

CODEX OF THE INFINITE PLANES

VOLUME II: PLANE OF WATER

THE ESSENTIAL GUIDE TO THE PLANES OF EXISTENCE



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VOLUME II:

PLANE OF WATER

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VOLUME II: PLANE OF WATER

“The greatest ocean in all the Material Planes is but a drop of water compared to the fathomless depths of the Plane of Water. I believe that it is the source of all water in the multiverse, that at some point every raindrop and every stream began in this watery paradise. But, just like any body of water, the real interesting things are located below the surface, where fantastic treasures and creatures swim in an aquatic wonderland that is both calming and terrifying at the same time.”

Astromarchus the Sage

The Plane of Water is a vast realm of deep mysteries, shadowed darkness, and wondrous life, all combined into one of the most recognizable elements across the multiverse. Life flourishes in this plane, which many travelers can relate to on some level – after all, most Material Plane worlds have seas and oceans, so it's too hard to imagine a vast, endless version of it.

But the Plane of Water holds so much more, and it is one of the most hospitable of the Inner Planes to natural life (second only to the Plane of Air). With a little magic, travelers can dive into the Sea of Worlds and seek out the wonders and treasures of the Great Coral Forest, the wrecks of lost ships in the Graveyard of Sails, the reckless and arrogant halls of the marid genies in the Citadel of Ten Thousand Pearls, or even trade goods and services under the icy dome of the City of Glass. Deeper still lies dangerous lairs of cold, unyielding monsters, such as the Fathomless Caves and the Trench of Death.

Sahuagin, marid genies, kuo-toa, merrow, and all manner of other creatures occupy the Plane of Water, and some have built cities and bases beneath the waves. And while most of the planar activity is underwater, contrary to most beliefs, the Plane of Water has a surface, and this surface is broken by several islands. The most famous of these islands is the Isle of Dread, surrounded by a fierce storm that extends to many Material Planes, which has the capability to draw in ships and strand them. The island itself is a dangerous, jungle-filled wilderness with great dinosaurs competing for food.

The treasures and sites of the Plane of Water are there for travelers willing to brave the monsters and dangers of an endless sea of unrelenting change.

LAY OF THE LAND

The Plane of Water has three major layers to its endless geography and two side regions where it borders other Inner Planes. The first is actually above the waters of the Sea of Worlds, where a sun and stars sit similar to most Material Planes. Ships that inadvertently travel through a portal to this Inner Plane can drift forever on the waves, though it is more likely they run afoul of one of the many terrible storms that rocks the region. This elemental realm is a plane of constant change, with seas shifting dramatically from calm to stormy in the blink of an eye.

Islands comprised of rock, earth, and even coral break the surface of the Sea of Worlds, though few are

permanent. The nature of the watery plane breaks down hard surfaces, eroding them and sending them back to the depths. Few things last above the sea, as super storms are known to suddenly appear without warning to drag everything back down. There are no native creatures that do not swim in the Plane of Water, though swarms of winged quippers break the surface of the sea to ride the stormy winds.

The upper region of underwater is known as the Sea of Light. Here, much of the sunlight from above the sea filters down, creating a brightly lit aquatic wonderland. Great swaths of coral reefs clinging to unanchored rocks dot the Sea of Light, and within these are found the fortresses, strongholds, and cities of the most common planar natives, including the sahuagin and kuo-toa. Nominally, the marid genies rule over much of this layer, but they care little for the machinations of non-marid.

Even at night, the Sea of Light is illuminated, bathed by a soft green light that seems to infuse the water. The water temperature is near perfection at all times, not too hot and not too cold, though pockets of intense heat, slime, and chill float through the currents. Throughout the waters, “up” is considered to be towards the surface of the Sea of Worlds, while “down” is considered away from the light. In all portions of the Plane of Water below the surface, however, it can be difficult to easily determine “up” from “down” especially since the effects of gravity are lessened in the water.

The deepest sections of the Plane of Water are reserved for a lightless realm known as the Darkened Depths. It is here dwell the greatest and most monstrous of creatures, including elder krakens and the lairs of the elemental lords of water. Olhydra, the Princess of Evil Water Elementals, is the best known among these primordial powers, and she is fickle and without mercy. Light from above the Sea of Worlds does not filter down to the Darkened Depths, and whatever infusion illuminates the Sea of Light above is lessened here.

The Plane of Water borders two other Inner Planes at its extreme edges. Where it borders the Plane of Air, the Sea of Worlds grows frigid and great icebergs bob slowly in the water. This is the Sea of Ice, and travelers that continue through it eventually reach the Frostfell (also known as the Plane of Ice). White dragons and remorhazes are known to lair in the icebergs of the Sea of Ice. Particularly large rogue icebergs have been known to break from this area to float into the Sea of Worlds, though the warmer waters ensure the massive ice formations don't last forever.

At the other end, the sea grows shallower where the Plane of Water is near the Plane of Earth. This area is known as the Silt Flats before giving way to the Swamp of Oblivion (also referred to as the Plane of Ooze). In the Silt Flats, the water is thick and sludge-like, and it is not uncommon to have acidic globs float out into the Sea of Worlds to wreak havoc on all life. Unnaturally large and aggressive insects, such as mud mosquitos, are known to occupy the Silt Flats. Because of its thick, shallow water, most regular inhabitants of the Plane of Water avoid the Silt Flats, though travelers have been known to scour the region looking for lost treasure sites, such as the Mud Tombs.

CYCLE OF TIME

A sun rises and sets over the Plane of Water in a regular 24-hour cycle similar to most Material Planes. It is often obscured by thick storm clouds, but when it passes in the azure sky overhead it creates light and very little heat. Some planar scholars theorize it is a massive portal to the Plane of Fire, though no definitive research has been done to prove this. Attempts to reach it have been thwarted by the unnaturally intense thunderstorms that gather.

At night, a deep blue twilight settles over the Sea of Worlds and the night sky is covered in twinkling stars. The night sees no change in temperament for the storms, unfortunately.

SURVIVING

The Plane of Water offers normal, breathable air above the water. Many sailors have passed into this Inner Plane during a freak storm and didn't even notice a difference! Beneath the water, the greatest threat (besides monsters and natural hazards) is drowning, so traveling without the aid of magic is ill-advised. However, considering most Material Planes have their own oceans and seas, the availability of water breathing magic is generally considered high.

Unlike Material World oceans and seas, the Plane of Water applies no pressure the further down in the water a traveler swims. Also, within a hundred feet or so of the surface, things do not float up naturally. Planar scholars have theorized that since there is no recorded "bottom" to the Plane of Water, gravity has little or no application here. Above the surface, however, gravity applies normally.

GETTING THERE

There are likely more portals to the Plane of Water than any other Inner Plane (with the possible exception of the Plane of Air), though opening them can be tricky if the traveler is not prepared. Many portals are two-way, and thus opening a portal to a realm of endless water can create a real drowning hazard for the unprepared.

Permanent portals to the Plane of Water are known to exist in enchanted waterfalls, in the mouths of deep rivers, and in the lowest trenches of seas and oceans. Sudden storms on oceans can create spontaneous portals, and one such storm ravages the Isle of Dread at all times. That portal is capable of pulling in entire vessels and depositing them on the shores of the famed island, stranding the sailors on another plane of existence entirely.

Most wild portals lead to locations in the Sea of Light, or for the really dark ones to the Darkened Depths. However, many stable portals are known to lead to the City of Glass, the trading hub for the entire Inner Planes (and some would say all the planes). These portals typically lead to one of the many market squares in that city, tightly patrolled and governed by the Aquatic Council so as to ensure goods and services are brought in fairly and recorded accurately. However, secret portals are rumored to exist leading to the shady underbelly of the City of Glass, a frozen region known as the Freezer. Officially,

the Aquatic Council does not recognize the existence of the Freezer, but for those in the know it can be a place to acquire goods that people don't want tracked or monitored.

TRAVELING AROUND

As long as a traveler can swim, traveling around the Plane of Water isn't difficult, though navigating can be tricky. Some of the advanced aquatic races, such as merfolk and sahuagin, have developed echostones to help locate common locations. Echostones are magical devices attuned to each other, so that a sahuagin raiding party in the Sea of Light can use one to return to their fortress in the Great Coral Forest.

Using a mount is a common means of transportation in the Plane of Water for non-natives, and herds of seahorses are known to swim wild and majestic across much of the Sea of Light. In the City of Glass, such mounts can be purchased with little difficulty, though taming one out in the wild can be a real challenge for a non-native.

THE POWERFUL AND MIGHTY

Like the might of the ocean itself, the Plane of Water is wild, powerful, and above all else, untamed. That doesn't stop powerful creatures and entities from trying to exert control over it, but the most intelligent among them understand that the mercurial nature of the water element works against their best efforts. The most successful of the powerful and mighty on the Plane of Water learn to move with the tide and adapt to the inevitable changes.

This creates interesting opportunities for adventuring groups willing to deal and negotiate with unsavory characters of all nature. The marid genies, while not wholly evil, are certainly selfish, but through powerful emissaries and the Padishah herself, a party may find information, secrets, and the dirt on what's happening in this watery realm. Other beings, such as the shark god Sekolah or the eldritch entity Great Cthulhu, offer potential villains to thwart and work against.

