

WIND AND WAVE

PLAYER OPTIONS FOR THE WATERY DEPTHS

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PREFACE

Although adventurers might not often find themselves *under* the sea, there's a certain charm in fantasy stories when it comes to sailing them. Daring tales of swashbuckling and plunder fulfill a common trope and fit well into many fantasy campaigns. Having characters who specialize in these themes can make the adventure feel much more cohesive and engaging for players on both sides of the screen.

In the following pages you'll find the sharkfolk race, the Buccaneer base class, and additional class options for player characters to pull from storm, coast, or water themes, with at least one for each of the *Player's Handbook* classes. Unless you have the privilege of running the game yourself, always check with your Dungeon Master before bringing homebrewed material to the table. With these options available, you can take to the seas in style.

May the material that follows serve you well in your own campaigns. Happy gaming!

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NEW RACE OPTION: SHARKFOLK

Forming fearsome, family-based tribes, the sharkfolk are among the strongest humanoid denizens of the deep. Sharkfolk live at a variety of depths, though their dependence on the sea means that most never stray very far from it. Their predatory natures force them to subsist mostly on meat, though sharkfolk can be omnivorous if they wish. The following statistics present this race for player use.

SHARKFOLK RACIAL TRAITS

As a sharkfolk, you have the following racial traits:

- *Ability Score Increase.* Your Strength score increases by 2.
- *Size.* Sharkfolk are fairly tall but often lean. They generally stand from 5 to 5 ½ feet tall and weigh in the neighborhood of 120 lbs. Your size is Medium.
- *Speed.* Your base walking speed is 25 feet. You have a swimming speed of 40 feet.
- *Amphibious.* You can breathe in water just as well as you do on land. You must spend at least 1 hour per day almost fully submerged in water or else you suffer one level of exhaustion. This cannot be recovered until you finish a long rest recuperating while fully submerged.
- *Darkvision.* You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't distinguish color in the darkness, only shades of gray.
- *Devouring Maw.* You gain a bite attack that deals 1d4 + your Strength modifier in piercing damage. If you hit with this attack, the target creature is grappled if it is Large or smaller.
- *Languages.* You can speak Gurglish, a language adapted for underwater communication. A select few have learned Common, though they find it hard to speak given their toothy maws.
- *Subrace.* Three sharkfolk subraces exist. Choose one of the following below:

BULL

The only inland-dwelling sharkfolk, the bulls exhibit great strength and stubbornness. They are the only sharkfolk to regularly hunt terrestrial game, and a few tribes have even begun trying their hand at agriculture.

- *Ability Score Increase.* Your Charisma score increases by 1.
- *Hard to Kill.* You have proficiency with death saving throws.
- *Stubborn.* You have advantage on saving throws to resist effects that would charm or frighten you.

HAMMERHEAD

Hammerhead sharkfolk are undoubtedly the strangest-looking, but their eye placement gives them great effectiveness at observing the world. These sharkfolk live a bit deeper than their brethren and feed primarily on shellfish and other bottom-dwelling creatures.

- *Ability Score Increase.* Your Wisdom score increases by 1.
- *All-around Vision.* You have a wider range of view due to your eyes being located on the sides of your head. You have advantage on Perception checks made to notice hidden creatures around you.
- *Big Eyes.* You have proficiency with the Perception skill.

WHITE

The largest and most fearsome of the sharkfolk, the whites overcome enemies with sheer brawn. Terrifying in battle, they are renowned for their ability to go into a mindless feeding frenzy, lashing out at anything nearby.

- *Ability Score Increase.* Your Constitution score increases by 1.
- *Feeding Frenzy.* When you successfully deal damage with a melee weapon attack, you can use a bonus action to enter a feeding frenzy for 1 minute. While in this frenzy, you can on your turn choose to gain advantage on all melee weapon attack rolls, but enemies have advantage on their attack rolls against you. Once you use this feature, you must wait until after you finish a short or long rest before you can use it again.
- *Brawny.* You have proficiency with the Athletics skill.

NEW CLASS OPTION: THE BUCCANEER



A gnarled human grips her pistol tightly, having finally cornered the target of her contract. The hunter fires a shot that almost imperceptibly bounces off a wall into her quarry's leg. She vaults over the hunted woman's head, knocking her sword to the ground and demanding her surrender to justice.

A striped sharkfolk bursts onto deck, snarling in a fearsome rage. She takes a chunk out of one sailor with her jaws and roars powerfully, sending her foe fleeing. A spear finds the sharkfolk's side, but she dismisses it with a guttural laugh.

An eye-patched elf hurls a bomb as she boards the sloop, quickly lobbing another with another hand. A hostile deckhand slashes her with a cutlass, but she blows him away with a defensive explosion before breaking the trigger of another opponent's crossbow.

Buccaneers are martial characters who get stronger by remaining in combat, encouraging both themselves and the occasional ally. Morale Dice help on offense and defense, and the gambits they learn give them tricks that other martial characters find difficult to match. Decent weapon proficiencies and some mobility help them compete with the fighters, rogues, and rangers of a group, but be aware that their armor proficiencies are not as strong. With the right gambits and class options, buccaneers can also support their allies or hinder their foes reasonably well, and they eventually become quite resistant to harmful effects.

As a buccaneer, do your best to generate Morale Dice in combat. Both Freebooter's Force and Pirate's Parry provide a basic option every round, but as you gain levels and gambits you may find yourself wanting to store them for more powerful tricks. Think carefully about what gambits you wish to pursue, as they give you additional tactical options but not too many at once. Extra Attack and Evasion strengthen both offense and defense, while Heightened Morale makes your Morale Dice more reliable. At higher levels, you gain additional saving throw proficiencies and your Morale Dice increase in both value and number, giving you great martial flexibility. Your Buccaneer's Code opens additional gambit options, provides a few new tricks for spending Morale Dice, and eventually gives you another method of Morale Dice generation suitable to your code.

"Just the plank? Have him walk the whole ship!" – Seadog Lazlo the Scarred

QUICK BUILD

You can make a buccaneer quickly by following these suggestions. Dexterity should be your highest score, followed by Charisma (or Intelligence if you want to choose the Powder Monkey code). Second, choose the criminal background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10

Hit Points at 1st Level: 10 + Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per buccaneer level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: All simple weapons, hand crossbows, heavy crossbows, longswords, rapiers, scimitars, shortbows, shortwords, and tridents

Tools: One of cartographer's tools, disguise kit, gaming set, or forgery kit

Vehicles: Sea vehicles

Saving Throws: Dexterity, Charisma

Skills: Choose two from Acrobatics, Athletics, Deception, History, Insight, Intimidation, Nature, Perception, Performance, Persuasion, Sleight of Hand, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a longsword, (b) a rapier, or (c) shortsword
- (a) two light melee weapons, (b) five javelins, or (c) a shortbow and 20 arrows
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- leather armor and a set of tools with which you have proficiency

