



Merid Isles Guide Book

D&D HOMEBREW

Roam the high seas, discover uncharted islands and deal with scurvy in this addition to the world's greatest roleplaying game

Merid Isles Guide Book



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ON THE COVER

In this epic scene illustrated by [YouTrazzy](#), two large galleons attempt to destroy each other in a high stakes bid to control the sea.

INTRODUCTION

CHARACTER OPTIONS

There are hundreds of archetypes to be found upon lonely islands and the open sea all of which derive from pre-existing tropes. The search for new and original idealisms and destined paths was an adventure in itself. Within this chapter you will find Cleric with the power of the waves at their fingertips, Sorcerers with elemental bloodlines, barbarians who have learned the ways of seafaring and druids who have expanded their wildshape to include aspects of the sea.

Some classes are lacking in the area of an archetype strictly due to already having been discovered. With this in mind, look to the College of Glamour for bards with a siren's voice and thirst for attention. Monks found upon the islands turn to the Way of the Four Elements fashioning their physical studies around water itself among the other elements. Dedicating themselves to being as calm as a puddle and as roiling as a maelstrom. Rogues, naturally take on a swashbuckling archetype, learning to drink and curse as fluently as they wield a blade.

SHORE DWARF

A foreign dwarf to their own kind outside of the islands, the Shore Dwarves find themselves at home in port cities and on various types of islands. They make a living on the surface with their innate knowledge of precious metals and gems and their keen business skills including, but not limited to their dashing looks. They often become merchants, treasure hunters, or even sailors. Often embarking on quests to find the rarest of treasure or seeking out the toughest of customers.

Ability Score Increase. Your Charisma score increases by 1.

Merchant's Glib. You gain proficiency in both Persuasion and Deception.

Iron Lungs. You can hold your breath for a number of minutes equal to 5 + your Constitution modifier. In comparison to the normal 1 + Constitution Modifier.

SHORE DWARF VARIANTS

In addition to the above subrace features, you may consult your DM to alter the following Dwarf race features:

- **Dwarven Combat Training.** You have proficiency with the dagger (dirk), handaxe (boarding axe), net, and scimitar (cutlass)
- **Tool Proficiency.** You gain proficiency with the artisan's tool of your choice: jeweler's tools or cartographer's tools.



BARBARIAN PRIMAL PATH: THE PATH OF THE TOTEM WARRIOR

Hailing from a tribe of excellent seafarers who pride themselves on their unparalleled skills of hunting large aquatic creatures for food, fun, and protection on the waves they have claimed. These barbarians have watched and learned their ways from their totem spirit of the King Fisher, a huge bird of legend that is capable of picking sharks from the sea below in one fell swoop. Those who follow the path of the Kingfisher are proficient seafarers. To mimic their totem spirit without growing a beak, these barbarians have learned to wield a large hook-shaped weapon they refer to metaphorically and literally as an anchor or jilg.

PATH OF THE TOTEM WARRIOR FEATURES

Barbarian Level	Feature
3rd	Spirit Seeker, Totem Spirit
6th	Aspect of the Beast
10th	Spirit Walker
14th	Totemic Attunement

SPIRIT SEEKER

Yours is a path that seeks attunement with the natural world, giving you a kinship with beasts. At 3rd level, when you adopt this path, you gain the ability to cast the *beast sense* and *speak with animals* spells, but only as rituals, as described in chapter 10, "Spellcasting."

TOTEM SPIRIT

At 3rd level, when you adopt this path, you choose a totem spirit and gain its features. You must make or acquire a physical totem object—an amulet or similar adornment—that incorporates fur or feathers, claws, teeth, or bones of the totem animal. At your option, you also gain minor physical attributes of the totem animal. For example, if you have a king fisher totem spirit, your eyes may turn solid black or your nose may become elongated.

King Fisher. While raging, you may utilize the weapon your people refer to as the Jilg.

Additionally, while you are not wearing heavy armor, you have a swimming and climbing speed equal to your base walking speed.

ASPECT OF THE BEAST

At 6th level, you gain a magical benefit based on the totem animal of your choice. You can choose the same animal you selected at 3rd level or different one.

King Fisher. You gain the navigation of a king fisher. You are now proficient with sea vehicles.

Additionally, while on the open sea you find twice as much food when foraging (fishing) and know the current direction in which you are travelling and the next 24 hours of weather unless hindered by magic.

SPIRIT WALKER

At 10th level, you can cast the *commune with nature* spell, but only as a ritual. When you do so, a spiritual version of one of the animals you chose for Totem Spirit or Aspect of the Beast appears to you to convey the information you seek.

TOTEMIC ATTUNEMENT

At 14th level, you gain a magical benefit based on a totem animal of your choice. You can choose the same animal you selected previously or a different one.

King Fisher. While you're raging, when you hit a target with an attack from your anchor, you may use your bonus action to grapple it.

Additionally, you may now grapple creatures up to one size larger than you normally.



JILG

A large, nasty hook attached to the end of a long, thick chain. The wielder essentially hurls the anchor at their foe, then instantly retracts it to hook the foe and deal damage.

Cost: 15 gp

Weight: 18 lbs.

Damage: 1d10 piercing

Properties: Reach, Special, Heavy

Special: You can also treat this weapon as a grappling hook with a 10-foot long chain. On a successful attack you may use your bonus action to move yourself 5 feet closer to the target or the target 5 feet closer to you.

BARD COLLEGE OF SEDUCTION

The merpeople as compared to their darker brethren, the merrow, tend to save worthy people from a watery grave. Some of the people saved by the mer are given an unprecedented opportunity to learn their ways. From developing knowledge of the deep to honing their skills as a vocalists these individuals were given the gift of talented teachers found within of a culture based on charm.

At a point, a gifted student will find their way back into the world and bring with them the talent and beauty of the depths. They have excellent singing voices and often return having learned the language of the mer. These Bards belong to the College of Seduction. As a less than prestige college, these bards are often overlooked, but this is just the way many of them like it. Using their talents to charm and control many aspects of their every day lives while remaining unnoticed by the general population.

As time carries on there are differences between the personalities of these bards that become pronounced. An evil bard may use her talents to control an entire royal family as though they are pawns in a chess game. A good bard may take to the seas keeping the spirits high on work-ridden trade ships. Either way these bards offer much to the world and can be a cornerstone to any crew.

Use the College of Glamour found in *Xanathur's Guide to Everything* for this subclass's features.

COLLEGE OF SEDUCTION FEATURES

Bard Level Feature

3rd	Mantle of Inspiration, Enthralling Performance
6th	Mantle of Majesty
14th	Unbreakable Majesty

COLLEGE OF SEDUCTION QUIRKS

d6 Quirk

- 1 I charm people into improving their lifestyles. (Good)
- 2 I often seduce people for goods or services I may require. (Evil)
- 3 I often use my goo looks to cause accidents for humor. (Chaotic)
- 4 I use my talents to earn an honest living. (Lawful)
- 5 I spend most of my time singing with other patrons of the local tavern. (Neutral)
- 6 I occasionally burst into song with lyrics that associate with the situation. (Any)



CLERIC DIVINE DOMAIN: SEA

The Divine Domain of the Sea is founded under countless deities from Eldath and Umberlee to Brilen and Poseidon. Clerics focus on dedicating their lives to removing threats from both the deep dark recesses of the sea floor to the endless expanse that they see from the crow's nest. These clerics often accompany ships specializing in healing the diseases that are part of the natural order of sailing such as scurvy. They are also capable of assisting in various aspects of the sailing lifestyle from changing the direction and speed of the winds to deterring souls returning from their watery graves.

Compared to other clerics, Sea Domain clerics recognize the natural order to most things and will not openly contest that which they know must happen. Like water they follow the path of least resistance when they come in contact with destiny.

SEA DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Bonus Cantrip, Torrential Shield
2nd	Channel Divinity: Fluid Form
6th	Baptism
8th	Potent Spellcasting
8th	Fountain of Youth

DOMAIN SPELLS

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

SEA DOMAIN SPELLS

Cleric Level	Spells
1st	<i>alarm, fog cloud</i>
3rd	<i>darkvision, warding wind</i>
5th	<i>tidal wave, water breathing</i>
7th	<i>control water, freedom of movement</i>
9th	<i>maelstrom, legend lore</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *shape water* cantrip if you do not already know it.

This cantrip counts as a cleric cantrip for you.