AZURE COUNCIL

In the cosmopolitan City of Glass, no individual king or queen rules over the factions that inhabit the area. Instead, rule of law has been given over to the Azure Council, a semi-secretive group of merchants, traders, and demagogues representing the diverse nature of the City of Glass. The Azure Council was created in response to the absence of the marid who were responsible for building the magnificent city, but to whom the responsibility for governing became too tedious. In their absence, some merchant princes stood up to assume responsibility, and in response the marid placed a magical decree over the council's true power – monitoring and controlling the many portals that lead in and out of the City of Glass. This decree ensures no two councilors can be the same race and that the Azure Council must consist of at least five members.

Since that original proclamation by the marid in the



distant past, the Azure Council has had representatives from the following Plane of Water native races – merfolk, sahuagin, kuo-toa, locathah, and sea hag. The marid hold a seat on the council though a representative rarely attends, even when the great padishah visits on her irregular vacation from the Citadel of Ten Thousand Pearls. Recently, the Azure Council has welcomed an aquatic elf as a member, but to date the petitions of the lizardfolk community in the City of Glass for representation has gone unheeded.

The Azure Council appoints a speaker from its ranks to act as the voice of the council's will to the citizens and visitors to the City of Glass. The role of speaker rotates every three years, and it is the speaker that approves new topics and rules for the council to consider. In the case of a tie vote, the speaker is the one to determine the final result, though in most cases a consensus is reached long before a motion gets to that point. Laws and decrees by the council are recorded in the Book of Records and made available to all city citizens.

The Azure Council meets on a regular basis in the Glittering Tower which sits in the heart of the Royal District of the City of Glass. For their time on the council, each councilor is given well-furnished accommodations in the Glittering Tower with enough room for a reasonable-sized support staff. Intrigue and subterfuge in the tower is commonplace though the councilors each treat each other with respect in public. The commander of the Knights of Glass, the peacekeeping guard force in the city, has an advisory role on the Azure Council and takes guidance from the speaker. Large scale deployments or mobilizations of the Knights of Glass requires full council approval, however.

EADRO, GOD OF THE MERFOLK

In the Sea of Light, Eadro is a shining beacon of hope and bounty in the aquatic paradise of Shelluria. As a god, Eadro created and is revered by the merfolk and locathah, who both live freely together in the bright, warm waters of Shelluria, where thousands upon thousands of fish swim and eat peacefully. Though he doesn't take an active hand in the activities of the Plane of Water very often, Eadro is well-regarded among the marid and a hated foe of the sahuagin.

Unfortunately, he's also missing. Clerics worshipping Eadro still receive spells and can channel his power, but in the paradise city of Shelluria he has been absent for many years. In his place, a trio of powerful servants makes decisions. This trio is comprised of the most senior merfolk and locathah in Shelluria along with a good-aligned kraken who acts as Eadro's voice in the god's absence. What happened to Eadro? The trio have gone to great lengths to hide his disappearance from the residents of Shelluria, but it gets harder all the time.

ELEMENTAL LORDS OF WATER

The greatest manifestation of the natural power of the Plane of Water are the Elemental Lords. Some sages believe these entities to be the highest form of elementals that inhabit the plane, but there are others who doubt this theory. They are all universally incredibly powerful, intelligent, and attuned with the Plane of Water, though only three have been documented or encountered. Others may exist, especially in the shadowed corners of the

Darkened Depths.

The three that are known as Olhydra, Ben-hadar, and Alvolvoy. Olhydra is the best known among them as her evil machinations have reached the Material Planes on multiple occasions. Wicked cults and dangerous priests worship Olhydra as the Princess of Evil Water Elementals and seek to drown cities and kingdoms in a tidal wave of destruction and death. On the Plane of Water, Olhydra dwells in the Black Coral Citadel in the Darkened Depths.

Ben-hadar is known on the Plane of Water as a force for good and wages constant war against the powers of Olhydra, but his influence is limited. He is rumored to command a flotilla of enormous dragon turtles with which he patrols the Sea of Light, seeking out Olhydra's minions and keeping her in the Darkened Depths. Least is known of Alvolvoy, though references in ancient Olhydra texts refer to him as a subjugated elemental lord in the princess' command.

GREAT CTHULHU

There are entities in the multiverse that are older than some of the planes of existence. Scholars disagree on many facts about these alien intelligences, but most agree that they originate originally from the depths of the Far Realm, and most still live there now. One does not, however, and that is Great Cthulhu, a blasphemously monstrous elder god who slumbers in the Sunken City of R'lyeh in the Darkened Depths.

Great Cthulhu is said to possess the physical qualities of octopi, squids, and fish, though those that gaze upon its titanic bulk are usually driven insane. Something happened in the eons before most gods existed that drove Great Cthulhu and the sunken city out of the Far Realm and into the Plane of Water, and that same something keeps the elder god sleeping. But in its sleep, dark dreams dance, which extend out to the Material Plane when the stars are right. What are Great Cthulhu's goals? None can say for certain, though secret cults and depraved priests all around the multiverse claim to speak for it.

GREAT PADISHAH OF THE MARIDS

The marid are the greatest power in the Plane of Water or any of the elemental planes, or so they would have you believe, and none hold more influence than Kalbari al-Durrat al-Amwajs ibn Jari, Great Padishah of the Marids, the Keeper of the Empire, the Pearl of the Sea, the Mother of Foam, the Maharaja of the Oceans, and Emir of All Currents. She holds elaborate court in the Citadel of Ten Thousand Pearls, a magnificently appointed structure in the Sea of Light that functions as the heart of the marid empire. Or it would, if there were a marid empire or even functioning government to speak of.

The marid are boastful, proud, even arrogant genies, and while there is only one Great Padishah in the Plane of Water, she doesn't hold much sway over other marid. Like many marid, she has slaves, but these slaves do not perform menial labor (the genies have magic and aquatic beasts to do that). Instead, the slaves are meant to entertain, though the whims of the Great Padishah are as wild and fluid as the ocean itself. Dozens of marid

outposts, castles, and settlements lay scattered across the Plane of Water, but never has a Great Padishah assembled or commanded them all towards a single goal. They are all free to do whatever they like, which suits the Great Padishah just fine.

Physically, Great Padishah Kalbari is a beautiful marid by any standard, tall and imposing but lithe and flexible at the same time. Her brightly colored garments are made from the finest silkweed and serve only to accentuate her enchanting form. While in the Citadel of Ten Thousand Pearls, she has trained schools of multicolored fish to dance around her constantly, accentuating her actions and moods. Her generosity can be legendary, as can her sudden wrath. Those willing and able to endure her constant grandstanding, boasting, and showmanship find Great Padishah Kalbari charming, elegant, well-versed, and a shrewd negotiator.

At random times, Great Padishah Kalbari and her trusted court appointees and confidants leave the Citadel of Ten Thousand Pearls to travel the Plane of Water on a tour of her "kingdom." A favorite stop on this tour is the City of Glass, which throws the Azure Council into a frenzy every time. They have little power to stop her and her followers, however, so they simply try to endure her visits, which can last weeks or months depending on her mood.

SEKOLAH THE JOYFUL HUNTER

Sharks are the ultimate expression of purity according to the sahuagin, and no being embodies this belief more than their god Sekolah. Known as the Joyful Hunter, Sekolah is one of the largest sharks in the entire Plane of Water, measuring hundreds of feet long with black, cold, calculating eyes. He seeks only to hunt and he moves through all the waters of the plane with single-minded determination. Sahuagin priestesses chart his path and derive meaning from his actions, but truly Sekolah is a monster of the oldest order with little thoughts towards the sahuagin that worship him.

Woe be to the prey that finds itself in Sekolah's sight, though normally the great shark occupies itself with hunting the largest krakens, octopi, and other massive creatures in the Darkened Depths. He is a solitary hunter and his drive inspires the sahuagin to greater acts of savagery and barbarism.

CREATURES & DENIZENS

The Plane of Water is home to a multitude of monsters and inhabitants. Because of the plane's infinite nature, sea creatures are allowed to grow as large as they can, so it is not uncommon to find massive squid, octopi, and sharks swimming in the Plane of Water.

EYE OF THE DEEP

Large aberration, lawful evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10+48)

Speed 0 ft., fly 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	12 (+1)	15 (+2)	14 (+2)

Saving Throws Int +4, Wis +5, Cha +5

Skills Perception +5

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 15

Languages Aquan, Deep Speech

Challenge 8 (3,900 XP)

Amphibious. The eye of the deep can breathe air and water.

Blinding Cone. The eye of the deep's central eye emits a 120-foot cone of blinding light. At the start of each of its turns, the eye of the deep decides which way the cone faces and whether the cone is active. Creatures that start their turn in the cone must make a successful DC 14 Constitution saving throw or be blinded until the beginning of their next turn.

ACTIONS

Multiattack. The eye of the deep makes three melee attacks, one with its bite and two with its pincers.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 13 (2d8+4) piercing damage.

Pincers. *Melee Weapon Attack:* +7 to hit, reach 5 ft. one target.
Hit: 11 (2d6+4) slashing damage.

Eye Rays. The eye of the deep shoots both of its magical eye rays, choosing targets for each it can see within 120 feet of it.

