

SONGS OF THE  
**SPELLBOUND SEA**

Griffon's Saddlebag Sample



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## Art

- ◆ [Alifka Hamamm Nugroho](#)  
Sea Domain Cleric
- ◆ [Duong Thanh Lam](#)  
Circle of the Depths Druid
- ◆ [Olga Jaworska](#)  
Way of the Stormdancer Monk

## Graphic Design & Layout

- ◆ [Bora Haxhirai](#)

## Spells

- ◆ **by KibblesTasty:** Alacrity, Blade Mirage, Flickering Strikes, Sonic Shriek, Thunder Pulse
- ◆ **by somanyrobots & Omega Ankh:** Earth Rumble, Earthen Hand, False Foes, Fiery Quiver, Power Word Nap, Spectral Champion

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# Author's Note

Hi Saddlebag fans! Thank you *so much* for taking the time to check out this stuff. This is a quick taste of the material you'll find in [Songs of the Spellbound Sea](#), my upcoming book of new content for 5E. Briefly, the book is a nautical-themed supplement, containing:

- ◆ Three new classes! The Troubadour, Swashbuckler, and Bloodrager, each with over 10+ subclasses.
- ◆ 20+ additional subclasses for the game's base classes!
- ◆ 4 new species, from fearsome Ruin-Touched to adorable Atxayotls!
- ◆ 200+ spells — all of Spells That Don't Suck, plus at least 50 more brand-new spells!
- ◆ Seafaring rules! Wage thrilling naval combats, travel at sea, and upgrade your ship into a floating stronghold!
- ◆ Island mini-settings to drop seamlessly into your games!
- ◆ Magic items, monsters, feats, and more!

Below, you'll find three book-exclusive subclasses and a few items, which I'm sharing *just* with you. This content and a whole lot more will be available in the full book, which I really hope you'll check out and consider backing. Happy sailing!





# Subclasses

## Cleric Domain

### Sea Domain

The Sea Domain is for clerics devoted to oceanic powers and priests who feel the pull of the tides. Some Sea Domain clerics are beneficent, using their powers to protect sailors and bless voyages. Others bring their deity's wrath, summoning mighty storms and crashing waves upon their foes. Their powers assist with travel, weather, and controlling the winds and tides.

Sea Domain priests can follow any alignment. Some may aid sailors out of pure benevolence, while others demand tithes and penances, threatening destruction if their deity's demands go unfulfilled.

### Sea Domain Features

Cleric Level	Feature
1st	Domain Spells, Wave Speaker, Ebb and Flow
2nd	Channel Divinity: Swift Breeze
6th	Sea Channeler
8th	Divine Strike
17th	Cresting Wave, Mighty Storm

### Sea Domain Spells

Cleric Level	Spells
1st	<i>crashing wave</i> <sup>K</sup> , <i>gale bolt</i> <sup>K</sup>
3rd	<i>become water</i> <sup>K</sup> , <i>gust of wind</i>
5th	<i>call lightning</i> , <i>water wall</i> <sup>SDS</sup>
7th	<i>control water</i> , <i>stormcloud</i> <sup>SDS</sup>
9th	<i>shape winds</i> <sup>SDS</sup> , <i>pressure cutter</i> <sup>K</sup>

Spells marked with <sup>K</sup> are by KibblesTasty, and spells marked with <sup>SDS</sup> are from Spells That Don't Suck. All are included at the end of this document.

### Wave Speaker

At 1st level, you gain proficiency with tridents and nets, as well as your choice of Survival, Nature, or another skill of your choice if you are already proficient with both. Additionally, you can pray for 1 minute to gain advantage on an next ability check to gauge weather conditions.

### Ebb and Flow

Also at 1st level, you learn to move in rhythm with the tides, shaping your movements to their pulse. After you use your action to cast a spell of 1st level or higher, your next attack with a weapon before the end of your next turn has advantage.



## Channel Divinity: Swift Breeze

Starting at 2nd level, you can use your Channel Divinity to put the wind at your allies' backs. As an action, you can call a blessing of the wind onto a number of creatures equal to your Wisdom modifier within 60 feet. Each creature's movement speed is increased by 10 feet for 1 minute.

