

WALROCK HOMEBREW

CODEX OF WAVES



FIFTH EDITION



CODEx OF WAVES

ADDITIONAL SPELL OPTIONS

As crashing waves carve the land, a small trickle becomes a raging flood, or a humble spring brings life to an oasis, the power of water naturally shapes the world. Most living beings rely on water for survival, and grand empires utilize water as an enabler of trade, communication, and discovery, but scant few delve into its arcane mysteries. The magic of the waves is a subtle yet powerful force, fed into and drawn upon by untold spirits, gods, fey, and elementals, and those mortals that know its ways are often highly prized by seafaring communities or in distant, dry lands where life struggles to find purchase.

A highly versatile practice, water magic is more than just bending the waves to a caster's will. Water itself is often seen as cleansing and revitalizing, patient and present, brutal and battering, or uncaring and heartless, and its magical practice encapsulates each of these disparate aspects. As a school of study, water magic endeavors to

be as fluid and ever-changing as the element of its focus, and, like the push and pull of the tides, the utility of water magic can always be relied upon.

Practitioners of this art are often mercurial themselves, flighty and carefree. They may see this tidal arcana as a calling or a tool, but tend to hold at least a sliver of reverence for its usage. Though many of these arcanists are fickle and impulsive, others that master the magic of water do so with utter solemnity, knowing well how easily water can end a life.

Included here are several spells that fall within the purvey of water magic, either utilizing the primal forces of water directly, or empowering implements and individuals to better work with aquatic environments. Your DM determines whether these spells are available at character creation or if you may stumble upon them in an ancient library, treasure trove, or other storehouse of magical knowledge.



SPELL LISTS

The following spell lists show which of the new spells in this supplement are for which class. A spell's school of magic is noted in parentheses after its name. If a spell can be cast as a ritual, the ritual tag also appears within the parentheses.

BARD SPELLS

CANTRIPS (0 LEVEL)

Ripple (Conjuration)

1ST LEVEL

Luck of the Sea (Transmutation, ritual)
Swim (Transmutation)

2ND LEVEL

Air Bubble (Conjuration)
Flowsight (Divination)

3RD LEVEL

Sink (Transmutation)
Water Tentacle (Conjuration)

5TH LEVEL

Bless Vessel (Transmutation, ritual)

6TH LEVEL

Mordenkainen's Capable Caravel (Conjuration, ritual)

CLERIC SPELLS

Your DM may decide that not all the spells listed here are appropriate for all cleric domains. A cleric of Life, Nature, or Tempest may be more likely to possess these spells than a cleric of War or Light, for example.

CANTRIPS (0 LEVEL)

Ripple (Conjuration)

1ST LEVEL

Cresting Waves (Conjuration)
Luck of the Sea (Transmutation, ritual)
Riptide (Conjuration)
Swim (Transmutation)

2ND LEVEL

Air Bubble (Conjuration)
Geyser (Evocation)

3RD LEVEL

Sink (Transmutation)

5TH LEVEL

Bless Vessel (Transmutation, ritual)
Red Tide (Conjuration)

DRUID SPELLS

Your DM may decide that the spells listed here are not appropriate for all druids, and may restrict them to druids belonging to certain environments. Druids native to coast or swamp regions may have a natural predilection for water magic, or a desert druid may gain much acclaim for their ability to bring water to desolate places.

CANTRIPS (0 LEVEL)

Ripple (Conjuration)

1ST LEVEL

Cresting Waves (Conjuration)
Luck of the Sea (Transmutation, ritual)
Riptide (Conjuration)
Swim (Transmutation)

2ND LEVEL

Air Bubble (Conjuration)
Bigby's Blistering Barnacles (Conjuration)
Flowsight (Divination)
Geyser (Evocation)
Urchin's Spines (Transmutation)

3RD LEVEL

Sink (Transmutation)

5TH LEVEL

Red Tide (Conjuration)

PALADIN SPELLS

5TH LEVEL

Bless Vessel (Transmutation, ritual)

RANGER SPELLS

Similar to druids, your DM may determine that a ranger only has access to these spells if its favored terrain (as determined in the Natural Explorer feature) is appropriate. Notably, rangers of coast and swamp terrain may have easier access to these spells than rangers of mountain or desert terrain.