1. **Paralyzing Ray.** The targeted creature must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2. **Slowing Ray.** The targeted creature must succeed on a DC 13 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BEHOLDER, EYE OF THE DEEP

The eye of the deep is an offshoot of the beholder race spawned in the deepest chasms of the Plane of Water by some malevolent intelligence. It appears as a spherical crustacean, roughly eight feet across, with thick chitinous plates covering its bulk. A single central eye sits in its center from which it can emit a blinding light, particularly effective in the shadows of the Darkened Depths. It possesses two large pincers and a mouth full of crooked razor-sharp teeth, which it uses to rend flesh from blinded or stunned opponents. Unlike a normal beholder, it only has two eye stalks, but both are tuned to help it hunt in the deep waters.

Solitary Hunters. Eyes of the deep lurk in the aquatic depths of the Plane of Water, stalking prey for days on end when necessary. Like all beholders, they are xenophobic and each believe they are the pinnacle of beholder perfection. The darkness of their territory drives them to solitude, so rarely are they ever encountered with minions.

Shiny Objects. If an eye of the deep has one key weakness, it is for shiny objects. Their lairs are often decorated with the pilfered treasures of their past meals, but only if they reflect their blinding light. Mirrors are prized above all else – they are shiny and they let the eye of the deep admire their own perfect form.

CALLER FROM THE DEEPS

It is theorized that callers from the deep are natural occurrences in the Plane of Water, where cast-offs of all manner are common. Where magic and death come to rest in the Darkened Depths, malevolence grows, and sometimes that malevolence grows impatient for its next meal. The caller from the deep appears as a monstrous mass of writhing black tentacles, reaching and grasping for its next meal. It has no mouth or eyes but senses living things in the water around it.

Patient Lurker. A caller from the deep lurks in the shadows and crevasses of the deepest sections of the Plane of Water, but it is not uncommon for one to form in the Sea of Light, especially in a particularly devastating sea wreck. It feeds on ambient life energy and can go for long stretches without feeding.

Necromantic Hunger. It has been theorized by some hydromancers that a caller from the deep only appears when a planar crack appears between the Plane of Water and the Plane of Shadow. That would explain the creature's life draining capabilities and hunger for living creatures, though no definitive research has been done to date. All attempts have ultimately resulted in the demise of all researchers.

CALLER FROM THE DEEPS

Huge elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 157 (15d12+60)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	14 (+2)	12 (+1)	14 (+2)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses blindsight 120 ft., passive Perception 11

Languages Aquan

Challenge 7 (2,900 XP)

Water Breathing. The caller from the deep can breathe only underwater.

ACTIONS

Multiattack. The caller from the deep makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* The target takes 16 (3d6+6) bludgeoning damage, and it is grappled (escape DC 15). Until this grapple ends, the target is restrained, cannot regain hit points, and it takes 27 (6d8) necrotic damage at the start of each of its turns. The caller from the deep can constrict up to four targets at a time.

Luring Song (Recharge 5-6). The caller from the deep emits a magical lure in the form of a powerful subsonic song. The luring song can be felt by creatures up to 120 feet, and all non-elementals in range must make a DC 15 Charisma saving throw. On a failure, they must move their full movement towards the caller from the deep on each of their turns for 1 minute. Each victim can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ELF, SEA

In the beginning of the multiverse, the elves sprang forth and populated the lands. Most were captivated by the forests of the varied worlds, but to a select few the watery depths of the unpredictable Plane of Water drew them like a beacon. These elves dove deep beneath the waves, and were transformed through their experience into sea elves. Though they exist on many Material Planes, most sea elfen historians trace their historic roots back to the Plane of Water that forever changed them.

Sea elves are somewhat shorter than regular elves with pale green or blue skin. Their hair is usually long and wavy, even when out of the water, and tends towards hues of the sea - blue, green, gray, and all shades between. They make clothing out of underwater plants and reeds, with intricate designs woven into the delicate patterns. They speak Elven and Aquan.

SEA ELF

Medium humanoid (elf), chaotic neutral

Armor Class 14 (seaweed vest)

Hit Points 11 (2d8+2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Elvish

Challenge 1/4 (50 XP)

Amphibious. The sea elf can breathe air and water.

Friend of the Sea. Sea elves can communicate with Small or smaller beasts that have a natural swimming speed using gestures and sounds..

ACTIONS

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack, or 5 (1d6+2) piercing damage if thrown.

Home Beneath the Waves. Sea elves gather in small communities they refer to as bands. A band normally has less than one hundred members and they prefer to shape their homes out of coral using their natural magical talents. They specialize in making tridents and crossbows to ward off attackers and they are adept at using nets underwater to subdue opponents. Like all elves, sea elves have very long lifespans but their affinity towards the Plane of Water allows for change - when change is needed.

Poor Relations. As a whole, sea elves are an anti-social race. They build their homes to blend in with the surroundings as much as possible and they hunt in small groups in order to keep the location of their homes a secret. A band usually trades with locathah at an agreed upon location and the two enjoy a trading relationship, but otherwise sea elves avoid contact with other races in the Plane of Water.

Bound by Hate. The exception to the sea elves avoidance of others is the sahuagin. The two aquatic races are linked by some shared ancestry, though both refuse to acknowledge any similarities. Sea elves attack sahuagin without mercy or hesitation, and for their part the sahuagin do the same to the sea elves. It is a vicious cycle of hate that has been going on for as long as either race remembers. In the City of Glass, the sea elf and sahuagin councillors on the Azure Council rarely recognize each others' existence.

Malenti. One curious aspect of the strained relationship between sahuagin and sea elves is the birth of a malenti among the sea devils. A malenti appears physically as a sea elf but has the mindset and personality of a sahuagin.

Sea elves refuse to believe malenti are real, but more than one band has been infiltrated by one of these spies and betrayed to the sahuagin at the wrong moment.

GENIE, MARID

The marid are regarded as one of the most powerful forces in the Plane of Water, but their fickle nature and arrogance prevents them organizing in any real way. Even the great padishah holds little sway over marid outside of the Citadel of Ten Thousand Pearls. Nonetheless, the machinations and schemes of the marid have great influence over the events that transpire in the watery realm.

LOCATHAH

The locathah are a race of bipedal aquatic humanoids that resemble man-sized fish. Fine scales cover their body that range in color from ivory yellow to pale yellow to all shades of green, and their backs, arms, and legs are accentuated by delicate fins that allow them to move swiftly in the water. Their fish-like heads are well-adapted to aquatic life and they only rarely wear clothing. The only distinguishing feature between male and female locathah is a vertical ocher stripe marking the egg sac. Outside of the water, locathah have an almost overpowering fish-like stench.

Nomadic Lives. Locathah never travel alone, and can often be found in the Plane of Water in great schools numbering in the hundreds. They rarely settle down in one place, preferring instead to move from location to location, hunting the smaller fish populations for food before moving on to the next spot. Exceptions exist, specifically in Eadro's realm of Shelluria and the City of Glass. Out in the wilds of the Sea of Light, locathah travel with sea worms, often using them as mounts and keeping electric sea worms as a deterrent to larger predators.

Aquatic Relations. Locathah and merfolk both believe themselves to be the perfect creation of the god Eadro. This belief has created a rivalry between the two aquatic races, especially in Shelluria where they compete constantly for their god's favor. Rarely does this rivalry turn violent, however. When it comes to the sahuagin, though, locathah and merfolk have wildly differing opinions. Where the merfolk believe sahuagin to be abominations that need to be stopped, locathah see them as simply another part of the ocean's tapestry of life. After all, do they not eat the smaller fish of the ocean? To that prey, the locathah must seem like horrific monsters. This open-minded perspective has kept the locathah out of many conflicts though they are not immune to the aggressive movements of the sahuagin and their shark allies.

Skilled Traders. Locathah understand the value of a good trade, and to this end they collect objects around the seas that they believe other races would find valuable. This includes colorful shells, rare aquatic plants and herbs, and the cast-off debris of numerous ships. They use these objects to barter with other races in exchange for safe passage, food, information, or advanced weaponry. Because of this, most locathah warriors are armed with

LOCATHAH

Medium humanoid (locathah), neutral

Armor Class 14

Hit Points 11 (2d8+2)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Skills Insight +3, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Aquan, Common

Challenge 1/4 (50 XP)

Amphibious. The locathah can breathe air and water.

Fish Scales. The locathah have tough fish scales covering their body. They have an unarmored AC of 12 + Dexterity modifier.

ACTIONS

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8+2) piercing damage.

Trident. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

aquatic crossbows and tridents that they've bargained to receive. Locathah are not well-regarded craftsman and are sometimes referred to as "bottom feeders" by the more affluent merchants of the City of Glass.

MEGALODON

Megalodons are one of the apex predators of the Plane of Water. They are massive sharks, roughly 60 feet long, and they are constantly hunting for prey. Lesser creatures of the plane are thankful that megalodons are solitary creatures, though the great shark god Sekolah is usually followed by a pack of four of these terrifying beasts.

Awe Inspiring. To the sahuagin, a megalodon is a sign of Sekolah's favor and they are treated with awe and reverence. They assign names to these terrifying predators such as Corpsejaw, Maw of Doom, Fleshripper, and Eater of Souls, and some sahuagin tribes are dedicated to following the wake of their movements. The respect is not mutual – to most megalodons, sahuagin are simply another meal.

