

MINOR HYDROMANCIES

DROWN

2nd-level conjuration (Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a container with teeth and seawater)

Duration: Concentration, up to 1 minute

You conjure a swirling globe of magical water around an enemy's head to drown it. Choose one creature in range that you can see. The creature must make a Strength saving throw. On a failed saving throw, the creature cannot speak and has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight or hearing until the spell ends. While the spell continues, it takes 2d8 bludgeoning damage at the start of each of its turns.

At the end of each of its turns, the creature can repeat the saving throw. On a success, the creature breaks free and the spell ends. Creatures that can breathe water or do not have to breathe automatically succeed on the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage dealt increases by 1d8 for each slot level above 2nd. When you cast this spell using a spell slot of 5th level or higher, the duration increases to be Concentration up to 10 minutes, and the target can only hold its breath for up to 30 seconds before suffocating.

SUFFOCATION (SEE PHB PAGE 183)

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 Hit Points and is dying, and it can't regain Hit Points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 Hit Points.

ART CREDIT:

"Drowning Sphere" by Ooki on DeviantArt

DIVE

2nd-level transmutation (Artificer, Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of fish's scales)

Duration: Concentration, up to 10 minutes

You imbue one creature that you touch with magic that surrounds them with breathable air and allows them to traverse water and aquatic environments with ease. Until the spell ends, the target gains a swimming speed of 60 feet, the amount of time it can hold its breath is tripled, and it does not suffer disadvantage on attack rolls for being underwater. It also ignores difficult terrain and light obscurity caused by the presence of water (such as when wading in still water), though it does not ignore the effects of water currents.

In addition, the target has advantage on saving throws made to resist the *drown*, *scalding sphere*, and *watery sphere* spells for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

ART CREDIT:

Ubisoft, for Assassin's Creed Black Flag

Some of the world's greatest treasures lie hidden beneath the waves...

(v1.2) FROM THE ELEMENTS AND BEYOND