TORRENTIAL SHIELD

Also at 1st level, when a creature within 30 feet of you that you can see is attacked, you can use your reaction to cause a burst of water and wind to rise up from the ground separating the target from the attacker. The attacker must make a Strength saving throw against your spell save DC or take 2d6 force damage, be pushed back 10 feet and knocked prone, or half as much damage on a success.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: FLUID FORM

At 2nd level, you can use your Channel Divinity to temporarily become one with the sea, until the end you transform along with everything you are wearing and carrying, into a fluid. The effect ends if you drop to 0 hit points.

While in this form, you can enter and occupy the space of another creature. You have resistance to nonmagical damage, and you have advantage on Strength, Dexterity, and Constitution saving throws. You can pass through small holes, narrow openings, and even mere cracks, though you treats liquids as though they were solid surfaces.

While in the liquid form, you can't talk or manipulate objects, and any objects you were carrying or holding can't be dropped, used, or otherwise interacted with. You can't attack or cast spells.

BAPTISM

At 6th level, you gain the ability to heal at a spiritual level through imbuing water with your divine magic. You may spend 10 minutes refreshing the body of a willing creature during these 10 minutes you may remove up to three conditions or one condition if it is a curse, disease, or a case short-term or long-term madness as described on pages 258–260 in the Dungeon Master's Guide.

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

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

FOUNTAIN OF YOUTH

Every sailor has heard the legend of the fountain, but they do not carry with them the wisdom you possess due to your time at sea. The sea is the fountain and you the chalice. At 17th level, your divine connection to the sea keeps you youthful despite your experience and you no longer age naturally.

Additionally, your connection has deepened in your physical form and you have become constantly refreshed by the natural water around you. You are now immune to poison and acid damage. Any time you take poison or acid damage you may coerce the fluid to coat a weapon you wield as it leaves your body allowing you to add half the poison or acid damage you would have taken to your next attack.



DRUID CIRCLE OF THE TIDES

Tasked with protecting the ocean and all things that live within it, these druids excel in treating pollutions, poisons and disease particularly when dealing with those spread by water. These druids often live on the coast overlooking the waves and using their wisdom to assist those passing by. Many of the Circle of the Tides may find themselves at home on a lonely isle where they help control marine populations and create safeguards that keep the ocean fully functioning in its endless natural cycles.

CIRCLE OF TIDES FEATURES

Druid Level	Feature
2nd	Bonus Cantrip, Tidal Communion
3rd	Circle Spells
6th	Amphibious
10th	Amphibious Wildshape
14th	Touched by the Tides

BONUS CANTRIP

When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

TIDAL COMMUNION

Starting at 2nd level, your time spent close to the sea has allowed you to develop a sixth sense surrounding its various patterns. You may expend a 1st level spell slot and wade into a body of water no smaller than 100 feet in diameter and meditate for 10 minutes to gain secret knowledge about the water you are in. If the body of water is more than a mile in diameter, you are only granted information from the water that resides within one-half mile from where you stand.

The information you receive can be chosen at random or you can focus upon a specific question to ask the water. The answers and guidance you receive may be shrouded in mystery or quickly given and straightforward depending on the personality of the body of water you commune with. If you focus on a specific question you may refer to the following list for guidance on the answers to frequent topics.

Plague. You discover what, if any, disease or poison is affecting this specific body of water. You have advantage on Wisdom (medicine) checks to stabilize creatures affected by this sickness for the next 24 hours. You may choose to expend a 2nd-level spell slot to gain a natural sign or clue of the origin of the same disease or poison.

Ecosystem. A brief picture flashes through your mind of a number of creatures equal to your Wisdom modifier that inhabit this body of water. You may choose to expend additional spell slots to gain a physical appearance of one additional creature that inhabits this body of water. A creature hidden from divination spells specifically is not revealed to you.

Death. You learn of a death that interrupted the natural order of this body of water. Be it a sunken ship or the death of an ancient and old creature. Expending a 2nd-level spell slot may reveal the location of the death revealed to you.

Geography. You learn the terrain that surrounds you as your spirit reaches out and glides along the surface of the water and dives to the depths of the sea. You always know which direction you are heading in while in this specific body of water and you know the layout of the seafloor the water hides below its surface.

CIRCLE SPELLS

Your mystical connection to the sea infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the sea you are sworn to protect.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF TIDES SPELLS

Druid Level	Spells
3rd	<i>moonbeam, protection from poison</i>
5th	<i>remove curse, water breathing</i>
7th	<i>freedom of movement, watery sphere</i>
9th	<i>hallow, maelstrom</i>

AMPHIBIOUS

Starting at 6th level, your communion with the various waters that populate the world have affected your physical self. You gain the ability to breathe both water and air and gain a swimming speed equal to your base walking speed.

AMPHIBIOUS WILDSHAPE

When you reach 10th level, even your wildshapes have responded to your connection with the ocean. When you use your wildshape feature, the creatures you turn into retain your ability to breathe both air and water as well as gain a swimming speed equal to their base walking speed.

TOUCHED BY THE TIDES

By 14th level, your time spent with natural water has altered your very spirit allowing you to alter your Wildshapes to capture the many essences and traits of the deep and the waves that populate the world. When you use your Wildshape feature, you may choose one additional trait from the list below to add to the creature's original stat block. While you are in the Wildshape you retain this feature until you revert back to your original self whereupon you may choose another trait when using your Wildshape feature again.

Acclimated. You are no longer affected by *extreme cold* as described in the DMG, and you can easily survive the crushing depths of the lower levels of the sea. You are safe while submerged in water up to 5,000 feet below the surface.

Bioluminescence. You may at-will light the various stripes or spots on your body, shedding your choice color of bright light for 10 feet and the same color dim light an additional 10 feet. You may also use this trait to target a creature within 30 feet of you that can see you but does not have darkvision. They must make a Wisdom saving throw against your Spell Save DC or be charmed by you for 1 minute or until it takes damage.

Color Receptors. You gain the ability to discern extra details in your surroundings granting you advantage on Wisdom (Perception) checks that rely on sight.

Exoskeleton. Your hard outer shell gives you a natural Armor Class of 18

Liquified. You may alter your internal organs to fit through gaps that would fit creatures up to two sizes smaller than you.

Magnetism. You have receptors on your skin that respond to magnetism and electrical currents. You always know what direction is north in this wildshape and gain a blindsight of 30 feet, however you lose your normal sight.

Mimicry. You spend an action mimicing a creature or object you can see. Your body becomes an identical replica of the target so long as you do not move.

Pincer. When you make a melee weapon attack with your pincer you deal damage relative to your Wildshape. 1d4 + Strength Modifier for small creatures, 1d6 + Strength Modifier for medium, 1d8 + Strength modifier for large, 1d10 + Strength modifier for huge, and 1d12 + Strength modifier for gargantuan. On a successful attack if the target is your size or small it is grappled.

Propulsion. You may store air in your body and use it at will to increase your movement speed. You may use this propulsion to dash as a bonus action.

Regeneration. You regain 1 hit point every round in combat. Or 1d6 hit points every minute outside of combat while you maintain your Wildshape. These hit points only restore you to max and do not give temporary hit points.

Teeth. You gain rows of razor shar teeth granting a bite attack relative to your Wildshape. 1d4 + Strength Modifier for small creatures, 1d6 + Strength Modifier for medium, 1d8 + Strength modifier for large, 1d10 + Strength modifier for huge, and 1d12 + Strength modifier for gargantuan.

Tentacle. You gain up to 4 extra appendages that look and act like octupi tentacles. These appendages are capable of everything your original humanoid limbs were capable of, but now you have four and they are a part of your Wildshape.



FIGHTER MARTIAL

ARCHETYPE: PRIVATEER

As these strong souls brave the rough and tumble of a life at sea they spend much of their time on high alert. Tasked with removing enemies from the seas at whatever cost while maintaining their ships original duties, these fighters are often scarred and broken before they ever begin their adventuring lifestyles. Their experiences of a life at sea also and the slow-paced combat between ships grants them extensive patience even in combat, taking their time to outlast and out maneuver opponents on land or even in water.

PRIVATEER FEATURES

Fighter Level	Feature
3rd	Notoriety, Bonus Proficiencies, Close-Quarters Combat
7th	Commandeer
10th	Letter of Marque
15th	Dead Man's Switch
18th	Legendary Pirate

NOTORIETY

Some of the features in this subclass require a Infamy Save DC. This DC is calculated as follows: 8 + Charisma modifier + proficiency bonus.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with all vehicles and survival

CLOSE-QUARTERS COMBAT

At 3rd level, your expertise in fighting on a crowded ship transfers to all brawls. You may use your reaction to redirect a melee attack that targets a creature within 5 feet of you that you can see. You send the same attack streaking toward a creature within 5 feet of the attacker that you can see.