Bloodtooth. In a hidden city of the sahuagin in the Darkened Depths, the greatest warrior of their race – a six-armed barbarian king – rides a scarred megalodon called Bloodtooth. This megalodon is said to be the spawn of Sekolah itself and is one of the oldest living sharks in all the multiverse. It is rare for Bloodtooth and its barbarian king rider to venture out of the Darkened Depths, but historically every time it has happened, it is said that the waters of the Sea of Light ran red with the blood of their victims and the currents were choked with corpses.

MEGALODON

Gargantuan beast, unaligned

Armor Class 17 (natural armor)

Hit Points 264 (16d20+66)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	2 (-4)	11 (+0)	6 (-2)

Skills Perception +6

Senses blindsight 120 ft., Passive Perception 16

Languages -

Challenge 10 (5,900 XP)

Blood Frenzy. The megalodon has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The megalodon can breathe only underwater.

ACTIONS

Multiattack. The megalodon makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage. If the target is a medium or smaller creature it is grappled (escape DC 16). Until this grapple ends, the megalodon can't bite another target.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.

Swallow. The megalodon makes one bite attack against a target it is grappling. If the attack hits, the target suffers damage and is swallowed by the megalodon, ending the grapple. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the megalodon, and it takes 14 (4d6) acid damage at the start of each of the megalodon's turns. A megalodon can have only one creature swallowed at a time.

If the megalodon takes 25 damage or more on a single turn from the swallowed creature, the megalodon must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the megalodon. If the megalodon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

NEREID

Nereid are shy fey native to the Plane of Water. They appear as beautiful elven women with translucent blue skin and hair that resembles cresting waves. Nereids are never without their shawls, which are typically worn around their neck and wrapped around their bodies. Though shy, they can be playful when enticed and they

NEREID

Medium fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 44 (8d8+8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	12 (+1)	16 (+3)	12 (+1)	18 (+4)

Skills Perception +4 (+7 underwater)

Damage Resistances fire

Damage Immunities cold

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 14

Languages Aquan, Common

Challenge 4 (1,100 XP)

Amphibious. The nereid can breathe air and water.

Aquatic Displacement. While immersed in water, the nereid's shimmering form makes it difficult to target, causing attack rolls against it to have disadvantage.

Magic Resistance. The nereid has advantage on saving throws against spells and other magical effects.

Shawl Bound. Each nereid is bound to its shawl, which it rarely lets out of its possession. Each nereid's shawl is unique, though they are all beautiful and well decorated. If a nereid's shawl is destroyed, the nereid expires within 24 hours.

ACTIONS

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4+5) piercing damage.

Drowning Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* The target's lungs begin to fill with water. If the target cannot breathe water, it suffers a level of exhaustion, and it suffers an additional level of exhaustion at the beginning of each of its turns. At the end of the target's turn it can make a DC 14 Constitution saving throw. On a success, the drowning ends, though any exhaustion levels remain. The nereid can end the drowning at any time.

typically grow bolder in larger groups.

A Splash of Nereids. Nereids are not solitary creatures by nature, and they typically gather in small groups called a splash. A splash can have anywhere from two to ten nereids, and other aquatic creatures can be found with them as well. Octopi, squid, and water elementals are common companions for a splash of nereids.

Ciellieri's Shawl. A nereid protects her shawl with every fiber of her being, and with good reason. If the nereid's shawl ever be destroyed, the fey is destined to expire within a day. Some nereids tell the tale of Ciellieri, an ancient nereid who lost her shawl to a cruel wizard long ago. It is rumored that Ciellieri was able to fashion a new shawl to save her own life, but the transition warped and twisted the fey's mind and body. Some say that Ciellieri is still somewhere in the Darkened Depths of the Plane

SEA WORM

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 60 (8d10+16)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	3 (-4)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Senses blindsight 60 ft., passive Perception 12

Languages understands Aquan but can't speak it

Challenge 2 (450 XP)

Amphibious. The sea worm can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) piercing damage and 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the sea worm can't constrict another target.

of Water, hiding away in some shadowed cave, plotting revenge against the playful nereid that squander the joy she was robbed of so long ago.

SEA WORM

Sea worms are a common creature in the Plane of Water, and they are often used as mounts for locathah and traders from the City of Glass. They appear as thick, segmented worms, about 2 feet wide, and can grow as long as 30 feet in length. They swim through the water by wriggling back and forth, making riding them difficult with a proper saddle and training. Though they are not graceful, sea worms can exist outside of the water.

A Knot of Sea Worms. A group of sea worms is called a knot and for good reason. When two or more sea worms get together, they have a natural tendency to curling around one another, and when there are up to a hundred of the creatures the mass can be overwhelming. Locathah know to keep the sea worms away from one another and have special hoods they use to keep the aquatic creatures docile when not being ridden. These hoods reduce the sea worm's natural blindsight to only 10 feet.

Bigger Size, Bigger Brains. Sea worms develop their intelligence throughout their natural lifespan, which can last several hundred years. Smaller sea worms have little more than survival instincts, but the larger specimens become canny creatures capable of understanding complex ideas. The largest sea worms are ridden by the most experienced locathah and they typically bond for life.

ELECTRIC SEA WORM

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 70 (10d10+20)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	5 (-3)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities lightning

Senses blindsight 60 ft., passive Perception 12

Languages understands Aquan but can't speak it

Challenge 3 (700 XP)

Amphibious. The sea worm can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) piercing damage and 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the sea worm can't constrict another target.

Electrify (Recharge 5-6). The electric sea worm has a special gland that it uses to create a powerful lightning charge. Every other creature in a 20-foot radius of the electric sea worm must make a DC 13 Dexterity saving throw, suffering 21 (6d6) lightning damage on a failure or half as much on a success. A constricted target automatically fails their saving throw.

SEA WORM, ELECTRIC

Some sea worms are born with a special gland that gathers lightning energy at a rapid pace. These electric sea worms are able to expel the energy in a burst, damaging nearby creatures and keeping dangerous predators at bay. Planar scholars are confused as to how this gland specifically works – it seems to draw ambient energy from the storms that regularly wrack the Sea of Worlds and the resultant bolts of lightning that strike the water. Why this gland develops in some sea worms and not others is a bit of a mystery.

An Alternate Component. Some wizards claim that a piece of electric sea worm skin can be used as a replacement material component for spells like *lightning bolt*. Entire libraries have been written about the properties of beasts and magical creatures in some spells, though little practical study has been completed.

Shock Troops. Locathah know better than to ride electric sea worms, but they are fond of using them as weapons of war when pushed into conflict with sahuagin and other aggressive neighbors. An electric sea worm typically releases its charge only when it has a victim in its wormy grasp, so locathah warriors prod the creatures

ELDER SEA WORM

Huge beast, neutral

Armor Class 19 (natural armor)

Hit Points 210 (20d12+80)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	18 (+4)	16 (+3)	14 (+2)	8 (-1)

Skills Perception +6, Stealth +6

Senses blindsight 60 ft., passive Perception 12

Languages Aquan, telepathy 120 ft.

Challenge 9 (5,000 XP)

Amphibious. The sea worm can breathe air and water.

Innate Spellcasting. The elder sea worm's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

1/day each: *hold monster*, *invisibility*, *protection from energy*

ACTIONS

Multiattack. The elder sea worm makes up to three attacks in a round, which can be any combination of bite and constrict attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 14 (2d6+7) piercing damage and 21 (6d6) poison damage.

Constrict. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 16 (2d8+7) bludgeoning damage, and the target is grappled (escape DC 19). Until this grapple ends, the creature is restrained. The elder sea worm can constrict up to six medium sized targets at a time.

SEA WORM, ELDER

The oldest sea worms in the Plane of Water grow immense and intelligent, becoming elder sea worms. Over the years these creatures have developed telepathy to communicate with the intelligent denizens around them, and have even learned a few defensive spells to help them continue to grow larger. Elder sea worms can grow to be up to 7 feet wide and over 30 feet long.

The Memory Remains. Elder sea worms have long memories and they remember creatures that harm them, especially when harmed out of cruelty and spite. Scrag and other monsters are known to hunt sea worms, and for those that escape the scars help to crystallize the memory of their encounter. Locathah know this, which is why they treat their sea worm mounts as true companions rather than simple beasts. Because of their long memories, some scholars have sought out elder sea worms to gain a new perspective on historical occurrences.

Gentle Giants. Elder sea worms are not territorial by nature and rarely seek out conflict. Like locathah, they tend to be nomadic, moving from location to location in the Sea of Light without much of a purpose beyond the endless current of the Plane of Water. A threatened elder sea worm does everything in its power to neutralize the threat against it, but when forced into a corner it won't hesitate to destroy opponents.

forward with lances and other long weapons.

Short Lived. Unlike regular sea worms, electric sea worms do not have a very long life span. They reach maturity after several years, growing to the length of a normal sea worm, but over time the gland in their body begins to break down their skin. Rarely does an electric sea worm live longer than a decade.

HAZARDS & PHENOMENA

There are many natural hazards in the Plane of Water that can derail or end a traveler's journey. Even the native creatures of the realm know to avoid some of these dangerous phenomena.