Level	Proficiency Bonus	Class Features	Morale Dice	Gambits Known
1 st	+2	Morale Dice, Seaworthy	2d4	---
2 nd	+2	Fighting Style, Buccaneer Gambits	2d4	2
3 rd	+2	Buccaneer Code	2d4	2
4 th	+2	Ability Score Improvement	2d4	2
5 th	+3	Extra Attack	3d4	3
6 th	+3	Code feature	3d4	3
7 th	+3	Evasion	3d6	3
8 th	+3	Ability Score Improvement	3d6	3
9 th	+4	Treasure Hunter	4d6	3
10 th	+4	Code feature	4d6	3
11 th	+4	Heightened Morale	4d8	4
12 th	+4	Ability Score Improvement	4d8	4
13 th	+5	Salty Dog	5d8	4
14 th	+5	Code feature	5d8	4
15 th	+5	Swashbuckling Surge	5d10	4
16 th	+5	Ability Score Improvement	5d10	4
17 th	+6	Unyielding Courage	6d10	5
18 th	+6	Code feature	6d10	5
19 th	+6	Ability Score Improvement	6d10	5
20 th	+6	Supreme Morale	6d12	6

MORALE DICE

Beginning at 1st level, you gain encouragement in battle and can access a pool of Morale Dice that you can use to empower your abilities. You gain a Morale Die whenever you successfully damage a hostile creature or creatures and can store a number of dice equal to your proficiency bonus. The size of your Morale Dice also increases based on your Buccaneer level, as indicated on the table above. You lose all Morale Dice if you go for 1 minute without damaging an enemy creature or taking damage yourself. You gain the following features at 1st level and additional uses for Morale Dice as you gain levels in this class.

Freebooter's Force

When you make a successful weapon attack roll, you can expend a number of Morale Dice up to your choice of your Intelligence or Charisma modifier (minimum of 1) and add the result rolled to your damage.

Pirate's Parry

When an enemy makes a weapon attack against you, you can expend one Morale Die as a reaction and subtract the number rolled from their attack roll.

SEAWORTHY

Beginning at 1st level, you have sharpened your seagoing skills. Climbing or swimming no longer costs you extra movement as long as you are not wearing heavy armor or encumbered, and you have proficiency with skill checks to manipulate ropes, rigging, and other similar checks even if they do not pertain to piloting a sea vehicle.

FIGHTING STYLE

Beginning at 2nd level, you gain one of the following Fighting Style options: Archery, Defense, Dueling, or Two-Weapon Fighting.

BUCCANEER'S GAMBIT

Also beginning at 2nd level, you gain access to a series of tricks called "gambits." You know a number of gambits as listed on the chart. When you gain a level in this class, you can swap one of your gambits known for another one. You must meet any listed pre-requisites to choose a particular gambit. You can use gambits a number of times equal to your choice of your Intelligence or Charisma modifier (minimum of 1) and only once per turn. You regain all expended uses after finishing a short or long rest.

BUCCANEER CODE

At 3rd level, you choose a buccaneer "code"—effectively a set of guidelines for how you conduct yourself in your adventures. You choose from the Bounty Collector, Dashing Swordsman, Dread Pirate, or Powder Monkey codes detailed at the end of the class description. Your choice grants you a feature at 3rd level and again at 6th, 10th, 14th, and 18th level.

ABILITY SCORE IMPROVEMENT

Beginning at 4th level and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2 or increase two of your ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice instead of once whenever you take the Attack action on your turn.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

TREASURE HUNTER

Beginning at 9th level, you have learned to find almost anything. You have proficiency with all Intelligence and Wisdom checks related to finding things (or expertise if you would normally have proficiency on the check). Additionally, you can cast *locate object* once. After casting this spell, you must finish a short or long rest before you can do so again.

HEIGHTENED MORALE

Beginning at 11th level, when you use a Morale Die on your turn, you can choose to reroll the die, but you must take the result of the second roll. You can use this feature once per turn.

SALTY DOG

Beginning at 13th level, you have toughened tremendously over the course of your career. You gain proficiency in Constitution saving throws, have resistance to poison damage, and advantage on saving throws to resist the effects of poison or the poisoned condition.

SWASHBUCKLING SURGE

Beginning at 15th level, you can gain a surge of energy that causes you to briefly exceed your physical prowess. As a bonus action, you can expend a Morale Die and add it to the result of a Strength, Dexterity, or Constitution check.

UNYIELDING COURAGE

Beginning at 17th level, you gain proficiency in Wisdom saving throws. Additionally, when you make a Wisdom or Charisma saving throw, you can expend one Morale Die and add the result to your roll. You can use this feature after seeing the results of your initial d20 roll but before you determine any consequences of the saving throw.

UNENDING GUILF

Beginning at 20th level, if you begin a round without possessing any Morale Dice, you automatically gain one. Additionally, you gain one use of your Buccaneer's Gambit if you have none remaining.

BUCCANEER CODES

Buccaneers truly live by no rule but their own, but they exhibit a variety of typical pursuits that develop similar skills. Each "code" below explains a buccaneer's training, background, and often their motivation in taking to the seas.

BOUNTY COLLECTOR

Some buccaneers find sanction with governmental authorities, preferring to make their living in a more honest manner than some of their peers. Their tenacity and training helps them hunt even the most elusive enemies. They even find themselves called out to hunt other buccaneers when no one else can bring them to justice, pursuing their prey over land or sea.

Strut: Beginning when you choose this code at 3rd level, you can expend a Morale Die at the beginning of your turn and multiply the result by 5, adding that number to your available movement for the turn. Additionally, you have advantage on saving throws to resist effects that would cause you to be grappled, restrained, or apply a penalty to your movement.

Additional Gambit: Also beginning at 3rd level and again at 14th level, you can choose an additional gambit. This must be a gambit with the requirement that you belong to the Bounty Collector code.

Double Tap: You can attack multiple enemies with the same ferocity you bring against a single foe. Starting at 6th level, after you expend a single Morale Die with your Freebooter's Force feature, if you successfully make an attack in the same round against a different creature, you can add the result of the Morale Die roll to the damage of the second attack as well.

Make It Rain: Beginning at 10th level, in any round in which you make multiple weapon attacks, you gain a Morale Die, regardless of whether you succeed or fail at these attacks and in addition to any you would already gain from dealing damage. You can benefit from this feature once per round. You also score critical hits on a roll of a 19 or 20 instead of only on a 20.

Bouncing Bullet: Beginning at 14th level, when you miss a creature with a ranged weapon attack, you can expend Morale Dice to target a creature adjacent to the previous target with the same attack. Make a second attack roll with the same weapon and/or piece of ammunition, adding the result of your Morale Dice to the number rolled. If successful, you strike the second creature with the initial attack instead of missing.

Marked for Enmity: Beginning at 18th level, you can use a bonus action to declare a target creature your "mark." You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious. Once you have used this feature, you must wait until after you finish a short or long rest to use it again.

DASHING SWORDSMAN

Some buccaneers prefer to focus on developing a sense of style to accompany their maritime activities. While they understand the value of ranged weapons, they find more romance in the thick of a fight. Armed with banter and blade, these buccaneers liven up any battle.

Sharp-Tongued: Beginning when you choose this code at 3rd level, you learn the *vicious mockery* cantrip. Charisma is your spellcasting ability for this cantrip. You also gain proficiency in

either the Performance or Persuasion skill or, if you are already proficient in that skill, you gain expertise instead.