You may only use this ability before you know whether or not the attack hits.

COMMANDEER

Beginning at 7th level, your lifestyle has increased your mobility in confined combat. You have a climbing speed equal to your walking speed.

Additionally, whenever you attack an inanimate object with a piracy weapon your proficiency bonus is doubled.

LETTER OF MARQUE

Starting at 10th level, you have developed a voice that can be heard even over the pounding rain on a wooden ship's deck. Your voice can be heard clearly from up to 100 feet away even during storms or other comparably loud noises.

Additionally, you may use your bonus action to shout at an enemy within 300 feet of you who can hear you. The target must make a saving throw against your save DC or be paralyzed until the end of its next turn. Your save DC equals: 8 + your proficiency bonus + your Constitution modifier. Any friendly creature within reach of the target of your Captain's Orders feature receives an attack of opportunity when it fails its save, as its delayed reaction leaves an opening.

DEAD MAN'S SWITCH

At 15th level, you have plans in place in case you are slain. Whenever you roll initiative you may choose a to create Dead Man's Switch choosing a creature within 60 feet of you that you can see. The target must succeed on a Wisdom saving throw against your Infamy Save DC.

On a failed save, this creature falls prey to your Dead Man's Switch feature. On a fail, the creature becomes your Dead Man's Switch, whenever you use your Second Wind feature, if the creature is still alive and not incapacitated, it takes damage equal to your Fighter level. On a successful save, this feature does nothing.

LEGENDARY PIRATE

Starting at 18th level, your reputation proceeds you wherever you go. Your legacy has been given a customized symbol in your honor be it a flag, a seal, or a banner that accompanies you presence. Whenever a creature sees it you may choose to use your reaction to cause the creature to make a Wisdom saving throw against your Infamy Save DC. If the creature succeeds on the saving throw they are immune to this feature for 24 hours. On a fail, however, they suffer one of the following effects based around their natural response to your reputation.

- **Frightful Reputation.** The target fears for its life when your banner abounds. It becomes frightened of you for 24 hours or until it takes damage.
- **Friendly Reputation.** You have advantage on Charisma checks against the creature for the next 24 hours or until you or a creature friendly to you attacks it.
- **Thieving Reputation.** The creature becomes charmed by you for 24 hours and is willing to gift you treasure and coin it has on its person. This effect ends if you or a creature friendly to you attacks it.
- **Cowardly Reputation.** The creature has disadvantage on Wisdom Saving throws for the next 24 hours as their brawn overrules their brain when they try to remove you from your pirated pedestal. This effect ends if the target becomes bloodied.



MONASTIC TRADITION

The Way of the Four Elements is a tradition that many monks use to separate themselves from their brethren both in combat and in peace of mind. Channeling their physical energies to alter the elements around them at-will. Upon an uncharted isle found within the archipelago that is the Merid Isles there was built a monastery. Here many men and women made their pilgrimage to this uncharted isle. Dealing with the many threats that fill the seas and various wild islands on the way. This monastery welcomed all who found it and shared its wisdom with whoever wanted to learn.

Eventually, its many students became masters and the Way of the Four Elements began to undergo change straying from control over all of the elements to a focus specifically on their abilities dealing with water in its most basic form. Though these monks are still capable of using their ki to manipulate all elements, those who follow the Way of Flux were taught that water is both chaos and law and is the easiest element to alter. Water comes in many forms, solid as ice, liquid as water, and even a vapor if the student can focus. As such, these monks prefer utilize their abilities to control water in almost every situation, however, they are not incapable and will manipulate the energies of the other three elements if and when necessary.

Use the Way of the Four Elements found in the *Player's Handbook* for this subclass's features.

WAY OF FLUX RECOMMENDED FEATURES

Monk Level	Feature
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3rd	Disciple of the Elements, Elemental Attunement Discipline
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6th	Water Whip Discipline
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11th	Mist Stance Discipline or Shape the Flowing River Discipline
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17th	Breath of Winter Discipline
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WAY OF FLUX QUIRKS

d6 Quirk

1 I offer second chances to worthy students by directing them to my monastery. (Good)

2 I believe every creature has a right to clean water. (Lawful)

3 My values and morales often change at a rate similar to the tides. (Chaotic)

4 I know that to control water means to control everything, and I use it to my advantage. (Evil)

5 I use my spare time to align my body and mind with the sea. (Neutral)

6 I share my teaching with people anywhere I go. (Any)



OATH OF SALVATION

Paladins that follow the Oath of Salvation spend their time typically alone wandering the sea saving people and asking for nothing in return except for payment forward. Be it slaying sea serpents and other monsters, intimidating pirates, or even assisting those who took on the full power of the sea during a storm and lost. In the event that these paladins find themselves in a crew, they often rise through the ranks quickly becoming very capable captains.

Many refer to these Paladins as Sirens, a name bestowed due to the beauty and light shed in the tales survivors tell during their nights in coastal taverns.

TENETS OF SALVATION

While an individual paladin's understanding of the ways and mechanisms of the world may vary, those who share this oath all share values which guide their actions. These values differ from some other paladins in that they are rooted in neutrality, for nature is neither good nor evil, but simply is.

Aid the Helpless. In any given situation I am the only aid many will receive on the sea, I am obligated to assist wherever necessary.

Be Always Courageous. I shy away from no difficult challenge, although I will not fall prey to stupid bravery.

Be Always Faithful. I place my faith in my teachings even it means sacrificing myself to save others.

Be Always Ready. I am forever diligent, preparing for the worst; sometimes even sleeping with one eye open.

OATH OF SALVATION FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
6th	Aura of Salvation (10 ft.)
15th	Lifesaver
18th	Aura of Salvation (30 ft.)
20th	Symbol of Salvation

OATH SPELLS

Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day.

If you gain an oath spell that doesn't appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

You gain oath spells at the paladin levels listed.

OATH OF SALVATION SPELLS

Paladin Level	Spells
3rd	<i>create or destroy water, jump</i>
5th	<i>aid, misty step</i>
9th	<i>remove curse, water walk</i>
13th	<i>death ward, freedom of movement</i>
17th	<i>greater restoration, steel wind strike</i>

CHANNEL DIVINITY

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

Tidal Surge. You may use your Channel Divinity to defend creatures around you. Whenever you or a creature you can see within 30 feet are hit by a melee weapon attack you may use your reaction to cause a surge of water to erupt from the target of the attack. The attacker must make a Strength saving throw against your Spell Save DC, taking 4d8 force damage, be pushed back 15 feet and knocked prone on a failed save, or half as much damage on a success.

Turn the Unnatural. As an action, you present your holy symbol and speak a prayer denouncing Fey and undead, using your Channel Divinity. Each Fey or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, 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 uses the Dodge action.

AURA OF SALVATION

Beginning at 7th level, your time at sea instills a level of inspiration in everyone around you. You and friendly creatures within 10 feet of you fall under the effects of the *water breathing* spell and gains a swimming speed equal to their base walking speed.

LIFESAVER

Starting at 15th level, as a bonus action you may touch a creature that is holding its breath instilling it with courage and doubling the amount of time it can hold its breath and granting it temporary hit points equal to your Charisma modifier.

Additionally, if the creature is submerged it gains the ability to ascend at a speed equal to its dash action as a bonus action until the end of your next turn.

SYMBOL OF SALVATION

At 20th level, you become the physical realization of salvation which grants you the following benefits:

- You are permanently under the effects of the *water walk* and *water breathing* spells.
- You have resistance to all cold and force damage.
- You gain a swimming speed of 60 feet.
- You can carry up to two medium humanoid while swimming without hindrance.

RANGER ARCHETYPE: MARINER

Rangers that roam the seas learning all they can about the various terrains found above and below the surface of the sea as well as the plethora of creatures that call the waters home.

The lifestyle of a Mariner is often one that follows the hunt. Be it racing to new fishing spots or chasing a rare and monstrous fish for days at a time, these rangers excel at the long game hunts and are more than capable of fighting creatures much larger than themselves.

MARINER ARCHETYPE FEATURES

Ranger Level	Feature
3rd	Mariner Magic, Piscator, Sailor
7th	Whaler
11th	The Bigger They Are...
15th	...The Harder They Fall

MARINER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Mariner Spells table. The spell counts as a ranger spell for you, but doesn't count against the number of ranger spells you know.