After a creature with this blessing takes damage, you can create eddies of wind beneath their feet as a reaction, granting them the ability to immediately fly 10 feet without provoking opportunity attacks.

## Stormguide

At 6th level, you can expend a spell slot of any level to cast a modified version of *control weather*. When cast in this way, the spell lasts 1 hour per slot level, only affects a 100 foot radius around you, and can only shift conditions by one level on each table.

## Sea Channeler

At 6th level, you are able to harness the full might of the sea with your magic. The first time a creature fails a saving throw against one of your cleric spells of 1st level or higher, you can force the target to make a Strength saving throw against your spell save DC or suffer one of the following effects:

- ◆ **Rushing Wave:** The target is knocked prone.
- ◆ **Roaring Wind:** The target is pushed 10 feet in a direction of your choice.

Large or smaller creatures automatically fail this saving throw.

## Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with the sea's fury. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 bludgeoning damage. When you reach 14th level, the extra damage increases to 2d8. The attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## Cresting Wave

At 17th level, you learn the *great wave*<sup>SDS</sup> spell, which counts as a domain spell for you. When you cast it, you can choose any number of creatures you can see within 120 feet, granting them immunity to its damage.

## Mighty Storm

Also at 17th level, your Sea Channeler ability gains an additional effect option, and you can select two effects every time it activates.

- ◆ **Thunderbolt:** The target takes 2d8 lightning damage, and creatures within 5 feet take half as much.

## Sea Domain quirks

The following are some optional quirks for a player of this Domain to choose from.

d6	Quirk
1	Your hair is perpetually damp, and you always smell of seawater.
2	You find a seashell under your bedroll every morning.
3	Your standard farewell is "Fair winds to you!"
4	You believe pearls bring good luck, and are never without one.
5	You hate swimming.
6	You find the ozone smell of an oncoming storm intoxicating.

## Druid Circle

### Circle of the Depths

Some druids forsake the land, instead finding communion in the deepest oceans. The Circle of the Depths is for those who revere not just the sea, but also its strangest inhabitants. Down on the ocean floor, where the cold and pressure are unbearable and the darkness unending, is where these druids find solace.

Depths druids are more prone to neutrality than others, as very little society exists on the seabed to reflect their morality. Accordingly, they tend more towards detachment, motivated more by curiosity about their bizarre environments. However, Depths druids who leave the benthic zone are by definition atypical, finding cause to seek out the wider world despite their isolation.

### Circle of the Depths Features

Druid Level	Feature
2nd	Circle Spells, Deep-Sea Diver, Benthic Blessings
6th	Oceanic Defenses
10th	Might of the Depths
14th	Call of the Sea

### Circle of the Depths Spells

At 2nd, 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Depths Spells table. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell becomes a druid spell for you.

Druid Level	Spells
2nd	<i>water blast</i> <sup>K</sup> , <i>water bullet</i> <sup>K</sup>
3rd	<i>become water</i> <sup>K</sup>
5th	<i>water wall</i> <sup>SDS</sup>
7th	<i>whirling water</i> <sup>SDS</sup>
9th	<i>whirlpool</i> <sup>SDS</sup>





## Deep-Sea Diver

When you join this conclave at 2nd level, you begin to adapt your body to the ocean depths. You gain the ability to breathe water and darkvision out to 60 feet. If you already had darkvision, its range increases by 30 feet. In addition, you gain the ability to wildshape into forms with a swim speed.