1ST LEVEL

Luck of the Sea (Transmutation, ritual)
Swim (Transmutation)

2ND LEVEL

Flowsight (Divination)

3RD LEVEL

Sink (Transmutation)

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Aquabolt (Conjuration)
Ripple (Conjuration)

1ST LEVEL

Cresting Waves (Conjuration)
Riptide (Conjuration)
Swim (Transmutation)
Torrent (Evocation)

2ND LEVEL

Air Bubble (Conjuration)
Bigby's Blistering Barnacles (Conjuration)
Geyser (Evocation)

3RD LEVEL

Sink (Transmutation)

4TH LEVEL

Depthsurge (Evocation)

6TH LEVEL

Mordenkainen's Capable Caravel (Conjuration, ritual)

7TH LEVEL

Pressure Sphere (Conjuration)

WARLOCK SPELLS

Your DM may decide that the following spells are available to some warlocks and not others. Notably, warlocks that undertake a fiend or undying pact may have a harder time learning these spells than warlocks that pact with an undersea archfey, or those that formulate pacts with antediluvian great old ones that dwell beneath the waves.

CANTRIPS (0 LEVEL)

Aquabolt (Conjuration)

1ST LEVEL

Cresting Waves (Conjuration)

Riptide (Conjuration)

Torrent (Evocation)

2ND LEVEL

Bigby's Blistering Barnacles (Conjuration)

Flowsight (Divination)

Geyser (Evocation)

Urchin's Spines (Transmutation)

3RD LEVEL

Sink (Transmutation)

Water Tentacle (Conjuration)

4TH LEVEL

Depthsurge (Evocation)

5TH LEVEL

Red Tide (Conjuration)

6TH LEVEL

Mordenkainen's Capable Caravel (Conjuration, ritual)

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Aquabolt (Conjuration)

Ripple (Conjuration)

1ST LEVEL

Cresting Waves (Conjuration)

Riptide (Conjuration)

Swim (Transmutation)

Torrent (Evocation)

2ND LEVEL

Air Bubble (Conjuration)

Geyser (Evocation)

3RD LEVEL

Sink (Transmutation)

Water Tentacle (Conjuration)

4TH LEVEL

Depthsurge (Evocation)

6TH LEVEL

Mordenkainen's Capable Caravel (Conjuration, ritual)

7TH LEVEL

Pressure Sphere (Conjuration)

EVEN MORE WATER MAGIC

In addition to the many spells that exist here, the *Player's Handbook* and the *Elemental Evil Player's Companion* also hold a selection of spells that could be considered water magic. What follows is a list of these spells, indexed by level, for characters looking to invest further in water magic. Spells that appear in the *Elemental Evil Player's Companion* are denoted with an asterisk (*).

