

Cleric

Clerics draw power from the realms of the gods and harness it to work miracles. Blessed by a deity, a pantheon, or another immortal entity, a Cleric can reach out to the divine magic of the Outer Planes—where gods dwell—and channel it to bolster people and battle foes.

Because their power is a divine gift, Clerics typically associate themselves with temples dedicated to the deity or other immortal force that unlocked their magic.

Harnessing divine magic doesn't rely on specific training, yet Clerics might learn prayers and rites that help them draw on power from the Outer Planes.

Not every member of a temple or shrine is a Cleric. Some priests are called to a simple life of temple service, carrying out their devotion through prayer and rituals, not through magic. Many mortals claim to speak for the gods, but few can marshal the power of those gods the way a Cleric can.

Primary Ability: Wisdom

Hit Point Die: D8 per Cleric level

Saving Throw Proficiencies: Wisdom and Charisma

Skill Proficiencies: Choose 2: History, Insight, Medicine, Persuasion, or Religion

Weapon Proficiencies: Simple weapons

Armor Training: Light and Medium armor and Shields

Starting Equipment (Choose A or B):

- **A:** Chain Shirt, Shield, Mace, Holy Symbol, Priest's Pack, and 7 GP
- **B:** 110 GP

As a Level 1 Character:

- Gain all the traits in the Core Cleric Traits table.
- Gain the Cleric's level 1 features, which are listed in the Cleric Features table.

As a Multiclass Character:

- Gain the following traits from the Core Cleric Traits table: Hit Point Die and training with Light and Medium armor and Shields.
- Gain the Cleric's level 1 features, which are listed in the Cleric Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.



Cleric Features

Level	Proficiency Bonus	Class Features	Channel Divinity
1 st	2	Spellcasting, Divine Order	-
2 nd	2	Channel Divinity	2
3 rd	2	Cleric Subclass	2
4 th	2	Ability Score Improvement	2
5 th	3	Sear Undead	2
6 th	3	Subclass Feature	3

7 th	3	Blessed Strikes	3
8 th	3	Ability Score Improvement	3
9 th	4	-	3
10 th	4	Divine Intervention	3
11 th	4	-	3
12 th	4	Ability Score Improvement	3
13 th	5	-	3
14 th	5	Improved Blessed Strikes	3
15 th	5	-	3
16 th	5	Ability Score Improvement	3
17 th	6	Subclass Feature	3
18 th	6	-	4
19 th	6	Epic Boon	4
20 th	6	Grreater Divine Intervention	4

Spellcasting (Level 1)

You have learned to cast spells through prayer and meditation. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Cleric spells, which appear on the Cleric spell list later in the class's description.

Cantrips: You know three cantrips of your choice from the Cleric spell list. Guidance, Sacred Flame, and Thaumaturgy are recommended.

Whenever you gain a Cleric level, you can replace one of your cantrips with another cantrip of your choice from the Cleric spell list.

When you reach Cleric levels 4 and 10, you learn another cantrip of your choice from the Cleric spell list, as shown in the Cantrips column of the Cleric Features table.

Spell Slots: The Cleric Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+: You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Cleric spell list. Bless, Cure Wounds, Guiding Bolt, and Shield of Faith are recommended.

The number of spells on your list increases as you gain Cleric levels, as shown in the Prepared Spells column of the Cleric Features table. Whenever that number increases, choose additional spells from the Cleric spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Cleric, your list of prepared spells can include six spells of levels 1 and 2 in any combination.

If another Cleric feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Cleric spells for you.

Changing Your Prepared Spells: Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with other Cleric spells for which you have spell slots.

Spellcasting Ability: Wisdom is your spellcasting ability for your Cleric spells.

Spellcasting Focus: You can use a Holy Symbol as a Spellcasting Focus for your Cleric spells.

			Spell Slots per Spell Level								
Level	Cantrips	Prepared Spells	1	2	3	4	5	6	7	8	9
1	3	4	2	-	-	-	-	-	-	-	-
2	3	5	3	-	-	-	-	-	-	-	-
3	3	6	4	2	-	-	-	-	-	-	-
4	4	7	4	3	-	-	-	-	-	-	-
5	4	9	4	3	2	-	-	-	-	-	-
6	4	10	4	3	3	-	-	-	-	-	-
7	4	11	4	3	3	1	-	-	-	-	-
8	4	12	4	3	3	2	-	-	-	-	-
9	4	14	4	3	3	3	1	-	-	-	-
10	5	15	4	3	3	3	2	-	-	-	-
11	5	16	4	3	3	3	2	1	-	-	-
12	5	16	4	3	3	3	2	1	-	-	-
13	5	17	4	3	3	3	2	1	1	-	-
14	5	17	4	3	3	3	2	1	1	-	-
15	5	18	4	3	3	3	2	1	1	1	-
16	5	18	4	3	3	3	2	1	1	1	-
17	5	19	4	3	3	3	2	1	1	1	1
18	5	20	4	3	3	3	3	1	1	1	1
19	5	21	4	3	3	3	3	2	1	1	1
20	5	22	4	3	3	3	3	2	2	1	1

Divine Order (Level 1)

You have dedicated yourself to one of the following sacred roles of your choice:

- **Protector:** Trained for battle, you gain proficiency with Martial weapons and training with Heavy armor.
- **Thaumaturge:** You know one extra cantrip from the Cleric spell list. In addition, your mystical connection to the divine gives you a bonus to your Intelligence (Arcana or Religion) checks. The bonus equals your Wisdom modifier (minimum of +1).

Channel Divinity (Level 2)

You can channel divine energy directly from the Outer Planes to fuel magical effects. You start with two such effects: Divine Spark and Turn Undead, each of which is described below. Each

time you use this class's Channel Divinity, choose which Channel Divinity effect from this class to create. You gain additional effect options at higher Cleric levels.

You can use this class's Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You gain additional uses when you reach certain Cleric levels, as shown in the Channel Divinity column of the Cleric Features table.

If a Channel Divinity effect requires a saving throw, the DC equals the spell save DC from this class's Spellcasting feature.

Divine Spark: As a Magic action, you point your Holy Symbol at another creature you can see within 30 feet of yourself and focus divine energy at it. Roll 1d8 and add your Wisdom modifier. You either restore Hit Points to the creature equal to that total or force the creature to make a Constitution saving throw. On a failed save, the creature takes Necrotic or Radiant damage (your choice) equal to that total. On a successful save, the creature takes half as much damage (round down).

You roll an additional d8 when you reach Cleric levels 7 (2d8), 13 (3d8), and 18 (4d8).

Turn Undead: As a Magic action, you present your Holy Symbol and censure Undead creatures. Each Undead of your choice within 30 feet of you must make a Wisdom saving throw. If the creature fails its save, it has the Frightened and Incapacitated conditions for 1 minute. For that duration, it tries to move as far from you as it can on its turns. This effect ends early on the creature if it takes any damage, if you have the Incapacitated condition, or if you die.

Cleric Subclass (Level 3)

You gain a Cleric subclass of your choice. The Life Domain, Light Domain, Trickery Domain, and War Domain subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Cleric levels. For the rest of your career, you gain each of your subclass's features that are of your Cleric level or lower.

Ability Score Improvement (Level 4)

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Cleric levels 8, 12, and 16.

Sear Undead (Level 5)

Whenever you use Turn Undead, you can roll a number of d8s equal to your Wisdom modifier (minimum of 1d8) and add the rolls together. Each Undead that fails its saving throw against that use of Turn Undead takes Radiant damage equal to the roll's total. This damage doesn't end the turn effect.

Blessed Strikes (Level 7)

Divine power infuses you in battle. You gain one of the following options of your choice (if you get either option from a Cleric subclass in an older book, use only the option you choose for this feature):

- **Divine Strike:** Once on each of your turns when you hit a creature with an attack roll using a weapon, you can cause the target to take an extra 1d8 Necrotic or Radiant damage (your choice).
- **Potent Spellcasting:** Add your Wisdom modifier to the damage you deal with any Cleric cantrip.

