

Aberrantkin

Born from biomagical engineering and from the archaic magics of the depths, the Aberrantkin are strange humanoid-like creatures that share many similarities to deep sea aberrations and terrors. Regardless of their origin, in many Atlantean civilizations Aberrantkin are incredibly favored Leviathanguards, as their unique connection to the depths of the ocean allows them otherworldly insight and perceptions that may not be realized or seen without an Aberrantkin's enhanced vision.

It is often the case that an Aberrantkin has a more alien mind than its traditional humanoid counterparts, which is often attributed to their literal Aberrant nature. This alteration of their thought process most often manifests through peculiar quirks, personality shifts, and behaviors that often question humanoid systems. Although some may argue that the ancestral instincts and minds of the Aberrantkin are different entirely than that of traditional humanoids, it is difficult to tell and nigh impossible to prove, as Aberrantkin develop their own unique personalities and idiosyncrasies just as typical humanoids do; just with a tendency to be a bit more inquisitive and curious about the nature of certain humanoid systems and behaviors.

An Aberrantkin can vary greatly in appearance, however all Aberrantkin share some kind of strange physical attribute that key them to their aberrant nature. Consider choosing an option or rolling on the Aberrant Physicality table to manifest this physical attribute, or work with your DM on an attribute that would be suitable.

Aberrant Physicality

d6	Aberrant Physicality
1	Your skin is faintly translucent, pale, and slimy
2	You have bits and pieces of hard shell and carapace that grow on your body
3	You have a secondary set of dull eyes, that can only perceive levels of light
4	You have especially lanky and sharp fingers or toes, and you have two extra fingers or toes
5	You have three rows of teeth and they have a tendency to fall out and regrow frequently, often sharper than they were before
6	You have square pupils, akin to that of an octopus, and you do not have eyelids

Aberrantkin Traits

As an Aberrantkin, you have the following racial traits.

Creature Type. You are an Aberration.

Size. You are Medium or Small.

Speed. Your walking speed is 30 feet, and you have a swimming speed equal to your walking speed.

Aquatic in Nature. You can breathe underwater and you are immune to the environmental effects of ocean depths greater than 100 feet (see "Unusual Environments" in chapter 5 of the *Dungeon Master's Guide*).



Alien Mind. Your aberrant nature allows you to telepathically communicate to creatures with ease. You can speak telepathically to any creature you can see within 30 feet of you. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. Your communication doesn't give the creature the ability to respond to you telepathically. At 3rd level, when you speak telepathically to a creature who is submerged in water, they understand your utterances regardless if they know a language, and can respond to you.

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 can't discern color in darkness, only shades of gray.

Eyes of the Aberrant. As a bonus action you can attune to your aberrant senses and you can see into the ethereal plane until the end of your next turn. The range of this special sight is 10 x your Proficiency bonus, and it allows you to see invisible creatures as well. You can use this feature an amount of times equal to your Proficiency bonus, regaining all expended uses at the end of a long rest.

Atlantean Tritons

Tritons that have spent generations within Atlantean civilizations and settlements tend to take on separate features in comparison to their traditional Triton brethren, often developing more specialized physical and mental characteristics. Atlantean Tritons have two typical variations; the Shimmerscale and Sharpscale.

With your DM's permission, when playing a Triton character you can play an Atlantean Triton which uses the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium or Small.

Speed. Your walking speed is 30 feet, and you have a swimming speed equal to your walking speed.

Aquatic in Nature. You can breathe underwater and you are immune to the environmental effects of ocean depths greater than 100 feet (see "Unusual Environments" in chapter 5 of the Dungeon Master's Guide).

Emissary of the Sea. You can communicate simple ideas to any Beast, Elemental, or Monstrosity that has a swimming speed. It can understand your words, though you have no special ability to understand it in return.

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 can't discern color in darkness, only shades of gray.

Subrace. Atlantean Tritons have two subraces, Shimmerscale and Sharpscale which are listed below.

Shimmerscale

After generations of being influenced by Atlantean magic, Shimmerscale Tritons have more colorful and bright scales as their name suggests, and it is theorized that their scales have an affinity to warp magical energies around them causing a very faint shimmering and effervescence when magic is channeled through them.