Cantrips: *shape water**

1st level: *create or destroy water, fog cloud*

2nd level: —

3rd level: *tidal wave**, *wall of water**, *water breathing, water walk*

4th level: *conjure minor elementals, control water, watery sphere**

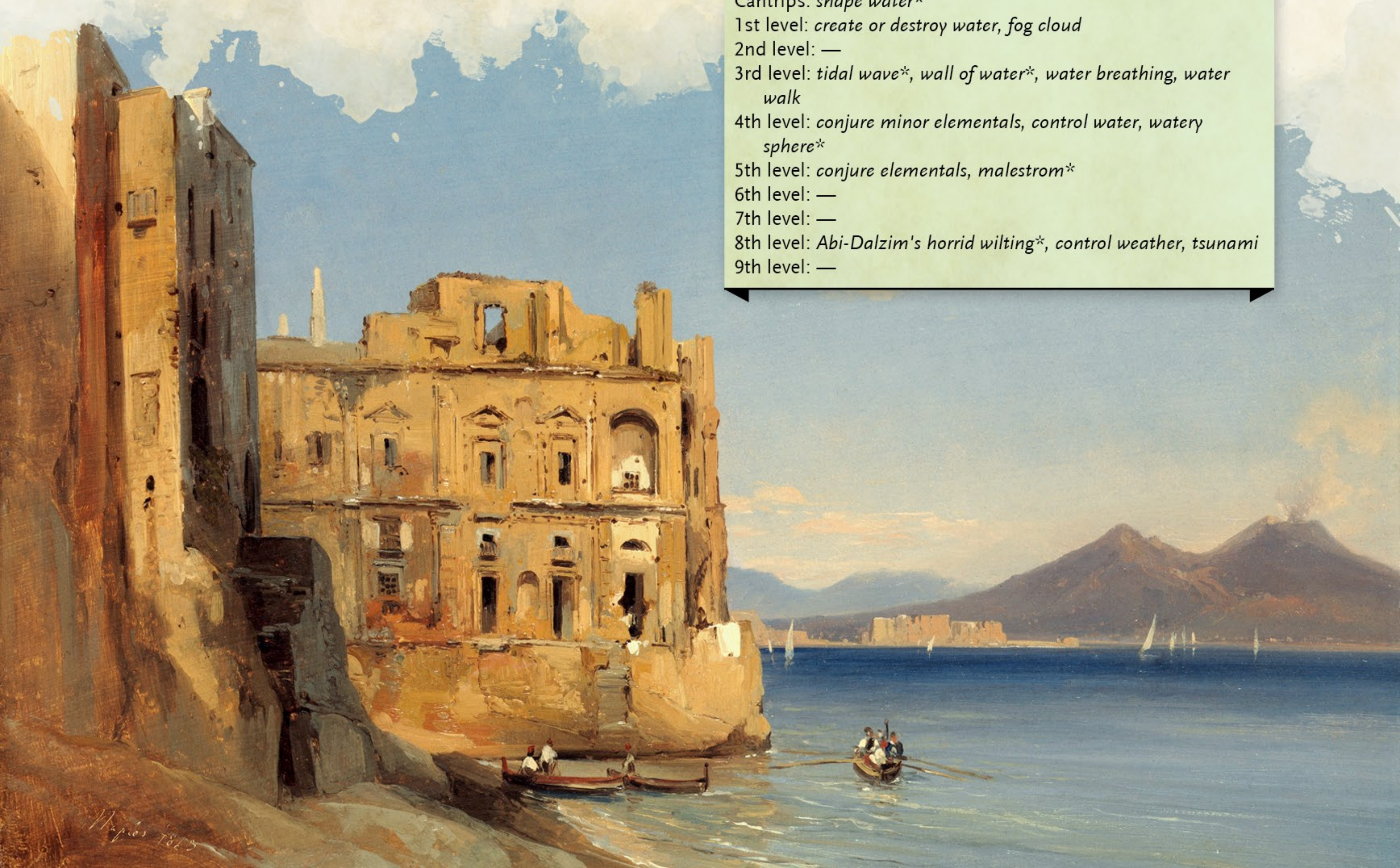
5th level: *conjure elementals, malestrom**

6th level: —

7th level: —

8th level: *Abi-Dalzim's horrid wilting**, *control weather, tsunami*

9th level: —



SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

AIR BUBBLE

2nd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a soap bubble or bubble of sea foam)

Duration: Concentration, up to 1 hour

For the duration, you are encased fully in a bubble of air. The bubble is a sphere that extends out in a 10 foot radius centered on you, moves with you, and is fully transparent and permeable by creatures, weapons, items, objects, spells, and terrain, none of which pop the bubble. Any creatures within the bubble are able to breathe fresh air, regardless of what is outside the bubble.

