spell occur as normal. On a roll of 5, you are unaffected. On a roll of 6, you are unaffected, and the effect is reflected back at the caster as though it originated from you, turning the caster into the target.