POWERFUL CURRENT

The waters of the Sea of Light and the Darkened Depths are pushed and pulled by random, chaotic forces, creating currents that act like roads. Canny planar natives learn to detect these currents and use them to get to one place or another more quickly (or to avoid them altogether if they happen to be flowing in an undesired location). The strength of a current can randomly be determined on the below table, which determines the DC for Strength (Athletics) checks to swim out of a current. Swimming directly against a current requires a Strength (Athletics) check against the listed DC made at disadvantage. You can roll on the table to also determine the size of the current as represented by the number of Strength (Athletics) checks needed to escape.

A special note is needed for the doom tide. Somewhere in the Plane of Water sweeps this massively powerful current. The doom tide shifts haphazardly, sometimes flowing in a single direction for months at a time and other times changing direction several times in an hour. Some planar scholars believe the doom tide originates from the depths of the Darkened Depths in some mysterious hole, perhaps a permanent vortex to the Plane of Air, but to date no one has found its source. The doom tide is always

massive (4 checks necessary to get out).

On the random encounter tables for the Plane of Water, a current is identified as either helpful or hindering. A helpful current is one that is flowing in the direction the party is traveling, which can speed up time considerably. In this situation reduce travel time in half. On the other hand, a hindering current is one that is flowing in a different direction than the one the party wants, requiring them to pass through it or go around it. Going around a current requires more travel time - one hour for a small current, four hours for a medium current, eight hours for a large current, and sixteen hours for a massive current. Trying to swim through a current requires a number of Strength (Athletics) checks against a DC set by the current's strength.

1D20	CURRENT STRENGTH	DC
1-4	Light	10
5-11	Moderate	13
12-15	Strong	16
16-19	Brute	20
20	Doom Tide (see text)	25

1D10	CURRENT SIZE
1-3	Small (1 check)
4-7	Medium (2 checks)
5-9	Large (3 checks)
10	Massive (4 checks)

HOT SPOT

Vortices and planar pockets exist all across the multiverse, and that is no different for the Plane of Water. Sometimes, those pockets lead to a much hotter location, such as the Plane of Fire, Magma, or one of the Lower Planes. This creates a floating hot spot in the sea. A hot spot is typically a rough sphere 2d10 x 100 feet in diameter. Creatures in a hot spot suffer 5 (1d10) fire damage each round.

ICE POCKET

Similar to the hot spot, an ice pocket is a supernaturally cold vortex that travels in the Plane of Water. The watery conditions are more conducive to the cold than the heat, and as such the ice pockets are large spheres 2d10 x 500 feet in diameter. Creatures in an ice pocket suffer 3 (1d6) cold damage each round and they must make a DC 14 Constitution saving throw. On a failure they suffer a level of exhaustion. Ice pockets often have floating ice chunks drifting along with the current making identification of this danger a little easier.



SLIME WATER

Sometimes the never-ending tide of Sea of Worlds pulls large swaths of the Swamp of Oblivion away, sucking them into the sea. There, they are sometimes picked up by currents and pulled further into the sea's depths, creating large pockets of dangerous slime water. The mud from the Swamp of Oblivion mixed with certain aspects of the Sea of Worlds creates a corrosive mixture that harms creatures caught in its path. A patch of slime water is typically a sphere 2d10 x 100 feet in diameter. Creatures in the slime water sphere suffer 4 (1d8) poison damage per round.

RED TIDES

Red tides are dangerous patches of fungi and spores that drift through the Plane of Water, causing panic and chaos where the current takes it. Native creatures know to avoid red tides with all possible haste as the consequences of being inside of one can be deadly. As rare as they are, a red tide can cover a substantial area. Each red tide fills a sphere 2d10 x 50 feet in diameter. Living creatures inside of a red tide must make a DC 15 Constitution saving throw or suffer the effects of the *contagion* spell, inflicting a random disease from that spell's list of possibilities.

WHIRLPOOL

When two currents meet they form a whirlpool, which can be dangerous for travelers in the Plane of Water. If a whirlpool is encountered, roll twice on the Current Strength table to determine the overall whirlpool strength. The highest current strength DC determines the DC for Strength (Athletics) checks made to escape a whirlpool. The real danger is being buffeted by the powerful force of the currents. The strongest current level determines how much damage is dealt each round – light (1d6), moderate (2d6), strong (3d6), brute (4d6), or doom tide (5d6).

MYSTERIOUS SITES & TREASURES

To the planar traveler, the Plane of Water holds a multitude of wondrous sites, dangerous lairs, and mysterious treasures to seek out, explore, and possibly plunder. From the magnificent Citadel of Ten Thousand Pearls and the seat of the great padishah of the marids to the unplumbed depths of the Trench of Death, opportunities for adventure are as boundless as the sea in the Plane of Water.

CITY OF GLASS

Without a doubt, the greatest metropolis on the Plane of Water is the City of Glass. It is by far the most populated city on the plane, with roughly 30,000 residents and visitors at any given time. The city takes its name from the titanic dome of translucent crystal that hangs over the interior, all resting on a great disc of eternal ice. This dome holds trapped air, and by a natural process of the eternal ice disc the air is constantly refreshed and recycled. Buildings constructed of ice, waterblocks (a kind

of melted ice cube that retains its shape), fortified kelp, and coral sprawl about beneath the dome, with many being completed filled with water to accommodate occupants.

The City of Glass was constructed originally by the marid long ago, but they quickly abandoned it after the project was complete. But even then, the nature of the city drew many to it, as the marid worked with planar architects to make sure the City of Glass could be accessed from anywhere in the multiverse. Dozens upon dozens of permanent portals were constructed which the marid held control over, and when they left they did not leave the portals ungoverned. The great padishah of the marid at the time decreed that a group of representatives from the city would rule with control over the many portals. Thus the Azure Council was born.

Since then, the Azure Council has guided the City of Glass to become a merchant paradise where all manner of goods and services could be bought and sold. The city's position as a neutral ground, free of the hostilities of the outside seas and worlds, is maintained by a peacekeeping force known as the Knights of Glass. Like the council itself, the Knights of Glass are made up of many representatives of the city's inhabitants, and the high commander takes orders from the speaker of the Azure Council. The delicate balance of peace has been broken several times in the past, but the knights have always managed to restore order with minimal issues.

Over the years, the Azure Council has enacted many laws to govern trade and commerce in the city, and they do that by controlling what passes through the many planar gates. Merchants delivering goods have them inspected thoroughly by the Knights of Glass and the entire system has become a bloated bureaucracy – but one that works, albeit slowly. Although nearly any good or service can be purchased in the City of Glass, merchants that wish to avoid the scrutiny of the knights and the council have created a “black” market for those who know where to go. This illegal marketplace operates in the Freezer, the poorest and least patrolled area of the City of Glass that exists in the disc of eternal ice itself.

Dozens of marketplaces sprawl about the City of Glass, with many devoted to one type of good or another. The Steel Market buys and sells weapons and armor, the Seabed Market trades in the natural resources of the Plane of Water, the Chain Market deals with the selling of slaves, and many others. While nearly any good or service can be bought in the city, the Azure Council long ago decreed that the buying and selling of souls was strictly prohibited. Possessing a soul in a vessel was not a crime, but the Knights of Glass keep a watchful eye on anyone detected as possessing them.

The markets are scattered about the four districts of the city – the Royal District, containing the richest and most well-appointed manors and villas, including the Glittering Tower of the Azure Council; the Crystal District, the largest of the city's regions, holding the major trade companies and guild houses that keep coins coming in and out; the Flow District, a hub for travelers, transients, and non-mercantile guilds in the city; and the Tide District, home to the most warehouses. Unofficially, the Freezer sits in the disc of eternal ice below the city's streets, though the Azure Council does not recognize it as an official city district.

Open hostilities are discouraged by the presence of the Knights of Glass, but in any city of this size crime and murder become an issue. Gang warfare spilling out of the Freezer and mercenary companies competing for business in the Flow District keep the knights busy enough with maintaining order. Travelers are advised to keep to themselves and steer clear of any trouble that might involve the Knights of Glass – they have a reputation as ruthless enforcers of the Azure Council's will.

THE FREEZER

Inside the great disc of eternal ice that the City of Glass rests upon squats a region known as the Freezer. The Freezer is an open secret among the city's residents, and it contains a myriad of frosty tunnels dug into the ice over the course of hundreds of years by malcontents, gangs, and people who didn't want to live under the thumb of the Azure Council. The region spread quietly until it became too big to ignore, though the Azure Council still does its best to ignore it. Many attempts have been made to shut down the Freezer, including collapsing the entire sheet of ice and crushing all within it, but the ancient marid magic has kept most options out of reach.

There are several secret portals from other worlds and city's that lead directly into the Freezer and these portals exist outside of the City of Glass network that the Azure Council maintains. One such portal is known to exist in Sigil, the City of Doors in the Outlands, though agents of the council have been trying to shut them down for countless years. In the Freezer, merchants sell their wares away from the prying eyes of the council and the knights, and though the prices might be higher, many buyers are willing to pay the extra for the discretion. The main commodity that can be found in the Freezer that is strictly unavailable in the markets of the above city are souls. Yugoloth merchants, bargaining devils, and unscrupulous demons seek out specialized soul traders in the Freezer.

GREAT CORAL FOREST

In the Sea of Light, the sprawling Great Coral Forest stretches out for hundreds of miles. Some property of the coral forest keeps it from rising or sinking too far from its position, which is only several miles below the surface of the Sea of Worlds. The entire mass of brightly colored coral rests underwater where it provides food and shelter for countless native creatures. Schools of fish swim in and out of the natural coral "caves" along with predators, such as sharks, eels, and numerous elementals. Several outposts rest on or in the forest, including a sahuagin settlement and an aquatic elf village.