Should the bubble be submerged in liquid, creatures within the bubble cannot swim. Rather, creatures other than yourself may use their normal movement speed to exit the bubble, and, while inside the bubble with you, friendly creatures move along with the bubble. The bubble floats halfway submerged at the surface of any liquid by default, and you may use your normal movement speed to move the bubble in any direction horizontally.

You may also cause the bubble to float or sink by using a bonus action. A floating or sinking bubble slowly rises or drops (respectively) 30 feet at the end of your turn until you make contact with the ground, another solid object, or the liquid's surface. Should you land on a solid surface of ground beneath a liquid, you may walk along this ground using your normal movement speed, the bubble and other friendly creatures travelling along with you as usual.

The bubble may be used to safely submerge in acid or any liquid with a caustic or poisonous nature, without taking damage. Lava or any liquid that would deal damage due to heat, cold, or magical properties still causes damage to those within the bubble, but this damage is reduced by half.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration becomes concentration, up to 24 hours, and the bubble extends out to a 20 foot radius.

AQUABOLT

Conjuration cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You conjure a sphere of turbulent water and hurl it at your foes. Make a ranged spell attack against a creature within range. On a hit, that creature takes 1d6 bludgeoning damage and, if it is size large or smaller, it is pushed back 5 feet.

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

BIGBY'S BLISTERING BARNACLES

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a single barnacle and a droplet of lye)

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Constitution saving throw or become covered head to toe in barnacles of varying sizes for the duration of this spell. While covered in barnacles, the creature has disadvantage on attacks, Dexterity saving throws, and Charisma checks. At the end of each turn the creature is still covered in barnacles, it takes 1d6 acid damage. A creature within 5 feet of the target of this spell may attempt to remove the barnacles by using an action to make a Strength check against your spell save DC. If this check succeeds, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the acid damage this spell deals increases by 1d6 for each slot level above 2nd.

BLESS VESSEL

5th-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: S, M (a bottle of wine or other spirits worth at least 10 gp, which the spell consumes)

Duration: 24 hours

As a part of this spell, you touch a waterborne or airborne vehicle you are currently on or in. For the duration of this spell, this vehicle's speed is multiplied by 1.5, and it ignores movement reduction from areas of difficult terrain (or similar). Once before the end of this spell, a character on or within the vehicle may choose to gain advantage on any one check or saving throw that would keep the vehicle from harm. A vehicle may only benefit from one instance of this spell at any time.

CRESTING WAVES

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: S, M (a drop of water)

Duration: Instantaneous

With a gesture, you summon a roaring wave of water to buffet a creature within range. Target a creature within range, and make a ranged spell attack against that creature and against up to two other creatures within 10 feet of your chosen target. Any creature hit by this attack takes 3d4 bludgeoning damage and is pushed up to 10 feet away from you in a direction you choose.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage done by this spell increases by 1d4 and the distance pushed increases by up to 5 feet, for each slot level above 1st. You may also make a ranged spell attack against one additional creature within 10 feet of the target for each slot level above 1st.

DEPTH SURGE

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, M (a shattered vial of water)

Duration: Instantaneous

You conjure a powerful explosion of water, scattering creatures affected by it. Choose a point within range. Creatures within a 10-foot radius sphere centered on that point must make a Strength saving throw. If a creature fails this saving throw, it takes 4d10 bludgeoning damage, is knocked 15 feet away from the center of this explosion, and is rendered prone. A creature that succeeds on this saving throw takes half damage and is subject to no other effects from this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage done by this spell increases by 1d10 and the distance pushed increases by 5 feet, for each slot level above 4th.