Attuned Eyes. You gain proficiency in two of the following skills; Arcana, Investigation, or Perception.

Gifts of the Sea. You know the Bioluminescence cantrip. Starting at 3rd level, you can cast Water Whips with this trait. Starting at 5th level, you can also cast Utaeli's Crab Carapace with this trait, without requiring a material component. Once you cast Water Whips or Utaeli's Crab Carapace with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Sharpscale

After generations of fighting back against the deep sea monstrosities and leviathans of the depths, Sharpscale Tritons have developed tougher, sharper scales that make them more suitable for underwater combat.

Superior Swimming. Your swimming speed increases by 10 feet and you ignore difficult terrain caused by water or currents.

Hardened Scales. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Sharp Scales. If you are grappled by a creature or are grappling a creature, they take piercing damage equal to your Proficiency bonus at the start of each of their turns.



Backgrounds

Bonus Feats

If the DM decides to allow any of the backgrounds in this section, all characters in the campaign gain access to a bonus feat. If you select one of these backgrounds, you gain one of the bonus feats specified in that background.

Atlantean Researcher

Thriving in the depths of the ocean under constant threat of deep sea monster and aberration invasion, Atlanteans have to find scientific and magical discoveries quickly and efficiently to ensure everything is running as smoothly as possible. As an Atlantean Researcher, you were once a part of these prestigious labs and research facilities that pushed the boundary of magical and scientific discovery.

Skill Proficiencies: Arcana, Investigation

Tool Proficiencies: One artisan tool of your choice

Languages: One language of your choice

Equipment: An abacus, two empty glass vials, a set of fine clothes, a scroll case, the insignia of the research facility you were a part of, notes on an unfinished theory or magical item, and a pouch containing 15gp.

Feature: Academic Connections

Due to your extensive time spent at a lab or at a research facility, you have a number of contacts within a research facility or laboratory, that should you get into contact with, would be willing to hear you out and potentially give funding and a space for a potential research project.

Bonus Feat: Chosen by the Sea, Keen Mind, or Skill Expert.

Building an Atlantean Researcher Character

Those who have spent time in this field are rigorous academics, and often have a sense of haughtiness and privilege in comparison to other magical scholars and academics due to their unique circumstances. Atlantean Researchers often believe that they were a part of a program that was the pinnacle of arcane and scientific discovery, and that they were able to produce incredible magical technology under the duress of knowing deep sea monstrosity invasions could happen at any moment.

Suggested Characteristics. Your time researching has shaped your perspective. The Atlantean Researcher Personality Traits table suggests various traits you might adopt for your character.

Atlantean Researcher Personality Traits

d6	Personality Trait
1	When faced with unknown or great magical knowledge, you assume that your people already know such knowledge.
2	You take great lengths to ensure that magical scholars and academics know of your prestigious achievements, but remind them of your oath to secrecy for the betterment of all mortaldom.
3	Life-threatening situations do not scare you, and in fact, it is when you work the most effectively and think of new inventions and creations!
4	You were nearly swallowed whole by a deep sea monstrosity, and you now seek to understand all that you can about such creatures and how to defeat them.
5	The opinions of those who do not have scholastic or magical achievements are inherently lesser, and as such I do not listen to them as closely as I would to a fellow scholar.
6	The knowledge I keep and seek is for the betterment of mortaldom as a whole, and as such it should be shared with all, regardless of status or affiliation.



Atlantean Royalty

With rigorous academics, stalwart warriors, and lofty ideals always come politics, and you have been a part of the lofty royalty of Atlantean civilization. You have been raised with the ideals of the Atlanteans, studied their history, and have deeply intertwined their politics of mortalism and Atlantean rights and how they coincide and differ.

Skill Proficiencies: History, Persuasion

Tool Proficiencies: One type of gaming set

Languages: Two languages of your choice

Equipment: A set of fine clothes, a signet ring, two vials of perfume, and a purse containing 30gp.

Feature: Atlantean Stature

You are known as Atlantean Royalty, and you can reasonably attain lodging and accommodations in any Atlantean civilization, settlement, or establishment for you and your allies that know of your house. Atlanteans that are aware of your royalty tend to do their best not to draw your ire and will typically provide what assistance they can if it is within their best interests to do so.

