



CLERIC OF WATER

NEW CLERIC DOMAIN

A conduit for the divine, Clerics harness their faith and intuitive sense of a deity's wishes to channel powerful magic. These miraculous spells are capable of helping friends and harming foes, calling forth healing arias and radiant flames alike. Not all who are devoted to the gods are capable of achieving such feats, as these powers are reserved for only those chosen to fulfill a greater purpose. As a result, clerics rely on their connection to a deity rather than years of rigorous study. Fueled by divine purpose, clerics depend on a mixture of combat training and heavenly magic to thwart the forces that resist the will of their deity.

WATER DOMAIN

Clerics of the Water Domain remain fluid and dynamic to meet a wide variety of challenges. They also understand that water is the foundation and great unifier of life; as a result, some of its practitioners claim that its origins even predate the Life Domain's, although any historical text that supports the claim remains unclear.

WATER DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Water Domain Spells table. See the Divine Domain class feature for how domain spells work.

WATER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>create or destroy water, fog cloud</i>
3rd	<i>acid arrow, misty step</i>
5th	<i>gaseous form, water breathing</i>
7th	<i>control water, ice storm</i>
9th	<i>cloudkill, cone of cold</i>

BONUS CANTRIPS

When you choose this domain at 1st level, you gain the *acid splash*, *poison spray*, and *ray of frost* cantrips if you don't already know them. These cantrips don't count against the number of cleric cantrips you know.

BUOYANT

Also at 1st level, you gain a swimming speed equal to your walking speed, and you can move across any liquid surface—such as water, acid, or mud—as if it were harmless solid ground, provided that the liquid is more than 50 percent water. You fall and sink into the liquid as normal if you end your turn while still on the liquid.

In addition, when a creature you can see within 30 feet of you (including yourself) is knocked prone, you can use your reaction to cause that creature to immediately recover to an upright position. When you do, the creature is magically pushed back up and rebalanced, as if by a geyser or sudden change in a ship's bearing.

You can use this reaction a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: PRECIPITATE HOLY WATER

Starting at 2nd level, you can use your Channel Divinity as a bonus action to present your holy symbol and magically manifest a flask of holy water in an empty hand. Passing or giving the holy water to another creature within reach doesn't require an action from either creature. This holy water functions as normal holy water with the following additional properties:

- A creature that drinks the water (as if it were a *potion of healing*) regains a number of hit points equal to $1d8 + \text{your level in this class}$. You can drink the water as part of the bonus action used to create it. The flask vanishes when the water is gone.
- Fiends and undead damaged by the water take radiant damage equal to $2d10 + \text{your level in this class}$; such a creature takes half as much damage if the water misses the target or if the target succeeds on the saving throw against it. When throwing the water, you gain a bonus to the attack roll or save DC equal to your Wisdom modifier (minimum of $+0$).

- If you cast the *create or destroy water* spell to create rain and are holding the flask of holy water, you can cause each undead creature within the rain's area to take radiant damage, as if it were damaged by the water, and friendly creatures within that area regain hit points as if they drank it. When you do, the radiant damage and number of hit points regained are halved, and the flask of water is then destroyed.
- The flask and water you create in this way vanish in a puff of steam whenever you finish a short or long rest. If the water is bartered for, sold, or traded, the flask shatters, and the water turns dark and acrid and loses its magic.

When you reach 8th level in this class, and again at 14th level, the number of hit points restored to a creature that drinks the water increases by 1d8, and the damage dealt to fiends and undead increases by 1d10.

CHANGE STATE

By 6th level, you can breathe normally underwater. Furthermore, you can emulate the transformative nature of water. You have three states: Gas, Liquid, and Solid.

Gas. While in this state, your weight is halved, and your speed increases by 10 feet.

Liquid. While in this state, whenever you deal damage to a creature using a spell from your Bonus Cantrips or Domain Spells list, you can also choose to push that creature up to 10 feet horizontally in a direction of your choice.

Solid. While in this state, the first time each turn that a creature within 5 feet of you hits a target with a melee attack, that creature also takes cold damage equal to your Wisdom modifier (minimum of 1).

In addition, you can change your state as part of casting any of your domain spells. Once you do, you can't do so again until you finish a short or long rest.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

EMBODY WATER

By 17th level, you can always change your state as part of casting any of your domain spells. In addition, you gain the following bonuses while in each state.

Gas. You gain a flying speed equal to half your walking speed and can hover.

Liquid. You can now push a creature in this state whenever you deal damage to it. Furthermore, if you score a critical hit against a target or if a target rolls a 1 on a saving throw against a spell you cast that deals damage, you can also knock the target prone.

Solid. The cold damage increases by an amount equal to half your level in this class (rounded down).