## Benthic Blessings

Also at 2nd level, you can seek favors from the spirits of the deepest ocean. As a bonus action, you can expend one use of your wildshape to call upon a creature of the deep, deploying some of its powers for your benefit. If an effect references a saving throw, it uses your spell save DC. You can select one of the following effects:

- ◆ **Anglerfish:** You conjure a spectral lantern, which hangs at a point you can see within 30 feet and lures in your foes. The lantern casts bright light for 30 feet and dim light for 60 feet. Creatures of your choice within the light must make a Wisdom saving throw or find themselves drawn to it, spending 10 feet of movement for each 5 feet they move away from it.
- ◆ **Giant Squid:** You summon ghostly tentacles, which can lash out against a foe. A massive squid tentacle reaches out to seize one creature you can see within 30 feet. The target must make a Dexterity saving throw or be restrained until the start of your next turn.
- ◆ **Deep-Sea Shark:** You call upon a spectral shark, which bites your enemies. It bites one creature you can see within 30 feet, using your spell attack modifier to hit and dealing 1d8 slashing damage.

Your benthic blessing lasts for 1 minute or until you summon another, and you can reactivate it as a bonus action on each of your turns. Once a creature succeeds on a saving throw against an effect, it is immune to that effect until you use your blessing again. If you fall unconscious, any active blessing ends.

## Oceanic Defenses

At 6th level, you further adapt your body to embrace the deep sea. You gain resistance to cold damage, and you can call upon some of the rubberiness of the ocean's deepest denizens. As a reaction before you take bludgeoning damage, you can gain resistance to it. You can gain resistance in this way a number of times equal to your Wisdom modifier, regaining all uses after a long rest.

## Might of the Depths

At 10th level, you can call upon the ocean's might to augment your abilities. Once per turn when a creature fails a save, is hit by one of your druid spells, or is targeted by one of your benthic blessings, you can channel the sea's power to inflict either 1d8 cold damage or 1d8 bludgeoning damage on them.

## Call of the Sea

At 14th level, your connection to the depths of the ocean is awe-inspiring. You can expend two uses of your wildshape to activate all three of your benthic blessings simultaneously. If you do so, all three activate at once when you activate them with your bonus action.

Additionally, when you use your wildshape to turn into a creature with a swimming speed, its CR can be up to half your level, and you can use your subclass abilities while wildshaped in this way.



## Circle of the Depths quirks

The following are some optional quirks for a player of this Circle to choose from.

d6	Quirk
1	Your skin is soft and blubbery, with a fair amount of bounce to it.
2	Your eyes are large and watery, and they have a pearlescent glow when you think of the sea.
3	Your body is covered with scars or tattoos in the shape of squid suckers.
4	You can drink salt water, and prefer it to fresh.
5	You are perpetually damp.
6	When you sleep, your bones tend to fold in on themselves, giving you a distinctly blobby appearance.

## Monastic Tradition

### Way of the Stormdancer

Not all monks wait patiently in a sanctuary, meditating for the day their skills are required. The Way of the Stormdancer demands its adherents go out to experience the world, discovering enlightenment through personal experience of nature's awesome and terrifying power. It is common for them to enlist aboard ships, standing in the

rigging or lashing themselves to the mast when a mighty gale blows through. Stormdancer monks want to harness the lightning and learn to flow through the world as the wind does, gaining a special communion with the sky.

Stormdancers more often hail from the common folk, finding monastic practice to be a path out of difficult circumstances and into a more connected state. With a wandering lifestyle and even fewer attachments to any given place, it can be difficult to reconcile a noble origin with storm-chasing peregrination.

## Way of the Stormdancer Features

Monk Level	Feature
3rd	Windsight, Rhythm of the Storm
6th	Galetouched
11th	Cloud Combatant
17th	Storm Spirit

### Windsight

When you adopt this tradition at 3rd level, you gain the ability to listen to the winds and hear what they convey. You gain advantage on all Perception checks involving hearing, and anytime you are outdoors, you can spend 1 ki point to learn weather conditions for the next 24 hours.

In addition, your jumping distance is doubled, and you can use your Dexterity modifier in place of Strength to determine your jump distance..





## Rhythm of the Storm

Also at 3rd level, you are able to harness the storm's power for yourself. When you roll initiative or as a bonus action anytime, you can choose to channel either lightning or wind.

### Channeling lightning gives you the following benefits:

- ◆ When a creature damages you with a melee attack, they take lightning damage equal to your proficiency bonus.
- ◆ In place of an attack when you take the Attack action, you can hurl bolts of electricity, which act as ranged weapons (30/60) with which you are proficient, dealing 2d6 lightning damage on a hit. Once per turn, you can spend 1 ki to throw a second bolt.