FLOWSIGHT

2nd-level divination

Casting Time: 1 action

Range: Touch

Components: S, M (the eyestalk of a sea snail)

Duration: 1 hour

You touch a willing living creature, granting it the ability to extend its senses through a body of water or other liquid. When the creature is touching any body of water or liquid, even as small as a puddle or as large and interspaced as an area of falling rain, the creature knows the exact location of everything the body of liquid touches, up to a maximum distance of 120 feet. This sense can even detect creatures or obstacles that are invisible and in contact with the liquid, and can instantly discern illusions immersed in the liquid for what they actually are.

GEYSER

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

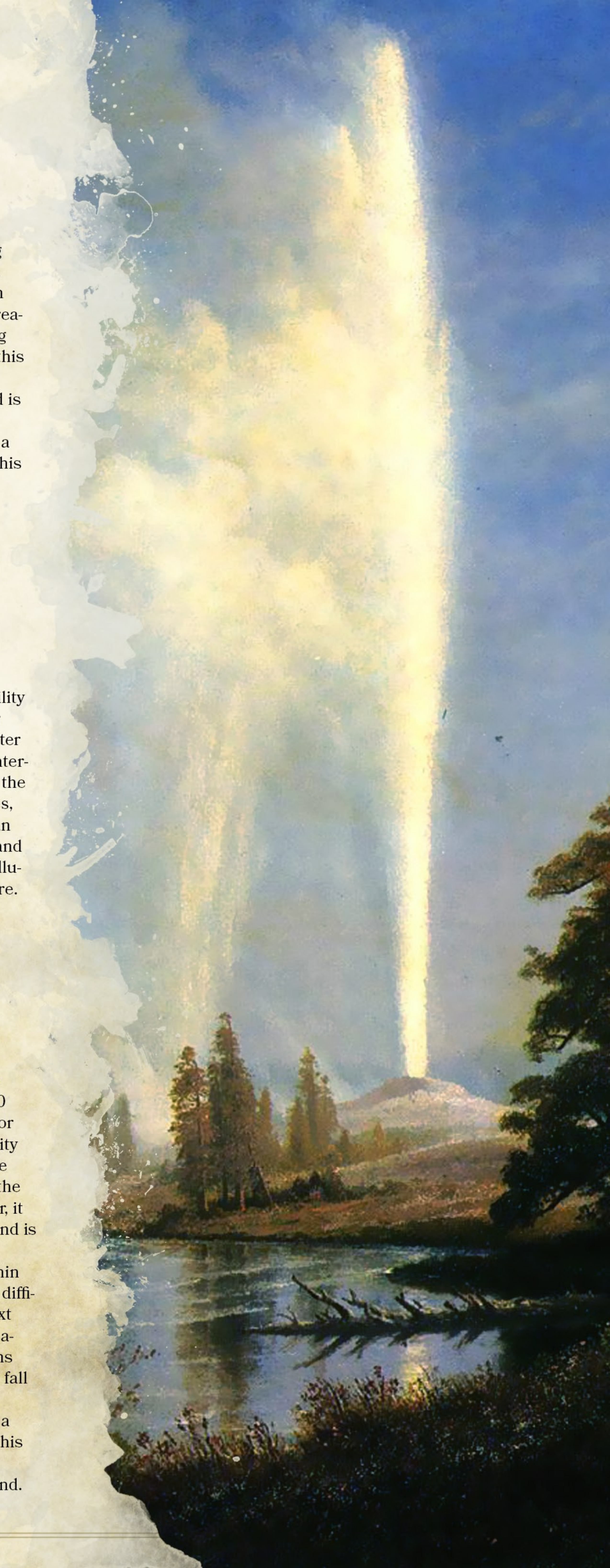
Components: V, S

Duration: Instantaneous

Choose a point on the ground within range. A geyser with a base of 5 feet by 5 feet and a height of up to 10 feet erupts from this point. If a creature sized Large or smaller is on top of this point, it must make a Dexterity saving throw. If it succeeds, the creature moves to the closest available space of its choice not occupied by the geyser. If the creature fails this saving throw, however, it takes 3d6 bludgeoning damage, is rendered prone, and is carried to the top of the geyser.

