

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 water. Until the spell ends, the target is considered to be inside difficult terrain and cannot speak.

At the end 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.

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.

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.

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.

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.



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.

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 breath 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 thunder 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.