### Channeling wind gives you the following benefits:

- ◆ Your Step of the Wind does not cost ki points to use.
- ◆ Once per turn on your turn in place of an attack, you can throw out a forceful wind blast in a 15-foot cone. Creatures in the cone must make a Strength saving throw or suffer 1d8 bludgeoning damage. Large or smaller creatures failing the saving throw are knocked back 10 feet. You can spend 1 ki to increase the cone to 30 feet and increase the damage by 1d8.

## Galetouched

At 6th level, your command of the storm's power increases. You gain resistance to lightning damage, and your maximum jump distance increases to triple its base.

## Cloud Combatant

At 11th level, you can summon storm clouds at will. You gain the ability to cast *fog cloud* and *call lightning*. You can cast each once, regaining the ability after a long rest. If you have already cast a spell, you may cast it again by spending ki points equal to its spell level.

In addition, you may treat clouds, including your *fog cloud* and *call lightning* spells, as solid ground for purposes of climbing and jumping, though you will fall if you end your turn standing on one.

## Storm Spirit

At 17th level, you can transform yourself into an elemental avatar of the storm. You can assume this form for 1 minute as a bonus action and gain the following benefits:

- ◆ You gain immunity to lightning damage.
- ◆ You gain a fly speed equal to your walk speed, with hover.
- ◆ You gain both the benefits of lightning and wind channeling simultaneously.
- ◆ Your special attacks from Rhythm of the Storm have their damage dice doubled, dealing 4d6 per lightning bolt or 2d8 per wind blast.
- ◆ You can use this ability once, regaining its use after a long rest. If you have no uses remaining, you can spend 5 ki to use it again.

## Way of the Stormdancer quirks

The following are some optional quirks for a player of this subclass to choose from.

d6	Quirk
1	Your eyes shimmer with electricity at all times.
2	Your fingertips are blackened and scarred.
3	You have a permanent smell of ozone.
4	Your hair and clothing are windblown, even in still weather.
5	You don't understand why your comrades snicker every time you say "I will make wind."
6	You prefer to sleep outside and uncovered on rainy nights.



# Magic Items

## The Dreadful Oar of Cap'n Corvus

*Weapon (greatclub), legendary (requires attunement)*

This oar achieved notoriety during the first mutiny that overthrew Oswald Corvus, the most fearsome captain of the Ruinous Corsairs. Legend goes that his crew tied him into a dinghy with the oar lashed to his hands and left him to row to a desert island — but he turned his boat around, climbed aboard ship, and beat his mutinous crew into submission to reclaim command, all with the oar affixed to his palms.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit an enemy with this weapon, you afflict them with a temporary hex until the start of your next turn. The hex increases in severity each time you afflict them before it expires.

- ◆ **Ill Fortune (1st rank):** The target must roll 1d4 and subtract the result from the next attack roll it makes.
- ◆ **Terrible Luck (2nd rank):** The target must roll 1d4 and subtract the result from all its attack rolls and saving throws.
- ◆ **Calamity (3rd rank):** The target must roll 1d6 and subtract the result from all its attack rolls and saving throws. Every time they do so, they suffer damage equal to the number rolled.

In addition, as a bonus action while you wield the oar, you may reattempt one saving throw or ability check to escape being grappled or restrained.

## Glass of Vision

*Wondrous item, rare (requires attunement)*

This spyglass is made of shimmering silver, delicately filigreed and with a lens made of iridescent crystal. When you hold it up and use it as a normal spyglass, your vision cannot be obscured by natural effects, including fog, smoke, or storms.

In addition, you can use the spyglass to cast *arcane eye* without any components. Once you cast the spell in this way, you can't do so again until the next dawn.

## Bell of Diving

*Wondrous item, uncommon*

This seemingly-ordinary hand bell is dented and cracked, its clapper missing. While you hold it, you can use an action to speak the bell's command word and cast *water breathing*. If a targeted creature moves more than 30 feet away from the bell during the spell's duration, the spell ends for that creature. The bell can't be used again until the next dawn.