The geyser blocks line of sight, and creatures within or at the top of the geyser are both swimming and in difficult terrain. The geyser lasts until the end of your next turn, at which point it recedes into the earth. Any creatures still atop or within the geyser when this happens immediately begin falling, and take damage from the fall as normal.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage done by this spell increases by 1d6 and the height of the geyser increases by up to 10 feet, for each slot level above 2nd.





LUCK OF THE SEA

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a nightcrawler)

Duration: Instantaneous

As part of this spell, you must touch a fishing rod, harpoon, spear, trident, net, or other fishing supplies. If the affected item is used to fish for at least an hour, within the next 24 hours, it catches an additional 2d10 worth of mackerel or similar local tiny-sized fish, as well as 1d4 - 2 trinkets from the Trinket table on page 160 of the *Player's Handbook* (minimum 0). Eating one of these additional fish restores 1 hit point, and the fish provides enough nourishment to sustain a creature for one day.

The fish lose their potency if they have not been consumed within 24 hours of the casting of this spell.

MORDENKAINEN'S CAPABLE CARAVEL

6th-level conjuration (ritual)

Casting Time: 1 action

Range: 200 feet

Components: V, S, M (a small model caravel worth 2,500 gp that is fully inside a bottle)

Duration: 24 hours

You conjure into existence a caravel at any point within range that is on top of a large enough body of water to accommodate it. You decide the general appearance of this ship when you conjure it, but it is always made of wood and has roughly the same proportions. This ship can comfortably host up to 20 creatures and 250,000 lbs of cargo, and travels at roughly 4 miles per hour when crewed with at least four creatures.

After the duration of this spell expires, the ship begins to vanish over the course of a minute unless you immediately cast this spell again. The ship must still be within the spell's range of you for you to be able to cast this spell in this way.

PRESSURE SPHERE

7th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: S, M (a small hollow crystal globe worth 1,000 gp containing pressurized pure water)

Duration: Concentration, up to 1 minute

A sphere of crushing water forms around the head (or similar) of a creature you can see within range, and begins to exert an incredible force upon that creature. When you first cast this spell, the creature affected by it takes 6d10 bludgeoning damage. As a bonus action on any of your turns for the spell's duration, you may cause the creature to take this damage again. A creature under the effect of this spell is considered to be holding its breath (and eventually suffocating) as described under the rules for suffocating on page 189 of the *Player's Handbook*, unless the creature is able to breathe water.

On its turn, a creature under the effects of this spell may attempt to pull itself from the sphere as an action. If it does so, it must succeed on a Dexterity saving throw against your spell save DC or remain stuck in the sphere. Once a creature removes itself from the sphere, the spell ends.

RED TIDE

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: S, M (a pinch of brine)

Duration: Instantaneous

Choose a point within range that is either on or within a body of water, or on solid ground. A torrent of frothing red water issues forth, mercilessly battering all creatures within a 5 foot tall, 20 foot radius cylinder centered on that point. Creatures within this area must make a Constitution saving throw, taking 2d10 bludgeoning and 2d10 poison damage if they fail this save, and half that amount if they succeed. A creature that fails this saving throw is also poisoned until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the bludgeoning damage or the poison damage (your choice) increases by 1d10 for each slot level above 5th.

RIPPLE

Conjuration cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

You pull into existence a circular ribbon of water which wraps around you and rapidly expands outward. Each creature within range, other than you, must succeed on a Dexterity saving throw or take 1d4 bludgeoning damage and have disadvantage on opportunity attacks against you until the start of their next turn.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

RIPTIDE

1st-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You conjure a vicious wave that attempts to drag down and pull a creature no greater than large size that you choose within range. This creature must attempt a Strength saving throw. If it fails, the creature takes 2d8 bludgeoning damage, is rendered prone, and is pulled up to 30 feet closer to you in a straight line. If the creature succeeds on this saving throw, it takes half of this damage and is neither pulled nor rendered prone.

