



THE FATHOM HORROR

WARLOCK OTHERWORLDY PATRON OPTION

Walking along a forgotten strand of coastline set against a coming pitch dark storm, a male dwarf clothed in tattered grey-green robes strokes his beard while pondering the whorls and waves in the sand at his feet. Reaching into his garment, he withdraws an ancient leather-bound tome, its cover cracked and worn from age and the briny sea air. He mutters to himself as he opens the book, turning to a blank page. At once, dark lines seemingly bleed into being on the empty pages, drawing a simple dotted-line map ending in an enormous X. Looking up from the pages, the dwarf recognizes his surroundings from the map, and immediately begins tracking the lost treasure.

A human woman with knotted sea-blown grey hair and long green vestments faces down a large man in shining armor. Her pursuer, a stalwart and grizzled paladin that has unkindly thoughts about allowing a sea witch to live, bellows like a beast and charges, mace in hand. He swings and his blow strikes home to the sound of cracking bone, but the woman only cranes her head back, catches his gaze, and smiles a gnarled yellow smile. The paladin is startled, but looks down to see a fine layer of ocean salt begin to cake his weapon, rusting it away until only a useless rod of scrap remains.

As her ship collides with a powerful galleon flying a black flag, a female goliath rolls with the blow. Splinters fly, lesser men cry out and are spilled into the sea, but the goliath stands firm, readying herself for the boarding party. A half dozen wild yells resound throughout the din,

and a band of merciless cutthroats swings on ropes up above, releasing them and landing with practiced sea legs about her ship. The goliath remains unfazed as she holds out her hands and flickering, murky undersea lights dance between them. In her grasp appears an enormous ship's anchor, which hits the deck below her with an immense thud. Muscles straining, she heaves the anchor by its massive chain, catching one of the cutthroats full in the chest and sending him screaming as he is pitched into the churning waves.

The waves hold secrets and creatures both wonderful and terrible, a whole world hidden from the prying eyes of most mortals. Those who live on the sea, who work it and pray to its gods, may on occasion find themselves face to face with the wonders and horrors that dwell within the deep. Though such meetings usually occur with the mortal utterly at the mercy of the denizens of the tides, there are some creatures of immense power who have reason to find agents amongst the world of land. Evil patrons of the sea, such as powerful aboleths, princes of elemental water, the demon prince Dagon, or ocean gods such as Umberlee typically hunger for

sacrifices, servitors, and revenge amongst the land-folk, and may loan a portion of their power to those who undertake their will. Good or neutral sea patrons, such as the gods Melora, Procan, or Poseidon, may also bestow a favored hero or explorer with their magical gifts, though what they ask in return varies greatly from patron to patron.

EXPANDED SPELL LIST

The Fathom Horror 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.

FATHOM HORROR EXPANDED SPELLS

Spell Level	Spells
1st	<i>create or destroy water, fog cloud</i>
2nd	<i>Bigby's blistering barnacles**</i> , <i>urchin's spines**</i>
3rd	<i>tidal wave*</i> , <i>wall of water*</i>
4th	<i>control water, depthsurge**</i>
5th	<i>maelstrom*</i> , <i>red tide**</i>

* *this spell is found in the Elemental Evil Player's Companion*

** *this spell is included at the end of this class option*

PELAGIC TENTACLE

Beginning at 1st level, you are able to conjure a tentacle from the ocean's depths to grasp at your foes. As an action, you may cause a tentacle to burst forth from an extraplanar space and attempt to grasp a creature within 30 feet of you. The creature must make a Dexterity saving throw against your spell save DC. If it fails, the creature's movement speed becomes 0 as the tentacle grasps them, and they cannot move (except by forced movement or teleportation) until the tentacle dissipates at the beginning of your next turn. If a creature that is flying or falling is targeted by this tentacle, they are held in place and do not begin falling on their turn while the tentacle lasts. A falling creature may intentionally choose to fail their saving throw against this ability.

Once you use this ability, you cannot use it again until you take a short or long rest.

DEMONS AND OLD GODS

This class option lists Dagon and aboleths as potential patrons that could offer a bargain of this nature. However, astute readers might note that the Fiend and Great Old One otherworldly patron options may already cover the powers these entities might offer.

This option supposes certain specific patrons are not limited to making only one kind of deal. Just as the demon prince Orcus, given the nature of his domains, could be capable of crafting a pact as either a Fiend or an Undying patron, a patron of the depths might similarly be able to offer differing sets of abilities to minions with different purposes.