MARINER MAGIC

Ranger Level	Spells
3rd	<i>absorb elements</i>
5th	<i>moonbeam</i>
9th	<i>water breathing</i>
13th	<i>freedom of movement</i>
17th	<i>control winds</i>

PISCATOR

At 3rd level, your patience of both body and mind allows you prey upon the creatures of the sea with perfection. When hit a creature with a weapon attack its speed is reduced to 0 until the end of the turn.

SAILOR

Starting at 3rd level, you are a natural seaman, you gain proficiency with all vehicles and an innate swimming speed equal to your base walking speed.

WHALER

At 7th level, you have a knack for handling creatures much larger than you. Whenever you are attacked by a creature that is two sizes larger than you or larger you may use your reaction to grapple the creature and climb onto it.

The creature suffers disadvantage attack rolls targeting you while you remain grappled. The creature does not suffer the effects of being grappled while you remain grappled.

If you are hit by an attack, you must succeed on a Strength saving throw against a DC equal to 10 or half the damage you took, whichever is higher, or be knocked off the creature taking fall damage normally.

THE BIGGER THEY ARE...

At 11th level, whenever a creature larger than you attacks a creature you can see, you may use your reaction to make a weapon attack against the attacking creature.

...THE HARDER THEY FALL

At 15th level, your whaler feature can now be used on creatures one size larger than you and larger.

Additionally, whenever you make an attack roll against a creature you have grappled that is larger than you, you may treat the creature as though it is prone.



ROGUISH ARCHETYPE:
SWASHBUCKLER

The rogues that primarily inhabit the Merid Isles are those who have gained the name Swashbucklers as they often begin a battle by swashing, or striking, their buckler, both taunting and intimidating those who dare to oppose their expertise with a blade.

Found typically on a ship, but also sometimes skulking about coastal taverns, these rogues tend to have one thing in mind, fame. They want their name to be heard across every island and wave. They want their reputation to precede them in every way possible. A swashbuckler is all about his image be it good or evil, they use their talents as both sailors and swordsmen as way to reach the top through word-of-mouth.

Use the Swashbuckler archetype from *Xanathur's Guide to Everything* for this subclass's features.

SWASHBUCKLER FEATURES
Rogue Level Feature

3rd	Fancy Footwork, Rakish Audacity
9th	Panache
13th	Elegant Maneuver
17th	Master Duelist

SWASHBUCKLER QUIRKS
d6 Quirk

- 1 I never pick a fight, but am always ready for one. (Good)
- 2 I never attack unarmed creatures. (Lawful)
- 3 I like to toy with my prey. (Chaotic)
- 4 I take no prisoners. (Evil)
- 5 I can make a drinking game out of almost anything. (Neutral)
- 6 My motto is: "To the victor, go the spoils" (Any)



SORCEROUS ORIGINA: MARID BLOODLINE

Born with a elemental ancestors or set adrift to sea by an unwed mother, a sorcerer under the Marid bloodline often consider themselves the pinnacle of elemental water. Being, in essence, water they learn to harness their physical bodies and use it to their advantage in both the spells by adding the power of the seas and the way they move by becoming a fluid creature when necessary.

MARID BLOODLINE FEATURES

Sorcerer Level	Feature
1st	Soul of the Sea, Sea Sorcery
6th	Watery Defense
14th	Fluid Form
18th	Marid Soul



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SOUL OF THE SEA

At 1st level, your blood ties to the sea have given you physical traits. You can breathe both air and water and you have an innate swimming speed equal to your base walking speed.

SEA SORCERY

When you choose this origin at 1st level, you learn the secret of infusing your spells with the forces of the seas. When you deal damage with a spell attack you may spend one sorcery point to add one of the following effects to your spells, if the effect you choose calls for the same saving throw as the spell you cast you may choose to take the target's initial saving throw against your spell as the saving throw against the effect as well.

Bubble. The creature must succeed on a Dexterity Saving throw against your spell save DC or be restrained by a bubble of water until the end of the current turn.

Sinking. The creature must succeed on a Constitution saving throw against your spell save DC or have its speed reduced by 15 feet until the end of its next turn.

Strong Current. The creature must succeed on a Strength saving throw against your Spell Save DC or be shoved 15 feet.

WATERY DEFENSE

At 6th level, you gain resistance to fire damage. You also gain the ability to defend yourself by momentarily assuming a liquid form.

As a reaction, when you are take damage from a weapon attack, you can alter your physical density turning yourself into a fluid granting you resistance to that damage.

You cannot use this reaction again until you have finished a long or short rest.

LIQUID SHAPE

Starting at 14th level, you gain the ability to retain your liquid form while moving. When you move on your turn, you have resistance to all opportunity attacks, and you can move through any enemy's space, but can't willingly end your movement there. At the end of your movement you regain your original density.

Additionally as part of your movement, you can move through any space that is at least 3 inches in diameter and do so without becoming squeezed.

If you end your movement in this form in a location where you are considered to be squeezing you will be forced back along the path of least resistance until you reach a place where you are no longer considered squeezing.

MARID SOUL

Starting at 18th level, the essence of the sea flows through your veins, your fluid form can now be activated at-will and your constant state of flux no longer requires food, drink or sleep.

SQUEEZING RULES

Rules for Squeezing into a Smaller Space can be found on page 192 of the Player's Handbook.

WARLOCK PATRON: THE DEEP ONE

Deep in the seas lie many creatures, some are extremely dangerous, others merely extremely powerful. Few of them possess the ability to confide in creatures on the surface among these creatures there is one that haunts the minds of many with the various folktales its name is brought up in. The Leviathan, as many refer to it, is a powerful elemental aberration slipped through a portal and laid to rest at the bottom of the seas awaiting a chance to rise to power, but for now, dreaming and shaping the world for his coming from beneath the waves.

DEEP ONE FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Black Spot, Tainted
6th	Caustic Aura
10th	...Part of the Crew
14th	Davy Jone's Locker

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6th	Caustic Aura
10th	...Part of the Crew
14th	Davy Jone's Locker

EXPANDED SPELL LIST

The Leviathan 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.

DEEP ONE EXPANDED SPELLS

Spell Level	Spells
1st	<i>arms of hadar, comprehend languages</i>
2nd	<i>detect thoughts, enlarge/reduce</i>
3rd	<i>enemies abound, hunger of hadar</i>
4th	<i>evard's black tentacles, freedom of movement</i>
5th	<i>enervation, rary's telepathic bond</i>

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5th	<i>enervation, rary's telepathic bond</i>

BLACK SPOT

Starting at 1st level, you gain the ability to mark a creature as a pawn in the Deep One's plans. As a bonus action, choose one creature you can see within 30 feet of you. A spot 1-inch in diameter on the target's hand turns black as the creature is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits against the target:

- You may change any damage you deal against the cursed target into acid damage.
- If you hit the creature with a weapon attack you may use your bonus action to make the target succeed on a Strength saving throw against your Spell save DC or be restrained by a writhing tentacle that is summoned from your weapon. While the target is restrained in this fashion you cannot make attack rolls with the weapon in use.

- If the cursed creature is in a body of water larger than 10 feet in diameter, you may use your bonus action to locate the creature as your patron whispers into your mind its whereabouts.

You cannot use this feature again until you finish a short or long rest.

TAINTED

At 1st level, as an action, you touch a piece of food or up to 12 ounces of a consumable liquid and contaminate it with sickening toxins. The selected item takes on a black hue when you do this. An Intelligence (Investigation) or Wisdom (Perception) check made on the item against your Spell Save DC can reveal that it has been poisoned.

Any creature that eats or drinks the tainted item becomes must make a Constitution saving throw against your Spell Save DC or be poisoned for 1 hour. Upon ingestion, you receive word from your patron and you may use your Black Spot feature to curse the creature that consumed the food or drink and failed its Constitution saving throw.

CAUSTIC AURA

Starting at 6th level, your constant exposure to acid has given you resistance to acid damage.

Additionally, you can choose to make any creature that comes within 5 feet of you make a Constitution saving throw against your Spell Save DC or become poisoned and take 1d6 acid damage on a failed save. A creature that succeeds on this saving throw is immune to this feature for 24 hours.

Any creature that ends its turn within 5 feet of you after failing its saving throw takes an additional 1d6 acid damage.

...PART OF THE CREW

At 10th level, you begin to exhibit traits of the sea, be it barnacles covering your skin in various locations, or your appendages becoming tentacles you also develop useful abilities. You may now breathe air and water normally, and you gain a swimming speed equal to your walking speed.

