

Cleric

Clerics are intermediaries between the mortal world and the distant planes of the gods. As varied as the gods they serve, clerics strive to embody the handiwork of their deities. No ordinary priest, a cleric is imbued with divine magic.

Divine magic, as the name suggests, is the power of the gods, flowing from them into the world. Clerics are conduits for that power, manifesting it as miraculous effects. The gods don't grant this power to everyone who seeks it, but only to those chosen to fulfill a high calling.

Harnessing divine magic doesn't rely on study or training. A cleric might learn formulaic prayers and ancient rites, but the ability to cast cleric spells relies on devotion and an intuitive sense of a deity's wishes.

Clerics combine the helpful magic of healing and inspiring their allies with spells that harm and hinder foes. They can provoke awe and dread, lay curses of plague or poison, and even call down flames from heaven to consume their enemies. For those evildoers who will benefit most from a mace to the head, clerics depend on their combat training to let them wade into melee with the power of the gods on their side.

Not every acolyte or officiant at a temple or shrine is a cleric. Some priests are called to a simple life of temple service, carrying out their gods' will through prayer and sacrifice, not by magic and strength of arms. In some cities, priesthood amounts to a political office, viewed as a stepping stone to higher positions of authority and involving no communion with a god at all. True clerics are rare in most hierarchies.

When a cleric takes up an adventuring life, it is usually because his or

her god demands it. Pursuing the goals of the gods often involves braving dangers in unsettled lands, smiting evil, or seeking holy relics in ancient tombs.

Many clerics are also expected to protect their deities' worshippers, which can mean fighting enemy raiders, negotiating peace between warring nations, or sealing a portal that would allow a demon prince to enter the world.

Most adventuring clerics maintain some connection to established temples and orders of their faiths. A temple might ask for a cleric's aid, or a high priest might be in a position to demand it.

As you create a cleric, the most important question to consider is which deity to serve and what principles you want your character to embody. The Player's Handbook includes lists of many of the gods of the multiverse.

Check with your DM to learn which deities are in your campaign.

Once you've chosen a deity, consider your cleric's relationship to that god. Did you enter this service willingly? Or did the god choose you, impelling you into service with no regard for your wishes? How do the temple priests of your faith regard you: as a champion or a troublemaker? What are your ultimate goals? Does your deity have a special task in mind for you? Or are you striving to prove yourself worthy of a great quest?

You can make a cleric quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Strength or Constitution. Second, choose the acolyte background.

Hit Points at 1st level: 8 + Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per cleric level after 1st

Armor Proficiency: light armor, medium armor, shields

Weapon Proficiency: simple weapons

Tool Proficiency: none

Saving Throw Proficiency: Wisdom, Charisma

Skill Proficiency: choose two from History, Insight, Medicine, Persuasion, and Religion

Starting Equipment:

1. A mace OR a warhammer (if proficient)
2. Scale mail OR leather armor OR chain mail (if proficient)
3. A light crossbow and 20 bolts OR any simple weapon
4. A priest's pack OR an explorer's pack
5. A shield and a holy symbol

Multiclassing and the Cleric: If your group uses the optional rule on multiclassing in the Player's Handbook, here's what you need to know if you choose cleric as one of your classes.

- **Ability Score Minimum:** As a multiclass character, you must have at least a Wisdom score of 13 to take a level in this class, or to take a level in another class if you are already a cleric.
- **Proficiencies Gained:** If cleric isn't your initial class, here are the proficiencies you gain when you take your first level as a cleric: light armor, medium armor, shields.
- **Spell Slots:** Add your levels in the cleric class to the appropriate levels from other classes to determine your available spell slots.

The Cleric

Level	Proficiency Bonus	Class Features	Cantrips Known
1 st	2	Divine Domain, Spellcasting	3
2 nd	2	Channel Divinity (1/rest), Divine Domain Feature	3
3 rd	2	-	3
4 th	2	Ability Score Improvement	4
5 th	3	Destroy Undead (CR 1/2)	4
6 th	3	Channel Divinity (2/rest), Divine Domain Feature	4
7 th	3	-	4
8 th	3	Ability Score Improvement, Destroy Undead (CR 1), Divine Domain Feature	4
9 th	4	-	4
10 th	4	Divine Intervention	5

11 th	4	Destroy Undead (CR 2)	5
12 th	4	Ability Score Improvement	5
13 th	5	-	5
14 th	5	Destroy Undead (CR 3)	5
15 th	5	-	5
16 th	5	Ability Score Improvement	5
17 th	6	Destroy Undead (CR 4), Divine Domain Feature	5
18 th	6	Channel Divinity (3/rest)	5
19 th	6	Ability Score Improvement	5
20 th	6	Divine Intervention Improvement	5