Bonus Feat: Inspiring Leader, Skilled, or Skill Expert.

Building an Atlantean Royalty Character

Atlantean Royalty is much like the nobles of the surface and of dry land, however their ideals tend to be much more lofty and 'righteous' in comparison to that of typical nobles. Following their ancient creed of protecting the world from the deep sea aberrations and monstrosities that could ruin civilizations, Atlantean Royalty are tasked with understanding the complex nature of what other civilizations should know, how much outsiders and other civilizations should affect Atlantean culture and civilization, and how to ensure the longevity and overall happiness of Atlantean culture as a whole.

Suggested Characteristics. Your time engrossed in Atlantean politics has shaped your perspective of the world and other people. The Atlantean Royalty Personality Traits table suggests various traits you might adopt for your character.

Atlantean Royalty Personality Traits

d6	Personality Trait
1	Despite my place in this privileged civilization, we are all mortals and share the same mortality. I will never place myself above those that politicians believe to be lesser.
2	Balance, dignity, and purpose is what separates Atlanteans from the rest of the mortals, and I will uphold these values as an ambassador of Atlanteans.
3	I take great care to ensure I look like Atlantean Royalty, using my native style in combination with the fashion trends and silks of the world above to showcase my position.
4	Royalty and nobility are the same, no matter what civilization it hails from. Its filled with corruption and lies, and I wish to rid myself of all ties to my house.
5	If one is to have the audacity to injure me, I will bring about the wrath of all Atlanteans to destroy their being. One man is nothing in comparison to the troves of deep sea horrors we have collectively slain.
6	I want to learn the most that I can about the outsider world, so I can be more informed and produce more comprehensive Atlantean policies centered on the outside world.



Leviathanguard

Covered head to toe in carapace of slain creatures and scars of battles hard fought, you are or were a part of the Leviathanguard, the very first line of defense against the dangerous sea monstrosities that you protect your people and the people above the waves against. Leviathanguards are strong, hardy, and well trained; many of which have endured hell and back which has only deepened their resolve to ensure the creatures they fight back will never make it to the surface.

Skill Proficiencies: Athletics, Investigation

Tool Proficiencies: One artisan tool of your choice

Languages: One language of your choice

Equipment: A set of traveler's clothes, a net, a 10 foot chain, a trophy of one of your greatest kills, and a pouch containing 10gp.

Feature: Patterns of the Beast

You know the habits of leviathans and deep sea creatures, and as such, you can ascertain information from signs that would normally go unnoticed by most. Given 10 minutes of investigation of a feeding ground, breeding ground, or resting area of a monstrosity or aberration, you can determine its likely state of mind, state of general health, where it is most likely going next, and the size of the creature.

Bonus Feat: Martial Adept, Ocean Blessed, or Tough.

Building a Leviathanguard Character

The Leviathanguard have often seen the maw of the abyss and the cold clammy throat of hell and still manage to steel themselves to fight against these monstrosities for the greater good. With a profession that is incredibly risky and deadly, it often breeds a number of strange individuals. Although many of these people are of an adamantite resolve, it is not uncommon for a Leviathanguard to reach their breaking point after seeing unfathomable horrors, or see their close comrades of decades of fighting together be lost. Leviathanguards are typically very insightful and perceptive; and have a certain kind of respect for their quarry as they know they are, for the most part, at a disadvantage when fighting these beasts but only their experience, teamwork, careful eye, and patience allows them to see the sunrise under the waves for another day.

Suggested Characteristics. Your time spent as a Leviathanguard has shaped your personality and perspective on life. The Leviathanguard Personality Traits table suggests various traits you might adopt for your character.

Leviathanguard Personality Traits

d6	Personality Trait
1	It takes a long time to gain my trust, but when I know I can rely on someone, I will go to the ends of the world and back to ensure they are safe.
2	I tend to judge people very harshly on their first impressions. One wrong move out the gate when fighting a leviathan will mean death; there is no second chance.
3	I saw the greatest deep sea horrors, and they still haunt my dreams. I hope to find solace in this world untainted by the depths.
4	I watched my comrades die one after another, and the experience has made me numb to politics and whatever lofty ideal I was supposed to be upholding.
5	The Leviathans were just the beginning, my training, and now I will become stronger than anyone else to protect the world from danger.
6	I prefer to stay quiet and watch from afar before speaking. My hand will always be more favorable when everyone else has revealed theirs.