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

SINK

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: S, M (a handful of powdered stone mixed with water)

Duration: Concentration, up to 1 minute

You indicate a creature within range, which must make a Constitution saving throw. If it fails, for the spell's dura-

tion that creature loses any natural buoyancy it may have in liquid, and if it ends its turn in any liquid it begins to sink by 20 feet per round (if it wouldn't naturally sink a greater distance already). If the creature has a swimming speed, the distance of that speed is halved for the spell's duration. A creature under the effect of this spell may try to not sink by taking an action to attempt a Strength (Athletics) check with a DC equal to your spell save DC. If it succeeds, the creature does not sink this turn, while it continues to sink unaffected on a failure. A creature without a swimming speed makes this check with disadvantage.

SWIM

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: S, M (a single fin or scale from a fish)

Duration: Concentration, up to 1 hour

You touch a living creature, granting it a swimming speed equal to its normal movement speed plus 10 feet for the spell's duration. If the creature already has a swimming speed greater than this amount, the spell has no effect on them. A creature affected by this spell may experience it as a non-visible magical benefit, or the spell may temporarily cause them to grow webbing between their fingers and toes, at the caster's discretion. This spell does not confer the ability to breathe in water, and creatures that can only breathe air must still do so.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, it can affect one additional creature within range for each slot level above 1st.

TORRENT

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: S, M (a ring inset with a motif of crashing waves)

Duration: Instantaneous

A blast of roaring water issues from your hand in a direction you choose, occupying a line 30 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw. A creature that fails this save takes 2d6 bludgeoning damage on a failed save and is pushed to an available space of its choice within 5 feet of the end of this line. A creature that succeeds on this save takes half as much damage and is not pushed back.

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

URCHIN'S SPINES

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: S, M (a sea urchin spine, sewing needle, pine needle, or similar)

Duration: Concentration, up to 1 minute

A willing creature that you touch sprouts clusters of 3 inch long purple or black spines along its entire body. Any time a spined creature is the target of a melee attack, a spell with a range of touch (not including this

one), or an ability that requires touching the spined creature, the targeting creature takes 1d6 piercing and 1d6 poison damage. Creatures affected by this spell have disadvantage on all Charisma checks besides Intimidation checks.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, either the piercing or poison damage (you choose) increases by 1d6 for each slot level above 2nd.

WATER TENTACLE

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: S, M (a water source, such as a vial of water)

Duration: Concentration, up to 1 minute

You create a watery tentacle at a point you choose within range on top of solid ground or a body of water. This tentacle is size medium, has an AC of 13 and 30 hit points, has resistance to fire damage and to piercing, slashing, and bludgeoning damage from non-magical sources, and is vulnerable to cold damage. The tentacle uses your spellcasting ability score and modifier in place of its

Strength score and modifier, but otherwise uses your statistics for determining its saving throws. This tentacle disappears when it drops to 0 hit points, or when the spell ends.

When you first cast this spell, you can cause the tentacle to make a melee spell attack with your statistics against a creature within 10 feet of it. On a hit, the target takes bludgeoning damage equal to 3d6 + your spellcasting ability modifier. As a bonus action on your turn, you can command the tentacle to move up to 15 feet and repeat the attack against a creature within 10 feet of it. If the tentacle's attack hits, you may direct it to grapple a target instead of dealing damage. If it does, any attempts to escape the grapple are made against your spellcasting ability modifier plus your proficiency bonus.

You may also use an action on your turn to direct the tentacle to act in accordance to your somatic gestures, performing functions such as lifting objects or moving up to 15 feet, but the tentacle will not attack unless you command it to do so with a bonus action, as above.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the hit points of the tentacle increase by 10 and the damage of spell's attack increases by 1d6 for each slot level above 3rd.

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