

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 TITAN

The children of the gods and the manifest afterbirth of divinity, titans are the nearest living things to gods themselves. Titans are nearly immortal, but can be slain by beings with heroic strength, and so their numbers have dwindled in the millennia since creation.

A titan has taken you as its servitor, and sends you about on quests for glory in its name. In exchange, the titan offers you a shade of its own power and rewards you with immaculate titles and divine trinkets when you make good on a quest.

TITAN BONUS SPELLS

Spell Level	Spells
1st	<i>absorb elements, heroism</i>
2nd	<i>alter self, knock</i>
3rd	<i>sending, slow</i>
4th	<i>fabricate, stoneskin</i>
5th	<i>hold monster, passwall</i>

BONUS PROFICIENCIES

Starting from when you choose this patron at 1st level, you gain proficiency with medium armor and martial weapons.

TITAN'S LIKENESS

At 1st level, you can assume the likeness of a titan as a bonus action. For one minute your size doubles in all dimensions, your weight is multiplied by eight, and you gain temporary hit points equal to twice your warlock level. This growth increases your size by one category—from Medium to Large, for example. This size increase does not stack with similar size increases, such as from the *enlarge/reduce* spell. If there isn't enough room for you to double your size, you attain the maximum possible size in the space available. Your weapons also grow to match your new size, attacks made with them deal an extra 1d4 damage.



After using this ability, you cannot use it again until you finish a short or long rest.

TITAN'S RECOMPENSE

At 6th level, when you take damage from a spell you can see you can use your reaction to reflect the damage at caster, who must make a Dexterity saving throw against your Spell DC. On a failed save the creature takes the same amount of damage that you did, or half as much on a successful save.

After using this ability, you cannot use it again until you finish a short or long rest.

SHAPE CONTROL

By 10th level, you are more completely in control of your form. As a bonus action you can end the effect of a transmutation spell or magical effect affecting you that would alter your physical form. You can use this bonus action even when you would otherwise be unable to.

TITAN STRIKE

At 14th level, you can use your action channel bolts of lightning at your foes. Make up to three melee weapon attacks against creatures in your reach. On a hit, the attack deals 10d6 additional lightning damage, and the target is pushed 20 feet away from you and is knocked prone.

After using this ability, you cannot use it again until you finish a long rest.