Additional Gambit: Also beginning at 3rd level and again at 14th level, you can choose an additional gambit. This must be a gambit with the requirement that you belong to the Dashing Swordsman code.

Defensive Flourish: Beginning at 6th level, whenever you take the Attack action on your turn, you can take the Disengage action (with no action required) against any creature you successfully damage. If you do so, you can increase your current walking speed by 10 feet if it is not currently 0.

Missed Me!: Beginning at 10th level, when a creature misses you with an attack roll, you gain a Morale Die. You can benefit from this feature once per round. You also can spend additional Morale Dice when you use your Pirate's Parry feature, up to a maximum of your Charisma modifier (minimum 1).

Witty Swordsman: Beginning at 14th level, you can choose to add your Charisma modifier to weapon damage you deal with slashing or piercing weapons.

Grand Entrance: Beginning at 18th level, you can attempt a stunning flourish, striking awe into your foes. As an action, you can expend a Morale Die and attempt to awe your opponents. Each hostile creature that can see or hear you within 30 feet of you must make a Charisma saving throw (DC = 8 + the result of your Morale Die + your Charisma modifier). If the creature fails its saving throw, it is awestruck for 1 round or until it takes any damage. Constructs and creatures that cannot be charmed are unaffected by this feature.

An awestruck creature must spend its action basking in your glory and has a movement speed of 0 ft. It also cannot take reactions, and attack rolls against it have advantage. Once you have used this feature, you must wait until after you finish a long rest to use it again.

DREAD PIRATE

Some buccaneers cultivate a terrible reputation, becoming so notorious that even their presence can terrify others. These butchers train with heavy weapons, bringing improved combat ability to bear against their foes. These buccaneers can even push allies beyond their limits, turning their infamy on their own crew.

Brutal Tactics: Beginning when you choose this code at 3rd level, you gain proficiency with medium armor and all martial weapons with the Heavy or Versatile property. You can reroll 1s on the damage dice of these weapons, but you must keep the results of the second roll. You also gain proficiency in the Intimidation skill or, if you are already proficient in that skill, you gain expertise instead.

Additional Gambit: Also beginning at 3rd level and again at 14th level, you can choose an additional gambit. This must be a gambit with the requirement that you belong to the Dread Pirate code.

Dread Assault: Beginning at 6th level, you can instill fear in your foes when you attack them. As an action, you can expend one Morale Die and make a melee attack roll against one creature within 30 feet of you. If your attack is successful, the creature must make a Wisdom saving throw against 8 + your proficiency bonus + the result of your Morale Die roll. If it fails, it is frightened of you for 1 round.

Fear No Pain: Beginning at 10th level, when you take damage, you gain a Morale Die. You can benefit from this feature once per round. Whenever you take damage, you can also expend Morale Dice to reduce the damage dealt by an amount equal to the result rolled.

Bully: Beginning at 14th level, you can choose to add your Charisma bonus to weapon damage you deal to a creature that has less than its maximum hit points.

Scourge of the Seas: Beginning at 18th level, you can make use of your reputation to turn away enemies without a fight. As an action, you can expend a Morale Die and attempt to terrify your opponents. Each hostile creature that can see or hear you within 30 feet of you must make a Charisma saving throw (DC = 8 + the result of your Morale Die + your Charisma modifier). If the creature fails its saving throw, it is terrified for 1 minute or until it takes any damage. Constructs and creatures that cannot be frightened are unaffected by this feature.

A terrified creature is considered frightened and must spend its turns trying to move as far away from you as it can. It also cannot willingly move to a space within 30 feet of you or take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. Once you have used this feature, you must wait until after you finish a long rest to use it again.

POWDER MONKEY

Some buccaneers hold a fascination with the technology of their trade. Adept with mechanisms and primitive engineering, these sailors often get their start maintaining their ships' weaponry. Although "powder monkey" is often considered an insult, many wear this nickname with pride as they advance in rank, proudly reminding others of their climb.

Powder Engineer: Beginning when you choose this code at 3rd level, you can handle dangerous materials more easily. You gain proficiency with thrown improvised weapons, including vials of acid and alchemist's fire, and when you use Freebooter's Force you can change the type of the additional damage to fire. You also gain proficiency in any one set of tools or, if you are already proficient in a set, you can gain expertise instead.

Additional Gambit: Also beginning at 3rd level and again at 14th level, you can choose an additional gambit. This must be a gambit with the requirement that you belong to the Powder Monkey code.

Bombs Away!: Beginning at 6th level, when you use your action to make an attack roll with a thrown weapon or improvised weapon, you can expend a Morale Die to draw and throw another similar object with the same action.

Get Excited!: Beginning at 10th level, when you deal fire or thunder damage to a creature or object on your turn, you gain a Morale Die in addition to any you would already gain from dealing damage. You can benefit from this feature once per round. You also gain resistance to fire and thunder damage.

Pyromaniac: Beginning at 14th level, when you deal fire or thunder damage on your turn, you can add your Intelligence modifier to the damage dealt to a single creature. You can also expend Morale Dice to increase the damage dealt by the result rolled.

Ever-ready Powder: Beginning at 18th level, you can expend Morale Dice as an action to force each creature within 10 feet of you to make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier) or take damage equal to the Morale Dice result rolled. For each Morale Die rolled, you can choose whether that die deals fire or thunder damage.

BUCCANEER GAMBITS

The following gambits are available for buccaneers to choose. Any requirements listed must be met before it can be selected.

BOARDING CREW'S CHARGE

As an action, you can expend Morale Dice and take the Dash action. You can choose a number of allies who can see and hear you equal to the result rolled. Each ally can use their reaction to immediately move up to their current speed. Opportunity attacks made against your allies during this gambit have disadvantage.

BLASTING REBUKE

Requirements: Powder Monkey code, proficiency with alchemist's supplies or tinker's tools

When you are damaged by a creature within 15 feet of you, you can use your reaction to detonate a mine against that creature. You can expend Morale Dice as part of this reaction. Creatures in a 15-ft. cone directed at that creature must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) or take fire damage equal to your buccaneer level + the result of your Morale Dice roll and be pushed back 5 ft. A successful saving throw halves the damage dealt and ignores the forced movement.

After using this gambit, you must take at least 1 minute of downtime with your tools to rearm your mines.

CHEAP SHOT

After making a successful weapon attack against a creature within 30 feet of you, you can expend a Morale Die as a bonus action. The creature must make a Constitution saving throw against 8 + the Morale Die's result + your Charisma modifier or be stunned until the end of your next turn.

COMBAT SABOTAGE

Requirements: Powder Monkey code

After making a successful weapon attack or dealing fire or thunder damage to a creature, you can attempt to disable one of its weapons. As a bonus action, expend Morale Dice and choose one of the creature's weapon attacks. The creature must make a Constitution saving throw (DC 8 + the Morale Dice result + your Intelligence modifier) or be unable to use the weapon effectively, having disadvantage on all attack rolls made with that weapon. The creature can take an action to undo your sabotage.

CUNNING DISTRACTION

You can expend a Morale Die as a bonus action and attempt to distract an adjacent enemy. The creature must make an Insight check against 8 + your proficiency bonus + the result of your Morale Die roll. If it fails, you have advantage on the next attack roll you make against that creature before the end of your next turn.