DAVY JONE'S LOCKER

Starting at 14th level, you can summon the power of the Deep One plunging a creature's mind into the depths of the sea. If you touch a creature cursed by your Black Spot feature you may expose its mind to your patron's unimaginable schemes. The target takes 5d6 acid damage and 5d6 psychic damage and makes a Charisma saving throw becoming paralyzed until the end of your next turn on a failed save, or taking half damage on a success. A creature that fails its save may choose to reroll its saving throw at the end of each of its turns.

Additionally, if a creature drops to 0 hit points while afflicted by your Black Spot feature it rises as a *Zombie Sailor* found on page 31 of this book and acts under your command, if you do not command it it defends you and the ship you are on to the best of its ability.

ADDITIONAL ELDTRICH INVOCATIONS

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed in the Player's Handbook on pages 110 and 111, in Xanathur's Guide to Everything on pages 56 and 57, and at here. When you gain certain warlock levels you gain additional invocations of your choice as shown in the Invocations Known column of the Warlock table.

Additionally, when you gain a level in this class you can choose one of the invocations you know and replace it with another invocation you could learn at that level.

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

BREATH OF THE DEEP ONE

Prerequisite: 9th level

You can cast *water breathing* on yourself at will, without expending a spell slot or material components.

CHAPTER OF THE MIDNIGHT ZONE

Prerequisite: 7th Level, Pact of the Tome feature

You find another chapter in your Book of Shadows. You may add *shape water* to your list of cantrips you may cast from the Book of Shadows.

DEEP SPEECH

Prerequisite: Pact of the Chain feature

You can speak and understand aquan and abyssal. Additionally, you gain advantage on Wisdom (Animal Handling) checks against creatures with an innate swimming speed.

LEVIATHAN STENCH

Prerequisite: 12th Level

You may cast *sickening radiance* once using a warlock spell slot. You can't do so again until you finish a long rest.

MYSTERIES OF THE SEA

Prerequisite: 15th Level

You may cast *legend lore* once using a warlock spell slot. You can't do so again until you finish a long rest.

UNDERTOW ATTACK

Prerequisite: 5th level, Pact of the Blade feature

Once per turn when you hit a creature with your pact weapon you can choose to push the target back 10 feet in a straight line and you can knock the target prone if it is Huge or smaller.

MERID ISLE WARLOCK FAMILIARS

There are a couple new options for Pact of the Chain familiars in this guide. The axolotl and the iguana are both detailed in the last chapter of this guide



WIZARD SCHOOL OF FLUID DYNAMICS

Aside from the normal schools of magic, there are a few wizards who choose to delve into understand how magic works rather than just learning magic. One of these teachings focuses on the science of fluids and how they interact both with magic and the physical world. These wizards find ways to alter their own magic to better suit their own interest, they can use osmosis to move poisons, effects, and diseases to other creatures or even objects or change the physical structure of a liquid to a solid at-will.

SCHOOL OF FLUID DYNAMICS FEATURES

Wizard Level	Feature
2nd	Fluid Savant, Osmosis
6th	Osmosis
10th	Newtonian Transformation
14th	Concentration Gradient

FLUID SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell that conjures or evokes a physical liquid or requires you to select a fluid as part of your target into your spell book is halved

OSMOSIS

Beginning at 2nd level, you may expend a 1st-level spell slot and concentrate for 1 minute on another willing creature to transfer one poison or disease from yourself to the target creature or from the target creature to yourself.

NEWTONIAN TRANSFORMATION

Starting at 6th level, you may expend a 2nd-level spell slot to change the physical makeup of an object no larger than a 5-foot cube. When you do so you may turn a solid object into a liquid for up to 24 hours. The object creates 1 gallon of similarly colored liquid for every cubic foot of its original size and can be stored safely as though it was fresh water. You may spend 1 action turning this liquid back into its original shape before the 24 hour duration is over.

If the original object was not normally consumable, then the transformed liquid is also not consumable. Any creature that does consume an unsafe transformed liquid must roll a Constitution saving throw against your Spell Save DC, taking 2d10 poison damage and becoming poisoned for 1 hour on a failed saving throw, or taking half as much damage on a success.

If you spend a 3rd-level spell slot or higher the amount of time the solid object becomes a fluid for an additional 24 hours for each spell slot higher than 2nd.

CLAUSIUS—CLAPEYRON CONVERSION

Beginning at 10th level, Whenever you cast a spell that deals force, cold, or fire damage you may use your bonus action to change the spell's properties. You may choose to change a spell that deals fire damage to cold if you choose to do so the spell changes from a single-target spell to a 5-foot diameter sphere and drops the damage die by 1 size (i. e. 3d8 fire damage becomes 3d6 cold damage). If the spell already has an area of effect you add 5-feet to the current range and drop the damage die 1 size.

Alternatively, you may choose to change a spell that deals cold damage into fire damage by changing the original area of effect into a area of effect that is reduced by 10 feet while also increasing the damage die by 1 size (i. e. 3d6 cold damage to 3d8 fire damage). If the area of effect is reduced to 0 or less by this feature then the spell becomes a single-target spell. If the spell is already a single target spell that deals cold damage then this feature causes the spell to backfires dealing damage to you equal to half of the spell's original damage as fire damage.

Additional, you may use your bonus action to touch up to 1 gallon of any liquid causing it to boil or freeze instantly.

CONCENTRATION GRADIENT

Starting at 14th level, when you use your Osmosis feature you may transfer 1 poison or disease from yourself into 1 gallon of liquid if a creature consumes this liquid it must make a Constitution saving throw against your Spell Save DC, receiving the effects of the poison, disease, or condition that you stored within the gallon of liquid



EQUIPMENT

WEAPONS

Unusual weapons found upon the open sea and amid ship to ship combat. You may consult your DM for various proficiencies. For example, a character proficient in a longsword or scimitar may be proficient with a cutlass and vice versa.

WEAPON PROPERTIES

Many weapons have special properties related to their use as shown in the Weapons table.

WEAPONS

Name	Cost	Damage	Weight Properties
<i>Simple Melee Weapons</i>			
Boarding Axe	8 gp	1d6 slashing	3 lb. Light, thrown (range 20/60), piracy weapon
Cat O' Nine Tails	10 gp	1d8 slashing	5 lb. Reach
Dirk	2 gp	1d4 piercing	2 lb. Finesse, light, thrown (range 20/60), piracy weapon
<i>Belaying Pins</i>			
Hand Fid (Wood)	1 gp	1d4 piercing or bludgeoning	1 lb. Finesse, light, thrown (range 20/60)
Marlin Spike (Metal)	1 gp	1d4 piercing or bludgeoning	1 lb. Finesse, light, thrown (range 30/120)
<i>Martial Melee Weapons</i>			
Boarding Pike	10 gp	1d8 piercing	6 lb. Heavy, reach two-handed, thrown (range 20/60)
Broadsword	15 gp	1d8 slashing	4 lb. Versatile (1d10)
Cutlass	15 gp	1d8 slashing	4 lb. Piracy weapon
Saber	20 gp	1d8 slashing	3 lb. Finesse
Spadroon	10 gp	1d6 piercing or slashing	3 lb. Finesse, light
<i>Martial Ranged Weapons</i>			
Harpoon	60 gp	1d8 piercing	5 lb. Ammunition (range 20/60), loading, special, two-handed
<i>Special Melee Weapons</i>			
Jilg	25 gp	1d10 piercing	15 lb. Heavy, reach, special, two-handed

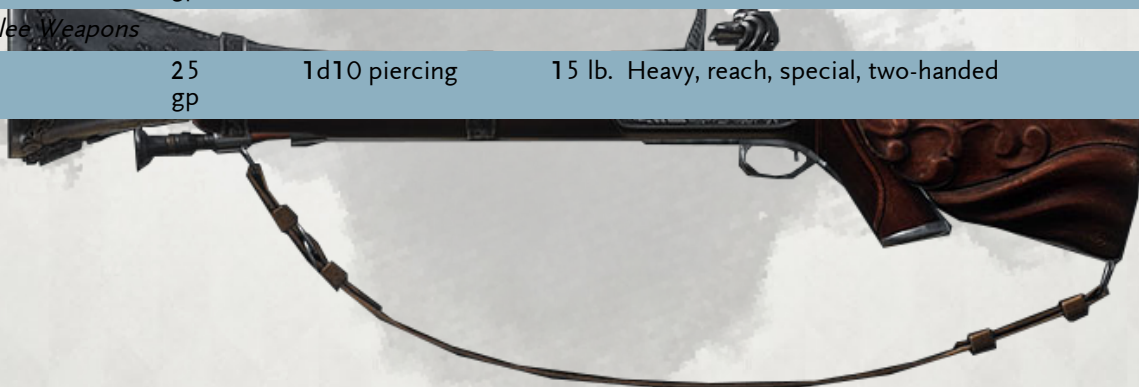
Piracy Weapon. The damage this weapon deals is doubled against objects and structures made of plant fibers or wood.