Divine Intervention (Level 10)

You can call on your deity or pantheon to intervene on your behalf. As a Magic action, choose any Cleric spell of level 5 or lower that doesn't require a Reaction to cast. As part of the same action, you cast that spell without expending a spell slot or needing Material components. You can't use this feature again until you finish a Long Rest.

Improved Blessed Strikes (Level 14)

The option you chose for Blessed Strikes grows more powerful:

- **Divine Strike:** The extra damage of your Divine Strike increases to 2d8.
- **Potent Spellcasting:** When you cast a Cleric cantrip and deal damage to a creature with it, you can give vitality to yourself or another creature within 60 feet of yourself, granting a number of Temporary Hit Points equal to twice your Wisdom modifier.

Epic Boon (Level 19)

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Fate is recommended.

Greater Divine Intervention (Level 20)

You can call on even more powerful divine intervention. When you use your Divine Intervention feature, you can choose Wish when you select a spell. If you do so, you can't use Divine Intervention again until you finish 2d4 Long Rests.

Divine Domains (Subclasses)

Arcana Domain *(Sword Coast Adventurer's Guide)*



Magic is an energy that suffuses the multiverse and that fuels both destruction and creation. Gods of the Arcana domain know the secrets and potential of magic intimately. For some of these gods, magical knowledge is a great responsibility that comes with a special understanding of the nature of reality. Other gods of Arcana see magic as pure power, to be used as its wielder sees fit.

The gods of this domain are often associated with knowledge, as learning and arcane power tend to go hand-in-hand. In the Realms, deities of this domain include Azuth and Mystra, as well as Corellon Larethian of the elven pantheon. In other worlds, this domain includes Hecate, Math Mathonwy, and Isis; the triple moon gods of Solinari, Lunitari, and Nuitari of Krynn; and Boccob, Vecna, and Wee Jas of Greyhawk.

Arcana Domain Spells	
Cleric Level	Spells
3rd	Magic Weapon, Nystul's Magic Aura, Detect Magic, Magic Missile
5th	Dispel Magic, Magic Circle
7th	Arcane Eye, Leomund's Secret Chest
9th	Planar Binding, Teleportation Circle

Arcana Initiate (Level 3)

When you choose this domain at 3rd level, you gain proficiency in the Arcana skill, and you gain

two cantrips of your choice from the wizard spell list. For you, these cantrips count as cleric cantrips.

Channel Divinity: Arcane Abjuration (Level 3)

Starting at 3rd level, you can use your Channel Divinity to abjure otherworldly creatures.

As an action, you present your holy symbol, and one celestial, elemental, fey, or fiend of your choice that is within 30 feet of you must make a Wisdom saving throw, provided that the creature can see or hear you. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly end its move in a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

After you reach 5th level, when a creature fails its saving throw against your Arcane Abjuration feature, the creature is banished for 1 minute (as in the Banishment spell, no concentration required) if it isn't on its plane of origin and its challenge rating is at or below a certain threshold, as shown on the Arcane Banishment table.

Cleric Level	Banishes Creatures of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Spell Breaker (Level 6)

Starting at 6th level, when you restore hit points to an ally with a spell of 1st level or higher, you can also end one spell of your choice on that creature. The level of the spell you end must be equal to or lower than the level of the spell slot you use to cast the healing spell.

Potent Spellcasting (Level 8)

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

Arcane Mastery (Level 17)

At 17th level, you choose four spells from the wizard spell list, one from each of the following levels: 6th, 7th, 8th, and 9th. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you.

Black Powder Domain **(Tome of Heroes)**

The Black Powder domain focuses on the explosive, unpredictable, and destructive capacity of black powder. Deities with a vested interest in alchemy or deities who revel in destruction can claim influence over this domain. Deities of destruction need not be evil; such gods may represent natural chaos and destruction, reveling just as much in the unpredictable destructive capacity of black powder as in the chaotic destruction wrought by a volcanic eruption. In areas where warfare

involves alchemical weapons or firearms, gods of war might also claim influence over this domain.

Bonus Proficiencies (Level 3)

When you choose this domain at 3rd level, you gain proficiency with alchemist's supplies or gunsmith's tools (your choice). You also gain proficiency with all simple and martial weapons that have the gunpowder weapon property (see the Adventuring Gear chapter), and when throwing an item with the gunpowder weapon property, such as a bomb, you don't treat the item as an improvised weapon.

Gunpowder Blessing (Level 3)

Also at 3rd level, you can use an action to touch a weapon held by a willing creature. The weapon gains the gunpowder weapon property. This blessing lasts for 1 minute or until you use this feature again.



Black Powder Domain Spells	
Cleric Level	Spells
1st	Fog Cloud, Thunderwave
3rd	Heat Metal, Shatter
5th	Fireball, Stinking Cloud
7th	Confusion, Wall of Fire
9th	Coudkill, Deadly Salvo

Channel Divinity: Black Powder Domain (Level 3)

Starting at 3rd level, you can use your Channel Divinity to harness the power of black powder, infusing it into the weapons of allies to make them more deadly, or revoke your god's blessing, lessening the effects of enemy firearms.

As an action, you present your holy symbol and evoke explosive energy that instills your Gunpowder Blessing on one weapon possessed by each creature of your choice within 30 feet of you for 1 minute.

Alternatively, you can curse a number of weapons with the gunpowder weapon property equal to your proficiency bonus within 30 feet of you for 1 minute. Each affected weapon loses the ability to experience a burst for the duration. A remove curse spell cast on the weapon restores its full function.

Explosive Infusion (Level 6)

Beginning at 6th level, you can imbue an object you are holding or carrying with explosive power. The object must be nonmagical and small enough to fit in one hand, such as a glass vial or a ball bearing. As a bonus action, you can expend a 1st-level spell slot to fill the item with explosive power for 1 minute. Before the duration ends, you can use an action to throw the object at a point you can see up to 20 feet away, where it explodes on impact. Each creature within 5 feet of that point must make a Dexterity saving throw against your spell save DC, taking 2d6 fire damage on a failed save, or half as much damage on a successful one. This damage can experience bursts, as

described in the gunpowder weapon property, but this effect counts as a single effect for the purposes of determining how many times the damage can burst, regardless of the number of targets affected.

If you expend a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st. If you expend a use of your Channel Divinity as part of the action to throw the object, each creature within 20 feet of the point of impact must make the saving throw. If you don't throw the object before the duration ends, the magic fades, and the item becomes a normal object once again.

Divine Strike (Level 8)

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 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Greater Explosive Infusion (Level 17)

Starting at 17th level, you can imbue explosive power into larger objects with your Explosive Infusion. The target must be an object that isn't being worn or carried at the time you imbue it, must be no larger than can fit in a single 5-foot cube, and must be nonmagical. Your infusion fills the object with explosive power for 10 minutes. Before the duration ends, you can detonate the object as an action, provided you are within 100 feet of it. Alternatively, you can detonate the object as a reaction to a specific event (a particular creature or certain number of creatures move within 20 feet of the object, for example), or you can set a specific time for the object to detonate, up to 10 minutes from the time at which you infused the object. If you set the object to detonate at a specific time, you don't need to be within 100 feet of the object for it to detonate.

When the object detonates, each creature within 20 feet of the object must make the saving throw. If you expend a use of your Channel Divinity when you first imbue the object, each creature in the area when it detonates has disadvantage on the saving throw. At any point before the object detonates, you can touch it as an action to disperse the energy and cause it to become a normal object once again, regaining the spell slot you expended to infuse the object.

Death Domain *(2014 Dungeon Master's Guide)*



The Death domain is concerned with the forces that cause death, as well as the negative energy that gives rise to undead creatures. Deities such as Chemosh, Myrkul, and Wee Jas are patrons of necromancers, death knights, liches, mummy lords, and vampires. Gods of the Death domain also embody murder (Anubis, Bhaal, and Pyremius), pain (Iuz or Loviatar), disease or poison (Incabulos, Talona, or Morgion), and the underworld (Hades and Hel).

Bonus Proficiency (Level 3)

When you choose this domain at 3rd level, you gain proficiency with martial weapons.

