

## Fathomless Eruption

3rd-level evocation (*Druid, Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 10 minute.

A massive column of boiling steam erupts from a point you designate within range. Each creature in a cylinder that is 60-foot tall with a 10-foot radius must succeed on a Dexterity saving throw or take 4d10 fire damage, or half as much on a success. This fire damage cannot be resisted as a result of being underwater.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level.

## Spears of the Deep One

8th-level conjuration (*Druid, Sorcerer, Warlock*)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

You summon 8 tentacular streaks of water which hover around your body. For each streak of water around you your movement speed increases by 5 feet. On each of your turns, as a bonus action you can turn a streak of water in a spear and hurl it at your foes. Make an attack roll against a creature within 120 feet that you can see (or 240 feet if you are underwater). On a hit you deal 8d6 piercing damage. Whether you hit or miss that streak of water is expended.

## Abyssal Shield

3rd-level conjuration (*Cleric, Druid, Ranger, Paladin, Sorcerer, Warlock*)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

You summon water around your wrist in the form of a shield. For the duration your AC increases by 1. In addition you can, as a reaction, each time you take damage, expand the shield's size to cover your whole body and protect you. If you do so you reduce the triggering damage by 1d10 + your spell casting modifier. Once you've used this reaction 5 times the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can use the reaction 2 additional times for each slot level.



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## Sharknado

9th-level conjuration (*Druid, Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action

**Range:** 500 feet

**Components:** V, S, M (a shark's fin)

**Duration:** Concentration, up to 1 minute

You summon a massive cyclone filled with sharks at a point that you can see within range. The tornado fills a 60-foot radius and 500-foot tall cone and is considered difficult terrain. Each creature that starts its turn inside the cone or enters the area of the cone for the first time on a turn must succeed on a Dexterity saving throw or be restrained the tornado and take 5d8 piercing damage and 5d8 slashing damage, or half as much damage and not be restrained on a success. On subsequent turns as a bonus action you can move the cone up to 60 feet in any direction. Any creature restrained by the tornado moves with it. A restrained creature can repeat the save at the end of each of its turns, ending the restrained condition on a success.