BRINE

At 6th level, you can call upon the salt of the sea to consume the weapons of your attackers. As a reaction when you are hit by a melee attack, you can coat your attacker with brine, causing the attack they hit you with to deal half its usual damage (round down).

If the creature that triggered this ability attacked with a non-magical melee weapon made of metal, this ability rusts the weapon and eats it away. A rusted weapon counts as an improvised weapon, dealing only 1d4 + Strength modifier bludgeoning damage on a hit, and not adding a creature's proficiency bonus to attack rolls unless that creature is specifically proficient in improvised weapons. A *remove curse* spell or a skilled blacksmith can restore an affected weapon to its former condition.

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

SQUAMOUS HIDE

Starting at 10th level, the flesh on your arms, legs, and body carries scattered patches of scales, slippery and fish-like. You have advantage on any checks you make to resist or escape a grapple, and you have resistance to cold damage.

JELLIFY

Once you reach 14th level, you can work dark magics that convert the flesh and physical form of your enemies into sea jelly, such as what makes up the body of a jellyfish or an aboleth slave. Choose one creature within 120 feet of you that you can see and that is not an ooze. This creature must succeed on a Constitution saving throw against your spell save DC or suffer horrific pain as its flesh or form begins to congeal and jellify, taking 8d12 acid damage. A creature that fails this saving throw also reduces its movement speed by half, though any swimming speed the creature may have is unaffected. Only a *remove curse* spell or similar magic may end this effect. If a creature succeeds on this saving throw, it takes half damage and is not subject to any other effects from this ability. In either case, a creature reduced to 0 hit points by this ability dissolves into a grey ooze (*Monster Manual*, page 243) under your control, which lacks the Corrode Metal ability and lasts for an hour, after which it dissipates into seafoam.

After you use this ability, you may not use it again until you have completed a long rest.

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.

SEA SERPENT

Prerequisite: Pact of the Chain feature

In addition to the other familiar options presented by the Pact of the Chain, you may choose to conjure a young sea drake as your familiar. A sea drake is a long, lithe, finned serpent that is naturally at home amongst the waves and sky. The statistics for the young sea drake are included here.

SIREN SONG

Prerequisite: 5th level

As a bonus action on your turn, you can usher forth an unearthly song that seems to come from all directions. Any creatures within 30 feet of you that can hear you must make a Wisdom saving throw against your spell save DC. If a creature fails this saving throw, it is charmed by you until the end of your next turn. When you charm a creature with this ability, you may choose to move it up to 20 feet in a straight line closer to you.

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

TREASURE TOME

Prerequisite: Pact of the Tome feature

Your Book of Shadows contains many maps to hidden treasures, penned by your patron or persons best forgotten. At any time as an object interaction, you may open your Book of Shadows, roll an Intelligence (Arcana) check, and attempt to recall a map.

If you are within 5,000 feet of a cache at least 500 gp of items or treasure (a cache being a collection of loot in zero, one, or multiple chests within a single room-sized area), and if the result of your check is at least 10, your book will contain a map showing the general path to take to get to that treasure. If the result of your check is at least 15, this map will also show any traps or hazards, not including hostile creatures, that may exist along the way. If the result of this check is 20 or greater, the map also contains somewhat detailed notes about how to

XANATHAR'S GUIDE TO INVOCATIONS

Included within the book *Xanathar's Guide to Everything* on pages 56-57 are a collection of expanded warlock invocations, which significantly adjust the power level of the Pact of the Blade pact boon by granting it additional options.

The Sea Serpent invocation listed here builds off of that power level increase somewhat, applying it to warlocks receiving the Pact of the Chain. If your DM would not allow invocations from *XGtE*, they should similarly disallow the Sea Serpent invocation.

Assuming the invocations within *XGtE* are allowed, however, warlocks with this patron and a Pact of the Blade may gain a special benefit, with their DM's permission. Should such a warlock receive the Improved Pact Weapon invocation, they may use their Pact of the Blade feature to conjure an immense, barnacled anchor as their weapon. This anchor has the reach, heavy, and two-handed properties, and deals 1d10 + your Strength modifier bludgeoning damage on a hit. As with any weapon conjured through use of Pact of the Blade, you have proficiency with this anchor while you wield it.