Reaper (Level 3)

At 3rd level, you learn one necromancy cantrip of your choice from any spell list. When you cast a necromancy cantrip that normally targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other.

Death Domain Spells	
Cleric Level	Spells
3rd	Blindness/Deafness, Ray of Enfeeblement, False Life, Ray of Sickness
5th	Animate Dead, Vampiric Touch
7th	Blight, Death Ward
9th	Antilife Shell, Cloudkill

Channel Divinity: Touch of Death (Level 3)

Starting at 3rd level, you can use Channel Divinity to destroy another creature's life force by touch. When you hit a creature with a melee attack, you can use Channel Divinity to deal extra necrotic damage to the target. The damage equals 5 + twice your cleric level.

Inescapable Destruction (Level 6)

Starting at 6th level, your ability to channel negative energy becomes more potent. Necrotic damage dealt by your cleric spells and Channel Divinity options ignores resistance to necrotic damage.

Divine Strike (Level 8)

At 8th level, you gain the ability to infuse your weapon strikes with necrotic 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 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Improved Reaper (Level 17)

Starting at 17th level, when you cast a necromancy spell of 1st through 5th level that targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other. If the spell consumes its material components, you must provide them for each target.

Forge Domain *(Xanathar's Guide to Everything)*

The gods of the forge are patrons of artisans who work with metal, from a humble blacksmith who keeps a village in horseshoes and plow blades to the mighty elf artisan whose diamond-tipped arrows of mithral have felled demon lords. The gods of the forge teach that, with patience and hard work, even the most intractable metal can be transformed from a lump of ore to a beautifully wrought object. Clerics of these deities search for objects lost to the forces of darkness, liberate mines overrun by orcs, and uncover rare and wondrous materials necessary to create potent magic items. Followers of these gods take great pride in their work, and they are willing to craft and use heavy armor and powerful weapons to protect them. Deities of this domain include Gond, Reorx, Onatar, Moradin, Hephaestus, and Goibhniu.



Bonus Proficiencies (Level 3)

When you choose this domain at 3rd level, you gain proficiency with heavy armor and smith's tools.

Blessing of the Forge (Level 3)

At 1st level, you gain the ability to imbue magic into a weapon or armor. At the end of a long rest, you can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of your next long rest or until you die, the object becomes a magic item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon.

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

Forge Domain Spells	
Cleric Level	Spells
3rd	Heat Metal, Magic Weapon, Identify, Searing Smite
5th	Elemental Weapon, Protection from Energy
7th	Fabricate, Wall of Fire
9th	Animate Objects, Creation

Channel Divinity: Artisan's Blessing (Level 3)

Starting at 3rd level, you can use your Channel Divinity to create simple items.

You conduct an hour-long ritual that crafts a nonmagical item that must include some metal: a simple or martial weapon, a suit of armor, ten pieces of ammunition, a set of tools, or another metal object. The creation is completed at the end of the hour, coalescing in an unoccupied space of your choice on a surface within 5 feet of you.

The thing you create can be something that is worth no more than 100 gp. As part of this ritual, you must lay out metal, which can include coins, with a value equal to the creation. The metal irretrievably coalesces and transforms into the creation at the ritual's end, magically forming even nonmetal parts of the creation.

The ritual can create a duplicate of a nonmagical item that contains metal, such as a key, if you possess the original during the ritual.

Soul of the Forge (Level 6)

Starting at 6th level, your mastery of the forge grants you special abilities:

- You gain resistance to fire damage.
- While wearing heavy armor, you gain a +1 bonus to AC.

Divine Strike (Level 8)

At 8th level, you gain the ability to infuse your weapon strikes with the fiery power of the forge. 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 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Saint of Forge and Fire (Level 17)

At 17th level, your blessed affinity with fire and metal becomes more powerful:

- You gain immunity to fire damage.
- While wearing heavy armor, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Grave Domain *(Xanathar's Guide to Everything)*



Gods of the grave watch over the line between life and death. To these deities, death and the afterlife are a foundational part of the multiverse. To desecrate the peace of the dead is an abomination. Deities of the grave include Kelemvor, Wee Jas, the ancestral spirits of the Undying Court, Hades, Anubis, and Osiris. Followers of these deities seek to put wandering spirits to rest, destroy the undead, and ease the suffering of the dying. Their magic also allows them to stave off death for a time, particularly for a person who still has some great work to accomplish in the world. This is a delay of death, not a denial of it, for death will eventually get its due.

Circle of Mortality (Level 3)

At 3rd level, you gain the ability to manipulate the line between life and death. When you would normally roll one or more dice to restore hit points with a spell to a creature at 0 hit points, you instead use the highest number possible for each die.

In addition, you learn the spare the dying cantrip, which doesn't count against the number of cleric cantrips you know. For you, it has a range of 30 feet, and you can cast it as a bonus action.

Grave Domain Spells	
Cleric Level	Spells
3rd	Bane, False Life, Gentle Repose, Ray of Enfeeblement
5th	Revivify, Vampiric Touch
7th	Blight, Death Ward
9th	Antilife Shell, Raise Dead

Eyes of the Grave (Level 3)

At 1st level, you gain the ability to occasionally sense the presence of the undead, whose existence is an insult to the natural cycle of life. As an action, you can open your awareness to magically detect undead. Until the end of your next turn, you know the location of any undead within 60 feet of you that isn't behind total cover and that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity.

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

Channel Divinity: Path to the Grave (Level 3)

Starting at 3rd level, you can use your Channel Divinity to mark another creature's life force for termination.

As an action, you choose one creature you can see within 30 feet of you, cursing it until the end of your next turn. The next time you or an ally of yours hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.

Sentinel at Death's Door (Level 6)

At 6th level, you gain the ability to impede death's progress. As a reaction when you or a creature you can see within 30 feet of you suffers a critical hit, you can turn that hit into a normal hit. Any effects triggered by a critical hit are canceled.

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

Potent Spellcasting (Level 8)

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

Infectious Inspiration (Level 17)

Starting at 17th level, you can seize a trace of vitality from a parting soul and use it to heal the living. When an enemy you can see dies within 60 feet of you, you or one creature of your choice that is within 60 feet of you regains hit points equal to the enemy's number of Hit Dice. You can use this feature only if you aren't incapacitated. Once you use it, you can't do so again until the start of your next turn.

Hunt Domain **(Tome of Heroes)**

Many terrible creatures prey on the villages, towns, and inns that dot the forests of Midgard. When such creatures become particularly aggressive or can't be dissuaded by local druids, the settlements often call on servants of gods of the hunt to solve the problem.

Deities devoted to hunting value champions who aid skillful hunters or who lead hunts themselves. Similarly, deities focused on protecting outlier settlements or who promote strengthening small communities also value such clerics. While these clerics might not have the utmost capability for tracking and killing prey, their gods grant them blessings to ensure successful hunts. These clerics might use their abilities to ensure their friends and communities have sufficient food to survive difficult times, or they might enjoy the sport of pursuing and slaying intelligent prey.



Blessing of the Hunter (Level 3)

At 3rd level, you gain proficiency in Survival. You can use your action to touch a willing creature other than yourself to give it advantage on Wisdom (Survival) checks. This blessing lasts for 1 hour or until you use this feature again.

Bonus Proficiency (Level 3)

At 1st level, you gain proficiency with martial weapons.

Hunt Domain Spells	
Cleric Level	Spells
3rd	Bloodhound, Illuminate Spoor, Instant Snare, Mark Prey
5th	Going in Circles, Tracer
7th	Heart-Seeking Arrow, Hunting Stand
9th	Harrying Hounds, Maim

Channel Divinity: Heart Strike (Level 3)

Starting at 2nd level, you can use your Channel Divinity to inflict grievous wounds. When you hit a creature with a weapon attack, you can use your Channel Divinity to add +5 to the attack's damage. If you score a critical hit with the attack, add +10 to the attack's damage instead.

Pack Hunter (Level 6)

Starting at 6th level, when an ally within 30 feet of you makes a weapon attack roll against a creature you attacked within this round, you can use your reaction to grant that ally advantage on the attack roll.