VAULT OF THRYM

One of the massive icebergs floating in the Sea of Ice is not like the others. This is the Vault of Thrym, created by the god of frost giants to house some of his most secret and powerful possessions. Rumors say that the only way to access the vault is to possess a special key also crafted by Thrym, though few know any details on this key. What wondrous treasure rests in the Vault of Thrym? The

guardians of the iceberg vault are said to be among the deadliest creatures from the Frostfell, and even inside the halls and passages hold traps, dangers, and creatures beyond death itself. Many travelers have died scouring the Sea of Ice for this lost storehouse.

CITADEL OF TEN THOUSAND PEARLS

The home of the great padishah of the marid is the fabulous Citadel of Ten Thousand Pearls. Here, the pride and vanity of the marid is put on full display, with hundreds of beautifully carved air fountains, multicolored curtains of rare kelp, and splendidly appointed pearl-studded housing domes filling the aquatic halls. In the center towers a spike of gilded coral wherein rests the great padishah herself and her royal court. Throughout the citadel, glowing orbs of various size and hue illuminate the darkness, and from a distance they appear as pearls in the sea, thus giving the magnificent palace its name.

Normally, the Citadel of Ten Thousand Pearls is occupied by about two hundred marid genies and one thousand servants. Even for marid, the ones in the citadel are haughty and pompous, and every action must be announced and honored by someone in a higher station. While visitors are welcome in the citadel, they must be polite and operate within the bounds of marid etiquette. Offending a marid within the Citadel of Ten Thousand Pearls is a capital offense, and a marid can take offense at anything given the right mood and circumstance.

The great padishah's treasure room, however, is said to house the most splendid collection of valuable and rare pearls ever to be found in the Plane of Water, along with the prized possessions of dozens of defeated foes and conquered heroes. While the marid do not put much stock in large-scale military offenses, duels are common, and it is customary for the winner to take something valuable from the loser. This can be their life, but most often it's a valued possession that the marid wanted in the first place.

GRAVEYARD OF SAILS

Floating in the Sea of Light is a mass graveyard of sunken ships and broken debris. The entire mass is held together by a swirling vortex leading to the Plane of Air at its center, and this whirl is what pulls in the wreckage like a magnet. Dozens upon dozens of wooden ships have sunk and collected in this Graveyard of Sails, and because of the water's nature the wood does not break down naturally. Undead pirates, fierce elementals, and countless scavengers prowl the great wrecks, but for the brave traveler a wealth of treasure and information can be plundered.

FATHOMLESS CAVES

The Darkened Depths hold any number of lightless, dangerous sites, and one of the most notorious are the Fathomless Caves. It is widely assumed that the Plane of Water has no bottom, but the further down one travels the more rocks and earth debris are encountered, and a great shelf of black rock holds the series of tunnels that make up the Fathomless Caves. Aquatic dragons, krakens, aboleths,

elder sea worms, morkoth, and more lurk in the shadowed darkness of these caves. Rumors persist of certain caverns holding air, though it is agreed that most of the Fathomless Caves are flooded completely.

Several portals to the Plane of Earth can be found in the Fathomless Caves leading to flooded areas of that neighboring Inner Plane. Earth elementals, mud mephits, and other border elemental creatures wander the caves as well, and the dao genies regularly send teams of slaves through to steal away pearls and other treasures of the Plane of Water. Most slave teams do not return alive.

REEF OF NIGHTMARES

The most populated city of the sahuagin in the Plane of Water is a dangerous region known as the Reef of Nightmares. It sits in the Sea of Light close to the surface, where the sahuagin raid ships pulled through portals for food and treasure, and it stretches out for several miles. Hundreds of sharks prowl the waters, and more than a few megalodons are known to swim between the broken coral pieces of the reef in search of food and prey. Several sahuagin outposts rest on the Reef of Nightmares, each competing with one another for total dominance and the favor of Sekolah the Joyful Hunter.

TRENCH OF DEATH

Without a doubt, the deepest portion of the Plane of Water is a great crevasse in a massive shelf of rock known as the Trench of Death. Deep, deep in the Darkened Depths, this pitch-black hole is cold and lightless (the entire region function as an ice pocket). What monstrous entity dwells in this trench? The marid avoid the region above all others, and certain legends among them speak of a creature that existed before time. This creature, a titan of the highest and oldest order, created the Plane of Water by ripping a hole in the fabric of the world, spilling the contents of another realm entirely and filling up this one. Does this legend hold any truth? And if it does, what does it have to do with the Trench of Death?

The Trench of Death does hold some inhabitants, but they dwell in the caves and niches along the slope leading down the endless abyss of darkness below. Many eyes of the deep keep lairs along the trench's walls, along with morkoth and a handful of degenerate krakens. Even these great monsters refuse to swim into the darkness of the trench mouth itself, where a strong current can suddenly pull swimmers down into its gulf of endless night.

BLACK CORAL CITADEL OF OLHYDRA

In stark contrast to the marid's Citadel of Ten Thousand Pearls, Olhydra keeps a lair in the Darkened Depths known as the Black Coral Citadel. This imposing structure is a tall, twisted spire made of pure black coral, a rare form of coral in the Plane of Water that holds great evil. Most of the interior of the Black Coral Citadel is reserved for prison cells – the elemental minions of Olhydra enjoy torturing the multitude of aquatic elves, locathah, and merfolk locked away in the dark citadel.

The top of the citadel is reserved for Olhydra's royal

throne room where she plans her conquest of the Plane of Water and all the seas of the Material Plane. She and her followers work to drown all the worlds in a torrent of black water to wash away all traces of life, leaving her to claim ownership of the abandoned lands. A handful of favored cultists across the Material Planes have been allowed to visit the Black Coral Citadel, and in each case they were gifted with some portion of Olhydra's watery power. A handful have stayed in the Plane of Water to serve the Princess of Evil Water Elemental Creatures and act as her proxy or spy on the plane. The Azure Council of the City of Glass has worked long to make sure the destructive followers of Olhydra do not succeed in their various plots to destroy the crystalline dome that gives the city its name.

In the Black Coral Citadel, Olhydra keeps an unusual pool of silver liquid. Through it, she can view nearly any ocean or sea on the Material Plane, and she uses it to keep tabs on her servants and underlings. The pool can act as a portal, but doing so requires a portion of Olhydra's mighty elemental power that is forever sacrificed, so she usually refrains from using it.

ISLE OF DREAD

The legend of the Isle of Dread has been spread across the seas of the Material Plane for generations. Most sailors believe it to be an island somewhere on a distant ocean, but the truth is that it exists on the Sea of Worlds on the Plane of Water. Powerful storms surround the Isle of Dread, and these storms become so violent that they create planar vortexes to the Material Plane on a regular basis. These planar vortexes exist only during similarly violent storms on the Material Plane, and they are big enough to pull through a sailing vessel. Ships that pass through find themselves on a planar ocean looking upon an island of danger and death.

A steamy jungle fills most of the Isle of Dread along with a rough chain of mountains. Great monsters inhabit the island – dinosaurs and their like dominate the food chain at every level. Several tribes of savage humanoids eke out an existence as well, and the center of the island holds a large mysterious lake. Travelers that make it ashore find that they must fight to survive but that a greater secret sits on that central lake. There are some captains that have found the Isle of Dread and returned back home to tell their tale, passing through another vortex by some stroke of luck or providence, but most that find it are never heard from again.

RAFTLAND

Many ships have been pulled into the Plane of Water, and most of the time they do not find their way back. Most are boarded by sahuagin or other vicious planar raider or sunk by one of the many storms that rock the Sea of Worlds, but some manage to survive on the ruins of their boats. Over the years, these survivors that pulled together other flotsam and wooden debris, and they pulled these together to form a massive floating "island" of broken ship parts known as Raftland.

Raftland travels with the tide and its size has helped it survive the storms that continually appear in the volatile



skies overhead. Through it all, sailors and fishers of all races have managed to survive and even thrive in Raftland. They fish for food and the lack of salt in portions of the Sea of Worlds creates plenty of drinking water. They've been floating long enough on the Sea of Worlds that they've developed into a small kingdom. King Atwood the Gray Beard is the latest in the line of succession to rule the Independent Kingdom of Raftland, and by all accounts he is a murderous thief and a liar. Unfortunately, most of the residents of Raftland are bloodthirsty pirates, so infighting and bickering is common. But when the storms roll in, they put aside their differences and work together to keep their own slice of freedom from breaking apart and floating away.

PEARL OF BLOOD

Among the sahuagin, few stories invoke such reverence and awe as the ones that involve the Pearl of Blood. This massive pearl is blood-red in color and is said to hold the wisdom of the most powerful sahuagin priestesses that have died in the service of Sekolah the Joyful Hunter. Legends about it claim that it can summon a great tornado of sharks in the ocean to devastate opponents, or that it can serve as a beacon for all megalodons in a ten-mile radius. The possessor of the Pearl of Blood is said to be able to control the megalodons, commanding a

near-invincible army of titanic sharks. The relic itself was formed by a drop of Sekolah's blood that crystallized and formed a perfect sphere, if the stories are to be believed.