YOUNG SEA DRAKE

Tiny dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 9 (2d4 + 4)

Speed 10 ft., fly 50 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages understands Aquan, Common, and Draconic but can't speak

Challenge 1/8 (25 XP)

Keen Senses. The drake has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

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

Limited Telepathy. The drake can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Torrent Breath. Choose one creature the drake can see within 30 feet. The drake unleashes a torrent of water from its mouth, causing the targeted creature to make a Dexterity saving throw against your warlock spell save DC. If that creature fails, it is pushed up to 10 feet directly away from the drake, and takes bludgeoning damage equal to your warlock level + your Charisma modifier (half damage on a success).

Marine Camouflage. The drake shifts the color of its scales to blend into its environment until it attacks or uses its Torrent Breath, or until its concentration ends (as if concentrating on a spell). Until then, it and any creature it is riding have advantage on Dexterity (Stealth) checks made to hide.

avoid these traps or hazards, and on the nature and type of the treasure that awaits. If you attempt this check and there is no valid cache of treasure within its area, the check fails regardless of result, and your book displays no map.

You need not know whether or not a cache exists before attempting this check. You may perform this check a number of times equal to your Charisma modifier before requiring a long rest to refresh its uses.

If the cache is in motion (such as a chest of loot in a stagecoach), however, the map will correct itself to the cache's present location at the end of every minute, unless the cache moves outside of the initial 5,000 feet of this effect. If the cache is removed from this area, the effect ends and the map goes blank. If a cache becomes split while this effect is active (if creatures steal a large chest from the cache, for example), the map then points towards the largest portion of the cache still in the effect's area.

A cache is not necessarily unowned or unguarded, and others may have prior claim to the treasure or items your map directs you to. Unless you receive an appropriately high result, the map tells you nothing of the treasure's nature or identity, only its relative location.

EXPANDED SPELLS

Included here are additional spells found on the Fathom Horror expanded spell list. These spells may be added to your list of known spells if you select them when you would learn a spell of the appropriate spell level.

These spells may be found alongside other, similar water-themed spells in the *Codex of Waves*, a supplement created by WALROCK HOMEBREW, available now on the DM's Guild.

BIGBY'S BLISTERING BARNACLES

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a single barnacle and a droplet of lye)

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Constitution saving throw or become covered head to toe in barnacles of varying sizes for the duration of this spell. While covered in barnacles, the creature has disadvantage on attacks, Dexterity saving throws, and Charisma checks. At the end of each turn the creature is still covered in barnacles, it takes 1d6 acid damage. A creature within 5 feet of the target of this spell (including the target itself) may attempt to remove the barnacles by using an action to make a Strength check against your spell save DC. If this check succeeds, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the acid damage this spell deals increases by 1d6 for each slot level above 2nd.

DEPTH SURGE

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, M (a shattered vial of water)

Duration: Instantaneous

You conjure a powerful explosion of water, scattering creatures affected by it. Choose a point within range. Creatures within a 10-foot radius sphere centered on that point must make a Strength saving throw. If a creature fails this saving throw, it takes 4d10 bludgeoning damage, is knocked 15 feet away in a straight line from the center of this explosion, and is rendered prone. A creature that succeeds on this saving throw takes half damage and is subject to no other effects from this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage done by this spell increases by 1d10 and the distance pushed increases by 5 feet, for each slot level above 4th.

RED TIDE

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: S, M (a pinch of brine)

Duration: Instantaneous

Choose a point within range that is either on or within a body of water, or on solid ground. A torrent of frothing red water issues forth, mercilessly battering all creatures



within a 5 foot tall, 20 foot radius cylinder centered on that point. Creatures within this area must make a Constitution saving throw, taking 2d10 bludgeoning and 2d10 poison damage if they fail this save, and half that amount if they succeed. A creature that fails this saving throw is also poisoned until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the bludgeoning damage or the poison damage (your choice) increases by 1d10 for each slot level above 5th.

URCHIN'S SPINES

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: S, M (a sea urchin spine, sewing needle, pine needle, or similar)

Duration: Concentration, up to 1 minute

A willing creature that you touch sprouts clusters of 3 inch long purple or black spines along its entire body. Any time a spined creature is the target of a melee attack, a spell with a range of touch (not including this one), or an ability that requires touching the spined creature, the targeting creature takes 1d6 piercing and 1d6 poison damage. Creatures affected by this spell have disadvantage on all Charisma checks besides Intimidation checks.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, either the piercing or poison damage (you choose) increases by 1d6 for each slot level above 2nd.

CREDITS:

Photoshop & design by Walrock Homebrew

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Art by Gintas Galvanauskas, Timur Dairbayev, Sergey Zabelin, and Andrew Hou

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