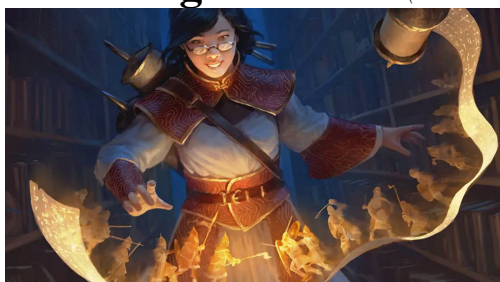
Divine Strike (Level 8)

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 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

Deadly Stalker (Level 17)

At 17th level, you can use an action to describe or name a creature that is familiar to you or that you can see within 120 feet. For 24 hours or until the target is dead, whichever occurs first, you have advantage on Wisdom (Survival) checks to track your target and Wisdom (Perception) checks to detect your target. In addition, you have advantage on weapon attack rolls against the target. You can't use this feature again until you finish a short or long rest.

Knowledge Domain *(2014 Player's Handbook)*



The gods of knowledge – including Oghma, Boccob, Gilean, Aureon, and Thoth – value learning and understanding above all. Some teach that knowledge is to be gathered and shared in libraries and universities, or promote the practical knowledge of craft and invention. Some deities hoard knowledge and keep its secrets to themselves. And some promise their followers that they will gain tremendous power if they unlock the secrets of

the multiverse. Followers of these gods study esoteric lore, collect old tomes, delve into the secret places of the earth, and learn all they can. Some gods of knowledge promote the practical knowledge of craft and invention, including smith deities like Gond, Reorx, Onatar, Moradin, Hephaestus, and Goibhniu.

In Amonkhet, knowledge is the second virtue of society. Kefnet's task is to pass on this teaching of the God-Pharaoh and elucidate its meaning. He teaches that the afterlife will be inhabited only by those who have proved by their wits that they are worthy of dwelling in the glorious presence of the God-Pharaoh. He trains acolytes and initiates to push their limits and challenge their mental capacity with spells of ever-greater power.

Blessings of Knowledge (Level 3)

At 3rd level, you learn two languages of your choice. You also become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion.

Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

Channel Divinity: Knowledge of the Ages (Level 3)

Starting at 3rd level, you can use your Channel Divinity to tap into a divine well of knowledge.

As an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.

Knowledge Domain Spells	
Cleric Level	Spells
3rd	Command, Identify, Augury, Suggestion
5th	Nondetection, Speak with Dead
7th	Arcane Eye, Confusion
9th	Legend Lore, Scrying

Channel Divinity: Read Thoughts (Level 6)

At 6th level, you can use your Channel Divinity to read a creature's thoughts. You can then use your access to the creature's mind to command it.

As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest.

If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute.

During that time, you can use your action to end this effect and cast the Suggestion spell on the creature without expending a spell slot. The target automatically fails its saving throw against the spell.

Potent Spellcasting (Level 8)

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

Visions of the Past (Level 17)

Starting at 17th level, you can call up visions of the past that relate to an object you hold or your immediate surroundings. You spend at least 1 minute in meditation and prayer, then receive dreamlike, shadowy glimpses of recent events. You can meditate in this way for a number of minutes equal to your Wisdom score and must maintain concentration during that time, as if you were casting a spell.

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

Object Reading: Holding an object as you meditate, you can see visions of the object's previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your Wisdom score), you can spend 1 additional minute for each owner to learn the same information about that creature.

Area Reading: As you meditate, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 50-foot cube), going back a number of days equal to your Wisdom score. For each minute you meditate, you learn about one significant event,

beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more mundane events that are nevertheless important in your current situation.

Life Domain *(2024 Player's Handbook)*

Soothe the Hurts of the World.

The Life Domain focuses on the positive energy that helps sustain all life in the multiverse. Clerics who tap into this domain are masters of healing, using that life force to cure many hurts.

Existence itself relies on the positive energy associated with this domain, so a Cleric of almost any religious tradition might choose it. This domain is particularly associated with agricultural deities, gods of healing or endurance, and gods of home and community. Religious orders of healing also seek the magic of this domain.

Life Domain Spells (Level 3)

Cleric Level	Spells
3rd	Aid, Bless, Cure Wounds, Lesser Restoration
5th	Mass Healing Word, Revivify
7th	Aura of Life, Death Ward
9th	Greater Restoration, Mass Cure Wounds

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Life Domain Spells table, you thereafter always have the listed spells prepared.

Disciple of Life (Level 3)

When a spell you cast with a spell slot restores Hit Points to a creature, that creature regains additional Hit Points on the turn you cast the spell. The additional Hit Points equal 2 plus the spell slot's level.

Preserve Life (Level 3)

As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to evoke healing energy that can restore a number of Hit Points equal to five times your Cleric level. Choose Bloodied creatures within 30 feet of yourself (which can include you), and divide those Hit Points among them. This feature can restore a creature to no more than half its Hit Point maximum.

Blessed Healer (Level 6)

The healing spells you cast on others heal you as well. Immediately after you cast a spell with a spell slot that restores Hit Points to one or more creatures other than yourself, you regain Hit Points equal to 2 plus the spell slot's level.

Supreme Healer (Level 17)

When you would normally roll one or more dice to restore Hit Points to a creature with a spell or Channel Divinity, don't roll those dice for the healing; instead use the highest number possible for



each die. For example, instead of restoring 2d6 Hit Points to a creature with a spell, you restore 12.

Light Domain (2024 Player's Handbook)



Bring Light to Banish Darkness.

The Light Domain emphasizes the divine power to bring about blazing fire and revelation. Clerics who wield this power are enlightened souls infused with radiance and the power of their deities' discerning vision, charged with chasing away lies and burning away darkness.

The Light Domain is associated with gods of truth, vigilance, beauty, insight, and renewal. Some of these gods are identified with the sun or as charioteers who guide the sun across the sky. Others are sentinels who pierce deception. Some are deities of beauty and artistry who teach that art is a vehicle for the soul's improvement.

Light Domain Spells (Level 3)

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Light Domain Spells table, you thereafter always have the listed spells prepared.

Cleric Level	Spells
3rd	Burning Hands, Faerie Fire, Scorching Ray, See Invisibility
5th	Daylight, Fireball
7th	Arcane Eye, Wall of Fire
9th	Flame Strike, Scrying

Radiance of the Dawn (Level 3)

As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to emit a flash of light in a 30-foot Emanation originating from yourself. Any magical Darkness—such as that created by the Darkness spell—in that area is dispelled. Additionally, each creature of your choice in that area must make a Constitution saving throw, taking Radiant damage equal to 2d10 plus your Cleric level on a failed save or half as much damage on a successful one.

Warding Flare (Level 3)

When a creature that you can see within 30 feet of yourself makes an attack roll, you can take a Reaction to impose Disadvantage on the attack roll, causing light to flare before it hits or misses.

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

Improved Warding Flare (Level 6)

You regain all expended uses of your Warding Flare when you finish a Short or Long Rest.

In addition, whenever you use Warding Flare, you can give the target of the triggering attack a number of Temporary Hit Points equal to 2d6 plus your Wisdom modifier.

Corona of Light (Level 17)

As a Magic action, you cause yourself to emit an aura of sunlight that lasts for 1 minute or until you dismiss it (no action required). You emit Bright Light in a 60-foot radius and Dim Light for an additional 30 feet. Your enemies in the Bright Light have Disadvantage on saving throws against your Radiance of the Dawn and any spell that deals Fire or Radiant damage.

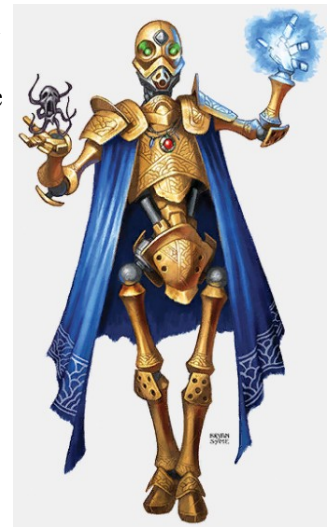
You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Mercy Domain **(Tome of Heroes)**

Mercy can mean promoting healing instead of harm, but it can also mean ending suffering with a quick death. These often-contradictory ideals are the two sides of mercy. The tenets of deities who embody mercy promote ways to end bloody conflicts or deliver healing magics to those in need. While mercy for some may be benevolent, for others it is decidedly not so. More pragmatic mercy gods teach the best method to relieve the agony and torment brought on by monsters and the forces of evil is to bring about the end of that evil.