Spell Slots per Spell Level

Level	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	2	-	-	-	-	-	-	-	-
2 nd	3	-	-	-	-	-	-	-	-
3 rd	4	2	-	-	-	-	-	-	-
4 th	4	3	-	-	-	-	-	-	-
5 th	4	3	2	-	-	-	-	-	-
6 th	4	3	3	-	-	-	-	-	-
7 th	4	3	3	1	-	-	-	-	-
8 th	4	3	3	2	-	-	-	-	-
9 th	4	3	3	3	1	-	-	-	-
10 th	4	3	3	3	2	-	-	-	-
11 th	4	3	3	3	2	1	-	-	-
12 th	4	3	3	3	2	1	-	-	-
13 th	4	3	3	3	2	1	1	-	-
14 th	4	3	3	3	2	1	1	-	-
15 th	4	3	3	3	2	1	1	1	-
16 th	4	3	3	3	2	1	1	1	-
17 th	4	3	3	3	2	1	1	1	1
18 th	4	3	3	3	3	1	1	1	1
19 th	4	3	3	3	3	2	1	1	1
20 th	4	3	3	3	3	2	2	1	1

Divine Domain (Level 1)

Choose one domain related to your deity. Each domain is detailed at the end of the class description and each one provides examples of gods associated with it.

Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Domain Spells

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Spellcasting (Level 1)

As a conduit for divine power, you can cast cleric spells. See chapter 10 for the general rules of spellcasting and chapter 11 for a selection of cleric spells.

Cantrips

At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

Preparing and Casting Spells

The Cleric table shows how many spell slots you have to cast your cleric spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use a holy symbol as a spellcasting focus for your cleric spells.

Channel Divinity (Level 2)

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects - Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Turn Undead

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. 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 move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only 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.

Ability Score Improvement (Level 4)

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Destroy Undead (Level 5)

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Cleric Level	Destroys Undead of CR...
5th	½ or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Divine Intervention (Level 10)

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great.

Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate.

If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

At 20th level, your call for intervention succeeds automatically, no roll required.

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
1 st	Detect Magic, Magic Missile
3 rd	Magic Weapon, Nystul's Magic Aura
5 th	Dispel Magic, Magic Circle
7 th	Arcane Eye, Leomund's Secret Chest
9 th	Planar Binding, Teleportation Circle

Arcane Initiate (Level 1)

When you choose this domain at 1st 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 2)

Starting at 2nd 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	½ 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.

Black Powder Domain Spells

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

Bonus Proficiencies (Level 1)

When you choose this domain at 1st 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, 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 1)

Also at 1st 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.

Channel Divinity: Black Powder Domain (Level 2)

Starting at 2nd 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 *(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 Pyremnius), pain (Iuz or Loviatar), disease or poison (Incabulos, Talona, or Morgion), and

the underworld (Hades and Hel).

Death Domain Spells

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

Bonus Proficiency (Level 1)

When the cleric chooses this domain at 1st level, he or she gains proficiency with martial weapons.

Reaper (Level 1)

At 1st level, the cleric learns one necromancy cantrip of his or her choice from any spell list. When the cleric casts 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.



Channel Divinity: Touch of Death (Level 2)

Starting at 2nd level, the cleric can use Channel Divinity to destroy another creature's life force by touch.

When the cleric hits a creature with a melee attack, the cleric can use Channel Divinity to deal extra necrotic damage to the target. The damage equals 5 + twice his or her cleric level.

Inescapable Destruction (Level 6)

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

Divine Strike (Level 8)

At 8th level, the cleric gains the ability to infuse his or her weapon strikes with necrotic energy. Once on each of the cleric's turns when he or she hits a creature with a weapon attack, the cleric can cause the attack to deal an extra 1d8 necrotic damage to the target. When the cleric reaches 14th level, the extra damage increases to 2d8.

Improved Reaper (Level 17)

Starting at 17th level, when the cleric casts 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, the cleric 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.



Forge Domain Spells

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

Bonus Proficiencies (Level 1)

When you choose this domain at 1st level, you gain proficiency with heavy armor and smith's tools.

Blessing of the Forge (Level 1)

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.

Channel Divinity: Artisan's Blessing (Level 2)

Starting at 2nd 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's workings. To resist death, or to desecrate the dead's rest, is an abomination. Deities of the grave include Kelemvor, Wee Jas, the ancestral spirits of the Undying Court, Hades, Anubis, and Osiris. These deities teach their followers to respect the dead and pay them due homage. Followers of these deities seek to put restless spirits to rest, destroy the undead wherever they find them, and ease the suffering of dying creatures. Their magic also allows them to stave off a creature's death, though they refuse to use such magic to extend a creature's lifespan beyond its mortal limits.