## Corsair's Coat

*Wondrous item, rare (requires attunement)*

This oversized coat has altogether too many buckles and straps, and a curious resistance to getting wet — water slides right off. While you are attuned to this magic item, you gain a 30-foot swim speed and have advantage on saving throws to avoid being knocked prone.

Additionally, you can shrug the coat off as a bonus action. If you do so, you gain temporary hit points equal to your level, instantly end any effects causing you to be grappled or restrained, and can move up to your speed without provoking opportunity attacks. This ends your attunement to the coat, and you must attune to it again to gain any of its benefits.

# Spells

Author's Note: Some of these spells are by KibblesTasty, some are from *Spells That Don't Suck* (by myself and Omega Ankh), and some are originals by me. All spells are used with permission, and all spells included in the book will be (or already have been) released under a Creative Commons license, free for other creators to build on and reuse.

## Become Water

*2nd-level transmutation*

**Classes:** Druid, Sorcerer, Warlock, Wizard

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 round

You become a burst of elemental water. Until the start of your next turn, you gain the following benefits:

- ◆ You are resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.

- ◆ You can move through the space of other creatures and ignore difficult terrain; the first time you move through a Large or smaller creature on a turn, it must pass a Strength saving throw or be knocked prone.

## Crashing Wave

*1st-level evocation*

**Classes:** Druid, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** Self (20-foot cone)

**Components:** V, S

**Duration:** Instantaneous

A wave of water sweeps out from you. Each creature in a 15-foot cone must make a Strength saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and is knocked 10 feet away from you. If a creature is knocked into a wall, another creature, or fails by 5 or more, it is additionally knocked prone. On a successful save, the



creature takes half as much damage and is not knocked back. If there is a source of water of at least 5 cubic feet within 5 feet of you when you cast the spell, you can displace that water, increasing the range of the spell to a 25 foot cone.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each level above 1st.

## Gale Bolt

*1st-level evocation*

**Classes:** Druid, Ranger, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

A blast of concentrated wind streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 bludgeoning damage and if it is Large or smaller is knocked 10 feet away from you.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each level above 1st.

## Pressure Cutter

*5th-level conjuration*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** Self (60-foot line)

**Components:** V, S

**Duration:** Instantaneous

You unleash a blast of highly pressurized water in a 60-footlong 15-foot-wide line, slashing through everything in its path. Each creature in the line must make a Dexterity saving throw, taking 10d6 slashing damage on a failure. On a successful save, a creature takes half as much damage.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each level above 5th.

## Shape Winds

*5th-level transmutation*

**Classes:** Druid, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You seize control of the air in a 300 foot or smaller cube you can see within range, bending it to your will. Choose one of the following effects, which persists until the spell ends or until you use your action to pause or change it to a different effect. You can resume a paused effect as an action.

1. **Gale.** A steady wind blows in a horizontal direction of your choice. Creatures moving against the wind must spend 3 feet of movement for each foot they travel, and ranged attacks made against the wind are impossible.

Creatures moving with the wind cover an additional foot for each foot of movement spent. When a creature or projectile moves within the area, you can use your reaction to change the wind's direction. As a bonus action, you can create a gust, forcing all creatures within the area to make a Strength saving throw or be pushed 30 feet in the wind's direction.

2. **Turbulence.** You whip the wind into a chaotic vortex. Ranged attacks passing through the wind are made at disadvantage. Creatures that fly into the wind's area, start their turn flying there, or take flight there have their fly speed reduced by half, and must succeed on a Strength saving throw or be knocked prone.

3. **Thermal Column.** You direct the wind to blow upwards. All creatures suffering fall damage within the wind can reduce that damage by 5 x your spellcasting modifier. When a creature within the wind makes a vertical jump, their jump height is tripled.