SPECIAL WEAPONS

Weapons with special rules are described here.

Jilg. You can treat this weapon as a grappling hook with a 10-foot long chain. On a successful attack you may use your bonus action to move yourself 5 feet closer to the target or the target 5 feet closer to you.

Harpoon. On a successful attack you may use your bonus action to move yourself 5 feet closer to the target or the target 5 feet closer to you.



ARMOR

The usual forms of physical protection found among seafarers and pirates alike. The close combat aboard enemy ships and the battles between ships on a rough sea happen with little notice. A crew needs to be dynamic in response to these threats to their survival. Any good sailor knows that gaining an edge whenever possible can save your skin in the long run.

Buckler. A small shield that only requires armor proficiency to wield. When equipped the buckler is great for deflecting light blows and turning the fight in your favor. You may use your reaction to your proficiency bonus to your AC when targeted by a melee weapon attack.

ARMOR

Armor Cost Armor Class (AC) Strength Stealth Weight

Shield

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Buckler	5 gp	-	-	-	3 lbs

FIREARMS

Explosive fun found amongst those who explore the open sea. These are typically uncommon in most campaigns, although this guide suggests adding them to assist both the DM in creating interesting encounters on the many ships and islands the players will come across during their adventures on the open sea.

FIREARM PROPERTIES

Firearms are naturally complex mechanisms. As such, they require special rules surrounding their usage that make them feel like firearms when used.

Scattershot. Firearms with this property fire a cone of ammunition as compared to its counterparts that shoot in a line. This cone deals less damage the greater the distance between the firearm and the target. For each 10 feet the weapon is fired it reduces its die size by one. So, a firearm with the scattershot property that deals 1d12 damage reduces to 1d10 if the target is more than 10 feet away, and 1d8 if the target is more than 20 feet away, so on and so forth until the target is further than 60 feet away.

Set. A set weapon is firmly planted on the ground and cannot be wielded like a normal weapon. It is instead aimed by the bearer and fired.

Siege Weapon. These firearms deal double damage to objects and structure regardless of what ammunition is used.

FIREARMS

Firearm	Cost	Damage	Weight	Properties
Blunderbuss	400 gp	1d12 piercing	12 lb.	Ammunition (20/60), loading, two-handed, scattershot
Flintlock Pistol	200 gp	1d10 piercing	4 lb.	Ammunition (30/120), loading
Flintlock Musket	500 gp	1d12 piercing	15 lb.	Ammunition (50/120), loading, two-handed
Cannon	1,500 gp	-	3,500 lb.	Ammunition (100/400), set, siege weapon

EXPLOSIVES

Genadoe. As an action, a character may light the fuse and lob a genadoe to a point up to 60 feet away. Creatures within 10 feet of that point must succeed on a DC 12 Dexterity saving throw or take 3d6 fire damage.

Petard. A bucket filled with a flammable powder can be ignited from a distance and leaves an explosion in its wake. Creatures within 10 feet of the petard upon explosion must succeed on a DC 15 Dexterity or take 4d6 fire damage.

Powder Keg. A keg filled with a flammable powder that can be ignited to cause an explosion. Creatures within 10 feet of the keg when it explodes must succeed on a DC 12 Dexterity saving throw or take 10d6 fire damage, taking half as much damage on a success. When ignited the keg burns brightly for 1 round shedding bright light in a 30-foot radius and dim light for an additional 30 feet.

EXPLOSIVES

Item	Cost	Weight
Grenadoe	50 gp	1 lb.
Petard	100 gp	4 lb.
Powder Keg	300 gp	20 lb.



ADVENTURING GEAR

Gear used to explore and adventure upon the high seas.

Bar Shot. Two halves of dense ball of iron connected together by an iron rod and used as ammunition in cannons. When fired this ammunition deals 1d12 bludgeoning damage to anything within the cannon's line of fire. This ammunition halves the range of the cannon it is fired from.

Shot. Small, dense iron cones used in various flintlock firearms.

Chain Shot. Two halves of dense ball of iron connected together by an iron chain and used as ammunition in cannons. When fired this ammunition deals 1d12 bludgeoning damage to anything within the cannon's line of fire. This shot halves the range of the cannon it is fired from.

Grape Shot. A bunch of small iron balls grouped together in a thin shell. When fired this ammunition deals 1d12 bludgeoning damage to anything within the cannon's line of fire. This shot halves the range of the cannon it is fired from and changes the area of effect from a line to a cone.

Hot Shot. A magical shot that when fired absorbs the heat from the blast and becomes extremely hot. When fired this shot deals 1d10 fire damage and burns through wood and plant fibers wherever it lands.

Astrolabe. A flat, circular device that can be used to determine the bearer's location by measuring the location of celestial bodies in the sky and comparing it to the current time. Best used on land or on a calm sea. Proficiency with this tool grants advantage on Intelligence checks to pinpoint current location on a map.

Chip Log. A triangular piece of floatable wood that is attached to a large spool of thin rope. Used to determine the speed of any water vessel while remaining aboard. Used in conjunction with an hourglass and floating the triangular piece of wood in the water behind the vessel and timing how fast the spool runs across each knot tied in the string. Proficiency with this item grants advantage on Intelligence checks made to determine travel time or to estimate arrival time.

Cross Staff. A T-shaped device made of wood for measuring altitudes of heavenly bodies, also called a fore-staff. The vertical wooden arm is moved up and down a marked horizontal wooden arm to determine altitudes using the horizon. Proficiency with this tool grants advantage to Intelligence checks to determine current time.

Lodestone. A magnetic stone that can be used to magnetize small pieces of metal. The small pieces of metal can then be floated to find true north.

Round Shot. A dense ball of iron used as ammunition in cannons. When fired this ammunition deals 1d10 bludgeoning damage to anything within the cannon's line of fire.

Sea Astrolabe. Just like its counterpart, the astrolabe, this item is used to determine location by measuring the location of heavenly bodies. This variation is designed to be on rough seas and other unsteady ground.

ADVENTURING GEAR

Item	Cost	Weight
<i>Ammunition</i>		
Bar Shot	50 gp	30 lb.
Shot (10)	1 gp	1 lb.
Chain Shot	50 gp	30 lb.
Grape Shot	50 gp	35 lb.
Hot Shot	100 gp	25 lb.
Round Shot	25 gp	25 lb.
Astrolabe	1,250 gp	5 lb
Chip Log	25 gp	3 lb
Cross Staff	15 gp	1 lb
Diptych Dial	2,000 gp	4 lb
Lodestone	50 gp	3 lb
Sea Astrolabe	1,500 gp	6 lb

EQUIPMENT PACKS

A collection of starting equipment for those who wish to sail or map the high seas.

Navigator's Pack. 5 days rations, a waterskin, a bottle of ink, an ink pen, 10 pieces of parchment, 2 scroll cases, and a chip log.

Seafarer's Pack. 10 hand fids, 2 fishing tackle, 3 days rations, a waterskin, a hooded lantern, 2 flasks of oil, and a signal whistle.

