

Druid

Circle of the Depths

Envoy of the Seas

At level 2, you gain a swimming speed of 30 feet and can breathe both air and water, and are immune to the pressure and cold effects of the deep ocean. In addition whilst you are traveling underwater, you can never get lost and always find your direction.

Aqueous Form

Also at 2nd level, you gain the ability to channel the magic of the ocean. As an action, you can expend a use of your Wild Shape feature to embody the power of water, choosing between one of two forms, rather than transforming into a beast form.

Whenever you assume your aqueous form, choose between water guardian and warrior; your choice gives you certain benefits while in the form:

Guardian.

As a guardian you can generate turbulent waters which disrupt the movement of your foes and protect you.

- The area in a 5-foot radius circle centered on fills with chaotic waters, becoming difficult terrain for hostile creatures. When a creature attempts to move while inside that difficult terrain, you can use your reaction to lock them in place. To do so they must succeed on a Dexterity saving throw against your spell save DC or have their movement speed reduced to 0 until the start of your next turn.

- You gain 3 temporary hit points for each level you have in this class

Warrior.

As a warrior, you can generate mighty blades of water which empower you in battle.

- You gain a bonus to your AC equal to your Wisdom modifier (rounded up), if you don't already add your Wisdom modifier to your AC (such as with a monk's unarmored defense).

- Deadly waters cover your weapons, empowering them. When you attack with any simple weapon in that form, you can use your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls. In addition the damage dice of such a weapon becomes one higher (d4 becomes d6, d6 becomes d8 and so on).

- You do not gain these benefits if you're wielding a shield or heavy armor.

These benefits last for 1 minute, until you fall unconscious or until you use your Wild Shape again.

Improved Fusion

Starting at level 6, the power of your aqueous form improves, you gain the following benefits in each respective form:

Guardian.

- You have resistance to bludgeoning, piercing and slashing damage from non-magical attacks while in this form.

- The difficult terrain you generate now has a 10 foot radius centered on you.

Warrior.

- You can make two attacks instead of one when using the attack action.

- Your movement speed increases by 15 feet.

Sunken Ally

Starting at level 10, the ocean heeds your call, giving you the power to summon help in the midst of battle. You can, as an action, summon a water elemental to your aid.

The elemental disappears after 1 minute, when it is further away than 300 feet from you or when it drops to 0 Hit Points.

The elemental is friendly to you and your companions for the duration. Roll Initiative for the elemental, which has its own turns. You can communicate telepathically with the elemental, regardless of distance, it obeys any commands that you issue to it (no Action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no Actions.

Once you've used this ability, you cannot use it again until you complete a long rest.

At level 14 the elemental disappears when it drops to 0 hit points or when it is further away than 1 mile from you.

Guardian Warrior

At level 14, you become a herald of the powers of the sea. You can focus all your might in a single transformation. When you use your aqueous form, you can expend both uses of your wildshape, instead of one. If you do so, you gain both the benefits of the guardian form and warrior form for 1 minute.