Bonus Proficiencies (Level 3)

When you choose this domain at 3rd level, you take your place on the line between the two aspects of mercy: healing and killing. You gain proficiency in the Medicine skill and with the poisoner's kit. In addition, you gain proficiency with heavy armor and martial weapons.



Mercy Domain Spells	
Cleric Level	Spells
3rd	Divine Favor, Healing Word, Aid, Ray of Enfeeblement
5th	Bardo, Revivify
7th	Death Ward, Sacrificial Healing
9th	Antilife Shell, Raise Dead

Threshold Guardian (Level 3)

Also at 3rd level, when you hit a creature that doesn't have all of its hit points with a melee weapon attack, the weapon deals extra radiant or necrotic damage (your choice) equal to half your proficiency bonus.

Channel Divinity: Involuntary Aid (Level 3)

Starting at 3rd level, you can use your Channel Divinity to wrest the life force from an injured creature and use it to heal allies. As an action, you present your holy symbol to one creature you can see within 30 feet of you that doesn't have all of its hit points. The target must make a Wisdom saving throw, taking radiant or necrotic damage (your choice) equal to three times your cleric level on a failed save, or half as much damage on a successful one. Then, one friendly creature you can see within 30 feet of you regains a number of hit points equal to the amount of damage dealt to the target.

Bolster the Living (Level 6)

At 6th level, you gain the ability to manipulate a portion of the life force that escapes a creature as it perishes. When a creature you can see dies within 30 feet of you, you can use your reaction to channel a portion of that energy into a friendly creature you can see within 30 feet of you. The friendly creature gains a bonus to attack and damage rolls equal to half your proficiency bonus until the end of its next turn.

Divine Strike of Mercy (Level 8)

At 8th level, you gain the ability to infuse your weapon strikes with the dual nature of mercy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d6 radiant or necrotic damage (your choice) to the target. If the target dies from this attack, a friendly creature you can see within 5 feet of you regains hit points equal to half the damage dealt. If no friendly creature is within 5 feet of you, you regain the hit points instead. When you reach 14th level, the extra damage increases to 2d6.

Hand of Grace and Execution (Level 17)

At 17th level, you imbue the two sides of mercy into your spellcasting. Once on each of your turns, if you cast a spell that restores hit points to one creature or deals damage to one creature, you can add your proficiency bonus to the amount of hit points restored or damage dealt.

Nature Domain *(2014 Player's Handbook)*



Gods of nature are as varied as the natural world itself; from inscrutable gods of the deep forests (such as Silvanus, Obad-Hai, Chislev, Balinor, and Pan) to friendly deities associated with particular springs and groves (such as Eldath). Druids revere nature as a whole and might serve one of these deities, practicing mysterious rites and reciting all-but-forgotten prayers in their own secret tongue. But many of these gods have clerics as well, champions who take a more active role in advancing the interests of a particular nature god. These clerics might hunt the evil monstrosities that despoil the woodlands, bless the harvest of the faithful, or wither the crops of those who anger their gods.

Acolyte of Nature (Level 3)

At 3rd level, you learn one cantrip of your choice from the druid spell list. This cantrip counts as a cleric cantrip for you, but it doesn't count against the number of cleric cantrips you know. You also gain proficiency in one of the following skills of your choice: Animal Handling, Nature, or Survival.

Bonus Proficiency (Level 3)

Also at 3rd level, you gain proficiency with heavy armor.

Channel Divinity: Charm Animals and Plants (Level 3)

Starting at 3rd level, you can use your Channel Divinity to charm animals and plants.

As an action, you present your holy symbol and invoke the name of your deity. Each beast or plant creature that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

Nature Domain Spells	
Cleric Level	Spells
3rd	Animal Friendship, Speak with Animals, Barkskin, Spike Growth
5th	Plant Growth, Wind Wall
7th	Dominate Beast, Grasping Vine
9th	Insect Plague, Tree Stride

Dampen Elements (Level 6)

Starting at 6th level, when you or a creature within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

Divine Strike (Level 8)

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 cold, fire, or lightning damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

Master of Nature (Level 17)

At 17th level, you gain the ability to command animals and plant creatures. While creatures are charmed by your Charm Animals and Plants feature, you can take a bonus action on your turn to verbally command what each of those creatures will do on its next turn.

Order Domain *(Tasha's Cauldron of Everything)*

The Order Domain represents discipline, as well as devotion to the laws that govern a society, an institution, or a philosophy. Clerics of Order meditate on logic and justice as they serve their gods, examples of which appear in the Order Deities table.

Clerics of Order believe that well-crafted laws establish legitimate hierarchies, and those selected by law to lead must be obeyed. Those who obey must do so to the best of their ability, and if those who lead fail to protect the law, they must be replaced. In this manner, law weaves a web of obligations that create order and security in a chaotic multiverse.

Bonus Proficiencies (Level 3)

When you choose this domain at 3rd level, you gain proficiency with heavy armor. You also gain proficiency in the Intimidation or Persuasion skill (your choice).

Voice of Authority (Level 3)

Starting at 3rd level, you can invoke the power of law to embolden an ally to attack. If you cast a spell with a spell slot of 1st level or higher and target an ally with the spell, that ally can use their reaction immediately after the spell to make one weapon attack against a creature of your choice that you can see.

If the spell targets more than one ally, you choose the ally who can make the attack.



Order Domain Spells	
Cleric Level	Spells
3rd	Command, Heroism, Hold Person, Zone of Truth
5th	Mass Healing Word, Slow
7th	Compulsion, Locate Creature
9th	Commune, Dominate Person

Channel Divinity: Order's Demand (Level 3)

Starting at 3rd level, you can use your Channel Divinity to exert an intimidating presence over others.

As an action, you present your holy symbol, and each creature of your choice that can see or hear you within 30 feet of you must succeed on a Wisdom saving throw or be charmed by you until the end of your next turn or until the charmed creature takes any damage. You can also cause any of the charmed creatures to drop what they are holding when they fail the saving throw.

Embodiment of the Law (Level 6)

At 6th level, you become remarkably adept at channeling magical energy to compel others.

If you cast a spell of the enchantment school using a spell slot of 1st level or higher, you can change the spell's casting time to 1 bonus action for this casting, provided the spell's casting time is normally 1 action.

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

Divine Strike (Level 8)

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 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Order's Wrath (Level 17)

Starting at 17th level, enemies you designate for destruction wilt under the combined efforts of you and your allies. If you deal your Divine Strike damage to a creature on your turn, you can curse that creature until the start of your next turn. The next time one of your allies hits the cursed creature with an attack, the target also takes 2d8 psychic damage, and the curse ends. You can curse a creature in this way only once per turn.

Peace Domain *(Tasha's Cauldron of Everything)*

The balm of peace thrives at the heart of healthy communities, between friendly nations, and in the souls of the kindhearted. The gods of peace inspire people of all sorts to resolve conflict and to stand up against those forces that try to prevent peace from flourishing. See the Peace Deities table for a list of some of the gods associated with this domain.

Clerics of the Peace Domain preside over the signing of treaties, and they are often asked to arbitrate in disputes. These clerics' blessings draw people together and help them shoulder one another's burdens, and the clerics' magic aids those who are driven to fight for the way of peace.



Peace Domain Spells	
Cleric Level	Spells
3rd	Heroism, Sanctuary, Aid, Warding Bond
5th	Beacon of Hope, Sending
7th	Aura of Purity, Otiluke's Resilient Sphere
9th	Greater Restoration, Rary's Telepathic Bond

Implement of Peace (Level 3)

When you choose this domain at 3rd level, you gain proficiency in the Insight, Performance, or Persuasion skill (your choice).