EQUIPMENT PACKS

Item	Cost	Weight
Navigator's Pack	40 gp	20 lb
Seafarer's Pack	20 gp	25 lb



NAVAL ADVENTURING

NAVAL COMBAT

DISEASES

TRAPS

SPELLS

BARD SPELLS

CANTRIPS (0 LEVEL)

Swell (conjunction)

1ST LEVEL

Swim (transmutation)
Water Coat (conjunction)
Glare (enchantment)
Wave (conjunction)

2ND LEVEL

Riptide (evocation)

3RD LEVEL

Waveguard (abjuration)

CLERIC SPELLS

1ST LEVEL

Luck of the Sea
(enchantment)
Water Coat (conjunction)

3RD LEVEL

Tidesight (divination)

5TH LEVEL

Bless Vessel (abjuration)

6TH LEVEL

Red Tide (conjunction)
Mordenkainen's Capable
Keelboat (conjunction,
ritual)

9TH LEVEL

Typhoon (conjunction)

DRUID SPELLS

1ST LEVEL

Luck of the Sea
(enchantment)

Swim (transmutation)
Wave (conjunction)
Water Coat (conjunction)
Detect Depth (divination,
ritual)

2ND LEVEL

Geyser (evocation)
Urchin Spines
(transmutation)

3RD LEVEL

Tentacle (conjunction)
Tidesight (divination)
Waveguard (abjuration)

4TH LEVEL

Depthsurge (evocation)

9TH LEVEL

Typhoon (conjunction)

PALADIN SPELLS

1ST LEVEL

Luck of the Sea
(enchantment)
Glare (enchantment)

2ND LEVEL

Riptide (evocation)

5TH LEVEL

Bless Vessel (abjuration)

RANGER SPELLS

1ST LEVEL

Swim (transmutation)
Water Coat (conjunction)
Detect Depth (divination,
ritual)

2ND LEVEL

Urchin Spines
(transmutation)

3RD LEVEL

Sink (transmutation)
Tidesight (divination)

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Aqua Bolt (evocation)
Swell (conjunction)

1ST LEVEL

Torrent (evocation)
Wave (conjunction)
Water Coat (conjunction)

2ND LEVEL

Riptide (conjunction)

3RD LEVEL

Waveguard (abjuration)

4TH LEVEL

Depthsurge (evocation)

6TH LEVEL

Red Tide (conjunction)

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Swell (conjunction)

1ST LEVEL

Glare (enchantment)
Detect Depth (divination,
ritual)

2ND LEVEL

Rip Tide (evocation)
Urchin Spines
(transmutation)

3RD LEVEL

Sink (transmutation)
Tentacle (conjunction)

6TH LEVEL

Red Tide (conjunction)

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Aqua Bolt (evocation)
Swell (conjunction)

1ST LEVEL

Swim (transmutation)
Torrent (evocation)
Wave (conjunction)
Water Coat (conjunction)
Detect Depth (divination,
ritual)

2ND LEVEL

Bigby's Boisterous Bubble
(conjunction)
Geyser (evocation)

3RD LEVEL

Sink (transmutation)
Tentacle (conjunction)
Waveguard (abjuration)

6TH LEVEL

Mordenkainen's Capable
Keelboat (conjunction,
ritual) -

7TH LEVEL

Pressure Sphere
(conjunction)

9TH LEVEL

Typhoon (conjunction)

CONTRIBUTORS

u/the_singular_anyone's Codex of Waves was a huge inspiration and portion of the following spell lists and is available for free on [reddit](#), though if you are kind enough to contribute a coin or two you can find it on the DM's guild [here](#).

AQUA BOLT

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You conjure a sphere of turbulent water and throw it at your foes. Make a ranged spell attack against the target. On a hit, the target takes 1d8 force damage and if it is large or smaller it is pushed back 5 feet.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

BIGBY'S BOISTEROUS BUBBLE

2nd-level conjuration

Casting Time: 1 action

Range: Self (10-foot sphere)

Components: V, S, M (A bar of soap and a flask of water)

Duration: Concentration, up to 1 hour

A bubble of air expands into existence centered on you for the duration. Creatures and inanimate objects pass through the bubble without hinderance. The air inside the bubble is fresh and breathable despite the conditions outside of the bubble. Creatures within the bubble other than yourself cannot move the bubble, but move with the bubble as you move it. Creatures within can also use their movement to enter and exit the bubble.

You may use your movement to move the bubble in any direction, including ascending or descending, but you count each foot of movement as two. If the bubble is set on a liquid the bubble floats along the surface unless you choose to descend with your movement. Creatures in the bubble do not use their swimming speed if the bubble is submerged until they exit the bubble.

While the bubble is submerged in a harmful liquid, the creatures inside have resistance to the damage the liquid deals.

BLESS VESSEL

5th-level abjuration

Casting Time: 1 minute

Range: Touch

Components: S, M (a bottle of wine or other spirits worth at least 10 gp and a jar of animal fat, which this spell consumes)

Duration: 24 hours

As a part of this spell you may touch a vehicle. For the duration of this spell, the vehicle's speed is doubled and it ignores movement reduction from difficult terrain.

Once before the end of this spell, a character may choose to gain advantage on a check or saving throw to keep the vehicle from harm. A vehicle may only benefit from one casting of this spell at any time.

DETECT DEPTH

1st-level divination (ritual)

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (a piece of string with a small rock tied to one end)

Duration: Concentration, up to 10 minutes

You reach your spirit into the liquid around you and learn about its features in the area of a 100-foot cube centered on a point within range of your choosing, if the point you choose is an object the effects of this spell moves with the object for the duration. Over the course of the minute you can select pools of liquid around you and reveals the following information:

- The exact depth of the liquid within the cube.
- A basic description of the liquid (i. e. saltwater, fresh water, lava, acid, etc.)
- The amount of living creatures touching the liquid.

DEPTHSURGE

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a smashed flask of water, which the spell consumes)

Duration: Instantaneous

An explosion of pressurized water erupts from the ground and sends foes flying. Choose a point within range. Creatures within a 10-foot radius sphere centered on that point must make a Strength saving throw taking 4d10 bludgeoning damage and if it is a huge or smaller being pushed back 15 feet away from the center of this spell and rendered prone on a failed save or half as much damage on a success.

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



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 10-foot cylinder spout of water erupts 10 feet into the air. Any creature within the area of the cylinder must make a Dexterity saving throw taking 3d6 bludgeoning damage and, if the creature is large or smaller, be knocked prone and carried into the air on a failed save or half as much damage on a success.

The geyser is considered difficult terrain and creatures moving through it use their swimming speed. The geyser lasts until the end of your next turn at which point any creature on top of the geyser falls and takes falling damage 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 10 feet for each slot level above 3rd.

GLARE

1st-level enchantment

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: 1 minute

You give a creature within range that can see you a mean look. The target must make a Wisdom saving throw or take 1d8 psychic damage and be frightened of you. Taking half damage on a successful save.

LUCK OF THE SEA

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (an large insect or worm)

Duration: Instantaneous

As a part of this spell, you must touch a piece of equipment used for fishing or foraging on the seas such as a fishing pole, harpoon, net, spear, or trident. The item catches an additional 1d10 mackerel or other similarly rationable, local sea-life in addition to 1d4-2 trinkets from the Trinket table on page 160 of the Player's Handbook (minimum of 0). Eating one of the rations caught by the blessed fishing tool restores 1 hit point, and the ration provides enough nourishment to sustain a creature for one day.

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

MORDENKAINEN'S CAPABLE KEELBOAT

6th-level conjuration (ritual)

Casting Time: 1 action

Range: 200 feet

Components: V, S, M (a model ship worth 2,500 gp stored entirely in a bottle)

Duration: 24 hours

You fashion into existence a keelboat at any point within range on top of a body of water large enough to accommodate it. You decide the general appearance of this keelboat (page 157 of the Player's Handbook) when you cast this spell, but it is always made of wood and has the similar proportions. This ship can host up to 20 creatures, requiring at least 4 to be proficient in water vehicles and carry up to 250,000 lbs of cargo to retain its max speed of 4 mph.

At the end of this spell's duration, the ship begins to vanish over the course of one minute unless you cast this spell again. The ship must be within range to cast this spell in this fashion.

If you cast this spell continuously on the same keelboat for one month the spell consumes the materials for the final spell and the keelboat becomes permanent.

PRESSURE SPHERE

7th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: S, M (a small, hollow crystal globe filled with pure water)

Duration: Concentration up to 10 minutes

A sphere of crushing water forms around the head, or similar body part, of a creature you can see within range. This sphere exerts an incredible amount of force on it forcing it to make a Constitution saving throw taking 6d10 bludgeoning damage and must begin holding its breath unless it is amphibious on a failed save or half as much damage on a success.

The creature may make another Constitution saving throw at the end of each of its turns to break free of the spell.

A creature that dies while under the effects of this spell succumbs to the pressure in the globe and its head implodes. The creature can be restored to life only by means of a *true resurrection* or *wish* spell.

SUFFOCATION

The rules regarding holding your breath and suffocation can be found on page 189 of the Player's Handbook.

RED TIDE

6th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: S, M (a flask of water and a brine)

Duration: Instantaneous

Choose a location within range that you can see. A 5-foot tall, 20-foot wide torrent of blood-red water explodes forth surrounding the area in a frothing chaos. Creatures in the area must make a Constitution saving throw, taking 2d10 bludgeoning and 2d10 poison damage and becoming poisoned on a failed save, or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the bludgeoning or poison damage (your choice) done by this spell increases by 1d10.

