

SEA DOMAIN



Sailors are a notoriously irreverent lot - hardly ones to be counted among the true faithful. But, in reality, sailors live on a knife's edge. The sea threatens to kill them at any moment, yet is also the source of a freedom few others get to know. Traversing the seas is a life of uncertainty and the unknown, and thus sailors, and others who travel the seas, have a great need for faith - albeit a faith that accepts them for their somewhat... irreverent nature.

DOMAIN SPELLS

Spell Level Spells

1st	<i>fog cloud, guiding bolt</i>
2nd	<i>enhance ability, gust of wind</i>
3rd	<i>create food and water, lightning bolt</i>
4th	<i>control water, watery sphere</i>
5th	<i>animate objects, maelstrom</i>

NAVIGATOR'S EYE

When you take this Domain at 1st level, you gain proficiency in water vehicles and navigator's tools. You also gain proficiency in rapiers, scimitars, and short swords.

RIGGER'S PRAYER

Also at 1st level, you gain a climbing speed equal to your movement speed. Your familiarity with rigging also lets you cast in more restricted situations. You can cast any of your cleric spells while using both hands for climbing, even if the spell normally would not be castable while climbing.

CHANNEL DIVINITY: ANCHOR OF FAITH

Starting at 2nd level, you can invoke your deity to hinder the unfaithful.

As an action, you present your holy symbol and invoke a spiritual anchor chained to a target you can see within 30 feet. The target must make a Strength saving throw, reducing their speed by 10 feet on a success. On a failure, the creature is chained to the spiritual anchor for 1 minute. While anchored, the creature's speed is halved, and it cannot move or be moved more than 20 feet from the anchor without a successful Strength (Athletics) check.

A creature with a fly or swim speed has that speed reduced to zero. A flying creature falls 30 feet towards the ground each turn, before landing without taking damage. A swimming creature is merely held in place, and can swim using its halved move speed instead of its usual swim speed.

SEA LEGS

At 6th level, you gain a swim speed equal to half your move speed, and your move speed increases by 10 feet.

Additionally, you may now take the Dash and Disengage actions as bonus actions on your turn.

SAILOR OF TRACKLESS WATERS

Also at 6th level, your skill at navigating improves so that you cannot become lost except by magical means, so long as you can navigate using the stars. You also have Expertise in all navigation checks while traveling the seas.

DIVINE STRIKE

Starting at 8th level, you can infuse your weapon strikes with divine 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 damage. When you reach 14th level, the extra damage increases to 2d8.

DROWNING WAVE

At 17th level, your control over the force of water allows you to magically drown opponents. As an action, you cause a creature's lungs to be filled with salt water, forcing the creature to make a Constitution saving throw.

On a failure, the target is silenced and drowning. The creature takes 2d8 cold damage at the beginning of each of its turns, and can use its action each turn to try to expel the water by repeating the saving throw. If the creature remains drowning for a number of turns equal to 2 + the creature's Constitution modifier, the creature falls unconscious and this effect ends.

On a successful save, the creature takes 2d8 cold damage and is silenced for one turn as they expel water, but is otherwise unaffected. You may use this feature three times per long rest.

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