

# THE EBONY DEEP

*A PACT FORGED IN BREATHLESSNESS AND DESPERATION, THE EBONY DEEP TAKES ITS DROWNED AND DRAINED VESSELS AND SENDS THEM OUT INTO THE WORLD, AWAITING THEIR OFFERINGS OF BLOOD AND SMOKE.*

BY JACKSON WAGNER



# WARLOCK: THE EBONY DEEP

## BREATHLESS INVOCATION

Those who find themselves sinking beneath the kind waves into something darker may spend their last breath uttering a fateful pact. Should the fathomless black find it worthy, the drowned soul may find brief and bitter respite as a vessel and warlock of the Ebony Deep. This being masquerades as the ocean, but is in fact the greedy grasping thing that lies beneath the water of the world. The nature of the Ebony Deep is to take and hold onto its treasures throughout the eons. Warlocks born from this entity may find this nature trickles down to them, leaving them vacuous and grasping creatures, or they may reject their patron's nature and give all that they can.

All warlocks desperate enough to bind themselves with this being know that it offered no salvation, but a stay of execution. Their pact binds them to nothing but the occasional offering and their true mission is to manage what they once failed to do and keep their head above water.

## EXPANDED SPELL LIST

The Ebony Deep lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
-------------	--------

1st	<i>Create or Destroy Water, Fog Cloud</i>
-----	---

2nd	<i>Gust of Wind, Summon Beast</i>
-----	-----------------------------------

3rd	<i>Lightning Bolt, Tidal Wave</i>
-----	-----------------------------------

4th	<i>Control Water, Summon Elemental</i>
-----	--

5th	<i>Commune With Nature, Legend Lore</i>
-----	---

## FATHOMLESS

At 1st level. You gain darkvision for 120ft. This also allows you to see in magical darkness. Your resistance to the crushing depths also grants you resistance to Bludgeoning damage. Finally, you can communicate with all creatures that can breathe underwater.

## TO KNOW, WATER

At 1st level, as a bonus action you may activate one of the following features:

**Elusive Lure.** Dim light extends out from you for 60ft and you have advantage on all charisma checks for the next 10 minutes. You may spend an action to glow even brighter and force all hostile creatures within 30ft of you to make a Constitution saving throw against your spell save DC. On a failed save, they are blinded for one minute. They may repeat the save at the end of their turns.

**Water Form.** By taking on the aspect of the ocean you can move through a space as narrow as 1 inch wide without squeezing for the next ten minutes. You also have advantage on stealth checks and are considered invisible while fully submerged within a body of water.

You may only have one of these features active at once. You can't use this feature again until you finish a short or long rest.

## RIPTIDE

At 6th level, by becoming a vessel for the Ebony Deep you can channel the barest fraction of its might. You have a number of Fathom charges equal to your charisma modifier. You may expend them to use the following abilities:

**Geysir Palm.** Expend one fathom charge to channel a powerful jet of water from one of your hands. Making a ranged spell attack against a creature within 180ft. For every 60ft past 60ft from you, the damage of this ability is reduced by 1d8. On a hit, the creature takes 3d8 cold damage and must make a Strength saving throw against your spell-save DC or be knocked prone.

**Endless Mutability.** Expend two fathom charges to cast polymorph on yourself. Unlike the normal polymorph spell, you retain your intelligence, wisdom and charisma stats. You may also turn into a creature two challenge levels higher than your level if they breathe water. All the other restrictions of polymorph apply.

At 13th level, **Vortex.** Expend 5 fathom charges to use an action and turn yourself in a portal of the Ebony Deep. For the next minute, this allows adjacent creatures to spend a bonus action and cast the *Dimension Door* spell. This counts as you casting the spell, not them, but does not count towards your spell slot limit. They are also limited to teleporting themselves, and cannot take a second humanoid. You can also use your action on subsequent turns to force a creature within 10ft of you to make a strength saving throw against your spell-save DC. On a failed save *Dimension Door* is cast on them, but you decide their destination.

You regain all expended Fathom charges when you finish a long rest.

## KNOWLEDGE OF THE DEEP

At 10th level, you gain proficiency in intelligence saving throws and the arcana skill. If you are already proficient in arcana, you instead gain expertise in it.

# WARLOCK: THE EBONY DEEP

## THE LONG RAIN

---

At 10th level, you may summon the power of the deep and roll a d100 as an action. On a roll of 0-25, nothing happens.

On a roll of 26-50, rain begins to pour within a mile of you and lasts for an hour. The area becomes lightly obscured.

On a roll of 51-75, a rainstorm begins within a mile of you and lasts for 10 minutes. This makes the area heavily obscured to all creatures except you and up to 6 friendly creatures.

On a roll of 76-99, a massive lightning storm surges into existence and lasts for a single round. This forces all hostile creatures within 100ft of you to make a dexterity saving throw against your spell save DC. On a failed save, they take 5d10 lightning damage. On a successful save, they take no damage.

On a roll of 100, the *storm of vengeance* spell is cast. It lasts for the full duration.

Storms created by a roll of 1-50 can be dispelled by the *gust of wind* spell, storms created by a roll of 51-75 can be dispelled by the *daylight* spell. Storms created by a roll of 75-100 can be dispelled by the *sunburst* spell.

After using this feature, you can't use it again until you finish a long rest.

## BLACK GATE

---

At 14th level you may create a magical gate. To draw the creatures through, you must offer a blood sacrifice. You may summon a number of monstrosities or aberrations whose combined CR is equal to the amount of hit points you sacrifice divided by 10.

Any hitpoints sacrificed reduce your maximum hit points by the same amount. Half of this amount is returned when you finish your next long rest, and the second half is returned upon the next long rest.

The creatures you summon will attack any hostile creatures they find and will not attack you or your allies. After 10 minutes you must make a Wisdom Saving throw with a DC equal to the combined CR of the creatures you summoned. On a failed save, they go wild and will attack any creatures in sight. On a successful save they are returned to the depths from which they came.