DEAFENING BLAST

Requirements: Powder Monkey code

As a bonus action, you can expend Morale Dice and affix a concussive bomb to a piece of ammunition. If you successfully with your ranged weapon attack, all creatures within a 5-ft. radius must make a Constitution saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) or take extra thunder damage equal to your Morale Dice result and be deafened for 1 round. A successful saving throw halves the extra damage dealt and avoids the deafened condition.

DEFENSIVE ROLL

Requirements: Bounty Collector code

When you are hit by a weapon attack or an effect that permits a Dexterity saving throw to reduce the damage, you can use your reaction to expend two Morale Dice and reduce the damage by the amount you rolled. Additionally, you can immediately move 5 ft. (unless your current movement speed is 0), and this movement does not provoke opportunity attacks.

DEFT LEAP

At the beginning of your turn, you can spend Morale Dice (no action required) and choose a number of squares equal to the result rolled. Until the beginning of your next turn, your

jumping distance is doubled, and entering one of the selected squares costs you no extra movement for difficult terrain. You also have advantage on the first Dexterity saving throw you make before the beginning of your next turn.

DERISIVE TAUNT

Requirements: Dashing Swordsman code

After making a successful melee weapon attack against a target creature, you can expend a Morale Die to taunt it as a bonus action. The creature must make a Wisdom saving throw against $8 + \text{your proficiency bonus} + \text{the result of your Morale Die roll}$. If it fails, it has disadvantage on attack rolls against any creature except you for 1 round. The creature must be able to understand your communication to be affected by this gambit.

DISARMING FLOURISH

As a melee weapon attack, you can expend Morale Dice and make an attack roll with a weapon contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check, adding the result rolled to your attack roll. If you win the contest, the attack causes no damage or other ill effect, but the target drops an item it is currently holding in your choice of its own or an adjacent space. You have disadvantage on your attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than you, or disadvantage if it is smaller. If you have a free hand, you can choose instead to grab the item if you are successful, as long as you can hold the item in one hand.

DREAD GAZE

Requirements: Dread Pirate code

As an action, you can expend a Morale Die and force all creatures you can see within 30 feet of you to make a Wisdom saving throw against $8 + \text{your proficiency bonus} + \text{the result of your Morale Die roll}$. Creatures who fail reduce any damage rolls they make by an amount equal to your Charisma modifier (minimum of 1) for 1 round.

ENCOURAGING CRY

Requirements: Dashing Swordsman code

As an action, you can expend a Morale Die and select a number of allied creatures that are currently charmed or frightened who can see and hear you within 60 feet equal to your Charisma modifier (minimum of 1). Each creature can immediately make a saving throw against the effect to end it, adding the result of your Morale Die to its roll. The DC is equal to the DC of the effect that initially caused the condition or $8 + \text{the creature's proficiency bonus} + \text{its Charisma modifier}$.

ESCAPE ATTACK

Requirements: Bounty Collector code

As an action, you can expend a Morale Die and make a melee attack against a creature that either you are grappling or is grappling you. Add the Morale Die result to the attack roll and, if the attack is successful, your damage roll. Additionally, you can push the creature up to 5 ft. for each 10 damage you deal (rounded down, a minimum of 5 ft.), ending the grappled condition.

FELL COMMAND

Requirements: Dread Pirate code

In place of an attack, you can expend Morale Dice and choose one ally within 30 feet of you who can hear or see you. That ally gains advantage on all melee weapon attack rolls it makes for one round and can use its reaction to make an immediate melee weapon attack against a creature, adding the result of your Morale Dice to its damage roll. Attacks made against your ally also have advantage for 1 round.

FLEXIBLE ESCAPE

If you are currently grappled or restrained, as part of your movement you can expend Morale Dice and make a check or saving throw against the effect inhibiting you, adding the result of your Morale Dice to the roll. If successful, you end the effect.

HOT PURSUIT

Requirements: Bounty Collector code

When a creature leaves your threatened area, you can spend Morale Dice as a reaction to move up to half your current speed and make an opportunity attack. If successful, your opportunity attack gains damage equal to the result of the Morale Dice roll.

INTO THE FRAY

Requirements: Bounty Collector code

As a bonus action on your turn, you can expend Morale Dice and take the Disengage action against a number of creatures equal to the result rolled. Your first melee weapon attack roll on your turn against one of those creatures has advantage on the attack roll.

MAR MECHANISM

Requirements: Powder Monkey code

As an action, you can expend Morale Dice to make an Intelligence (alchemist's supplies or tinker's tools) check to disable a trap or other similar device that takes 1 minute or less to disable, adding the Morale Dice result to the roll. Once you have attempted this check, you cannot use this gambit again on the same device until you finish a long rest.

MORE AFRAID OF ME

Requirements: Dread Pirate code

Whenever an ally who can see and hear you within 60 feet becomes charmed or frightened, you can use your reaction to expend Morale Dice and grant your ally another saving throw against the effect. Your ally adds the result rolled to the second saving throw but must keep the result of the second roll. If it succeeds, it avoids the initial charmed or frightened condition but is frightened of you for 1 round.

If multiple allies are must save against the charmed or frightened condition, you can use this gambit to target a number of allies (not including yourself) equal to your Charisma modifier. All allies must be within 60 feet and able to hear and see you.

NARRATIVE CONTROL

Requirements: Dashing Swordsman code

As a bonus action, you can expend one Morale Die. Add the result rolled to the next die roll you make within 1 round.

NIMBLE CHARGE

If you have moved at least 10 feet on your turn, you can expend a Morale Die as a bonus action, adding the number rolled to your Armor Class for your turn. If you make a weapon attack after moving, you can expend an additional Morale Die and add the number rolled to your attack roll.

OFFER YOU CAN'T REFUSE

Requirements: Dread Pirate code

As an action, you can expend two or more Morale Dice and speak a brief command to a creature you can see within 30 feet. The target must succeed on a Wisdom saving throw against $8 + \text{your proficiency bonus} + \text{your Charisma modifier}$ or follow your order on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. You can choose from one of the options listed below:

- **Advance:** The creature moves toward you by the shortest and most direct route, ending its movement if it moves within 5 feet of you.
- **Betray:** The creature uses its reaction to immediately make a melee weapon attack against an adjacent creature. Treat this as an opportunity attack.
- **Cower:** The target falls prone and then ends its turn.
- **Escape:** The target spends its turn moving away from you by the fastest available means.

Once a creature has been affected by this gambit, you cannot use it again on that creature for 24 hours. If you expend more than two Morale Dice, you can target an additional creature for each Morale Die you spend. All creatures affected must be within 30 feet of each other when you use this gambit.

PINPOINT FOCUS

As a bonus action, you can expend a Morale Die to aim a ranged weapon. Add the result rolled to the attack roll of the next ranged weapon attack you make on your turn.

PUN-ISHING STRIKE

Requirements: Dashing Swordsman code

As a bonus action after making a successful melee weapon attack roll, you can make a witty quip and expend a Morale Die, forcing your target to make a Charisma saving throw against 8 + your proficiency modifier + the result rolled. If the creature fails, it reduces any damage rolls it makes by an amount equal to your Charisma modifier (minimum of 1) for 1 round.

