

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. This is considered forced movement.

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 1 minute.

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.

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.

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.

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.

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.