Emboldening Bond (Level 3)

Starting at 3rd level, you can forge an empowering bond among people who are at peace with one another. As an action, you choose a number of willing creatures within 30 feet of you (this can include yourself) equal to your proficiency bonus. You create a magical bond among them for 10 minutes or until you use this feature again.

While any bonded creature is within 30 feet of another, the creature can roll a d4 and add the number rolled to an attack roll, an ability check, or a saving throw it makes. Each creature can add the d4 no more than once per turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Channel of Divinity: Balm of Peace (Level 3)

Starting at 3rd level, you can use your Channel Divinity to make your very presence a soothing balm. As an action, you can move up to your speed, without provoking opportunity attacks, and when you move within 5 feet of any other creature during this action, you can restore a number of hit points to that creature equal to 2d6 + your Wisdom modifier (minimum of 1 hit point). A creature can receive this healing only once whenever you take this action.

Protective Bond (Level 6)

Beginning at 6th level, the bond you forge between people helps them protect each other. When a creature affected by your Emboldening Bond feature is about to take damage, a second bonded creature within 30 feet of the first can use its reaction to teleport to an unoccupied space within 5 feet of the first creature. The second creature then takes all the damage instead.

Potent Spellcasting (Level 8)

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

Expansive Bond (Level 17)

At 17th level, the benefits of your Emboldening Bond and Protective Bond features now work when the creatures are within 60 feet of each other. Moreover, when a creature uses Protective Bond to take someone else's damage, the creature has resistance to that damage.

Portal Domain **(Tome of Heroes)**

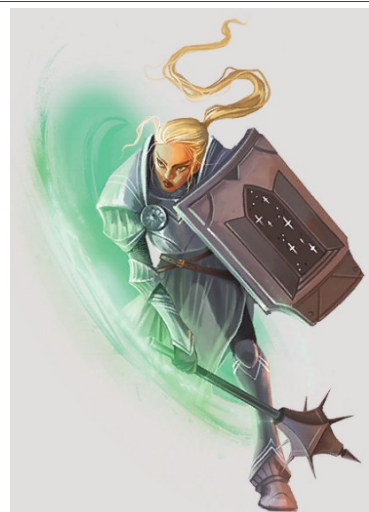
You have dedicated yourself to the study and protection of the doors, gateways, and rips in the boundaries between the physical world and the infinite planar multiverse. Stepping through portals is a sacred prayer and woe betide any who seek to misuse them.

Bonus Proficiencies (Level 3)

When you choose this domain at 3rd level, you gain proficiency with heavy armor and either cartographer's tools or navigator's tools (your choice). In addition, you gain proficiency in the Arcana skill.

Portal Magic (Level 3)

Starting at 3rd level, you gain access to spells that connect places or manipulate the space between places. Each spell with "(liminal)" listed alongside its school is a cleric spell for you, even if it doesn't appear on the cleric spell list, and you can prepare it as you would any other spell on the cleric spell list. Liminal spells include bardo, devouring darkness, door of the far traveler, ethereal stairs, hypnagogia, hypnic jerk, mind maze, mirror realm, pierce the veil, reciprocating portal, rive, subliminal aversion, and threshold slip.



Portal Bond (Level 3)

At 3rd level, you learn to forge a bond between yourself and another creature. At the end of a short or long rest, you can touch one willing creature, establishing a magical bond between you. While bonded to a creature, you know the direction to the creature, though not its exact location, as long as you are both on the same plane of existence. As an action, you can teleport the bonded creature to an unoccupied space within 5 feet of you or to the nearest unoccupied space, provided the bonded creature is willing and within a number of miles of you equal to your proficiency bonus. Alternatively, you can teleport yourself to an unoccupied space within 5 feet of the bonded creature. Once you teleport a creature in this way, you can't use this feature again until you finish a long rest. You can have only one bonded creature at a time. If you bond yourself to a new creature, the bond on the previous creature ends. Otherwise, the bond lasts until you die or dismiss it as an action.

Portal Domain Spells	
Cleric Level	Spells
3rd	Adjust Position, Expeditious Retreat, Glyph of Shifting, Misty Step
5th	Dimensional Shove, Portal Jaunt
7th	Dimension Door, Reposition
9th	Pierce the Veil, Teleportation Circle

Channel Divinity: Dimensional Shift (Level 3)

Starting at 2nd level, you can use your Channel Divinity to harness the magic of portals and teleportation. As an action, you teleport a willing target you can see, other than yourself, to an unoccupied space within 30 feet of you that you can see. When you reach 10th level in this class, you can teleport an unwilling target. An unwilling target that succeeds on a Wisdom saving throw is unaffected.

Portal Touch (Level 6)

At 6th level, you can use a bonus action to create a small portal in a space you can see within 30 feet of you. This portal lasts for 1 minute, and it doesn't occupy the space where you create it. When you cast a spell with a range of touch, you can touch any creature within your reach or within 5 feet of the portal. While the portal is active, you can use a bonus action on each of your turns to move the portal up to 30 feet. The portal must remain within 30 feet of you. If you or the

portal are ever more than 30 feet apart, the portal fades. You can have only one portal active at a time. If you create another one, the previous portal fades. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

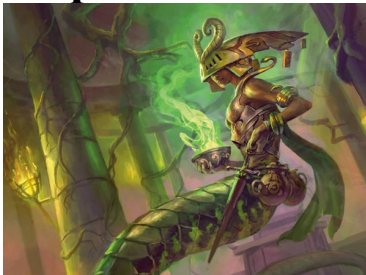
Transpositional Divine Strike (Level 8)

At 8th level, you gain the ability to imbue your weapon strikes with portal magic. Once on each of your turns when you hit a creature with a weapon attack, you deal damage to the target as normal, and you open a brief portal next to your target or another creature you can see within 30 feet of you. That creature takes 1d8 damage of your weapon's type as a duplicate of your weapon lashes out at the creature from the portal. When you reach 14th level, you can choose two creatures, creating a portal next to each and dealing 1d8 damage of your weapon's type to each. Alternatively, you can choose one creature and deal 2d8 damage to it.

Portal Mastery (Level 17)

At 17th level, when you see a creature use a magical gateway, teleport, or cast a spell that would teleport itself or another creature, you can use your reaction to reroute the effect, changing the destination to be an unoccupied space of your choice that you can see within 100 feet of you. Once you use this feature, you can't use it again until you finish a long rest, unless you expend a spell slot of 5th level or higher to use this feature again.

Serpent Domain **(Tome of Heroes)**



You embody the deadly, secretive, and mesmerizing nature of serpents. Others tremble at your majesty. You practice the stealth and envenomed attacks that give serpents their dreaded reputation, but you also learn the shedding of skin that has made snakes into symbols of medicine.

Envenomed (Level 3)

When you choose this domain at 3rd level, you learn the poison spray cantrip. In addition, you gain proficiency in the Deception skill, with a poisoner's kit, and with martial weapons that have the Finesse property. You can apply poison to a melee weapon or three pieces of ammunition as a bonus action.

Serpent Domain Spells	
Cleric Level	Spells
3rd	Charm Person, Find Familiar (snakes only), Enthrall, Protection from Poison
5th	Conjure Animals (snakes only), Hypnotic Pattern
7th	Freedom of Movement, Polymorph (snakes only)
9th	Dominate Person, Mislead

Ophidian Tongue (Level 3)

Also at 3rd level, you can communicate telepathically with serpents, snakes, and reptiles within 100 feet of you. A creature's responses, if any, are limited by its intelligence and typically convey the creature's current or most recent state, such as "hungry" or "in danger."

Channel Divinity: Serpent Stealth (Level 3)

Beginning at 3rd level, you can use your Channel Divinity to help your allies move undetected. As an action, choose up to five creatures you can see within 30 feet of you. You and each target

have advantage on Dexterity (Stealth) checks for 10 minutes.

Serpent's Blood (Level 6)

Starting at 6th level, you are immune to the poisoned condition and have resistance to poison damage.

Divine Strike (Level 8)

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

Transformative Molt (Level 17)

Beginning at 17th level, as part of a short or long rest, you can assume a new form, your old skin crumbling to dust. You decide what your new form looks like, including height, weight, facial features, vocal tone, coloration, and distinguishing characteristics, if any. This feature works like the Change Appearance aspect of the alter self spell, except it lasts until you finish a short or long rest.

