

SEA DOMAIN CLERIC

A cleric who serves a god or goddess of the sea or another water feature (like Poseidon, Anuket, Sobek, Marduk, Lir, Uinen, etc.), clerics of the sea domain use their magic to manipulate water to aid them in their work. Whether they are providing for the poor, separating bickering parties, or overwhelming their foes with walls of water, the sea domain is a control-centric subclass that focuses on moving targets and applying exhaustion penalties to those who fail to pass their saving throws, slowing down targets and making their actions less potent as the fight continues.

This is useful as you are a relatively lightly armored class (which is not surprising, as heavy armor makes it hard to swim), so your crowd control is critical to keeping yourself from being overwhelmed by foes.

DOMAIN SPELLS

Clerics gain the following domain spells at the appropriate level. These are considered to be always prepared, and do not count against the number of spells known for the character.

COOKIE TASTINESS

Cleric

Level Spells

1st *Fog Cloud, Create or Destroy Water*

3rd *Alter Self, Misty Step*

5th *Blink, Water Breathing*

7th *Control Water, Hallucinatory Terrain*

9th *Commune with Nature, Conjure Elemental (Water)*

TOUCH OF WATER

Starting at 1st level, you gain the *Minor Illusion* cantrip for free, and add the *Acid Splash* cantrip to your list of available cantrip spells. They both count as Cleric spells, using Wisdom as your casting stat.

In addition, you gain proficiency with the Aquan language, and always count as having the *Speak with Animals* spell active on you so long as you are talking with a water creature.

You also gain proficiency with tridents.

CHANNEL DIVINITY: CALL WAVES

Starting at 2nd level, you may use your Channel Divinity to push a target with a magically induced wave. You may use your action to select any number of targets up to 30ft away in a single arc to gain one of the following effects:

Lifted by the Waves: The target is moved up to 30ft straight up, forwards, backwards, or to either side.

Struck by the Waves: The targets may attempt a Strength saving throw (with creatures of Huge or larger size gaining advantage on the saving throw): if the target fails, the target is knocked prone and may be moved up to 10ft away from the caster by the waves. If the target has a 3 or lower on the result, the target also gains 1 level of exhaustion.

WATER BENDER

Starting at 6th level, your ability to move in water and shape water improves. You gain a swim speed of 40ft, or increase your swim speed by +10ft if you already have a swim speed.

In addition, you may breathe underwater if you were not able to do so before.

STRENGTH OF THE SEA

Starting at 8th level, you infuse your attacks with magical energy. Once on each of your turns when you hit a creature with a weapon Attack, you can cause the Attack to deal an extra 1d8 cold, thunder, or lightning damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

OVERWHELMING AFFECTION

Starting at 17th level, when a target suffers magical damage from one of your actions, the target must succeed on a Constitution saving throw or it suffers 1 level of exhaustion. This may not take them past the 5th level of exhaustion.

Whenever you perform a critical strike, the target must succeed on a Strength saving throw against your spell save DC or be knocked prone.