

# DRUIDS OF THE WATERWAYS

THREE NEW DRUID CIRCLES FOR OCEAN ADVENTURERS

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# DRUIDS OF THE WATERWAYS

The oceans are as diverse as they are vast. While many people mistakenly assume that one part of the ocean is just the same as any other, certain druids choose to revere specific locations or aspects of the ocean. Instead of simply "ocean druids, the druids that inhabit the high seas have vastly different beliefs, backgrounds, and practices that make them distinct from other oceanic druids. The three kinds presented here are only a handful of the numerous orders of water druids.

## CIRCLE OF THE ANCHOR

Druids of the Circle of the Anchor choose to live as sailors, often working on merchant ships while using their position to foil poachers and prevent littering on the voyage. Their aptitude for sea life makes them invaluable as seamen, and they take every chance they can to voyage across the sea.

Compared to most druids, they are very approachable and generally get along well with others as long as they respect the ocean and its wildlife.

### SEA LEGS

When you choose this circle at 2nd level, you gain a swim speed equal to your move speed and you have advantage on all Strength (Athletics) checks that involve swimming.

You can also hold your breath for a number of minutes equal to your Druid level or 1 + your Constitution modifier, whichever is higher.

### SWASHBUCKLER

At 2nd level you gain proficiency with rapiers, hand crossbows (and pistols if they are available in your campaign setting), navigator's tools, and vehicles (water).

### EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### SEA DOG

Starting at 10th level, You have advantage on any checks made to use navigator's tools and vehicles (water), boats are never difficult terrain, and you can scale a ship's hull, mast, or sails at half your move speed without needing to make any checks.

Additionally, while you are swimming you can use a bonus action to Dash.

### AMPHIBIOUS EVASION

You can use the freedom of water to nimbly avoid certain area effects. At 14th level, when you are swimming and are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

## FORCED OVERBOARD

Starting at 14th level you can use a bonus action to intimidate a creature that you can see and that can see you. Make a Strength or Charisma (Intimidate) check against the creature's Wisdom saving throw. On a failed save the creature must spend its next turn running directly to the nearest body of water if there is one in sight and diving in, or running away from you if there is no body of water in sight. Once you use this feature you must finish a short or long rest before you can use it again. Creatures that are immune to being frightened are unaffected by this feature.

## CIRCLE OF THE DEEP

The Circle of the Deep is made up of outcasts that shun the air and the sun. They make their home in the depths of the ocean or in the darkest caves, and while some of them venture out, none feel at home in the sunlight.

### ADAPTED TO THE DEPTHS

When you choose this circle at 2nd level, you gain darkvision within 60 feet and a swimming speed equal to your move speed.

### PRESSURIZED

Starting at 2nd level you can expend a spell slot to become immune to the crushing pressure of the ocean depths and able to breathe underwater. The effect lasts a number of hours equal to the spell slot level you expended.

### DEEP SEA TRAIT

At 6th level, you can choose one of the following features:

**Bioluminescence.** You can emit a bright light from your skin, which illuminates everything in a 60 foot radius around you. Because of the strange hue of the light, it does not hinder creatures with Sunlight Sensitivity. The light can be turned on or off as a free action.

**Lure.** You sprout a bioluminescent lure out of the top of your head. While it is glowing and you are in an otherwise dark space, all creatures have disadvantage when attacking you. Creatures immune to being charmed and blind creatures are not affected.

**Magnetic Sensors.** Your skin is lined with magnetic sensors that allow you to detect movement and other creatures. You have true sight within 30 feet of you, but creatures that do not have a pulse (like constructs or undead) remain undetected if they are not moving.

**Unhinged Jaw.** When you've grappled a Small or smaller creature you can swallow it as an action. Make a melee attack against the grappled creature, and if it hits then the creature is swallowed and the grapple ends. You can only swallow one creature. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside of you, and it takes 3d6 acid damage at the start of each of your turns. At 10th, 14th, and 18th level this damage increases to 5d6, 7d6, and 9d6 acid damage.

If you take damage equal to 1/4 your total hit points on a single turn from a creature inside you, you must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 5 feet of you. If you are incapacitated or die the swallowed creature is no longer restrained by you and can escape by using 15 feet of movement, exiting prone.

### **ASCEND/DESCEND**

Starting at 10th level, when swimming vertically your move speed is doubled. You have advantage on melee weapon attacks against all creatures if you moved at least 30 feet vertically in one direction (if you reverse your direction this has no effect).

### **DEEPEST SURVIVAL**

You are able to protect yourself from the extreme cold of the sunless ocean and the extreme heat of the underwater geysers. Beginning at 14th level, while under the effects of the Pressurized feature, you are also immune to cold and fire damage.

### **CIRCLE OF THE REEF**

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Druids of the Circle of the Reef love the ocean's wildlife more than anything else. They protect and nourish the animals of their home reef and seek to drive out or destroy anything that would disrupt the delicate ecological balance there.

### **OCEAN DIALECT**

When you choose this circle at 2nd level, you can cast *speak with animals* once without expending a spell slot. You must complete a short or long rest before you can use this feature again.

### **AQUATIC FORM**

You can turn into aquatic animals early. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a swimming speed. You still must abide by the other wild shape limitations (PHB 66). While in the form of a creature with a swimming speed, you can communicate with other aquatic creatures as if you were under the effects of *speak with animals*.

### **REEF RESILIENCE**

At 6th level, whenever you cast a healing spell or use a healing ability that targets a creature other than yourself you can add half your druid level to the number of hit points recovered.

### **RESIST CORRUPTION**

Starting at 10th level, you and all allies within 60 feet of you have resistance to necrotic and poison damage, and advantage on saving throws to resist being charmed, petrified, or poisoned.

### **OCEAN FRIENDS**

When you reach 14th level, you can summon the help of your aquatic allies. You can cast *conjure animals* at will without expending a spell slot, conjuring one hunter shark, two giant octopi, four giant sea horses or reef sharks, or eight giant crabs (DMs feel free to substitute these for any homebrew sea creatures of appropriate challenge ratings). Casting it this way does not require concentration, but if any creatures remain from a previous casting of the spell in this way, they disappear when the spell is cast again.

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