RICOCHET

If you can perceive a target within 60 feet of you, you can expend Morale Dice as a bonus action on a ranged weapon attack roll against that target, adding the result rolled to your attack roll as you aim with a ricochet or unusual arc. Additionally, the target gains no benefit from cover against this attack.

ROLLING RELOAD

Requirements: 6th Level

If you have moved at least 10 feet on your turn while wielding a weapon with the Loading property, you can expend Morale Dice during your movement. You can make one additional attack with that weapon and, if this attack is successful, you can add the result of your Morale Dice to the damage dealt.

SLIDING TACKLE

If you have moved at least 10 feet on your turn and are adjacent to an enemy creature, you can expend a Morale Die as a bonus action and attempt to Shove that creature, adding the result rolled to your Athletics check.

TAKE COVER

When you are targeted by or fall into the area of an effect that permits a Dexterity saving throw to reduce the damage, you can expend Morale Dice as a reaction to attempt to move out of the way. Multiply the result of your Morale Dice roll by 5 and move that distance, up to a maximum of your current walking speed. Any opportunity attacks made against you as a result of this movement have disadvantage. If you are out of line of effect at the end of your movement, you avoid the effect that triggered this gambit.

TRIUMPH IN BATTLE

As an action, you can expend Morale Dice and spend Hit Dice equal to the result rolled.

VAULT

After making a successful weapon attack against a creature, you can expend Morale Dice to make an Acrobatics check and add the result rolled to your check. If you win against the creature's Insight check, you can freely move through that creature's space for the remainder of your turn (though you cannot end your movement there), and if you do so you can add 10 feet to your current walking speed. Additionally, your movement does not provoke opportunity attacks from that creature.

NEW CLASS OPTIONS

The sea holds great power, full of deep knowledge, immense life, and unending waves. The following class options are especially suitable for characters who spend their lives above, below, or beside the ocean, harnessing the power of both wind and wave.

NEW BARBARIAN PATH: SEAREAVER

The ocean makes travel much easier, and in places where resources are scarce the inhabitants turn to the sea to make their living. Some of these have developed a strong tradition of raiding, landing their savage armies ashore without warning and quickly disappearing back into the mists. The seareavers of these tribes embody the heart of the sea, crashing against their foes in wave after wave of fury.

Furious Charge: Beginning at 3rd level when you choose this path, you can surge forward in a jet of ocean water. As an action while raging, you can move up to your speed. If you end your turn adjacent to enemy creatures, you can choose a number of them equal to your Strength modifier. Each creature chosen must make a Strength saving throw (DC equal to 8 + your proficiency modifier + your Strength modifier) or be shoved 5 feet in a direction of your choice. If they fail the check by more than 5, you can shove them up to 10 feet. Creatures who make opportunity attacks against you during this movement have disadvantage on the attack roll. Additionally, you can make a melee weapon attack as a bonus action after using this feature.

Amphibious Training: Beginning at 6th level, you have advantage on checks made to hold your breath, and you suffer no penalties for moving or fighting underwater. You also gain proficiency with waterborne vehicles.

Seafriend: Beginning at 10th level, you can cast *water walking* or *water breathing* as a ritual. You can use only one of these at a time, and after using this feature, you must finish a short or long rest before you can use it again.

Tremendous Charge: Beginning at 14th level, you can choose for creatures shoved by your Furious Charge feature to fall prone instead.

NEW BARDIC COLLEGE: COLLEGE OF THE DEPTHS

Sounds travel far under the sea, and perhaps in light of this reason bards are reasonably common for aquatic races. Crabmen have a surprisingly rich musical heritage, while even the sharkfolk are known to play a few simple instruments made from shells and baleen. Bards of this unofficial “college” harness the crushing pressure and chilling cold of the deep sea, empowering their music with an abyssal flair.

Bonus Proficiencies: When you join the College of the Depths at 3rd level, you gain proficiency with the Nature skill and water vehicles.

Sustained by the Depths: Also at 3rd level, you can protect yourself and your allies with your oceanic magic. A creature with a Bardic Inspiration die from you can roll the die to gain the ability to breathe underwater for a number of hours equal to the die's result. Additionally, if you or a creature with a Bardic Inspiration die takes cold or bludgeoning damage, you can expend that Bardic Inspiration die and reduce the damage taken by the amount you roll.

Aqueous Dodge: At 6th level, you can vanish in a spray of saltwater in response to harm. When you take damage, you can use your reaction to become liquid, moving yourself almost instantly up to 60 feet to an unoccupied space you can see. You do not provoke any attacks of opportunity for this movement, and you have resistance to all nonmagical damage while in liquid form. If you do not immediately want to reshape yourself, you can choose to remain in a puddle form, in which you are all but unnoticeable, until the start of your next turn or until you attack or cast a spell. Once you use this feature, you can't use it again until you finish a short or long rest.

Freezing Depths: At 14th level, your performances can increase the power of your aquatic magic. You learn one spell of a level you can cast from any spell list that deals cold damage. This spell counts as a bard spell for you. When a creature takes magical cold or bludgeoning damage from you, you can expend a Bardic Inspiration die as a bonus action and add the number rolled to the damage dealt.

NEW BARDIC COLLEGE: STORMCALLER

The fearsome force of a great tempest is an awesome thing to behold, and some musicians have found themselves inspired by the storm's fury. These stormcallers have tapped into the primal arcane forces that create such squalls, and with voices booming like a thunderclap their presence in battle is unmistakable.



Bonus Proficiencies: When you become a Stormcaller at 3rd level, you gain proficiency with martial weapons. You also learn one additional cantrip of your choice from any spell list that deals thunder or lightning damage. This cantrip counts as a bard cantrip for you.

Cacophony: Also at 3rd level, you learn the *thunderwave* spell if you do not already know it. If you do already know it, you can learn an additional bard spell of your choice. Additionally,

when you cast a spell that deals lightning damage or thunder, you can expend a Bardic Inspiration die as a bonus action and add the number rolled to the damage dealt to one creature of your choice affected by the spell.

Booming Substitution: At 6th level, whenever you cast a spell that deals lightning or thunder damage, you can choose to change the damage type to the other. You can use this feature a number of times equal to your Charisma modifier (minimum 1). You regain all expended uses after you finish a long rest.

Stormbringer: At 14th level, you have mastered the power of storms. You add the following spells to the bard spell list at the appropriate levels: *call lightning*, *ice storm*, *fire storm*, *sleet storm*, and *storm of vengeance*. You also immediately learn one of these spells, although you must have spell slots of the spell's level to cast. Finally, a creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. The die deals its choice of lightning or thunder damage.

NEW CLERIC DOMAIN: TRAVEL

Although many sapient beings live out their lives within a short distance of their birthplace, adventurers of necessity take to the roads and waterways to explore the world. With so much possible misfortune away from home, travelers have a number of gods they revere for safe passage whether through woods or wave.. Deities of this domain would include Khonsu, Meili, or the Chimata-no-Kami. Clerics of these faiths can often be found maintaining rest shelters for the weary and are some of the most welcoming individuals one can find.