Atlantean Guard

Like any civilization or settlement, law needs to be upheld. Although you may not have been the frontline against fighting the leviathans and deep sea monstrosities, you were tasked with protecting the everyday Atlantean citizen from such invasions, as well as upholding traditional law.

Skill Proficiencies: Perception, Intimidation

Tool Proficiencies: One type of gaming set

Languages: Two languages of your choice

Equipment: A set of traveler's clothes, manacles, an ornamental Atlantean shield, a signal whistle, and a pouch containing 15gp.

Feature: Military Eye

Thanks to your extensive military knowledge, when entering a settlement, town, or city, you can determine the loose military structure and military presence of the civilization after an hour of observation, and you can secure an audience with the local captain of the guard due to your military status.

Bonus Feat: Ocean Blessed, Sentinel, or Shield Master.

Building an Atlantean Guard Character

Atlantean Guards are often more idealistic and honorbound than that of typical guards. Although this varies greatly between settlement to settlement, Atlantean Guards are often bound to a specific house or laboratory, and this, in combination with the fact that they are not allowed to grow stagnant in their position due to the occasional breach in oceanic monstrosity, makes their sense of duty and honor much more stringent and taught. Atlantean Guards are often reminded of why they protect the people they protect, and this leads to many fostering growing feelings of honor and justice.

Suggested Characteristics. Your time spent as an Atlantean Guard has shaped your personality and perspective on life. The Atlantean Guard Personality Traits table suggests various traits you might adopt for your character.

Atlantean Guard Personality Traits

d6	Personality Trait
1	People on the surface have it easy, and they waiver to even protect and uphold their values for small things.
2	I don't like speaking down to anyone. I was trained to make people feel safe, not belittled.
3	Nothing makes me angrier than an incompent guard. They are representatives of the people, and there is no excuse for corruption, laziness, or lousiness!
4	My time as an Atlantean Guard has taught me to value what I protect, not to value the act of protecting something.
5	I don't trust those with a silver tongue. They often have ulterior motives, and I don't wish to be taken advantage of and make the wrong call from their honeyed words.
6	I value Loyalty above all else. Nations, ideals, treasure; it is all secondary.



Seadragon Scout

Although the Seadragon Scouts may not be as strong as the Leviathanguards or as stalwart as the Atlantean Guards, the Seadragon Scouts pride themselves in their ability to stay hidden, move fast, and keep an incredibly perceptive eye. The Seadragon Scouts are the crux of exploration and understanding unknown environments to the Atlanteans, using their Giant Seadragons and camouflaged armors to travel quickly, take note of everything needed, and to slip back to their respective posts without anyone the wiser.

Skill Proficiencies: Perception, Stealth

Tool Proficiencies: Herbalism kit and Disguise Kit

Equipment: A set of traveler's clothes, a cloak used for camouflage, a disguise kit, a hunting trap, and a pouch containing 15gp.

Feature: Survivalist Scout

You can always find adequate, moderately hidden shelter for you and your companions assuming the environment can provide as such, and you can travel at a fast pace without any penalties to your Passive Perception.

Bonus Feat: Mobile, Observant, or Ocean Blessed.

Building a Seadragon Scout Character

Seadragon Scouts pride themselves in being the best at what they do. Due to their stealthy, explorative, and speedy nature; they are often solitary and make bonds with their Giant Seadragon or other useful aquatic critters. Seadragon Scouts frequently find information for Leviathanguards so they can track the monstrosity down, and Seadragon Scouts understand that their speciality is not in fighting, but gathering intel quietly and quickly. Many that become a Seadragon Scout are explorers at heart, wanting to see more of the world and being okay with seeing it alone.

Suggested Characteristics. Your time spent as a Seadragon Scout has shaped your personality and perspective on life. The Seadragon Scout Personality Traits table suggests various traits you might adopt for your character.

