

Vasi, Tear of the Eternal Bath

At the dawn of the world, when the elements collided to create Avenyr, the cosmos shed a single tear that such pain and strife was necessary for Creation. Whether Vasi is the cosmos or the tear—the creator or the healer—her faithful cannot say. She sees the necessity of balance in all things, but she is also the balm against struggle, want, and ruin. Vasi watched the Shard of the Sun scorch its path across the earth. She saw the burning fields and forests and she sent the soothing rains. As gods war and the world bleeds, Vasi teaches mercy to the strong and brings strength to the weak.

Vasi's faithful are often loners dedicated to uplifting those who struggle for survival, especially those in harsh, bereft environments. A caretaker of a desert oasis, the guardian of a river's spring, or a greenthumb in the deep rainforest are all followers of Vasi, whether they know it or not. Shrines and temples built to Vasi are found in places where desolation has been tamed, or amid barren wastelands awaiting the arrival of a blessed cultivator.

Symbol

A glistening teardrop

Alignment

Neutral Good

Suggested Domain

Water



Water Domain

Few clerics are granted powers that encompass elements that are simultaneously fundamental to the flourishing of life and capable of wiping away all traces that life was once there. Water takes many forms; so too do the powers granted to clerics of this domain. A cleric devoted to a god with dominion over water can call to hand the force of a rushing river current, summon the relentless, crashing power of the tides, and soothe fresh wounds. Many different deities grant the powers of the water domain to their followers: gods of the sea, gods of the rain and snow, and gods of rivers, lakes, and streams.

Table X-Y: Water Domain Spells

Cleric Level	Spells
1st	<i>create or destroy water, fog cloud</i>
3rd	<i>blur, misty step</i>
5th	<i>sleet storm, water breathing</i>
7th	<i>conjure minor elementals*, control water</i>
9th	<i>conjure elemental*, cone of cold</i>

* Water elementals only

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with heavy armor.

As the Flood

Also at 1st level, you have a swim speed equal to your walking speed.

Channel Divinity: As the Waves

Starting at 2nd level, you can use your Channel Divinity to summon the power of the crashing waves to strike at your enemies.

When you hit an enemy with a melee weapon attack, you can use your Channel Divinity as a bonus action to cause a crashing wave to wash out over your target and each creature you choose that is within a 15-foot cone of your target. All creatures in the area, including the target of your attack, must make a Strength saving throw. On a failure, a creature takes 1d8 + your Wisdom modifier bludgeoning or cold damage (your choice). Creatures that are size Large or smaller are also pushed up to 10 feet away from you in a straight line and knocked prone.

As the Rains

Beginning at 6th level, when you spend Hit Dice at the end of a short rest, you recover maximum hit points from each Hit Die you spend. Allies you can see and hear within 100 feet who are also ending a short rest recover maximum hit points from the first Hit Die they spend.

Divine Strike

At 8th level, you gain the ability to 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 bludgeoning or cold damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

Divine Strike delivers its damage to additional targets when used in conjunction with Channel Divinity: As the Waves.

As the Mists

Starting at 17th level, you are permanently under the effects of the *water breathing* spell, and whenever you cast one of your domain spells, you gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn.

Oath of Lifewater

Water: the one element required for life. Paladins who have taken the Oath of Lifewater understand this one universal truth. They are the first to brave a lifeless and desolate wasteland or to unlock the secrets of a verdant island. Life abundant and decay rampant are a natural cycle of the cosmos, but a paladin who follows Vasi's oath seek above all to guide that cycle toward renewal and forestall ruin. A knight of the tear is welcomed and honored by both farmers and kings.

Tenets of Water

The tenets of the Oath of Lifewater is ancient wisdom, predating civilization. It is felt, known, and inherited more than it is taught. Adherents to this oath celebrate a bountiful life, guard against imbalance, and seek renewal.

Share the Gift. Do not concern yourself with mortal quarrels of pride and politics. Instead seek those who seek survival. Help the struggling to thrive. All life needs water. Share a water's bounty with all those who would cherish it, and teach mercy to those who do not.

Seek Balance. Water is balance. Water quenches thirst and feeds life. But water also floods valleys and drowns swimmers. Water itself is no holy thing; it is balance in which is found a peaceful abundance to be shared by all.

Seek Purity. Is a parched man saved by a barrel of brackish, salted water? Or is his torture only extended? Where life struggles and want prevails, seek purity in restoring balance, so that abundance might grow from your efforts. Defend, to the last, any hope for growth from fledgling sources of water.

Table X-Y: Oath of Lifewater Spells

Paladin Level	Spells
3rd	<i>create or destroy water, fog cloud</i>
5th	<i>misty step, lesser restoration</i>
9th	<i>create food and water, plant growth</i>
13th	<i>control water, freedom of movement</i>
17th	<i>conjure elemental*</i> , <i>greater restoration</i>

* *Water elementals only*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Purify Body. As an action, you can purify the blood of your allies, removing the poisoned condition and 1 level of exhaustion from yourself and all allies within 30 feet.

Soothing Mist. As an action, you summon healing mists; you and every ally within 30 feet gains the maximum benefit of a *cure wounds* spell.

One With Water

At 7th level, as an action, your bond with water becomes manifest. For 1 hour when you are in a body of water large enough to submerge yourself, you gain the benefit of *water breathing*, *freedom of movement*, and *shield*. Once you use this feature, you can't use it again until you finish a long rest.

One With Balance

Starting at 15th level, when you use your Channel Divinity, allies within 30 feet have advantage on their next attack roll, and enemies within 30 feet have disadvantage on their next attack roll.

One With the Source

At 20th level you gain the benefit of *water breathing* and *water walk* permanently.

Additionally, as an action, you speak but a word and conjure a geyser of pure, cold water. At a point you can see within 120 feet, a geyser erupts in a 40-foot-wide, 100-foot-tall cylinder. Creatures within the area of the geyser must make a Dexterity saving throw against your spell save DC. A creature takes 20d6 cold damage and 20d6 bludgeoning damage on a failed save, or half as much on a successful one, as they are lifted to the apex of the geyser.

The geyser last for up to 1 hour, requiring concentration. Rain blankets the surrounding area in a 1-mile radius for the geyser's duration, and a deep pool of pure, clean water remains when this effect ends.

Once you use this feature, you can't use it again until you finish a long rest.