In addition, when you are reduced to less than half your hit point maximum, you can end this transformation as a reaction to regain hit points equal to 3 times your cleric level. Once you end the transformation in this way, you can't use this feature to change your appearance again until you finish a long rest.

Shadow Domain **(Tome of Heroes)**

The shadow domain embraces the darkness that surrounds all things and manipulates the transitory gray that separates light from dark. Shadow domain clerics walk a subtle path, frequently changing allegiances and preferring to operate unseen.

Cover of Night (Level 3)

When you choose this domain at 3rd level, you gain proficiency in the Stealth skill and darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet. In addition, when you are in dim light or darkness, you can use a bonus action to Hide.



Lengthen Shadow (Level 3)

Starting at 3rd level, you can manipulate your own shadow to extend your reach. When you cast a cleric spell with a range of touch, your shadow can deliver the spell as if you had cast the spell. Your target must be within 15 feet of you, and you must be able to see the target. You can use this feature even if you are in an area where you cast no shadow.

When you reach 10th level in this class, your shadow can affect any target you can see within 30 feet of you.

Channel Divinity: Shadow Grasp (Level 3)

Starting at 3rd level, you can use your Channel Divinity to turn a creature's shadow against them. As an action, choose one creature that you can see within 30 feet of you. That creature must make a Strength saving throw. If the creature fails the saving throw, it is restrained by its shadow until the end of your next turn. If the creature succeeds, it is grappled by its shadow until the end of

your next turn. You can use this feature even if the target is in an area where it casts no shadow.

Shadow Domain Spells	
Cleric Level	Spells
3rd	Bane, False Life, Blindness/Deafness, Darkness
5th	Blink, Fear
7th	Black Tentacles, Greater Invisibility
9th	Cone of Cold, Dream

Fade to Black (Level 6)

At 6th level, you can conceal yourself in shadow. As a bonus action when you are in dim light or darkness, you can magically become invisible for 1 minute. This effect ends early if you attack or cast a spell. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Potent Spellcasting (Level 8)

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

Army of Shadow (Level 17)

At 17th level, you can manipulate multiple shadows simultaneously. When you use Shadow Grasp, you can affect a number of creatures equal to your proficiency bonus.

Tempest Domain *(2014 Player's Handbook)*



Gods whose portfolios include the Tempest domain – including Talos, Umberlee, Kord, Zeboim, the Devourer, Zeus, and Thor – govern storms, sea, and, sky. They include gods of lightning and thunder, gods of earthquakes, some fire gods, and certain gods of violence, physical strength, and courage. In some pantheons, a god of this domain rules over other deities and is known for swift justice delivered by thunderbolts. In the pantheons of seafaring people, gods of this domain are ocean deities and the patrons of sailors. Tempest gods send their clerics to inspire fear in the common folk, either to keep those folk on the path of righteousness or to encourage them to offer sacrifices of propitiation to ward off divine wrath.

Bonus Proficiency (Level 3)

At 3rd level, you gain proficiency with martial weapons and heavy armor.

Wrath of Storm (Level 3)

Also at 3rd level, you can thunderously rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one.

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

Tempest Domain Spells	
Cleric Level	Spells
3rd	Fog Cloud, Thunderwave, Gust of Wind, Shatter
5th	Call Lightning, Sleet Storm
7th	Control Water, Ice Storm
9th	Destructive Wave, Insect Plague

Channel Divinity: Destructive Wrath (Level 3)

Starting at 2nd level, you can use your Channel Divinity to wield the power of the storm with unchecked ferocity.

When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

Thunderbolt Strike (Level 6)

At 6th level, when you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

Divine Strike (Level 8)

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 thunder damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Stormborn (Level 17)

At 17th level, you have a flying speed equal to your current walking speed whenever you are not underground or indoors.

Trickery Domain *(2024 Player's Handbook)*

Make Mischief and Challenge Authority

The Trickery Domain offers magic of deception, illusion, and stealth. Clerics who wield this magic are a disruptive force in the world, puncturing pride, mocking tyrants, freeing captives, and flouting hollow traditions. They prefer subterfuge and pranks to direct confrontation.

Gods of trickery are mischief-makers and instigators who stand as a constant challenge to the accepted order among both gods and mortals. They embody the forces of change and social upheaval, and they're patrons of thieves, scoundrels, gamblers, rebels, and liberators. Religious orders that operate in secret, especially those that seek to undermine oppressive governments or hierarchies, also draw on the power of the Trickery Domain.

Blessing of the Trickster (Level 3)

As a Magic action, you can choose yourself or a willing creature within 30 feet of yourself to have Advantage on Dexterity (Stealth) checks. This blessing lasts until you finish a Long Rest or you use this feature again.

Trickery Domain Spells (Level 3)

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Trickery Domain Spells table, you thereafter always have the

listed spells prepared.

Cleric Level	Spells
3rd	Charm Person, Disguise Self, Invisibility, Pass without Trace
5th	Hypnotic Pattern, Nondetection
7th	Confusion, Dimension Door
9th	Dominate Person, Modify Memory

Invoke Duplicity (Level 3)

As a Bonus Action, you can expend one use of your Channel Divinity to create a perfect visual illusion of yourself in an unoccupied space you can see within 30 feet of yourself. The illusion is intangible and doesn't occupy its space. It lasts for 1 minute, but it ends early if you dismiss it (no action required) or have the Incapacitated condition. The illusion is animated and mimics your expressions and gestures. While it persists, you gain the following benefits:

- **Cast Spells:** You can cast spells as though you were in the illusion's space, but you must use your own senses.
- **Distract:** When both you and your illusion are within 5 feet of a creature that can see the illusion, you have Advantage on attack rolls against that creature, given how distracting the illusion is to the target.
- **Move:** As a Bonus Action, you can move the illusion up to 30 feet to an unoccupied space you can see that is within 120 feet of yourself.



Trickster's Transposition (Level 6)

Whenever you take the Bonus Action to create or move the illusion of your Invoke Duplicity, you can teleport, swapping places with the illusion.

Improved Duplicity (Level 17)

The illusion of your Invoke Duplicity has grown more powerful in the following ways:

- **Shared Distraction:** When you and your allies make attack rolls against a creature within 5 feet of the illusion, the attack rolls have Advantage.
- **Healing Illusion:** When the illusion ends, you or a creature of your choice within 5 feet of it regains a number of Hit Points equal to your Cleric level.

Twilight Domain *(Tasha's Cauldron of Everything)*

The twilit transition from light into darkness often brings calm and even joy, as the day's labors end and the hours of rest begin. The darkness can also bring terrors, but the gods of twilight guard against the horrors of the night.

Clerics who serve these deities - examples of which appear on the Twilight Deities table - bring comfort to those who seek rest and protect them by venturing into the encroaching darkness to ensure that the dark is a comfort, not a terror.

Bonus Proficiencies (Level 3)

You gain proficiency with martial weapons and heavy armor.



Eyes of Night (Level 3)

You can see through the deepest gloom. You have darkvision out to a range of 300 feet. In that radius, you can see in dim light as if it were bright light and in darkness as if it were dim light.

As an action, you can magically share the darkvision of this feature with willing creatures you can see within 10 feet of you, up to a number of creatures equal to your Wisdom modifier (minimum of one creature). The shared darkvision lasts for 1 hour. Once you share it, you can't do so again until you finish a long rest, unless you expend a spell slot of any level to share it again.

Vigilant Blessing (Level 3)

The night has taught you to be vigilant. As an action, you give one creature you touch (including possibly yourself) advantage on the next initiative roll the creature makes. This benefit ends

immediately after the roll or if you use this feature again.

Twilight Domain Spells	
Cleric Level	Spells
3rd	Faerie Fire, Sleep, Moonbeam, See Invisibility
5th	Aura of Vitality, Leomund's Tiny Hut
7th	Aura of Life, Greater Invisibility
9th	Circle of Power, Mislead

Channel Divinity: Twilight Sanctuary (Level 3)

You can use your Channel Divinity to refresh your allies with soothing twilight.

