

# AQUATIC ARCHETYPES

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**BRYAN HOLMES**

A handful of archetypes oriented around aquatic adventurers.  
For use with the worlds greatest roleplaying game.





# FIGHTER ARCHETYPE: THE CORSAIR

**M**any kingdoms hold fleets of ships, manned by skilled sailors who work tirelessly for their countries. Pirates often cause conflict and chaos in their wake, but they operate under a banner of mutual trust.

By contrast, the corsair instead focuses on seizing their own destiny. Sometimes called privateers, they might work for an authority or they might not. For the corsair, the high seas are all about the freedom to make their own path!

## CALL OF OPEN WATERS

Starting at 3rd level, you gain proficiency with Navigator's tools and vehicles (water) if you did not already have them.

Additionally, you have advantage on any Strength (Athletics) or Dexterity (Acrobatics) checks made to move about a ship.

## CORSAIR'S FEINT

Starting at 3rd level, you may use your bonus action to force the target to put more effort into defending themselves. Until this effect ends, the target has -2 to AC.

This effect ends when the creature dies, when you end your turn and the creature is not within reach of your melee weapon, or when you end your turn and have not damaged the creature this round.

Creatures with a speed of 0, or that are incapacitated, are immune to this effect.

You can use this feature a number of times equal to your Constitution modifier, minimum 1. You regain all expended uses of it when you finish a long rest.

## SAILORS STEP

Starting at 7th level, your body is naturally inclined to stay upright, thanks to your time on the seas.

You have advantage on any saving throws or ability checks to avoid being knocked prone. Any time you succeed on such a roll, your AC increases by 2 until the start of your next turn. You can only gain this benefit once per round.

Additionally, while aboard a ship you automatically succeed on any saving throws or ability checks to avoid being knocked prone.

## SCOURGE OF THE SEAS

Starting at 10th level, whenever you roll initiative and have no uses of Corsair's Feint remaining, you regain one use.

Additionally, whenever you score a critical hit or whenever you reduce a creature to 0 hit points, choose a target within 30 feet who can see you. This creature must succeed on a wisdom saving throw or gain the frightened condition.

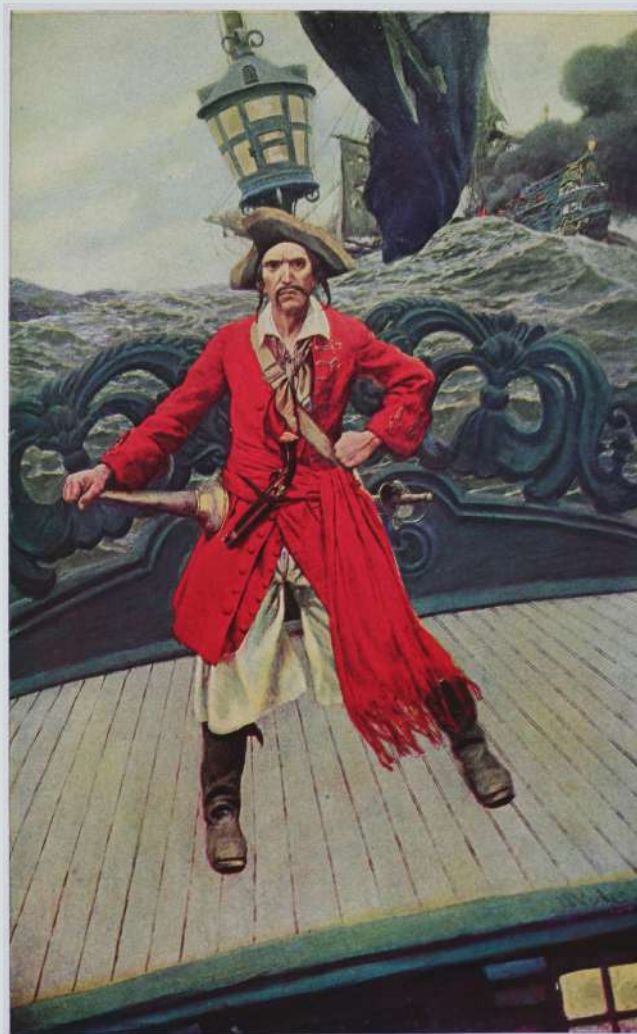
The DC for this saving throw is 8 + your proficiency modifier + your choice of your Strength modifier or your Dexterity modifier.

This condition lasts until the target cannot see you, or until it completes a short or long rest.

## DREAD CORSAIR

Starting at 15th level, whenever a creature is subject to your feint they also suffer -3 to AC and gain the frightened condition.

Additionally, creatures that are suffering from the frightened condition caused by you deal half damage to you on all weapon attacks.



# WIZARD ARCHETYPE: THE FATHOMER

The deep waters of the world are teeming with secrets. Entire kingdoms and nations sit far below the surface, and yet they go entirely unnoticed by those who tread upon the surface world. The Fathommer is a wizard who seeks to uncover the treasures far below the rolling ocean surface.

## FATHOMER SPELLS

Starting at the 2nd level, choose two of the following cantrips and add them to your list of known cantrips.

Additionally, you add the following spells to your list of wizard spells. You can learn these spells when you level up, or by copying them from a scroll or spellbook.

Spell Level	Spells
Cantrips	<i>Acid Splash</i> , <i>Frostbite</i> [EE], <i>Ray of Frost</i> , <i>Shape Water</i> [EE]
1st	<i>Create or Destroy Water</i> , <i>Fog Cloud</i> , <i>Ice Knife</i> [EE]
2nd	<i>Snilloc's Snowball Swarm</i> [EE]
3rd	<i>Sleet Storm</i> , <i>Water Walk</i> , <i>Wall of Water</i> [EE], <i>Tidal Wave</i> [EE], <i>Water Breathing</i>
4th	<i>Control Water</i> , <i>Ice Storm</i> , <i>Vitriolic Sphere</i> [EE], <i>Watery Sphere</i> [EE]
5th	<i>Maelstrom</i> [EE]

\* [EE] denotes the Elemental Evil Player's Guide.



