

Spells

Abyssal Strike

1st-level evocation (*Paladin, Ranger*)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon glistens with bubbles and steam, and the attack deals an extra 1d6 cold damage to the target and causes them to be surrounded by tumultuous water. Until the spell ends, the target is considered to be inside difficult terrain and cannot speak.

At the start of each of its turns the target can make a Dexterity saving throw, escaping the water and ending the spell on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot level.

Steam Surge

2nd-level evocation (*Druid, Ranger, Sorcerer, Wizard*)

Casting Time: 1 action

Range: Self (20-foot cone)

Components: V, S

Duration: Instantaneous

A blast of boiling air erupts from your hands. Each creature in a 20-foot cone must make a Constitution saving throw. A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one. This damage cannot be resisted as a result of being underwater.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level.

Aquatic Razor

3rd-level evocation (*Druid, Ranger, Sorcerer, Wizard*)

Casting Time: 1 action

Range: 40 feet

Components: V, S

Duration: Instantaneous

You summon a wide arc of high pressure water that you hurl forward. Each creature in a 10-foot wide and 40-foot long line in front of you must succeed on a Dexterity saving throw or take 7d4 slashing damage on a failure, or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d4 for each slot level.

Tidal Blast

4th-level conjuration (*Druid, Sorcerer, Wizard*)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You conjure up high-pressured water on a point on the ground that you can see within range. It swells up into a powerful wave that moves horizontally in a direction of your choice. All creatures in a 10-foot-wide and 60-foot-long line starting on that point must succeed on a Strength saving throw or take 4d6 bludgeoning damage and be pushed 30 feet in the direction of the wave, or until the end of the line, whichever is shorter, and be knocked prone. On a successful save a creature takes half as much damage, is only moved 10 feet, or until the end of the line, whichever is shorter and isn't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 2d6 for each slot level.

Geyser

5th-level conjuration (*Druid, Sorcerer, Wizard*)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You cause a massive eruption of water to blast upwards from the ground at a point within range. Creatures within 15 feet of the point must make a Dexterity saving throw or take 5d6 bludgeoning damage and be knocked 60 feet into the air. On a successful save, creatures take half as much damage, and are instead knocked their choice of 15 feet away from the point or 15 feet upward.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the bludgeoning damage increases by 2d6 for each slot level.



Surging Blades

5th-level conjuration (*Druid, Ranger, Sorcerer, Wizard*)

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Instantaneous

You summon watery blades in each of your hands as a powerful tide hurls you forward, slashing enemies in your path. You can then move up to 60 feet and can move through any enemy's space but can't willingly end your move there. Each time you enter the space of a creature, it must make a Dexterity saving throw, taking 6d8 slashing damage and being knocked prone on a failure or taking half as much damage and not being knocked prone on a success. A creature can only be damaged one time per casting of this spell. Attacks of opportunity made against you during this movement automatically fail, the water protecting you.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the movement you do increases by 10 feet for each slot level.

Abyssal Dragon

6th-level conjuration (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

By gathering threads of water you create a Large water dragon which occupies your space and moves with you. You can breathe normally while inside the dragon and gain a swimming speed of 60 feet. While the dragon is in your space, you are considered behind half-cover and have resistance to fire damage. If you take cold damage you lose these benefits and your movement speed is reduced by 10 feet until the end of your next turn, as the dragon partially freezes.

As a bonus action on your turn you can cause it to exhale a powerful blast of water in a 5-foot wide and 60-foot long line originating from your space. Each creature in the line must succeed on a Strength saving throw. A creature takes 3d6 bludgeoning damage and is pushed back 10 feet on a failure, or takes half as much damage and isn't pushed back on a success.

Aqueous Blast

Cantrip evocation (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You conjure a powerful stream of water from your hands. Make a melee spell attack. On a hit you deal 1d8 bludgeoning damage to the target and you are pushed back 10 feet in a straight line by the pressure of the water.

At Higher Levels. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Aqua Ring

2nd-level conjuration (*Bard, Cleric, Druid, Ranger*)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 5 rounds.

You summon healing waters around the target which protects them from harm. For the duration of the spell they have resistance to fire damage and regain 2d4 hit points at the start of each of their turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d4 for each slot level.

Drown

4th-level conjuration (*Bard, Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute.

You fill the respiratory system of a creature with unbreathable salt water. The creature must succeed on a Constitution saving throw or take 2d12 necrotic damage and start choking, or half as much damage on a success and spit out the water, ending the spell. A creature that is choking due to this spell is suffocating (view suffocation rules) and has disadvantage on all attack rolls and ability checks. A choking creature can repeat the saving throw at the end of each of its turns, ending the spell on a success.

RULES REMINDER: SUFFOCATING

After you running out of breath, you survive for a number of rounds equal to your Con Modifier (minimum 1). At the next turn, you drop to 0 hit points and are dying. You can't stabilize or heal until you can breathe again.

SUPPORTING A CAUSE WHEN EVERYBODY IS CHEERING IS EASY. WHEN YOU ISOLATE THEM, BREAK THEIR BONES, POUR ACID ON THEIR SKIN AND GOUGE THEIR EYES OUT, SEE IF THEY STILL VOICE THEIR SUPPORT THEN.

Anchor Point

3rd-level conjuration (*Paladin, Ranger*)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minute.

You summon an aqueous anchor which you hurl into a creature within range. Make a ranged spell attack roll. On a hit the target takes 3d10 piercing damage, and the anchor remains in their body, dragging it down, reducing their movement speed by 10ft. In addition on a hit, as a bonus action on that turn and on subsequent ones, you can teleport to an empty space within 5 feet of the creature, as long as the two of you are on the same plane of existence.

