

College of the Drowned

Down below, the most powerful chants that can be heard is that of the Cult of the Drowned. One with the waves, these sunken spirits retell stories of the times they ruled from above. The College of the Drowned tell these same stories, but above water. Some return from beneath the waves, having not died, but been reborn, while others are mere sailors with a knack for storytelling. Whether they share the stories of the Great Old One, or other such beings, one thing is certain: one day, we'll all be brought beneath the waves.

Hymn Of The Depths

Starting at the 3rd level, your words of encouragement bring upon confidence in the depths and disturb harmful magic. When a creature adds one of your Bardic Inspiration dice to its saving throws against a spell or magical effect, it gets an additional bonus to the roll equal to half your Charisma modifier (rounded up, minimum of 1)

Knowledge from Below

When you join the College of the Drowned at 3rd level, the knowledge found in the abyssal ocean imbues you. As a result, whenever you make an Intelligence check, you gain a bonus to the check equal to your Charisma modifier (minimum of +1).

In addition, you gain proficiency in one of the following skills of your choice: Arcana, History, or Religion.

Saltwater Curses

At the 6th level, you've learned how to bring upon the feeling of drowning upon those you fight against. As an action, you may choose a creature within 90 feet of you that can hear you. You start singing an abyssal hymn of your choice:

Choir of the sunken. They must make a Constitution saving throw against your Spell Save DC. On a failure, their body fills with saltwater. They cannot speak, perform verbal components for spells, cannot maintain concentration on spells. At the end of each of their turns, they may repeat the saving throw, ending the effect on a success.

Choir of chains. They must make a Strength saving throw against your spell save DC. On a failure they are restrained by ball and chains. A restrained creature can repeat their save at the end of each of their turn, ending the effect on a success.

Choir of mermaids. You summon feelings of everlasting bliss in the targets mind. The target must make a Wisdom saving throw against your spell save DC. On a failed save, the creature becomes charmed for the duration. While charmed by this effect, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.



ART BY FANASMARY

Once you've used curses a number of times equal to your Charisma modifier (minimum of 1) you cannot do so again until you complete a long rest.

Drag Below

Starting at 14th, you've learned how to send your enemies to eternal drowning. As a reaction to a creature casting a spell, you can summon a spectral maw that attempts to drag them below. The creature must make a Strength saving throw against your spell save DC. On a failure, their spell fails, they take 8d4 necrotic damage and are dragged into the spectral waters of another dimension. At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space.

Once you use this feature, you can't use it again until you finish a short or long rest.