## FATHOM DWELLER

Starting at 2nd level, you can use Intelligence (Arcana) instead of Strength (Athletics) checks when trying to swim. You can use Intelligence (Arcana) instead of Constitution to hold your breath.

Additionally, you gain proficiency with Navigator's Tools and vehicles (water), if you did not already have them.

## ARCANE MISTS

Starting at 6th level, whenever you are subject to fire or acid damage you can use your reaction to cover yourself or an ally within 50 feet with a fine mist.

The target gains resistance to fire and acid damage until the start of your next turn.

Additionally, while underwater, you gain the benefits of *freedom of movement*.

## AQUATIC MANIPULATOR

Starting at 10th level, you can create a bubble of swirling water or air. This bubble is centered on a creature within 20 feet of you and extends outward a number of feet equal to 5 times your Intelligence modifier.

If you create a bubble of air, creatures within can breathe as they normally would.

In a bubble of swirling water, a creature without a swim speed needs to make DC 15 swim checks. Any creature attempting to leave the bubble needs to succeed on a DC 15 Strength (Athletics) check. Once this effect ends, the bubble is released and the water flows like normal.

This bubble lasts while you maintain concentration as though it were a spell.

You can use this ability a number of times equal to your intelligence modifier, minimum 1. You regain all uses after a long rest.

## MASTERY OF THE DEEP

Starting at 14th level, you can cast any spell from the Fathommer spell list, you can automatically treat it as though you used a spell slot one level higher than you did if you are not already casting it using a higher level slot.

You can use this ability a number of times equal to your intelligence modifier, minimum 1. You regain all uses of this ability when you complete a long rest.



# RANGER ARCHETYPE: STORM SENTINEL

**A** danger for those who live in coastal regions or spend months at sea, storms are often seen as ill omens and godly punishments. There are those who would instead harness this power for themselves. Defenders of the weak, calling thunder and lightning down in retribution upon their foes.

## HURLING TRADITION

The Storm Sentinels have a long tradition, reaching back to ancient days. The old gods each had a preference for their own signature weapon. The god of thunder and lightning had a fondness for warhammers and mauls.

Starting at 3rd level, you can throw any warhammer or maul as though it had the thrown property with a range of 20/60. You can do this a number of times equal to your Constitution modifier. You regain all uses of this ability on a long rest.

## ONCOMING STORM

Starting at 3rd level, whenever a creature within 60 feet of you makes an attack roll against one of your allies, you may use your reaction to intercede and attack them.

If your attack is successful, the weapon damage you would normally deal is considered lightning damage. The creature also suffers disadvantage on the attack roll made against your ally.

## ROLLING THUNDER

Starting at 7th level, whenever you successfully hit a creature with a warhammer or maul, you can expend a spell slot as a bonus action. If you do, you may attempt to shove the creature.

Should you choose to push the creature away from you instead of knocking it prone, it is pushed away from you a number of feet equal to five times the level of the spell slot expended.

## ARCING STRIKE

Starting at 7th level, as a bonus action you can cause your thrown weapons to return to your hand. It rushes towards you on a bolt of lightning.

Creatures between you and your weapon take lightning damage equal to your Constitution modifier.

## STORM STEP

Starting at 11th level, as an action you can cast *lightning bolt* without the required material components or using a spell slot.

After casting the spell, you can teleport anywhere along the line of the spell. You can use this ability twice. You regain all uses of this ability on a long rest.

## EYE OF THE STORM

Starting at the 15th level, as an action you can cast *control weather* without the required material components or using a spell slot. The spell always manifests as a warm or cold (your choice) rain storm and cannot be changed. This effect lasts for a number of minutes equal to your Constitution modifier instead of the usual duration.

While you maintain concentration over this spell, you gain the following benefits as long as you are within the storm:

- Throwing your warhammer or maul does not consume a use of Hurling Tradition
- When you use your reaction for Oncoming Storm and you successfully hit the target, you regain your reaction at the end of that turn.
- You no longer need to use a bonus action to cause your thrown weapons to return to your hand. Once you determine if you hit or miss your target, it returns to you.

Once you've used this ability, you cannot use it again until you complete a long rest.





## CREDITS

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**Author:** Bryan Holmes

**Advice:** Alan Tucker, Anne Gregersen, James Capogna

**Original Corsair Concept:** Richard Baker, *Stormwrack* for 3rd edition Dungeons and Dragons.

**Original Fathomer Concept:** Keith Francis Strohm, *Of Ships and the Sea (DMGR9)* for 2nd edition Advanced Dungeons and Dragons.

**Original Storm Sentinel Concept:** Jeremy Crawford, Mike Mearls, and James Wyatt, *Player's Handbook 2* for 4th edition Dungeons and Dragons.

## ARTWORK CREDITS

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**Cover:** *Sailing Ship* by Caspar David Friedrich, unknown year (before 1840).

**Corsair:** *The Ruby of Kishmoor* by Howard Pyle, 1911

**Fathomer:** *Portrait of painter Viktor Mikhailovich Vasnetsov. Study for the picture Sadko in the Underwater Kingdom.* by Ilya Repin, 1875.

**Storm Sentinel:** *Thor's Battle with the Frost Giants* by H.L.M., 1901

**Page Decoration Design:** by Bryan Holmes, 2019.

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