But these are all legends. The truth likely is somewhat different, but the item has been lost for generations. Nobody knows the current location of the Pearl of Blood, though sahuagin priestesses are always on the hunt for signs and portents to its eventual return. Did the powerful relic get swept up in a storm and pushed to one of the Material Planes? Does it sit somewhere in the Great Coral Forest? Perhaps the marid found it and are keeping it locked away in a storeroom somewhere in the Citadel of Ten Thousand Pearls. Or perhaps Thrym, god of frost giants, found it and it sits now in his secret vault in the Sea of Ice. Wherever it is, if the Pearl of Blood were to return to sahuagin hands it would herald a sweeping invasion of much of the Plane of Water.

SUNKEN CITY OF R'LYEH

Titanic monoliths stand in a submerged crumbling landscape of tumbled buildings too large for anyone but a giant somewhere in the Darkened Depths. This is the Sunken City of R'lyeh, where the elder god Great Cthulhu slumbers to this day. Where did R'lyeh come from? Who built it? Did Great Cthulhu construct it along with his alien-minded kin in the Far Realm? Or was it built by servitors

of the elder god? Why does Great Cthulhu slumber in its depths?

Truthfully little is known about this dangerous site except that those that swim to it find the alien landscapes defy all manner of logic. The eerie and unsettling masonry has driven some travelers to madness, but worse are the guardians of R'lyeh that slink over its fallen stone arches and monoliths. These shambling monstrosities known as shoggoths are little more than beasts, or so it is thought, and they share certain characteristics with Great Cthulhu itself. They are alien in thought, fierce in combat, and entirely blasphemous to behold.

In rare circumstances, when the stars are right, the Sunken City of R'lyeh rises from its position in the Darkened Depths to pierce the veil of the planes and rise in some distant location on the Material Plane. Deranged cultists of Great Cthulhu herald the arrival of R'lyeh with sacrifice and savagery, hoping that the slumbering elder god awakens and devours the world. The Sunken City has risen on several occasions, but for whatever reasons Great Cthulhu usually only awakens for a very brief time before being called back to his prison.

ADVENTURE HOOKS

Adventure abounds in the Plane of Water for those able to withstand its aquatic nature. Below are some adventure hooks that can be expanded upon by an enterprising Dungeon Master looking to incorporate the Plane of Water into their campaign.

TIER 1 (LEVELS 1-4)

In this tier, characters do not have reliable access to waterbreathing magic, so deep dives into the mysteries of the Plane of Water are generally out of reach. But that doesn't mean they can't be affected by the machinations of the powers and monsters that dwell in this watery realm.

... The City of Glass is a metropolis ripe for adventure of all levels, but for Tier 1 characters it can serve as an introduction to planar travel. A multitude of aquatic races call the City of Glass their home, and the relative reliability of the Knights of Glass keep the worst of the worst from preying on a band of fresh-faced adventurers from the Material Plane. But dangers and mysteries abound everywhere, so once they find their way to the city the party can find itself caught up in all manner of intrigue involving the powerful merchant guilds and trade houses that dominate life there.

... While aboard a ship, the party and the crew encounter a terrible storm. Battered but alive, the party wakes up to find they are on the beach of some mysterious jungle island. The Isle of Dread lays open to them, and now they must venture further into the island's interior to find a way out. The lake in the island's center holds a secret that could transport them home, but finding it is going to take all of their cunning and wits (and no small amount of luck!).

... In a waterfront tavern, the party is confronted by a beggar trying to sell a small golden locket containing a mysterious wavy symbol. Regardless of whether or not they purchase it, the beggar drowns suddenly and violently with no obvious cause. What part did the locket play in the beggar's death? How does a man drown in the middle of a tavern with no drink in hand? The locket once belonged to a sailor, who was gifted it by a nereid long ago as a sign of love and friendship. Over the years, however, the sailor became bitter and angry, and that resentment turned the locket into a tool of evil.

TIER 2 (LEVELS 5-10)

Waterbreathing magic becomes more available to characters of this tier and higher, opening up the Plane of Water to a greater variety of exploration and adventure.

... A man dies in front of the characters, and in death transforms into his true form – that of a merfolk. He was trying to get help for his small merfolk colony, and information kept on him leads the party to the sea where the merfolk colony was supposed to be located. Or at least where it was located, as it is now a vortex portal leading into the Plane of Water. Something sucked the merfolk in, and the party's investigation leads them into the Sea of Light. What nefarious machination pulled the merfolk from the Material Plane to the Plane of Water?

... The notorious pirate Captain Fearmonger has been raiding and pillaging the coast for years, and the party is chartered to finally track the pirate down and stop him. In the final confrontation, a great storm sweeps up, pulling both ships into the Plane of Water. The characters' vessel is destroyed in the storm, but the pirate captain's remains seaworthy still. Do the party steal aboard the enemy ship and take over? What about the sahuagin that have targeted the ship from the sea below as their next raid?

... In the City of Glass, the party is approached by a merchant guild with some information they'd like to act on. A ship was pulled into the Plane of Water by one of the storms, and this ship was loaded to bear with gold, silver, and trinkets from the treasury of some Material Plane king. The merchant guild knows the name of the ship and that it now rests in the Graveyard of Sails, but they need a discrete band of adventurers to reach the mass ship graveyard before other guilds find out about it. Do the characters trust the merchant guild? What dangers await them in the Graveyard of Sails?

TIERS 3 AND 4 (LEVELS 11+)

By this tier, characters have proven themselves as capable adventurers of the highest order, and they may start actively looking to other planes for greater challenges and rewards. The Plane of Water can provide such opportunity, if they're willing to risk life and limb to get it!

... Something has riled up the sahuagin in the Reef of Nightmares recently, and rumors persist that they've

uncovered information about the Pearl of Blood. Holding this relic would be bad for all peace-loving denizens of the plane, so the Azure Council of the City of Glass pulls the party in to have them investigate. Has the Pearl of Blood surfaced? How do the characters get into the Reef of Nightmares without alerting the sahuagin colonies of their presence?

... The Great Padishah of the Marid has taken her court out of the Citadel of Ten Thousand Pearls on her irregularly scheduled tour of the Plane of Water. In their absence, the citadel is going to be left relatively unguarded, so it is a perfect time for a raid of the treasury room of the great padishah. The party either needs something that happens to be in the treasury or catch wind of the plot through some connections and are tasked with finding the Great Padishah herself and warning her of the potential theft.

... A hydromancer wizard on the Material Plane, obsessed with the power of water, has made an agreement with a greedy marid shah. The terms of the agreement were not what the wizard bargained for, and he found himself a prisoner of the marid's power. Now, with access to a wizard's tower and a portal to the never-ending Plane of Water, the marid seeks to flood the Material Plane and pick through the ruins for treasure. The party must get through the portal and shut it down, which can only be done from the Plane of Water side, but there they must contend with the marid's personal slaves and fighting forces.

RANDOM ENCOUNTER TABLES

The below tables can be used by the Dungeon Master as a source of inspiration when a party of characters is traveling around the Plane of Water. Four separate tables are provided – one for the City of Glass, one for the Sea of Light, one for the Darkened Depths, and one for the Sea of Worlds.

CITY OF GLASS

1D100	CITY OF GLASS ENCOUNTER
01-05	Kuo-toa merchants
06-10	Sahuagin priestess and entourage
11-15	Lizardfolk thugs
16-20	Marid and attendant sycophantic slaves
21-25	Planar traveler looking to get out
26-30	Locathah traders
31-35	Aquatic elf herbalists
36-40	Human merchants selling wares
41-45	Elf pickpocket
46-50	Storm giant seeking a treasure
51-55	Sea hag and water elemental servants
56-60	Eadro followers
61-65	Cultists of Olhydra
66-70	Water sphere holding merfolk traders
71-75	Knights of Glass on patrol
76-80	Polymorphed bronze dragon enjoying the day
81-85	Quasit demon running an errand
86-90	Dwarf bard with an octopus assistant
91-95	Locathah mercenaries
96-00	Polymorphed green dragon looking for trouble

SEA OF LIGHT

1D100	SEA OF LIGHT ENCOUNTER
01-05	2d6 merfolk
06-10	Red tide
11-15	2d8 sahuagin
16-20	Hot spot
21-25	1d4 merrow
26-30	Ice pocket
31-35	1d4 reef sharks
36-40	Slime water
41-45	1d4 hunter sharks
46-50	Whirlpool
51-55	1d4 hostile water elementals
56-60	2d8 locathah
61-65	2d4 sea worms
66-70	1d4 electric sea worms
71-75	1d4 nereid
76-80	1 marid
81-00	Powerful current

DARKENED DEPTHS

1D100	DARKENED DEPTHS ENCOUNTER
01-05	1d6 sea hags
06-10	1d6 giant sharks
11-15	Ice pocket
16-20	1d10 hostile water elementals
21-25	1 morkoth
26-30	Slime water
31-35	1 kraken
36-40	1 dragon turtle
41-45	2d6 swarms of quippers
46-55	Whirlpool
56-60	1 eye of the deep
61-65	1 megalodon
66-70	1 caller of the deeps
71-75	Red tide
76-99	Powerful current
00	1d4+1 kraken

SEA OF WORLDS (SURFACE)

1D100	SEA OF WORLDS ENCOUNTER
01-10	Abandoned ship
11-20	1d6 giant sharks
21-30	Ship with dehydrated crew
31-40	2d10 sahuagin raiders
41-50	1d8 locathah
51-60	1d4 nereid
61-80	Powerful storm
81-90	Slime water
91-99	Uncharted coral island
00	1 megalodon

PLAYER OPTIONS

Many cultures and gods view water as an important source of life, so it is no wonder that some people devote their energy towards understanding this vital component of the Inner Planes. Certainly that is the case with hydromancers and clerics of the many sea gods across the multiverse. Others, however, simply take advantage of the way water moves for a tactical advantage.