RIPTIDE

2nd-level evocation

Casting Time: 1 action

Range: 200 feet

Components: V, S

Duration: Instantaneous

You conjure a large, watery undertow that attempts to drag down and pull a creature to you. Choose a target with range that you can see that is no more than one size larger than you. The creature makes a Strength saving throw taking 2d8 bludgeoning damage, be knocked prone and pulled up to 20 feet closer to you in a straight line on a failed save or half as much damage on a success.

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 2nd.

SINK

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: S, M (a bag of pebbles)

Duration: Concentration, up to 1 minute

You choose a creature within range that you can see, it makes Constitution saving throw losing all natural buoyancy it has for the spell's duration on a failed save.

If the creature under the effects of this spell ends its turn in water it sinks 20 feet until it reaches a solid surface. If the creature would fall faster naturally it does so instead. The creature may make a Strength saving throw at the beginning of each of its turns to avoid sinking, a creature without a swimming speed makes this check with disadvantage.

SWELL

Conjuration cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

You pull a circular and ever-moving ribbon of water from the air that wraps around you and expands outward removing the threats from your immediate vicinity. Each creature within 5 feet of you must make a Dexterity saving throw or take 1d4 bludgeoning damage and have disadvantage on opportunity attacks against you until the start of your next turn.

SWIM

1st-level transmutation

Casting Time: 1 action

Range: Touch

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

Duration: 1 hour

You touch a creature, granting it a 40-foot swimming speed for the spell's duration. If the creature already has a swimming speed greater than 40 feet, instead increase its swimming speed by 10 feet.

You may choose this spell to be a non-visible affect, or the you may choose to have the creature grow webbing or scales as it takes on a more sea-worthy swimming ability.

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 spell slot above 1st.

TENTACLE

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: S, M (A tentacle from a sea creature)

Duration: Concentration, up to 1 minute

Choose a point within range that you can see, a large tentacle erupts from the ground. The tentacle has an AC of 13 and 30 hit points, has resistance to fire damage and to slashing, piercing, and bludgeoning damage from non-magical sources, but is vulnerable to cold damage. The tentacle uses your abilities for its saving throws, but has a Strength of 18 (+4). This tentacle disappears when it drops to 0 hit points, or when the spell ends.

When you first cast this spell, you can use your bonus action to move the tentacle up to 15 feet and make a melee spell attack with your spell attack bonus against a creature within 10 feet of the tentacle. On a hit the target takes 2d6 bludgeoning plus your spellcasting modifier damage and must make a Strength saving throw against your Spell Save DC or be grappled on a fail.

This tentacle can also mirror your somatic gestures if it does not have a creature grappled.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 4th.

TIDESIGHT

3rd-level divination

Casting Time: 1 action

Range: Touch

Components: S, M (an eyeball from a creature with an innate swimming speed)

Duration: 10 minutes

You touch a willing 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 open as a rainstorm.

The target of this spell gains knowledge of objects and creatures the liquid touches up to 120 feet away receiving the following bonuses while within the spell's range for the spell's duration:

- Advantage on Wisdom (Perception) checks to notice traps.
- Advantage on Wisdom (Survival) checks to track creatures.
- Advantage on Intelligence saving throws to see through illusions.
- Learn the location of one creature or object.

TORRENT

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: S, M (a flask of saltwater)

Duration: Instantaneous

A blast of roaring water issues from your hand in 30-foot long 5-foot wide line. Each creature in the line must make a Dexterity saving throw taking 2d6 bludgeoning damage and is pushed 5 feet to a space of its choice on a failed save or half as much damage on a success.

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.

TYPHOON

9th-level conjuration

Casting Time: 1 action

Range: Sight

Components: V, S

Duration: Concentration, up to 1 minute

An enormous cloud pattern whirls into existence at a point you can see spreading across a radius of 1 mile. Under the cloud are merciless winds, torrential rains, and floating debris. Creatures under the cloud must make a Constitution saving throw taking 2d6 bludgeoning damage and being knocked prone on a failed save, or half as much damage on a success.

Creatures that failed their saving throws fall under the following effects:

- They are lifted and restrained 20 feet off of the ground taking falling damage as normal when the storm ends.
- 5d6 cold and 5d6 bludgeoning damage from the combination of rain and wind on their mortal bodies.

Each round until the end of the spell's duration, creatures under the cloud without at least full cover from the storm must make a Dexterity saving throw or take 5d6 bludgeoning damage from the debris flying through the air.

Objects are structures smaller than 50 square feet are torn from their foundation and ripped apart becoming debris within the storm. Buildings larger than that take 10d10 bludgeoning damage if a building is reduced to 0 hit points by this effect it also becomes debris in the storm.

The ground below the storm cloud becomes difficult terrain for 1 week afterward as the torrential rains create floods throughout the area.

URCHIN SPINES

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: S, M (a spine from a sea creature, a needle, or other similarly sharp and small spike)

Duration: Concentration, up to 1 minute

You may touch a willing creature and cause it to sprout 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 or melee spell attack the targeting creature takes 1d6 piercing and 1d6 poison damage and becomes poisoned for 1 hour on a failed save, or half as much damage on a success.

Creatures affected by this spell have disadvantage on all Charisma checks besides Charisma (Intimidation) checks.

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

WATER COAT

1st-level conjuration

Casting Time: Special

Range: Self

Components: V, S

Duration: 1 round

Reaction when you or a creature you can see within 30 feet of you take fire damage.

You coat the creature thoroughly with water putting out any fire on the creature and granting it resistance to fire damage.

WAVE

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: Instantaneous

You summon a wave of water that crashes into a foe. The target must make Strength saving throw, taking 2d6 force damage and being and if it is huge or smaller pushed back 10 feet on a failed save, or half as much damage on a success.

At Higher Levels. When you cast this spell using a 2nd level spell slot or higher the amount of damage this spell deals increases by 1d6 and the distance the target is pushed increases by 5 feet for each spell slot above 1st.

WAVEGUARD

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

A strong current of water whips up around you in a 5-foot radius and moves with you, remaining centered on you. The water remains for the spell's duration. The water has the following effects:

- It deafens you and other creatures in its area.
- It extinguishes unprotected flames in its area.
- The area is difficult terrain for creatures other than you without an innate swimming speed.
- The attack rolls of ranged weapon attacks have miss if they pass in or out of the wind.
- You have resistance to bludgeoning and fire damage.

MONSTERS

The following collection of creatures have been compiled here not only as a way for other sailors and adventurers to safeguard themselves with knowledge, but also to entertain those who do not have the opportunity to adventure. From tiny axolotls that may look like a dragon, but are nearly as harmless as a lizard, to the undead sailors that stalk the ocean floor until they find other ships to drag down with them; I hope that you find this list both filling in imagination and memory. Have fun and happy adventuring!

AXOLOTL

Axolotls possess external gills like a mane around its head. Their heads are wide, and their eyes are lidless. Axolotls have some limited ability to change their color to better camouflage them from predators.

AXOLOTL

Tiny beast, unaligned

Armor Class 10
Hit Points 2 (1d4)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	13 (+1)	10 (+0)	1 (-5)	8 (-1)	4 (-3)

Skills Stealth +3
Senses Darkvision 20 ft., passive Perception 9
Languages --
Challenge 0 (0 XP)

Amphibious. The axolotl can breathe air or water.



IGUANA

These marooned lizards have adapted over time to the island-life. Developing both excellent swimming speeds and an appetite for fish they have survived for generations throughout the islands of the world.

IGUANA

Small beast, unaligned

Armor Class 11
Hit Points 4 (2d4)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	12 (+1)	2 (-4)	8 (-1)	3 (-3)

Skills Stealth +2, Survival +0
Senses Darkvision 20 ft., passive Perception 9
Languages --
Challenge 0 (10 XP)

Amphibious. The iguana can breathe both air and water

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5ft., one target. *Hit* 2 (1d4) piercing damage



 Milee Design
INSPIRATION NIPPON

ZOMBIE SAILOR

An unfortunate creature that met its end in the dark and cold sea floor. Brought back to finish its mortal business, these zombies often roam the seafloor for months searching for a way to climb out of the sea and onto dry land often falling apart on their vain quest.

ZOMBIE SAILOR

Medium undead, neutral evil

Armor Class 15

Hit Points 27 (4d8 + 9)

Speed 20 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	4 (-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., passive Perception 8

Languages Understand all languages it spoke in life, but can't speak

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the sailor zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the sailor zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 2) bludgeoning damage

