

CALL FROM THE DEEP

RACES & FEATS

JVC Parry Presents

**A Call from the Deep supplement filled
with races & feats for player characters**



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SYNOPSIS

RACES & FEATS?

This supplementary material is taken from the Call from the Deep Campaign. It contains four new aquatic races and 11 new nautical feats for your campaigns. These races and feats work best when used in a seafaring adventure or campaign, and could be difficult to play in a more terrestrial setting. All of the options presented should help you create memorable pirate, sailor and submariner characters!

A *DUNGEONS & DRAGONS* 5th Edition supplement.

TABLE OF CONTENTS

Introduction.....	3
Character Races.....	3
Merfolk.....	3
Sahuagin.....	4
Sea Spawn.....	5
Aldani.....	6
Character Feats.....	6
Beast Tamer.....	6
Cannoneer.....	7
Firearms Expert.....	7
Firearms Master.....	7
Navigator.....	7
Net Master.....	7
Sea Legs.....	7
Spear Specialist.....	8
Stoic.....	8
Submariner.....	8
Underwater Archer.....	8

COVER ART



INTRODUCTION

The material presented here is from Appendix E of *Call from the Deep*, a DUNGEONS & DRAGONS 5th Edition adventure for characters from 1st to 12th level. It contains new character races and feats that are well suited for a nautical campaign, and can be dropped straight into your Forgotten Realms game.

CHARACTER RACES

The following character races supplement that options in the *Player's Handbook* and are rarer in the worlds of D&D than the races in that book are. If you're a player, consult with you DM before using any of the races presented here. While they fit perfectly into a nautical campaign such as *Call from the Deep*, your DM might want to consider the implications for their world before adding a new race.

MERFOLK

Merfolk are aquatic humanoids with the upper body of a human and the lower body of a fish. They are common throughout the oceans of the Forgotten Realms, and their settlements are as varied in colour, culture and outlook as the human races of the surface. Most merfolk communities are semi-nomadic, as the aquatic folk lack the skills to forge metal or carve stone. Instead, their settlements are founded in undersea caverns, coral mazes, and sunken cities.

Many merfolk communities survive by trading with other undersea communities, such as tritons and sea elves. Because craft and trade is part of almost all merfolk cultures, these folk are renowned for their ability to barter with the best merchants of the realms.

MERFOLK NAMES

Merfolk names are not dissimilar to human names in sound and flow, though sometimes contain more vowel sounds to make them easier to pronounce beneath the waves. Merfolk family names are passed down either the matriarchal or patriarchal line, depending on the culture.

Male Names: Elliros, Berriamo, Lharo, Pahua, Uthario
Female Names: Antinua, Elhara, Nissailin, Seraphima
Family Names: Greatwave, Pearlswell, Redcoral, Reefsilver, Southsea

MERFOLK TRAITS

Your merfolk character has the following racial traits.

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

Age. Merfolk mature at the same rate as humans and have lifespans similar in length to theirs.

Alignment. Merfolk society holds individual freedom very highly, with a weak hierarchical structure. As such, they tend toward neutral alignments.

Size. Merfolk are around six feet tall including their tails, and weight between 200 and 250 pounds. Your size is Medium.

Speed. Your base walking speed is 10 feet, and you have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Deep Sea Survivors. You're naturally gifted in survival techniques, especially underwater. You gain proficiency in the Perception and Survival skills, and ignore any drawbacks caused by an underwater environment.

Mercantile Culture. Merfolk culture is frequently based around trading with surface dwellers. Because of this, merfolk gain a knack for trade. You add your proficiency to checks made to bargain and communicate with merchants and traders.

Underwater Weapons Training. You gain proficiency with spears, javelins and tridents. Ranged attacks with these weapons don't automatically miss a target beyond their normal range while underwater.

Languages. You can speak, read and write Common and Aquan.



SAHUAGIN

These piscine, shark-like humanoids are best known as bloodthirsty raiders who decimate coastal villages and devour the populace. Sahuagin are prone to mutation, and their leaders grow extra sets of arms and grow twice as large as their kin. Other morphs include venomous sacks, and even the external appearance of a sea elf. Because of this latter mutation, sahuagin have an ongoing enmity with the sea elves. Although most sahuagin are brutal half-beats devoted to evil, there are some that break the norm.

SAHUAGIN NAMES

Though most sahuagin communicate in their own snarling language, their names can be rendered in the Common tongue. Sahuagin first names are defined by gender, as their society has defined gender roles, and their second name pertains to the tribe to which they belong.

Female Names: Attakl, Chorg, Favakl, Khorg, Vathakl

Male Names: Dhurge, Gharg, Khoth, Sittl, Zathl

Tribe Names: Bloodbather, Coastraider, Gutfeaster, Sharkbreeder, Spawn of Sekolah



SAHUAGIN TRAITS

Your sahuagin character has the following traits.

Ability Score Increase. Your Strength score increases by 2.

Age. Sahuagin reach adulthood at 12 and live up to 50 years.

Alignment. Most sahuagin are bloodthirsty raiders who claim dominion over the ocean. Those who are brutal rise to the top in a regimented, militocratic society. They are usually lawful evil.

