

The Pact of Eldritch Beast

You've struck a deal with an entity known as The Eldritch Beast. The entity has given you unnatural powers in exchange for feeding through you. All the food you eat goes to the Beast, leaving you with a feeling of emptiness and strange food cravings, sometimes for things that aren't even food. Your body also slowly starts to twist as time goes on.

The Beast lets you choose from an expanded list of spells when you choose a Warlock spell. The following spells are added to the Warlock spell list for you.

1st Level - Dissonant Whispers, Arms of Hadar

2nd Level - Crown of Madness, Mind Spike

3rd Level - Hunger of Hadar, Tongues

4th Level - Raulothim's psychic Lance, Dimension Door

5th Level - Synaptic Static, Far Step

Maw of The Beast:

Starting at 1st Level you are able to unhinge your jaw to unnatural size to swallow objects you couldn't normally. You can eat inedible objects without a health risk, such as a wall or prison bars. You are still harmed by poisons if consumed. If you bite down on a creature you deal 3d4 +2 piercing damage.

The Hands That Feed:

Starting from 6th Level, once per short rest, you are able make a plethora of unnatural arms burst from your mouth. These arms can reach 10ft away from you and can be used to grapple enemies using your strength modifier.

You can also attempt to swallow a grappled creature 1 size smaller than you or smaller, the creature must beat your spell save modifier plus your strength. If they fail they are swallowed and take 2d6 +2 acid damage and are considered incapacitated till your next turn where they are thrown up. If they die while swallowed they are not thrown up. Swallowed creatures do not increase your weight or hinder movement. Damage dealt and the amount of times you can use the arms is increased as you level up

2d6+2 at level 6 (1 time short rest)

4d8+2 at level 10 (2 times short rest)

6d10+2 at level 14 (3 times per short rest)

8d12+2 at level 18 (4 times per short rest)

At higher levels you may use another use of the arms to hold a captured creature for another round dealing damage again.

Storage Stomach:

Starting at 10th Level you can make a large mouth appear and disappear over your stomach at will. You can place any object or creature 1 size smaller than you into the mouth to store it up to 250 pounds not exceeding 32 cubic feet. Any living creature placed in the mouth is unable to breathe. Non-willing creatures must be beaten in a Strength Contest to be placed in the mouth. Removing an item from the mouth takes an action. If any items or creatures are in the mouth, regardless of their weight your weight increases by 20 pounds. Creatures or items in the mouth cannot harm you until you remove them.

Grappling Blast:

Starting at 10th Level you can cast an altered version of the Eldritch Blast spell. You can cast the spell for free 1d4 +1 times per short rest as a bonus action. The spell isn't added to your list of spells known. With this spell a beam of cracking energy shaped like hand shoots towards a creature within 80ft of you. On a hit the target takes 3d10 psychic damage and must roll a strength save against your spell save DC or be grappled. On subsequent turns the creature must try and beat your spell save DC again. The effect end immediately if you take damage. You may cast this spell on multiple targets at once.

Form of The Beast:

Starting at 14th Level you can alter a part of your body once per long rest. Depending on what part of your body you alter you gain different abilities. You can only alter one part of your body per long rest. You can deactivate the alteration at any time but cannot reactivate it until after a long rest.

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Arms - Your arms become longer, able to reach 5ft further than you could before. You gain advantage on strength rolls and grappling. If you use an unarmed strike then along with the normal damage you deal 5d12 psychic damage + your strength modifier.

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Legs - Your movement speed and jump distance increase by 10ft. You gain advantage on Athletics and Dexterity saving throws. If you use an unarmed strike then along with the normal damage you deal 5d12 psychic damage + your strength modifier.

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Skin - Your skin becomes tougher, your AC increases by +5 and you gain resistance to bludgeoning attacks and immunity to non magical slashing damage. If a creature makes skin contact with you they must make a Wisdom saving throw against your Spell save DC, if they fail they take 3d12 psychic damage for every 6 seconds they remain in contact with your skin.

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Face - Your face becomes a horrific visage of a monster not of this world. You can spend an action to make any creature looking at you make a wisdom saving throw against your Spell save DC. If they fail they take 4d12 psychic damage and become frightened of you for 1d10 minutes. If they succeed they take half damage and are not frightened.

When using The Hands That Feed while your face is twisted you may attempt to swallow a creature the same size as you or smaller. If the creature is the same size as you, you take 2d10 + the creatures strength force damage when you swallow them. The ability otherwise functions normally.

