

BRINE PACT WARLOCK

Some say the sea calls to them. You called to the sea and something in it answered. It promised to grant you the power you sought in exchange for your service. You now can muster the might of the ocean to overwhelm your enemies, drag them down, or even drown them on dry land. Your patron may be any of the powerful beasts that prowl the depths such as Hadal the Angler of Men, Zra'un the Ice Serpent, and Kahoali the Many Maws.

EXPANDED SPELL LIST

The Brine lets you choose from an expanded list of spells when you learn a new warlock spell. The following spells are added to the warlock spell list for you.

BRINE EXPANDED SPELLS

Spell Level	Spells
1st	<i>create or destroy water, ice knife</i>
2nd	<i>acid arrow, pass without trace</i>
3rd	<i>tidal wave, water breathing</i>
4th	<i>control water, watery sphere</i>
5th	<i>cone of cold, planar binding</i>

CRUSH DEPTH

Starting at 1st level, your patron teaches you how to turn the crushing loss an enemy feels when their ally falls into an actual, physical crushing force. When you reduce a hostile creature to 0 hit points, you can immediately target a hostile creature within 60 feet of you. That creature's speed is halved and it cannot make reactions until the end of your next turn. Additionally, you can breathe underwater.

UNDERTOW

Beginning at 6th level, you learn to punish those who dare to harm you from afar. When you take damage from a ranged weapon or ranged spell attack from a creature within 60 feet of you, you can use your reaction to lash out at them with a coil of grasping water. The creature must make a Strength saving throw against your warlock spell save DC. On a failed save, it is pulled 30 feet closer to you and falls prone. On a successful save, it is pulled 5 feet closer to you.

BORN OF SALT

At 10th level, your body becomes one with the depths of the ocean. You have resistance to acid and cold damage. Additionally, you gain a swim speed equal to your base speed.

AQUALUNG

At 14th level, you begin to see places where water must be but is not. When you hit a creature with an attack, you can fill their lungs with salt water. The creature's lungs burn in agony as it struggles against the magical brine.

The creature must make a Constitution saving throw against your warlock spell save DC. On a failed save, it takes 10d10 damage and has disadvantage on attack rolls and ability checks for 1 minute. On a successful save, the creature takes half as much damage. A creature that does not have lungs is immune to this feature.

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





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