Size. Sahuagin are usually over 6 feet tall and weigh between 200 and 250 pounds. Your size is medium.

Speed. Your base walking speed is 30 feet and you have a swim speed of 40 feet.

Limited Amphibiousness. You can breathe air and water, but need to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. You can magically communicate with any shark within 120 feet of you, using a limited telepathy which doesn't allow the shark to reply. You can cast dominate beast once per day, but only on sharks.

Underwater Adaptation. You ignore any drawbacks caused by an underwater environment.

Languages. You speak, read, and write Common and Sahuagin. Sahuagin is a guttural, snarling language used almost exclusively within sahuagin society.

Subrace. There are two main mutations of sahuagin, malenti and sea devils. Choose one of these subraces.

MALENTI

Malenti are a sahuagin mutation that look identical sea elves, and are frequently used as spies by the sahuagin. These sahuagin blend perfectly into sea elf society, where they can coordinate sahuagin attacks.

Ability Score Increase. Your Charisma score increases by one.

Elven Appearance. You look identical to a sea elf in every way. A creature can discern your true nature with an Intelligence (Nature) check. The DC equals 8 + your Charisma modifier + your proficiency bonus.

Natural Spy. You have proficiency in the Deception skill.

SEA DEVIL

Sea devil's are the most common sahuagin; piscine, ferocious creatures with shark-like teeth in their gaping maws. They are sanguine, vicious brutes with an appetite for humanoid flesh.

Ability Score Increase. Your Constitution score increases by 1.

Bloody Assault. When you damage a creature with an attack or spell and the creature has half its hit points or less, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.



SEA SPAWN TRAITS

Your sea spawn character has the following traits.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Age. Sea spawn are humans that have been transformed by the kraken Slarkrethel. They are always over 60, and can live up to 120 years.

Alignment. Due to the corruption of the kraken, sea spawn are almost always evil.

Size. Sea spawn are similar in stature to humans. Your size is Medium.

Speed. Your base walking speed is 20 feet. You have swim speed of 30 feet.

Limited Amphibiousness. You can breathe air and water, but need to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

Telepathic Resistance. Thanks to Slarkrethel's manipulations, you have resistance to psychic damage. In addition, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

Piscine Anatomy. Part of you has been transformed through mutation. Choose one of the following.

Mouth. You have a shark-like mouth which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed attack.

Hair. You have poisonous quills instead of hair which you can use to make unarmed strikes. If you hit with it, you deal 1d6 poison damage instead of the bludgeoning damage normal for an unarmed attack. A creature you by the attack must succeed on a Constitution saving throw or become poisoned for 1 minute. The DC equals 8 + your Constitution modifier + your proficiency bonus.

Arm. One of your arms is transformed into a tentacle, which you can use to make unarmed strikes. If you hit with it, you deal bludgeoning damage equal to 1d4 plus your Strength modifier, instead of the bludgeoning damage normal for an unarmed attack. A Medium or smaller creature hit by the attack is grappled (escape DC equals 8 + your Strength modifier + your proficiency bonus). Until this grapple ends, you can't grapple another target with your tentacle.

Underwater Adaptation. You ignore any drawbacks caused by an underwater environment.

Languages. You can speak, read, and write Aquan and Common.

SEA SPAWN

In the Forgotten Realms, sea spawn are the natives of a string of islands called Purple Rocks. The Rocklanders venerate the kraken Slarkrethel by throwing their newborns into the ocean, where they are claimed by the King of the Trackles Depths. The infants undergo a magical transformation that turns them into sea spawn, though they rarely manifest their mutations until old age. When the mutation occurs, their anatomy warps into a horrifying manifestation of the deep; barnacle covered skin, coral spurs sprouting from limbs, shark-like mouths, crab claws, poisonous quills, the variety of mutation seems endless.

While most sea spawn continue to venerate their creator after their transformation, some might turn against Slarkrethel for what it has done to them, seeking revenge against their former master.

SEA SPAWN NAMES

Sea Spawn don't take a new name when they undergo their transformation, meaning that those from Purple Rocks, where the majority are found, have Northlander or Illuskan names.

ALDANI

The aldani, or lobsterfolk, are a rare sight in the Forgotten Realms. These creature resemble giant lobsters that walk upright, looking almost humanoid in their faces save for the chitinous armour that clads them, and the eyestalks. Aldani vary in colour from blue to red, the red being most common in Chult, and blue in the Trackless Sea.

The aldani of Chult live almost exclusively in the Aldani Basin, where they in seclusion from the surrounding sentient races. They are not typically inclined to violence, preferring to trade or barter for information and supplies than take it by force. The lobsterfolk of the Trackless Sea are similarly inclined, often forming monasteries or ascetic orders in the pursuit of inner peace.

ALDANI NAMES

Aldani tend to take names similar to the humans of the surrounding region. Their primary language is common, and thus taking human names is easy for them. Despite this, the lobsterfolk can communicate through a second language, a series of clacks and snaps produced by their pincers. An individual aldani might have a series of sounds it uses in place of its name in this body-language. Aldani care little for family lines, nor do they make any great distinction between genders or sexes, thus all aldani use a single, unisex name.