An impaled creature can use their action to make an Athletics check against your spell save DC, removing the anchor and ending the spell on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level.

Flood

6th-level conjuration (*Druid, Sorcerer, Wizard*)

Casting Time: 1 action

Range: Self (100-foot cube)

Components: V, S

Duration: 10 minutes

You conjure a 100-foot cube of fluvial water that emanates from you. It remains in place for the duration. When the spell ends, the water then spreads out across the ground in all directions, extinguishing unprotected flames within 400 feet of it.

Leviathan's Hand

4th-level evocation (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minute.

You lift your hand in the air, conjuring a massive hand of water, which you then slam down on a point within range, creating a destructive wave. All creatures in a 10 foot cube emanating from that point must make a Strength saving throw or take 6d6 bludgeoning damage, or half as much on a failure. In addition each creature in a 10 foot radius centered on that cube must succeed on a Dexterity saving throw or take 2d10 bludgeoning damage and be pushed back 10 feet and knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 2d6 for each slot level.

Fathomless Eruption

3rd-level evocation (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minute.

A massive column of boiling steam erupts from a point you designate within range. Each creature in a cylinder that is 60-foot tall with a 10-foot radius must succeed on a Dexterity saving throw or take 4d10 fire damage, or half as much on a success. This fire damage cannot be resisted as a result of being underwater.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level.

Spears of the Deep One

8th-level conjuration (*Druid, Sorcerer, Warlock*)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You summon 8 tentacular streaks of water which hover around your body. For each streak of water around you your movement speed increases by 5 feet. On each of your turns, as a bonus action you can turn a streak of water in a spear and hurl it at your foes. Make an attack roll against a creature within 120 feet that you can see (or 240 feet if you are underwater). On a hit you deal 8d6 piercing damage. Whether you hit or miss that streak of water is expended.

Abyssal Shield

3rd-level conjuration (*Cleric, Druid, Ranger, Paladin, Sorcerer, Warlock*)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You summon water around your wrist in the form of a shield. For the duration your AC increases by 1. In addition you can, as a reaction, each time you take damage, expand the shield's size to cover your whole body and protect you. If you do so you reduce the triggering damage by 1d10 + your spell casting modifier. Once you've used this reaction 5 times the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can use the reaction 2 additional times for each slot level.



ART BY JACOB BLACKMON

Sharknado

9th-level conjuration (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (a shark's fin)

Duration: Concentration, up to 1 minute

You summon a massive cyclone filled with sharks at a point that you can see within range. The tornado fills a 60-foot radius and 500-foot tall cone and is considered difficult terrain. Each creature that starts its turn inside the cone or enters the area of the cone for the first time on a turn must succeed on a Dexterity saving throw or be restrained the tornado and take 5d8 piercing damage and 5d8 slashing damage, or half as much damage and not be restrained on a success. On subsequent turns as a bonus action you can move the cone up to 60 feet in any direction. Any creature restrained by the tornado moves with it. A restrained creature can repeat the save at the end of each of its turns, ending the restrained condition on a success.

Arm of the Deep

1st-level evocation (*Sorcerer, Warlock, Wizard*)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You motion your arm forward before lifting it up, as a sharp tendril of water emerges under the body of a creature within range. Make an attack roll, on a hit the target takes 2d6 piercing damage, the water impaling it, and if the creature is Huge or smaller, it is thrown 20 feet in any direction of your choice.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can use the reaction 2 additional times for each slot level.

Flowing Armor

2nd-level abjuration (*Druid*)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 8 hour

An armor made of flowing water covers your body. For the duration your AC becomes 13 + your Dexterity modifier. You gain a swim speed of 40 feet and whenever you are targeted by a melee weapon attack you can use your reaction to move 5 feet in any direction, causing the attack to potentially miss you if you leave its range. Once you've used this reaction 3 times, the spell ends.

Aqua Jet

1st-level evocation (*Ranger, Paladin*)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 8 hour

The next time you make a melee weapon attack, as part of the attack, you can move 30 feet in any direction to put yourself in range of your foe, propelled by a powerful wave. On a hit, you inflict an additional 2d8 bludgeoning damage as the momentum propels you, and the creature must succeed on a Strength saving throw or be knocked prone.

Explosive Dive

2nd-level conjuration (*Druid, Ranger*)

Casting Time: 1 action
Range: Self (5-foot radius)
Components: V, S
Duration: Instantaneous

You cause a massive geyser of water to erupt below your feet. All willing creatures in a 5 feet radius centered on you (yourself included) are propelled 100 feet in a direction of your choice. Upon landing the water disperses, dampening the fall, and reducing any fall damage to 0.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the distance travelled increases by 70 feet for each slot level.

Oceanic Slam

4th-level conjuration (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You summon two walls of water parallel and aligned with one another, 20 feet from one another. Each wall is 15-foot tall, 30-foot long and 5-foot wide. If creatures are present in the space where the walls appears they must succeed on a Strength saving throw or be pushed in between the 2 walls and knocked prone. On a success they are pushed to the other side and not knocked prone. You then clap your hands together bringing the waters together in a smash. All creatures in between the 2 walls must succeed on a Strength saving throw or be crushed by the pressure and take 8d6 bludgeoning damage, or half as much on a success. A prone creature has disadvantage on this save.

Abyssal Pressure

5th-level conjuration (*Druid, Sorcerer, Warlock, Wizard*)

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round

You temporarily banish creatures to the most abyssal depths of the ocean, where the pressure is the highest. All creatures within a 10 foot cube must succeed on a Charisma saving throw or be banished and crushed by the pressure, taking 6d10 bludgeoning damage before reappearing in the space they left at the end of their respective turn. A creature who is acclimated to those abyssal depths takes no damage from this spell.