

Feats

Abyss Walker

Your time spent in the Abyss has rendered your body accustomed to its cold and heavy waters, you gazed and it gazed back. You gain the following benefits:

- You gain +1 to Strength, Dexterity or Constitution score, to a maximum of 20.
- You have resistance to cold damage and get a swimming speed equal to your walking speed, if you don't have already a swimming speed which is faster than that, in which case it increases by 10 feet instead.
- You're acclimated to abyssal depths, including life below 3,000 feet. You ignore difficult terrain caused by underwater environment and automatically succeed on Constitution saves against exhaustion caused by those terrains.

Depth Hunter

Although you may have humanity left in you, you have developed senses akin to maritime predators. You are one of the most fearsome underwater hunter there is. You gain the following benefits.

- Your Constitution score increases by 1, to a maximum of 20.
- You gain a swimming speed equal to your walking speed, can stay underwater for 3 times as long as you normally should, and are accustomed to the high pressures found in the depths of the ocean.
- You get proficiency with daggers, javelins, shortswords, nets, spear, and tridents. The range of nets for you becomes 15/30.
- You are aware of the presence of blood in the water within 300 feet of you while you are submerged.

Monstrous Mind

You've been touched by the monstrosities that lie deep within the ocean, they affected your mind and changed you profoundly. Perhaps they attempted to make a thrall out of you and failed, or perhaps you sought them out willingly for god forsaken reasons. You gain the following benefits.

- Your Charisma, Wisdom or Intelligence score increases by 1, to a maximum of 20.
- You can speak telepathically to any creature within 30 feet of you. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.
- You can attempt to attempt to cast the *command* and *detect thoughts* spell once per long rest each. If you attempt to probe deeper into a creature's mind with *detect thoughts*, you can make a contested ability check with that creature using the ability score you've increased with this feat. On a success the creature doesn't notice that you are peering into its mind. On a failure it does.