Travel Domain Spells

- 1st – *comprehend languages*, *expeditious retreat*
- 3rd – *misty step*, *spider climb*
- 5th – *gaseous form*, *phantom steed*
- 7th – *dimension door*, *freedom of movement*
- 9th – *passwall*, *teleportation circle*

Child of the Road: At 1st level, you gain proficiency with the Nature and Survival skills.

Fast Movement: Also at 1st level, you increase your base walking speed by 10 feet as long as you are not encumbered or wearing heavy armor.

Channel Divinity – Free the Feet: At 2nd level, you can use your Channel Divinity to liberate a creature from physical impairment. Choose one allied creature within 60 feet of you that you can see. That creature can remove one of the following conditions currently affecting it: grappled, paralyzed, restrained, or stunned. Additionally, the creature is unaffected by difficult terrain or penalties to its movement speed and gains advantage on any saving throws it makes to avoid the listed conditions for 1 round.

Channel Divinity – Reposition: At 6th level, you can use your holy symbol to open a small rift in space, moving yourself along more quickly. As an action, you can teleport up to 30 feet to an unoccupied space that you can see. If your destination space is occupied by a Small or Medium creature and that creature is willing, you can swap places with it instead.

Potent Spellcasting: At 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Liberated Feet: At 17th level, you cannot be grappled or restrained, and difficult terrain does not hamper your movement. Additionally, you can use your movement to fly, but only for short periods—you must land at the end of your turn and fall if you do not do so.

NEW DRUID CIRCLE: CIRCLE OF THE REEF

The great reefs that have built up under the sea provide shelter and sustenance for many aquatic creatures. Some druids have taken inspiration from these reefs and learned to create powerful armored shells. These druids wield powerful protective magic for both themselves and their allies, providing a great barrier against their foes.



Armored Shape: Starting at 2nd level when you choose this circle, you can use your Wild Shape to gain an armored shell, growing coral or other similar creatures to protect you against attacks. As an action, you can expend a use of your Wild Shape, gaining this shelled armor for the next 8 hours or until you choose to end it as a bonus action. Your base Armor Class equals 12 + your Wisdom modifier. You count as wearing heavy armor, gaining disadvantage on Stealth checks for the duration of this effect, and you reduce your speed by 10 feet unless your Strength modifier equals your Wisdom modifier.

Withdraw: Also starting at 2nd level, when using your Armored Shape feature, you can choose to pull yourself into your shell as an action. While using this feature, you have resistance to all damage, but you cannot take reactions, are blinded to anything outside of your shell, and

have a movement speed of 0. You can use your action to end this effect at any time.

Reef Protection: At 6th level, you gain resistance to cold and lightning damage while using your Armored Shape feature.

Chilling Maelstrom: Starting at 10th level, when you use your Withdraw feature, the area within a 30-foot radius of you is considered difficult terrain. This effect persists until the beginning of your next turn after ending Withdraw.

Reef Barrier: Beginning at 14th level, when an adjacent ally is targeted by an enemy, you can use your reaction to impose disadvantage on the attack roll.

NEW FIGHTER ARCHETYPE: MARINE

While many warriors protect themselves in thick armor and wield the mightiest weapons, those near the sea know that too much metal might as well be a shiny coffin. Fleets of all kinds need soldiers willing to defend their cargo and board enemy vessels, and the best of these warriors are skilled at striking swiftly, securing an area, and eliminating any resistance. Athletic and hardy, these marines ensure their employers' oceanic interests are well protected.

Surprise Landing: Beginning when you choose this archetype at 3rd level, you can add your Intelligence modifier to your Initiative rolls, and you do an additional 1d6 damage with weapon attacks made during the first round of combat. Additionally, you gain proficiency with water vehicles.

Mariner's Expertise: At 7th level, you may add double your proficiency bonus when making a check to handle a water vehicle or aquatic mount. Being underwater also no longer causes penalties on attack rolls.

Mariner: Beginning at 10th level, as long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

Secure the Taken: At 15th level, you have advantage on ability checks or saving throws made to resist effects that would move you from your location, and you can make opportunity attacks without using your reaction.

Elite Boarder: At 18th level, when you successfully deal extra damage from your Surprise Landing feature, you can force your target to make a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier, your choice) or be stunned for 1 round. You can use this feature a number of times equal to your Strength modifier (minimum 1). You regain all expended uses after you finish a long rest.

NEW MONASTIC TRADITION: WAY OF THE CRASHING WAVE

The sea is full of contradictions—sometimes serene, sometimes stormy; full of life and yet fraught with death. Occasionally a fraternal order will establish a monastery in a coastal region to contemplate these tensions. Through diligent study and unlocking their inner magic, many of these brethren have mastered a fighting style that flows back and forth from friend to foe.

Wave Dash: Starting when you choose this tradition at 3rd level, you can use the waves to mark nearby creatures for one of the following effects:

- **Oceanic Offense:** You send a bubble of water to strike a nearby foe. As an action, spend 1 *ki* point to make an unarmed strike against a creature within 30 feet of you that you can see. If it hits, you can immediately teleport to an adjacent empty space, and that creature takes extra damage equal to your Martial Arts die.
- **Safeguarding Surge:** You dash to an ally, surrounding them with a bubble of watery energy. As a reaction, you can spend 1 *ki* point and choose an ally within 30 feet of you. You teleport to an empty space adjacent to that creature, giving both of you temporary hit points equal to your Wisdom modifier. These temporary hit points last for up to 1 minute.

Amphibious: At 6th level, being underwater imposes no penalties on your attack rolls, and you gain a swimming speed equal to your current walking speed. Additionally, if you make unarmed strikes underwater, they are considered to have the Reach property.

Wavelength: At 11th level, you can detect motion in both air and water around you to locate creatures more easily. You gain advantage on Perception checks made to detect corporeal creatures. Additionally, you can spend 1 *ki* point as an action to know both the number and direction of any corporeal creatures within 30 feet of you.

Oceanic Blast: At 17th level, you can send a massive torrent of water through your foes. As an action, you can spend 3 *ki* points and shoot a 60-ft. line of water in a direction of your choice. Creatures in the affected spaces must make a Dexterity saving throw or take 4d10 points of bludgeoning damage and fall prone. A successful saving throw halves the damage dealt and avoids the prone condition.

NEW PALADIN OATH: OATH OF THE TIDECALLER

Although the sea is treacherous, some recognize the bounty it brings and offer supplications to its rulers. Still other creatures actually live beneath its waves, depending on its nourishment for health and home. Of these aquatic civilizations, some defenders take oaths to the sea itself, using its powers to protect their aquatic allies. These tidecallers are usually the first to leap to their people's defense, embarking on missions that may take them far from their undersea homes into terrestrial territories.

Tenets of the Tidecaller:

Another Wave: There's always another wave, so I take the opportunities I have and look for future chances on opportunities I miss.

Heal or Harm: Like the sea, I can mend my allies...or destroy my foes. I freely offer succor to my friends but meet challenges with necessary force.

The Sea, My Home: Above all, I understand that my duty is to my home community. I will sacrifice my all to see my mission for my people succeed.