The new class options include the Path of the Reaver for barbarians, the Water domain for clerics, and the arcane tradition School of Hydromancy for wizards.

BARBARIAN PATH: PATH OF THE

REAVER

You are a warrior who thrives on the move, pillaging and plundering along the way. The Path of the Reaver calls out to barbarians who relish underhanded combat and the thrill of victory through whatever means possible, and they are often found on pirate ships and among tribal raiding parties. These barbarians are always on the move and rarely get pinned down in tough situations.

CUNNING WARRIOR

At 3rd level, you learn to move quickly and decisively to take advantage of situations. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash or Disengage action.

HEIGHTENED AWARENESS

At 6th level your senses have heightened to near supernatural levels. Your Passive Perception is now 14 + your Wisdom (Perception) modifier and you can apply twice your proficiency modifier to Wisdom (Perception) checks you make.

DIRTY TRICK

You have mastered the art of fighting dirty. At 10th level you can take an action to trick a single opponent within melee range of you. This could be as simple as throwing sand in their eyes or an elaborate feint designed to put your opponent off balance. That opponent suffers disadvantage on their first attack on their next turn.

REAVER SPEED

Starting at 14th level, you can use your reaction to move your walking speed in a burst of movement.

CLERIC DOMAIN: WATER

Water is a force of change, a relentless agent that wears down all things in time. It is both patient and spontaneous, caring and unforgiving, infinitely flexible and suddenly unyielding. The gods of water – Poseidon, Brigantia, Aegir, Sobek, Umberlee, and Zeboim – are an eclectic mix of evil, neutral, and good deities, focusing on the varied aspects of water and its power over the world. Followers of these gods see themselves as embodying the power and fluidity of water itself, working to provide a path for a change and to being an agent of agent in the world.

WATER DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>create or destroy water, purify food and drink</i>
3rd	<i>augury, hold person</i>
5th	<i>tidal wave*</i> , <i>wall of water*</i>
7th	<i>control water, watery sphere*</i>
9th	<i>conjure elemental</i> (water elemental only), <i>maelstrom*</i>

Spells marked with * are found in supplementary books (Elemental Evil Player's Guide and Xanathar's Guide to Everything).

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with the Nature skill. You also learn the Aquan language.

WATER WHIP

Also at 1st level, you gain the ability to summon a magical whip made out of water as a bonus action. You are automatically proficient with the water whip, but it is otherwise treated as a magical weapon with all the properties of a whip. If you drop your water whip it dissipates immediately.

CHANNEL DIVINITY: FORCE OF WATER

Starting at 2nd level, you can use your Channel Divinity to summon a powerful jet of water. As an action, you create a 60-foot line of water starting from your position. Any large or smaller creatures in the line must make a Strength saving throw against your spell save DC. On a failure, they are knocked prone and pushed back 10 feet. The force of water effect is instantaneous.

ADOPTED OF WATER

At 6th level, your body changes to be better adapted to water. You have a swimming speed equal to twice your base speed. In addition, you can breathe air and water and you gain resistance to cold damage.

IMPROVED WATER WHIP

Starting at 8th level, your water whip becomes more potent. Once on each of your turns when you hit a creature with your water whip, you can cause the attack to deal an extra 1d8 slashing damage to the target. When you reach 14th level, the extra damage increases to 2d8.

BODY OF WATER

At 17th level, your body and all of your possessions become more liquid. You can move through a space as narrow as 1 inch wide without squeezing, and you can move through a hostile creature's space but you cannot stop there. This does not provoke an opportunity attack. You are also immune to the following conditions: grappled, paralyzed, prone, and restrained.

ARCANE TRADITION: SCHOOL OF HYDROMANCY

To some wizards, water is more than just one of the four elements – it is the most vital of all the elements and a key component to life itself. Most living creatures require water to live, and without it a land is dry, parched, and mostly dead. By understanding water and its many effects, the hydromancer is able to control it, rivalling a druid for their mastery over this fundamental element. Hydromancers scoff at pyromancers as being nothing more than glorified evokers.

HYDROMANCY

Beginning at 2nd level, your knowledge of hydromancy gives you a greater understanding of magic that manipulates water in all forms. You learn the *shape water* cantrip if you didn't know it already. You also automatically gain spells upon gaining specific levels as noted in the below list. Once you gain a Hydromancy spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

WIZARD LEVEL	HYDROMANCY SPELLS
2nd	<i>create or destroy water</i>
5th	<i>wall of water</i> *
9th	<i>maelstrom</i> *
15th	<i>Abi-Dalzim's horrid wilting</i> *

Spells marked with * are found in supplementary books (Elemental Evil Player's Guide and Xanathar's Guide to Everything).

You can cast a spell on the Hydromancy list that you know without expending a spell slot or requiring material components. You must complete a short rest before you can use this ability again.

WATERY FIST

At 6th level, your arcane mastery over water extends to controlling water to strike at targets. If you are within 30 feet of at least 5 cubic feet of water, as an action you can focus a rush of water at a single target within 30 feet of that water. If the target is a creature it must make a Dexterity saving throw against your spell save DC. The target takes 6d6 bludgeoning damage on a failed save, or half as much on a successful one. Regardless of the save, if the target is size Large or smaller they are knocked prone.

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

WATERY DEFENSE

Beginning at 10th level, you learn to summon a temporary bubble of water around yourself that can protect you from harm. As a reaction when you take damage, you can summon a shield of water around yourself that grants you resistance to one type of damage you are taking. The shield dissipates immediately.

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

GREATER HYDROMANCY

At 14th level, your skill at the hydromancy spells grows considerably. The casting time for the spells in the Hydromancy feature is 1 bonus action for you.

NEW BACKGROUND

DROWNED

You drowned after your lungs filled with water, but something happened afterwards. Perhaps you were saved by a friend or stranger who knew what actions to take to bring you back, or perhaps it was a magical revival from a priest. Or just as likely you don't know how or why you came back.

You definitely died as a result of the drowning, and during that period your soul touched the Plane of Water however briefly. The experience left you with an uncanny ability to sense water, but you are left with more questions than answers. What mark did it leave on your soul? Were you brought back through the intervention of some elemental creature? If so, why?

Skill Proficiencies: Intimidation, Survival

Tool Proficiencies: Navigator's tools

Languages: Aquan

Equipment: 50 feet of rope, a set of common clothes, a waterskin, and a belt pouch with 10 gp.

FEATURE: DOWSING

Your brief moment of death touched upon the Plane of Water and you now have a sixth sense about water. You can concentrate and feel the presence of water within 60 feet of you, including how swiftly it is moving and which direction it is from your current position.

SUGGESTED CHARACTERISTICS

For most people, drowning is the end of their life, but not for people touched by the Plane of Water. That kind of experience leaves a lasting affect, and some people embrace their new lease on life while others view the world with a detached eye. Knowing that there's a world full of water and that your soul touched that world leaves an indelible mark that changes people.

d8 PERSONALITY TRAIT

- 1 I value every experience because I never know when it's going to be my last.
- 2 Water holds an unnatural fascination to me.
- 3 The drowning affected my voice and now I can only whisper.
- 4 I laugh at the story of how I drowned and tell it loudly to others.
- 5 I am superstitious and believe there's a purpose in all actions.
- 6 I'm afraid of water and hate being wet.
- 7 I get right to the point and hate wasting my time.
- 8 Sometimes my mind slips back to a watery landscape and I lose myself in its tranquility.

d6 IDEAL

- 1 **Freedom.** Life can be taken away at any moment, so live while you can. (Chaotic)
- 2 **Nihilism.** Water eventually claims all things so why take joy in life. (Neutral)
- 3 **Family.** Treasure the people around you because they can be taken away suddenly. (Any)
- 4 **Truth.** I will stop at nothing to find out more information about the mysteries of water. (Any)
- 5 **Stability.** The only way to live is to keep up a routine and not think about death. (Lawful)
- 6 **Mercy.** I was given a second chance and others should be given the same opportunity. (Good)

d6 BOND

- 1 Dying opened my eyes to the multiverse.
- 2 The person who saved my life is the most important person to me.
- 3 I saw something on the Plane of Water and it touched my soul.
- 4 The water calls me back.
- 5 I was the only survivor and the guilt weighs heavily on me.
- 6 Water is very precious to me.

d6 FLAW

- 1 I constantly take bigger and bigger risks with my life and others.
- 2 My legs get shaky whenever I'm around water.
- 3 Drinking alcohol is the only thing that keeps me sane.
- 4 Nothing matters so why try?
- 5 I get seasick if I close my eyes too long.
- 6 I was clearly chosen to come back for a reason, which makes me better than everyone else.