Seadragon Scout Personality Traits

d6	Personality Trait
1	I often find myself staying hidden and avoiding other's gazes even in social situations out of habit.
2	The world beneath the waves was vast and beautiful, and now I wish to see the wonders of the world above the waves!
3	Animals and beasts are better than people; they have simpler needs, don't get mad when I don't speak, and can be trained to be just as quiet as I am!
4	I don't like spending my time indoors or around civilization. The best place to be is out in nature, when nothing knows you're there.
5	Small talk and niceties slow things down far too much, and I try to avoid them as much as humanly possible.
6	It's my first instinct to run when I encounter an enemy that is vastly more powerful than myself.



Coralshaper

As a Coralshaper, you are not only a purveyor of the arts of the arcane; but you are also a natural architect at heart. It was your job to cultivate and shape coral growths through magical and mundane means to grow into buildings, bridges, walls, and all manner of architecture. Whether you were direct in growing the coral or taking a role in planning and engineering; you have an in-depth understanding of natural magics and how it relates to the mechanical side of the world.

Skill Proficiencies: Arcana, History

Tool Proficiencies: One artisan tool of your choice

Languages: One language of your choice

Equipment: A set of commoner's clothes, a glass bottle containing a handful of coral polyps, 5 pitons, a chisel, and a pouch containing 20gp.

Feature: Magical Architect

You can determine a building's general structural integrity, what type of general repairs it would need if damaged, and if it was partially or entirely magically created after 10 minutes of inspecting the building.

Bonus Feat: Artificer Initiate, Chosen by the Sea, or Skill Expert.

Building a Coralshaper Character

Coralshapers often take the grandiose magical aspect of nature, the ocean, and druidcraft, and blend it with engineering and technological advances; taking the best of both worlds to create beautiful structures and buildings that have deep utility as well as well-thought aesthetics. Because of this, many Coralshapers have a dual mind that is steeped in both creativity and utility, as it is necessary to have a blend of both to be successful in creating useful structures with magical intention.

Suggested Characteristics. Your time spent as a Coralshaper has shaped your personality. The Coralshaper Personality Traits table suggests various traits you might adopt for your character.

Coralshaper Personality Traits

d6	Personality Trait
1	I make it a point to always showcase how artificery and druidcraft can be married together, and that they do not need to be separate.
2	I enjoy painting, drawing, or whatever creative expression I can get my hands on as it often fills me with inspiration and ideas for my next project.
3	I greatly enjoy looking at architecture of old buildings and new ones; and I'm quick to point out flaws in their mechanical design and aesthetic design.
4	No space is comfortable unless I have had my hand at customizing and altering it to make it feel more like me.
5	I despise manual labor. Why get my hands dirty if I can just do it with magic?
6	I like to take my time in dungeons and old temples to really get a sense of how they made everything, and what I can learn from them.

Feats

Chosen by the Sea

Your exposure to the depths of the sea or Atlantean magic has permanently altered your form, and has allowed you to better alter and control the waves around you, granting you the following benefits.

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- You learn the spell Upwell, and one 2nd-level spell of your choice. The 2nd-level spell must be an Atlantean Magic spell. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

Ocean Blessed

You have been blessed by the ocean and it has granted you the ability to traverse through its waves with incredible ease.

Ability Score Increase. Increase your Constitution, Dexterity, or Strength by 1, up to a maximum of 20.

Waverider. You gain a swimming speed equal to 15 + your walking speed and you ignore difficult terrain caused by water or currents.

Oceanic Eye. You can breathe underwater, you can see clearly through areas that are lightly obscured by water or natural aquatic phenomenon such as dense kelp or rushing bubbles, and areas that are normally heavily obscured by water or natural aquatic phenomenon are only lightly obscured to your adjusted eyes.



Changelog

- Version 1.0
 - Initial version released

More!

This homebrew was made by KoatheDM, and you can find more homebrew content on [Patreon!](#) I also have an [Instagram](#) account, [Reddit](#) account where I post and tease other homebrew content by the name of KoatheDM, and a [Twitter](#) where I also tease upcoming content! This document was made through GMBinder. Art by Daniel Comerci.