ALDANI TRAITS

Your aldani character has the following traits.

Ability Score Increase. Your Wisdom score increases by 2, and your Strength score increases by 1.

Age. Aldani mature at the same rate as humans, but can live up to twice as long, around 200 years.

Alignment. Aldani live in peaceful societies that follow strict, non-violent codes of conduct, save for organised duels. They tend toward lawful and neutral alignments.

Size. Aldani are around 8 feet long, rising to a height of 5 feet or so. Your size is Medium.

Speed. Your base walking speed is 20 feet. You have a swim speed of 30 feet.

Amphibious. You can breathe air and water.

Darkvision. You have darkvision out to a range of 60 feet.

Claws. Your enormous pincers are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

A target hit by your claw attack is grappled. You have two claws, each of which can grapple only one target. The escape DC for this grapple is 8 + your proficiency modifier + your Strength modifier.

Underwater Adaptation. You ignore any drawbacks caused by an underwater environment.

Languages. You can speak, read, and write Common.

CHARACTER FEATS

The following feats are designed for play in a nautical campaign, and offer benefits related to life aboard ships, on the coast, or under the waves. At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise. You must meet any prerequisite specified in a feat to take that feat. These feats are supplements to those presented in the Player's Handbook, and you should check with your DM before taking one.

BEAST TAMER

You have a great ability to communicate with, and command, beasts. You gain the following benefits:

- You gain proficiency with the Animal Handling skill, if you don't already have it.
- If you succeed on a DC 12 Wisdom (Animal Handling) check on a beast, the subject of your check serves you for one hour. The beast can perform simple tasks, such as carry messages, guard doorways, or serve as a mount, for 1 hour.



CANNONEER

You have spent significant time operating siege equipment, earning you the following benefits:

- You add your proficiency modifier to attack and damage rolls using siege weapons.
- If a siege weapon would require an action to aim, you can use a bonus action instead.
- During a short rest, provided you have access to carpenter's tools or similar equipment, you can restore 1d10 hit points of damage to a siege weapon.

FIREARMS EXPERT

Thanks to substantial practice with firearms, you gain the following benefits:

- You ignore the loading quality of firearms with which you are proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a loaded pistol you are holding.

FIREARMS MASTER

You have practised extensively with one or more firearms, and mastered the use of smokepowder in these weapons, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with firearms; pistols and muskets.

NAVIGATOR

You've developed the skills necessary to assist navigation at land and sea. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You can proficiency in navigator's tools. If you are already proficient in navigator's tools, you can add a bonus equal to your Wisdom modifier to any checks made while using them.
- If you can see the stars or sun, you know which way is north.
- You can tell which way the weather, including wind and temperature, is going to turn in the next 24 hours.

NET MASTER

Extensive training with nets has earned you the following benefits:

- You don't suffer disadvantage when attacking a creature within 5 feet of you with a net, or when throwing a net up to its long range.
- You can add your proficiency modifier to the DC, AC and damage requires for escaping and destroying your nets.
- When you use the Attack action and attack with a net, you can use a bonus action to attack with a one-handed weapon you are holding.

SEA LEGS

Your time spent aboard boats has earned you the following benefits:

- You gain proficiency in Vehicles (Water).
- You have advantage on saving throws and ability checks made to avoid being knocked prone.
- Climbing doesn't halve your speed.



SPEAR SPECIALIST

You've trained to become a deadly warrior with pole weapons, capable making lunging attacks and long-distance throws. You gain the following benefits:

- When you use a javelin, spear, or trident, its damage die changes from a d6 to a d8, and from a d8 to a d10 when wielded with two hands, if possible (this feature has no effect if another feature has already improved the weapon's die).
- As a bonus action, you can extend the reach of your javelin, spear or trident by 5 feet.
- You can make a ranged attack with a javelin, spear, or trident up to its long range without disadvantage, even underwater.

STOIC

You are resilient to fear inducing effects, and are stoic in the face of horror. You gain the following benefits:

- Your Wisdom or Charisma score increases by 1, to a maximum of 20.
- You have advantage on saving throws to resist being frightened or gaining madness effects.

SUBMARINER

Your time spent training beneath the waves has earned you the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You gain a swim speed equal to your walking speed.
- You add a number of minutes equal to your proficiency modifier to the number of minutes for which you can hold your breath.
- You add a number of rounds equal to your proficiency modifier to the number of rounds you can survive after running out of breath.

UNDERWATER ARCHER

You've spent extensive time using ranged weapons under water, and have mastered their trajectories:

- Your ranged weapon attacks do not automatically miss beyond their normal range underwater.
- You don't suffer disadvantage while making ranged weapon attacks within their normal range underwater.



SOMETHING ALIEN HAS LANDED IN THE REALMS

While the cities of the Sword Coast try to defend themselves from raiding buccaneers, bloodthirsty sea devils and piscine mutants, the characters must join the dots, and uncover what's occurring beneath the Trackless Sea.