As an action, you present your holy symbol, and a sphere of twilight emanates from you. The sphere is centered on you, has a 30-foot radius, and is filled with dim light. The sphere moves with you, and it lasts for 1 minute or until you are incapacitated or die. Whenever a creature (including you) ends its turn in the sphere, you can grant that creature one of these benefits:

- You grant it temporary hit points equal to 1d6 plus your cleric level.
- You end one effect on it causing it to be charmed or frightened.

Steps of Night (Level 6)

You can draw on the mystical power of night to rise into the air. As a bonus action when you are in dim light or darkness, you can magically give yourself a flying speed equal to your walking speed for 1 minute. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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

Divine Strike (Level 8)

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 radiant damage. When you reach 14th level, the extra damage increases to 2d8.

Twilight Shroud (Level 17)

The twilight that you summon offers a protective embrace: you and your allies have half cover while in the sphere created by your Twilight Sanctuary.

Vermine Domain **(Tome of Heroes)**

You exemplify the cunning, stealth, and invasiveness of vermin (rodents, scorpions, spiders, ants, and other insects). As your dedication to this domain grows in strength, you realize a simple truth: vermin are everywhere, and you are legion.



The Unseen (Level 3)

When you choose this domain at 3rd level, you gain proficiency with shortswords and hand crossbows. You also gain proficiency in Stealth and Survival. You can communicate simple ideas telepathically with vermin, such as mice, spiders, and ants, within 100 feet of you. A vermin's responses, if any, are limited by its intelligence and typically convey the creature's current or most recent state, such as "hungry" or "in danger."

Vermine Domain Spells	
Cleric Level	Spells
3rd	Detect Poison and Disease, Speak with animals (vermin only), Spider Climb, Web
5th	Conjure Animals (vermin only), Fear
7th	Dominate Beast (vermin only), Giant Insect
9th	Contagion, Insect Plague

Channel Divinity: Swarm Step (Level 3)

Starting at 3rd level, you can use your Channel Divinity to evade attackers. As a bonus action, or as reaction when you are attacked, you transform into a swarm of vermin and move up to 30 feet to an unoccupied space that you can see. This movement doesn't provoke opportunity attacks. When you arrive at your destination, you revert to your normal form.

Legion of Bites (Level 6)

At 6th level, you can send hundreds of spectral vermin to assail an enemy and aid your allies. As an action, choose a creature you can see within 30 feet of you. That creature must succeed on a Constitution saving throw against your spell save DC or be covered in spectral vermin for 1 minute. Each time one of your allies hits the target with a weapon attack, the target takes an extra 1d4 poison damage. A creature that is immune to disease is immune to this feature. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

Divine Strike (Level 8)

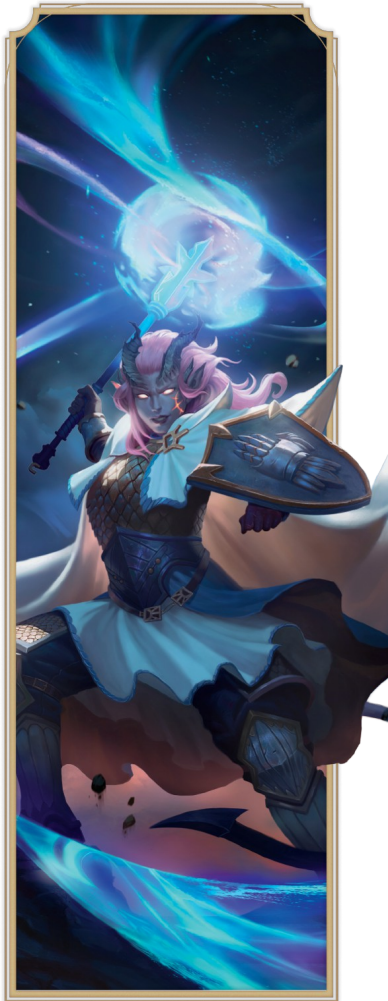
At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Verminform Blessing (Level 17)

At 17th level, you become a natural lycanthrope. You use the statistics of a wererat, though your form can take on insectoid aspects, such as mandibles, compound eyes, or antennae, instead of rat

aspects; whichever aspects are most appropriate for your deity. Your alignment doesn't change as a result of this lycanthropy, and you can't spread the disease of lycanthropy.

War Domain *(2024 Player's Handbook)*



Inspire Valor and Smite Foes.

War has many manifestations. It can make heroes of ordinary people. It can be desperate and horrific, with acts of cruelty and cowardice eclipsing instances of excellence and courage. Clerics who tap into the magic of the War Domain excel in battle, inspiring others to fight the good fight or offering acts of violence as prayers. Gods of the War Domain watch over warriors and reward them for their great deeds. They include champions of honor and chivalry as well as gods of destruction and pillage. Other war gods take a more neutral stance, promoting war in all its manifestations and supporting warriors in any circumstance.

War Domain Spells (Level 3)

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the War Domain Spells table, you thereafter always have the listed spells prepared.

Cleric Level	Spells
3rd	Guiding Bolt, Magic Weapon, Shield of Faith, Spiritual Weapon
5th	Crusader's Mantle, Spirit Guardians
7th	Fire Shield, Freedom of Movement
9th	Hold Monster, Steel Wind Strike

Guided Strike (Level 3)

When you or a creature within 30 feet of you misses with an attack roll, you can expend one use of your Channel Divinity and give that roll a +10 bonus, potentially causing it to hit. When you use this feature to benefit another creature's attack roll, you must take a Reaction to do so.

War Priest (Level 3)

As a Bonus Action, you can make one attack with a weapon or an Unarmed Strike. You can use this Bonus Action a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a Short or Long Rest.

War God's Blessing (Level 6)

You can expend a use of your Channel Divinity to cast Shield of Faith or Spiritual Weapon rather than expending a spell slot. When you cast either spell in this way, the spell doesn't require Concentration. Instead the spell lasts for 1 minute, but it ends early if you cast that spell again, have the Incapacitated condition, or die.

Avatar of Battle (Level 17)

You gain Resistance to Bludgeoning, Piercing, and Slashing damage.

Wind Domain **(Tome of Heroes)**

You have dedicated yourself to the service of the primordial winds. In their service, you are the gentle zephyr brushing away adversity or the vengeful storm scouring the stones from the mountainside.



Wind Domain Spells	
Cleric Level	Spells
3rd	Feather Fall, Thunderwave, Gust of Wind, Misty Step
5th	Fly, Wind Wall
7th	Conjure Minor Elementals (air only), Freedom of Movement
9th	Cloudkill, Conjure Elemental (air only)

Wind's Chosen (Level 3)

You learn the mage hand cantrip and gain proficiency in the Nature skill. When you cast mage hand, you can make the hand invisible, and you can control the hand as a bonus action.

Channel Divinity: Grasp Not the Wind (Level 3)

At 3rd level, you can use your Channel Divinity to end the grappled condition on yourself and gain a flying speed equal to your walking speed until the end of your turn. You don't provoke opportunity attacks while flying in this way.

Stormshield (Level 6)

At 6th level, when you take lightning or thunder damage, you can use your reaction to gain resistance to lightning and thunder damage, including against the triggering attack, until the start of your next turn. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

Divine Strike (Level 8)

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 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Dire Tempest (Level 17)

At 17th level, you can create a 20-foot-radius tornado of swirling wind and debris at a point you can see within 120 feet. The storm lasts until the start of your next turn. All Huge or smaller creatures within the area must make a Strength saving throw against your spell save DC. On a failure, a creature takes 8d6 bludgeoning damage and is thrown 1d4 × 10 feet into the air. On a success, a creature takes half the damage and isn't thrown into the air. Creatures thrown into the air take falling damage as normal and land prone.

In addition, each creature that starts its turn within 15 feet of the tornado must succeed on a Strength saving throw against your spell save DC or be dragged into the tornado's area. A creature that enters the tornado's area is thrown 1d4 × 10 feet into the air, taking falling damage as normal and landing prone.

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