

Tiefling

Bloodline of the Deep One

Master of the abyssal waters, The Deep One severed tieflings from devils and tied their blood to its own. These tieflings feel more comfortable by the sea, although their oceanic heritage doesn't transform them completely into creatures of the depths. It is said that they dream of what's hidden in the oceanic abyss.

Traits

Appearance. These tieflings often differ from usual ones. Instead of solid horns, they may instead have coral or algae growing from their skull. Their skin may feel sticky and humid to the touch, almost tentacular. Gills and fins may grow on their limbs. Finally their skin are usually various hues of green and blue.

Speed. Your base walking speed is 30 feet and you have a swim speed of 30 feet.

Hellish Resistance becomes **Oceanic Resistance**. You have resistance to cold damage.

Ability Score Increase. Your Wisdom score increases by 1.

Oceanic Legacy. You know the *aqueous blast** cantrip. Once you reach 3rd level, you can cast the *create or destroy water* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *explosive dive** spell once. You must finish a long rest to cast these spells again with this trait. Wisdom is your spellcasting ability for these spells.

(Optional Feature) Dreamer. When you sleep, there is a chance that'll catch a glimpse of the Deep One's thoughts, actions, or that it will try to impose its will upon you.

**Guide to the Abyssal Depths*

Aqueous Blast

Cantrip evocation (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You conjure a powerful stream of water from your hands. Make a melee spell attack. On a hit you deal 1d8 bludgeoning damage to the target and you are pushed back 10 feet in a straight line by the pressure of the water. This is considered forced movement.

At Higher Levels. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).



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Explosive Dive

2nd-level conjuration (*Druid, Ranger*)

Casting Time: 1 action
Range: Self (5-foot radius)
Components: V, S
Duration: Instantaneous

You cause a massive geyser of water to erupt below your feet. All willing creatures in a 5 feet radius centered on you (yourself included) are propelled 100 feet in a direction of your choice. Upon landing the water disperses, dampening your fall, and reducing any fall damage to 0.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the distance travelled increases by 70 feet for each slot level.



Sea Kobold

Sea Kobolds are not often known by the general population. They live hidden near the sea, in half submerged grottos where they live a peaceful life of fishing. Many of them worship Sea Dragons, from whom they descend, in the hopes of one day ascending to that power.

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Ability Score Increase. Your Dexterity increases by 2 and Charisma score increases by 1.

Type. You are a Humanoid.

Size. You are Small.

Speed. Your walking speed is 25 feet and you have a 25 feet swim speed.

Amphibious. You can breathe air and water.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Aquatic Dragon's Legacy. The kobold connection to maritime dragons can manifest in unpredictable ways in an individual kobold. Choose one of the following legacy options when you select this race:

- You learn one of the following cantrips: *chill touch*, *aqueous blast**, *hydroslide**. Charisma is your spellcasting modifier for it.

- You are immune to the pressure and cold effects of the deep ocean.

- Your swim speed increases by 10 feet and you can take the Disengage action as a bonus action on each of your turns.

Draconic Roar. As a bonus action, you let out a draconic roar that emboldens your allies within 10 feet of you. You and your allies that are restrained or grappled can immediately roll a new saving throw or ability check against the condition, escaping it on a success. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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