Oath Spells: You gain access to the following spells at the paladin levels listed.

3rd – *create or destroy water, healing word*

5th – *acid arrow, prayer of healing*

9th – *sleet storm, water breathing*

13th – *control water, ice storm*

17th – *commune with nature, cone of cold*

Channel Divinity: When you take this oath at 3rd level, you gain the following two Channel Divinity options:

- *Tidecaller's Blessing:* As an action, you can imbue one weapon that you or an adjacent ally are holding with aquatic energy using your Channel Divinity. For 1 minute, you or your ally adds your Charisma modifier to attack rolls made with that weapon (minimum bonus of +1). The weapon's damage type changes to cold, and enemies struck by it have their speed reduced by 10 feet until the end of their next turn. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you or your ally is no longer holding or carrying this weapon or if you fall unconscious, this effect ends.
- *Tidecaller's Rebuke:* As an action, you present your holy symbol and rebuke elemental creatures. Each construct or elemental that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.



Surging Tides: Beginning at 7th level, you use the waves to encourage your allies. You and friendly creatures who begin their turn within 10 feet of you have their base movement speed increased by 5 feet. At 18th level, the range of this aura increases to 30 feet. You must be conscious for this ability to function.

Aquatic Prison: Beginning at 15th level, you can attempt to imprison enemies within an aqueous bubble. As an action, choose a 10-ft. cube within 60 feet of you that you can see. Enemies within this cube must make a Dexterity saving throw against your paladin spell save DC or be restrained for 1 round. You can use this feature a number of times equal to your Charisma modifier (minimum 1). When you finish a long rest, you regain all expended uses.

Tidal Champion: At 20th level, you can become a creature of pure elemental power. Using your action, you become the embodiment of the surging sea. For 1 minute, you gain the following benefits:

- Your type changes to elemental, though you keep your subtype and other statistics.
 - You deal an extra 1d4 cold damage on a successful weapon attack. Additionally, your Divine Smite class feature deals cold damage, and enemy creatures that begin their turn within 30 feet of you take 10 cold damage. Creatures affected by any of this damage have their movement speed reduced by 10 feet (this effect does not stack with your Tidecaller's Blessing Channel Divinity).
 - You gain resistance to fire and cold damage.
 - Your paladin spells and abilities ignore cold resistance (but not immunity).
- Once you use this feature, you can't use it again until you finish a long rest.

NEW RANGER ARCHETYPE: TIDAL TRICKSTER

While most rangers spend time in terrestrial wilderness, some hear the call of the sea and embrace this longing. Unlike their woods-dwelling kin, they learn to track prey through the surf and swim long distances. Friends of the fish, tidal tricksters are as slippery in combat as their name would imply

Seastone Trident: Tidal tricksters favor piercing weapons to better function under the sea. Beginning at 3rd level when you choose this archetype, when you make a weapon attack roll against a creature within 30 feet of you with a piercing weapon, you score a critical hit with a roll of a 19 or 20.

Secrets of the Briny Deep: Also beginning at 3rd level, you gain an expanded list of spells you learn at the following levels. These spells count as ranger spells for you and do not count against your ranger spells known:

- 3rd level – *create or destroy water*
- 5th level – *protection from poison*
- 9th level – *water breathing*
- 13th level – *control water*
- 17th level – *conjure elemental*

Nimble Fighter: Starting at 7th level, you can take the Disengage action as a bonus action.

Urchin Strike: Beginning at 11th level, whenever you use the Attack action after moving at least 10 feet in a single direction, your melee weapon attacks with a piercing weapon add an extra damage die until the end of your turn. Additionally, you have a swim speed equal to your current walking speed.

Playful Trickster: Starting at 15th level, you have learned how to dodge attacks and redirect them against your enemies. When you are hit by a weapon attack made by a creature you can

see within 30 feet of you, you can use your reaction to make a Dexterity saving throw against the attack roll instead. If you succeed, you take no damage as the attack misses you, and, if a creature is adjacent to you, you can attempt to redirect the attack against them. The creature that attacked you must make a new attack roll against the creature adjacent to you with the same bonus as the initial attack, and if it hits, the second creature takes all effects of the initial triggering attack.

NEW ROGUE ARCHETYPE: PRIVATEER

Life on the high seas calls to many who would ply their trades in underhanded fashion, and organizations often hire these individuals as “off-the-book” mercenaries to enforce their goals. These mercenaries carry out their unpleasant business with a veneer of respectability, gaining additional resources from their benefactors and using their lack of affiliation to avoid scrutiny.

Quick Credentials: Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a swift claim about who you are, making an indifferent or friendlier target momentarily pause. You can make a Deception check opposed by the target’s Insight check; if you succeed in the contest, the target at least briefly believes in you, remaining indifferent to you for 1 minute, after which it can repeat the contested skill check if suspicion is aroused. Hostile actions taken against the target end this effect early. If the target is already hostile to you, this check automatically fails.

Rigger: When you choose this archetype at 3rd level, your expertise with ropes and swaying ships helps you climb quickly and easily. Climbing no longer costs you extra movement. In addition, you have advantage on Dexterity checks made to maintain your balance on unsteady footing or avoid falling prone, and standing up from prone costs you only 5 feet of movement.

Exploit Weakness: Starting at 9th level, when you damage a creature with a weapon attack, you can use your Sneak Attack feature on them until the beginning of your next turn even if you do not have advantage on the attack roll or another enemy of the creature nearby.

Air of Authority: By 13th level, you have received a great deal of backing from your employer and can use their clout for both informative and persuasive reasons. You gain expertise in History and Persuasion checks. If you already have expertise in one or both of these skills, you can choose a different skill in which you already have proficiency to gain expertise.

Scapegoat: When you reach 17th level, you know how to deflect attention away from yourself in an instant. As a bonus action on your turn, you may select a creature within 30 feet of you that can currently see and hear you. Make a Deception check opposed by the creature’s Insight check. If you succeed in the contest, that creature has disadvantage on Perception checks made to notice you, and you have advantage on Stealth checks made against it, until the beginning of your next turn.

NEW SORCEROUS ORIGIN: HEART OF THE SEA

A number of ocean-dwelling creatures have some magical skill, and their bloodlines may run true even among the surface dwellers. If you choose this origin, you have oceanic magic in your ancestry—perhaps a merfolk shaman, a sea elf sorcerer, or even a powerful sea hag. This bloodline may also indicate heritage from the Plane of Water, whose inhabitants are the most likely to mingle with terrestrial folk.

Heart of the Sea: At 1st level, you know Primordial as a bonus language. Whenever you magically regain hit points, you may add your Constitution modifier to the amount regained. You also gain the following spells at the listed sorcerer level. These spells do not count against the sorcerer spells you know.

- 1st – *create or destroy water*
- 3rd – *acid arrow*
- 5th – *water breathing*
- 7th – *ice storm*
- 9th – *cone of cold*

Sustain: At 6th level, you can invigorate your allies with the thrill of the sea. As a bonus action, spend a number of sorcery points up to your sorcerer level and choose an equal number of friendly creatures within 60 feet that you can see. Each creature gains temporary hit points equal to your Charisma modifier.