## Stormcloud

*4th-level evocation*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

A 20-foot-radius sphere, charged with crackling lightning and rumbling shockwaves, appears centered on a point you choose within range. The sphere remains for the spell's duration; at the beginning of each of your turns, you can move the sphere up to 10 feet in a direction of your choice. The sphere spreads around corners, and its area is lightly obscured and difficult terrain. Creatures inside the sphere are deafened, and creatures within 30 feet of the sphere have disadvantage on Wisdom (Perception) checks made to listen.

Until the spell ends, you can use a bonus action on each of your turns to direct a lightning strike from the sphere's center at one creature you choose within 60 feet of the center. Make a ranged spell attack. You have advantage on the attack roll if the target is within the sphere. On a hit, the target takes 4d8 lightning damage.

After this lightning strike, each creature in the sphere must make a Constitution saving throw. A creature takes 4d8 thunder damage on a failure, or half as much damage on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage for each of its effects increases by 1d8 for each slot level above 4th.

## Water Blast

*1st-level conjuration*

**Classes:** Druid, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You conjure a ball of water before hurling it at a target. Make a ranged spell attack against the target. On a hit, the target



takes 3d6 bludgeoning damage and if it is Large or smaller must make a Strength saving throw or be knocked prone.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each level above 1st.

## Water Bullet

*conjuration cantrip*

**Classes:** Druid, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

You create a compressed bead of water and fire it at a creature you can see within range. Make a ranged spell attack. On hit, the target takes 1d6 + your spellcasting ability modifier piercing damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## Water Wall

*3rd-level conjuration*

**Classes:** Druid, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a drop of water)

**Duration:** Concentration, up to 10 minutes

You summon a wall of swirling water at a point you can see on the ground within range. The wall can be up to 30 feet long, 10 feet high, and 5 feet thick, or it can be a ring up to 15 feet in diameter, 20 feet high, and 5 feet thick. Moving within the wall costs 3 feet of movement for each foot. The wall's water disappears when the spell ends.

Creatures entering the wall must make a Strength saving throw, suffering 2d6 bludgeoning damage on a failure or half as much on a success. Ranged attacks passing through the wall have disadvantage and deal half damage. Fire effects passing through are instantly extinguished. Cold effects passing through apply to any creature within 5 feet of the point they touch the wall. Lightning effects apply half their damage to any creature in contact with the wall when they pass through.

## Whirling Water

*4th-level conjuration*

**Classes:** Druid, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a droplet of water)

**Duration:** Concentration, up to 1 minute

You create a swirling sphere of water in a 10-foot radius at a point you can see on the ground or in water within range. Any creature that enters the sphere on its turn or starts its turn in its area must succeed on a Strength saving throw or be restrained and trapped within the water. At the start of each of its turns, a restrained target can repeat the saving throw, ending the effect on a

success. A Huge or smaller creature partially within the sphere makes its saving throw with advantage, while a Gargantuan creature automatically succeeds.

As an action, you can cause the sphere to roll up to 30 feet, carrying all restrained creatures with it. If this causes a creature in the sphere to collide with a creature outside it, both creatures take 4d6 bludgeoning damage. Restrained creatures are not affected by any terrain the sphere passes over. It puts out any fires it passes through.

As a bonus action, you can hurl a restrained creature out of the sphere. It is thrown 20 feet in a direction of your choice and takes 4d6 bludgeoning damage. If it collides with another creature, that creature must make a Dexterity saving throw or take 4d6 bludgeoning damage.

When the spell ends, creatures restrained by it fall prone and it extinguishes all fires within 20 feet. The water disappears afterward.

## Whirlpool

*5th-level evocation*

**Classes:** Druid

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a spoon)

**Duration:** Concentration, up to 1 minute

You conjure a 30-foot disc of water centered on a point you can see within range, which whirls and spirals endlessly. It must be on the ground or in a body of water. The whirlpool's area is difficult terrain, but it is not deep enough to require swimming. Any creature that starts its turn there or enters on its turn must make a Strength saving throw. On a failure, they take 5d8 bludgeoning damage and are pulled 10 feet towards the center of the whirlpool. If you target an existing body of water, the damage increases to 6d8.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 per level above 5th.

