

Level 2:

All the features in this circle, except the spellcasting function while you are in wild shape

Aquatic adaptation:

You can breathe both air and water and gain a swim speed of equal to your walking speed, if you already have a swimming speed it increases by 10 feet

Your wild shape can have a swimming speed at 2nd level as you have a better knowledge of the creatures of the sea.

You can also speak, read and write Aquan

Spellcasting of the depths

You know the *Shape Water* cantrip if you don't know it already

Spell list: for each druid level

Each of these spells are always prepared and doesn't count against your number of prepared spells

2nd: Armour of agathys, create/destroy water

3rd: Darkness, lesser restoration

5th: Tidal wave, wall of water

7th: Evards black tentacles, control water

9th: maelstrom, Greater restoration

6th level: **Speech of the waves**

You can communicate with and command marine life. You can also cast *speak with animals* at will, but only on beasts with a swimming speed As a bonus action you can command a number of beasts with a swimming speed equal to your spellcasting ability modifier

10th level: **Armoury of the waves**

You can create weapons out of the water around you. You can create any weapon you are proficient with as a bonus action if there is a source of water within 5ft of you. Any ammunition created by this feature falls into a puddle of water once used up. This feature also allows you to create armour which makes your AC equal to your spell casting ability score plus your Dexterity modifier and a shield.

This lasts up to a number of hours equal to your druid level or you dismiss it as a bonus action or you take fire damage equal or more than your druid level x2

Once you use this trait you can't use it again until you've completed a long rest

14th level: **Spirit of the waves**

You can use a bonus action to expend one use of your wild shape to conjure a water elemental trapped in the form of a beast.

The beast has a cr equal to or lower than half your druid level, is an elemental and can innately cast water walk at will. The beast also has the amphibious trait and has resistance

to bludgeoning, piercing and slashing damage from nonmagical weapons. other than this use the normal statistics of the beast want to conjure.

This elemental lasts up to a number hours equal to half your level or until you dismiss it as a bonus action.