

SORCERER

SEA SOUL VI.1

The power of water is the strength of flexibility, resilience, and a relentless nature. Water parts to allow a ship to sail over it or a diver to plunge into it, but their passing leaves no mark. Water flowing down a mountain reaches the sea. It might bend and turn across valleys and down hillsides, but it slowly and steadily returns to the waves. Those whose souls are touched by the power of elemental water command a similar power.

Your heritage ties to powerful creatures of the sea, such as nereids, the lords of the merfolk, and elemental powers. Like a river, you feel the call of the ocean. The call is ever present in your heart, and you are never completely at peace until you are near the sea.

VARIANT: ORIGIN SPELL LIST

Sorcerer Level	Spell
1st	<i>crashing wave</i> ^K
3rd	<i>become water</i> ^K
5th	<i>water cannon</i> ^K
7th	<i>geyser</i> ^K
9th	<i>maelstrom</i> ^{XGE}

PART THE WAVES

At 1st level, your connection to waves and waters lets you bend them to your will. You learn the *shape water* cantrip, and it does not count against your spells known.

Additionally, when you cast a spell a water or cold spell (a spell that controls water, deals water based bludgeoning damage, or deals cold damage) affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

GIFT OF THE DEPTHS

Additionally, you gain a swimming speed of 30 feet. If you already have a swimming speed, your swimming speed increases by 10 feet. At 6th level, you also gain the ability to breath underwater.

TURMOIL OF THE SEA

Starting at 6th level, whenever you move, knock prone, or reduce the movement speed of a creature with a spell, you can deal bludgeoning damage to them equal to your Charisma modifier. You can deal this damage to a creature once per turn.

WAVE DASH

Additionally at 6th level, you can cast *become water* as a reaction to taking damage. Additionally, you can cast it by expending 2 sorcery points instead of expending spell slot.

MISTY SHROUD

Starting at 14th level, you are followed by a perpetual wispy fog. When you cast a spell of 1st level or higher, the fog thickens, lightly obscuring the area within a 10 foot radius of you for a number of rounds equal to the level of the spell cast. This fog leaves a sodden rime on creatures of your choice within it, leaving them vulnerable to your magic. This rime fades as soon as they leave the area of the fog.

You have advantage on spell attack rolls against creatures effected by this rime, and effected by this rime within the fog are under the effect of *bane* when saving against your spells.

ONE WITH THE WAVES

Starting at 18th level, you learn the *form of water* spell. If you already know the *form of water* spell, you can learn one additional spell of 6th level or lower. This spell does not count against your spells known. You *form of water* does not require concentration for you, though you can end it early at any time (no action required). You can cast it by expending 4 sorcery points in place of a spell slot.

While in the watery form granted by the *form of water* spell, the sorcery point cost of all Metamagic options is reduced by 1 for all spells that control or manipulate water or ice.



WATER SPELLS

BECOME WATER

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

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

- You are resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain; the first time you move through a Large or smaller creature on a turn, it must pass a Strength saving throw or be knocked prone.

CRASHING WAVE

1st-level conjuration

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (15 foot cone)

Components: V, S

Duration: Instantaneous

A wave of water sweeps out from you. Each creature in a 15-foot cone must make a Strength saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and is knocked 10 feet away from you. If a creature is knocked into a wall, another creature, or fails by 5 or more, it is additionally knocked prone. On a successful save, the creature takes half as much damage and is not knocked back. If there is a source of water of at least 5 cubic feet within 5 feet of you when you cast the spell, you can displace that water, increasing the range of the spell to a 25 foot cone.

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

DANCING WAVE

2nd-level conjuration

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You summon a surging mass of water into existence at a point on the ground within range. The mass of water remains cohesive filling a 5 foot radius, though only rises 3 feet from the ground. The area is difficult terrain for any creature without a swimming speed.

For the duration of the spell, as a bonus action you can move the wave of water up to 30 feet along a surface in any direction. The first time the wave enters any creature's space during a your turn, they must make a Strength saving throw or take 1d6 bludgeoning damage and be knocked prone. A creature automatically fails this saving throw if they are prone.

FORM OF WATER

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You become a surge of elemental water. Until the spell ends, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain; the first time you move through a Large or smaller creature, it must pass a Strength saving throw or be knocked prone.
- You can use your action to unleash a blast of water 15 feet long and 5 feet wide extending from you in a direction your choice. Each creature in the line must make a Strength saving throw. A creature takes 5d6 bludgeoning damage and is knocked prone on a failed save, or half as much and isn't knocked prone on a successful one.

GEYSER

4th-level conjuration

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You cause a massive eruption of water to blast upwards from the ground at a point within range. Creatures within 10 feet of the point must make a Dexterity saving throw or take 4d6 bludgeoning damage and be knocked 60 feet into the air. On a successful save, creatures take half as much damage, and are instead knocked their choice of 10 feet away from the point or 10 feet upward.

PRESSURE CUTTER

5th-level conjuration

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self (60 foot line)

Components: V, S

Duration: Instantaneous

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

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

WATER BLAST

1st-level conjuration

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You conjure a ball of water before hurling it at a target. Make a ranged spell attack against the target. On a hit, the target takes 3d6 bludgeoning damage and if it is Large or smaller must make a Strength saving throw or be knocked prone.

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

WATER CANNON

3rd-level evocation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

You unleash a spout of water that blasts out in a line 30-foot-long and 5 foot-wide-line. Creatures in the area must make a Strength saving throw, or take 6d6 bludgeoning damage and be pushed to an open space at the end of the line away from you. If there is no open space to move to (for example they would move into a wall or another creature), they are pushed to the closest space and take an additional 2d6 bludgeoning damage and are knocked prone. On a successful save, they take half as much damage and are not pushed.

WATER WHIP

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Instantaneous

You create a whip of waster that lashes at one creature of your choice within range. Make a melee spell attack against the target. On hit, the target takes 1d8 bludgeoning damage, and if it is Large or smaller, it is moved 5 feet in a direction of your choice. On a critical hit, you can knock a Larger or smaller creature prone as well.

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

ART CREDIT

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CHANGELOG 1.1

- Completely revised. You can view [1.0](#) here.

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