



CIRCLE OF THE DEPTHS

To some the deepest reaches of the ocean are so inaccessible and hazardous that even the outer planes are more easily traversed. Druids belonging to the Circle of the Depths do not share this perspective. They begin their training large lakes or shallower seas, but eventually deepen their affinity with the primordial waters of the material plane to such an extent that they could even comfortably live in the deepest ocean depths if they wish to.

Most druids of the Circle of the Depths willingly undergo bodily mutations as their oceanic connection intensifies. Some druids choose to intentionally suppress these mutations as to not be ostracized by surface-dwelling races.

SUBCLASS FEATURES

Druid level	Feature
2nd	Circle Spells, Circle Forms, Waterkin
6th	Mutated Wild Shape, Emissary of the Depths
10th	Aquamancy, Elemental Wild Shape
14th	Summon Depths

CIRCLE SPELLS

Your connection to the deep seas allows you to freely draw on the power of the ocean and tides. At 2nd level, you learn the Shape Water cantrip. When you reach certain Druid levels, you gain access to the spells listed in the table below.

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

Druid level	Spells
2nd	Create or Destroy Water, Fog Cloud
3rd	Misty Step, Silence
5th	Tidal Wave, Wall of Water
7th	Control Water, Watery Sphere
9th	Commune with Nature, Maelstrom

CIRCLE FORMS

Your affinity with the ocean allows you to more easily gain a deep understanding of creatures that live in water.

Starting at 2nd level, you can Wild Shape into beasts with swimming speed. When you use your Wild Shape to transform into a beast with swimming speed, its challenge rating may be as high as 1.

Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3 (rounded down) if the beast has swimming speed.

Druid level	Max. CR (with swimming speed)
2nd	1
6th	2
9th	3
12th	4
15th	5
18th	6



When you attempt to communicate with a beast that has swimming speed, you can now verbally communicate with them, as though under the effects of the Speak with Animals spell, and you gain advantage on all Charisma based checks directed at them.

Although some intentionally resist it, the bodily mutations of many druid emissaries of the Circle of the Depths have reached a point where they are no longer easily distinguished by their initial race, and more closely resemble creatures like Merfolk or Sahuagin.

AQUAMANCY

At 10th level, you gain the ability to cast the Create or Destroy Water spell at 1st level twice without expending any spell slots. You regain any expended uses after a short or long rest.

ELEMENTAL WILD SHAPE

At 10th level, you can expend two uses of Wild Shape at the same time to transform into a water elemental, or one use to transform into a Water Weird.

SUMMON DEPTHS

At 14th level, you learn to manifest a small portion of the highly pressurized ocean depths. You can fill a space that you can see and is within 100 feet of you, with magical liquid no larger than a 100-foot cube. It lasts for 2 hours, until it is used again, or until dismissed with a bonus action. You can use this ability once after each short rest and a maximum amount of times equal to your wisdom modifier (minimum 1). You regain all expended uses after a long rest.

Only you are affected by this liquid when it is first created. You can use a bonus action to choose one creature that you can see within the liquid to also become affected by it for its duration. Additionally, you can use an action or bonus action to move the liquid mass up to 60 feet in any direction, but no more than 100 feet off the ground.

Any creature affected by this liquid treats it as water for the purposes of all movement (including attack actions) and breathing. Any creature other than you affected by it, takes 3d8 force damage when they start their turn in it, and treat the entirety of the area the liquid covers as difficult terrain. The area that the liquid covers is considered to be dimly lit regardless of any light sources present.

If an affected creature other than you attempts to leave the space the liquid covers, they must first use their action to make a Strength saving throw against your spell save DC, or be unable to do so. A creature that does not have swimming speed has disadvantage on this saving throw. If a creature would leave the edge of the mass due to you moving it, they can attempt to make this save using a reaction and gain advantage on the roll.

ART CREDITS:

- Page 1: Klaus Pillon
- Page 2: Lie Setiawan

VoidscapeCreate



WATERKIN

Your body has adapted to find underwater environments more suitable. At 2nd level, you gain the ability to breathe underwater, a swimming speed of 30 feet, and darkvision out to a range of 60 feet.

You have an innate ability to communicate with underwater beasts, and they recognize you as a kindred spirit. As an action, through sounds and gestures, you can communicate simple ideas to a beast that has swimming speed, and can read its basic mood and intent. You learn its emotional state, whether it is affected by magic of any sort, its short-term needs (such as food or safety), and actions you can take (if any) to persuade it to be on friendly terms with you and your allies.

Many druids of the Circle of the Depths undergo bodily mutations that make them seem more native to the ocean, such as patches of fish scales, transformed eyes, partially webbed hands/feet, etc.

MUTATED WILD SHAPE

At 6th level, you feel the primordial connection all animals have with the ocean, and can mutate your transformations to become accustomed to it once more. Whenever you turn into a beast with Wild Shape, it gains the ability to breathe both air and water, and a swimming speed equal to half its walking speed (minimum of 10 feet).

Beasts that do not initially have swimming speed, do not count towards your Circle Forms ability.

EMISSARY OF THE DEPTHS

After intensifying your connection to the waters of the prime material plane, you have adapted to resist the environments of even the deepest reaches of the ocean.

At 6th level, you gain resistance to cold, force, and non-magical bludgeoning damage. When you use Wild Shape to transform into a beast, it also gains these resistances. Additionally, your swimming speed increases to 40 feet, and your darkvision now extends to a range of 120 feet.