Seafolk: At 14th level, you become a truly amphibious creature. You gain a swimming speed equal to your current walking speed, and you can breathe freely underwater.

Surge: At 18th level, when you take damage from a creature within 60 feet, you can spray chilling water in retaliation. As a reaction, you can spend 1 sorcery point to deal your sorcerer level in cold damage to that creature.

NEW WARLOCK PATRON: THE LEVIATHAN BELOW

Terrible creatures dwell in the depths, and some possess unimaginable arcane power due to their long years. While some creatures with this power slumber in the marine abyss, occasionally one finds lesser creatures on whom it bestows a fraction of its power. Many of these creatures want to return the world to the waves, while even the more benevolent seek to ensure that surface-dwellers respect the powers that lurk beneath the waves.

Expanded Spell List: The Leviathan Below lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you:

- 1st – *create or destroy water, ray of sickness*
- 3rd – *acid arrow, silence*
- 5th – *water breathing, water walk*

- 7th – *conjure minor elementals* (water only), *control water*
- 9th – *cone of cold*, *conjure elemental* (water only)

Riptide: At 1st level, you can create a shockwave of rippling water around you. As an action, you can cause waves to cascade from you in a 30-foot radius. Creatures in the area must make a Constitution saving throw or take 1d10 + your warlock level in bludgeoning damage and have their speed slowed by 10 feet. A successful saving throw halves the damage dealt and prevents the slowing effect. Once you use this feature, you can't use it again until you finish a short or long rest.

Dredge Line: At 6th level, you can use your patron's power to pull you to a fixed point. Choose a solid vertical surface within 30 feet of you that you can see. As an action, you can magically pull yourself to that surface as if by a titanic tentacle. This movement does not provoke attacks of opportunity. Hostile creatures whose spaces you move through on your journey must make a Strength saving throw against your warlock spell save DC or take bludgeoning damage equal to 10 + your Charisma modifier and be knocked prone. A successful saving throw halves the damage dealt and prevents them from being prone. If you cannot occupy your destination space, you take damage equal to your warlock level and fall prone. Once you use this feature, you can't use it again until you finish a short or long rest.

Depth Charged: Starting at 10th level, you have resistance to cold damage. Additionally, you gain proficiency in Strength saving throws.

Titan's Wrath: At 14th level, you can briefly transform yourself into an avatar of the Leviathan Below as an action. For 1 minute, you gain the following benefits:

- You gain temporary hit points equal to your warlock level each round.
- While you have any temporary hit points, your successful weapon attacks deal an extra 1d8 cold damage.
- Creatures struck by your weapon attacks must make a Constitution saving throw against your warlock spell save DC or have their speed reduced to 0 for 1 round. You must finish a long rest before you can use this feature again.



NEW WARLOCK PATRON: THE RIVER KING

Life cannot exist without water, and so creatures flock to rivers in all lands for survival. Some magical beings use these aquatic assemblies to feed off the psychic energy of so many gathered individuals, and your patron is one of these monstrosities. Able to go anywhere by traveling the tributaries, you likewise will learn how to satiate yourself on the mental suffering of sapient creatures.

Expanded Spell List: The River King lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you:

- 1st – *hideous laughter, longstrider*
- 3rd – *detect thoughts, locate object*
- 5th – *haste, nondetection*
- 7th – *compulsion, freedom of movement*
- 9th – *geas, telepathic bond*

Delectable Thoughts: At 1st level, you can feed on the anguish of others. You learn *vicious mockery* as a warlock cantrip. Whenever you deal psychic damage to a creature, you gain temporary hit points equal to your Charisma modifier (minimum of 1). These temporary hit points vanish after 1 minute.

Emotion Eater: At 6th level, you have learned how to use others' emotional state for sustenance. As an action, you can choose a creature affected by the charmed or frightened condition. That creature takes psychic damage equal to your warlock level, you gain the same amount in temporary hit points, and you can spend a number of Hit Dice equal to your Charisma modifier (minimum of 1) as a bonus action. Once you use this feature, you can't use it again until you finish a short or long rest.

Thick Thoughts: Beginning at 10th level, your dining on emotions has made you more resilient against such effects on you. You have resistance to psychic damage and advantage on saving throws to avoid being charmed or frightened.

Devour: Beginning at 14th level, you can use the power of the River King to devour a nearby creature, briefly transporting them to a pocket dimension and causing one of two effects. As an action, choose a Large or smaller creature that you can see within 10 feet of you. If the creature is an ally, you swallow the creature and protect it from harm, preventing any ongoing damage from affecting it, stabilizing it if it is dying, and giving it temporary hit points equal to your warlock level. If the creature is an enemy, you must make a melee spell attack against it as part of the action involved in choosing it. If successful, you forcefully expel it through a spatial rift, dealing 10d10 force damage and causing them to vanish into you.

Whether you Devour an ally or enemy, on your next turn you must choose an adjacent empty space to which you return the devoured creature. If there is no available space, the creature appears in your square, causing you to take 4d10 force damage and knocking you

both prone. Once you successfully use this feature, you can't use it again until you finish a long rest.

NEW WIZARD SCHOOL: HYDROMANCER

The best wizards to have along the coast are those who can influence the waves themselves. These “sea-speakers” can form watery tentacles to grab their foes, shape large walls of water, and even replenish the energy of their allies. Anyone foolish enough to oppose a skilled hydromancer is likely to find their plans all washed up.

Hydromancer: Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell that creates, shapes, or otherwise interacts specifically with water is halved.

Water Whip: Beginning at 2nd level, you can expend a spell slot as an action to create a lengthy tendril of water that slams into an enemy. As an action, choose a creature that you can see that is within 30 feet of you. It must make a Dexterity saving throw against your wizard spell save DC. On a failed save, the creature takes 1d10 bludgeoning damage plus an extra 1d10 bludgeoning damage for each level of the spell slot expended, and you can either knock it prone or pull it up to 25 feet closer to you. On a successful save, the creature takes half as much damage, and you don't pull it or knock it prone.

Guide the River: Starting at 6th level, you can use your action to choose an area of ice or water no larger than 30 feet on a side within 120 feet of you. You can change water to ice within the area and vice versa, and you can reshape ice in the area in any manner you choose. You can raise or lower the ice's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. For example, if you affect a 30-foot square, you can create a pillar up to 15 feet high, raise or lower the square's elevation by up to 15 feet, dig a trench up to 15 feet deep, and so on. You can't shape the ice to trap or injure a creature in the area. Once you use this feature, you can't use it again until you finish a short or long rest. Additionally, you learn the *wall of water* spell and add it to your spellbook.

Healing Spring: At 10th level, you gain a pool of healing energy provided by the life-giving streams that run through all creatures. You gain a number of d6s equal to your wizard level. As an action or reaction, you can choose a creature within 30 feet of you and expend up to 5 six-sided dice. That creature regains hit points equal to the result rolled. This pool of energy is restored once you finish a long rest.

Command Water: At 14th level, you can summon a Medium Water Elemental to do your bidding. As an action, you can shape a mass of water into the elemental. It becomes friendly to you and obeys your commands for up to 8 hours or until you use this feature again. Once you use this feature, you must finish a long rest before you can use it again.