Grave Domain Spells

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

Circle of Morality (Level 1)

At 1st 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.

Eyes of the Grave (Level 1)

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 2)

Starting at 2nd 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 an ally that you can see within 30 feet of you suffers a critical hit, you can turn that attack 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.

Keeper of Souls (Level 17)

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 30 feet of you, you or one ally of your choice that is within 30 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. 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.

Hunt Domain Spells

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

Blessing of the Hunter (Level 1)

At 1st 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 1)

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

Channel Divinity: Heart Strike (Level 2)

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 *(Player's Handbook)*

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’s workings. To resist death, or to desecrate the dead’s rest, is an abomination. Deities of the grave include Kelemvor, Wee Jas, the ancestral spirits of the Undying Court, Hades, Anubis, and Osiris. These deities teach their followers to respect the dead and pay them due homage. Followers of these deities seek to put restless spirits to rest, destroy the undead wherever they find them, and ease the suffering of dying creatures. Their magic also allows them to stave off a creature’s death, though they refuse to use such magic to extend a creature’s lifespan beyond its mortal limits.

Knowledge Domain Spells

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

Blessings of Knowledge (Level 1)

At 1st 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 2)

Starting at 2nd 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.

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 *(Player's Handbook)*

The Life domain focuses on the vibrant positive energy-one of the fundamental forces of the universe-that sustains all life. The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath. Almost any non-evil deity can claim influence over this domain, particularly agricultural deities (such as Chauntea, Arawai, and Demeter), sun gods (such as Lathander, Pelor, and Re-Horakhty), gods of healing or endurance (such as Ilmater, Mishakal, Apollo, and Dianceht), and gods of home and community (such as Hestia, Hathor, and Boldrei).

Life Domain Spells

Cleric Level	Spells
1 st	Bless, Cure Wounds
3 rd	Lesser Restoration, Spiritual Weapon
5 th	Beacon of Hope, Revivify
7 th	Death Ward, Guardian of Faith
9 th	Mass Cure Wounds, Raise Dead

Bonus Proficiency (Level 1)

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

Disciple of Life (Level 1)

Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Channel Divinity: Preserve Life (Level 2)

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured.

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.



Blessed Healer (Level 6)

Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

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

Light Domain *(Player's Handbook)*

Gods of light including Helm, Lathander, Pholrus, Branchala, the Silver Flame, Betenus, Apollo, and Re-Horakhty-promote the ideals of rebirth and renewal, truth, vigilance, and beauty, often using the symbol of the sun. Some of these gods are portrayed as the sun itself or as a charioteer who guides the sun across the sky. Others are tireless sentinels whose eyes pierce every shadow and see through every deception. Some are deities of beauty and artistry, who teach that art is a vehicle for the sours improvement. Clerics of a god of light are enlightened souls infused with radiance and the power of their gods' discerning vision, charged with chasing away lies and burning away darkness.

Light Domain Spells

Cleric Level	Spells
1 st	Burning Hands, Faerie Fire
3 rd	Flaming Sphere, Scorching Ray
5 th	Daylight, Fireball
7 th	Guardian of Faith, Wall of Fire
9 th	Flame Strike, Scrying

Bonus Cantrip (Level 1)

When you choose this domain at 1st level, you gain the light cantrip if you don't already know it. This cantrip doesn't count against the number of cleric cantrips you know.

Warding Flare (Level 1)

Also at 1st level, you can interpose divine light between yourself and an attacking enemy. When you are attacked by a creature within 30

feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature.

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.

Channel Divinity: Radiance of the Dawn (Level 2)

Starting at 2nd level, you can use your Channel Divinity so harness sunlight, banishing darkness and dealing additional damage to your foes.

As an action, you present your holy symbol, and any magical darkness within 30 feet of you is dispelled. Additionally each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to 2d10 + your cleric level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

Improved Flare (Level 6)

Starting at 6th level, you can also use your Warding Flare feature when a creature that you can see within 10 feet of you attacks a creature other than you.

Potent Spellcasting (Level 8)

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

Corona of Light (Level 17)

Starting at 17th level, you can use your action to activate in aura of sunlight that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60-foot radius and dim light 30 feet beyond that. Your enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant magic.



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.

Mercy Domain Spells

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

Bonus Proficiencies (Level 1)

When you choose this domain at 1st 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.

Threshold Guardian (Level 1)

Also at 1st 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 2)

Starting at 2nd 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 (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 *(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 1)

At 1st level, you learn one druid cantrip of your choice. 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

Bonus Proficiency (Level 1)

Also at 1st level, you gain proficiency with heavy armor.

Nature Domain Spells

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

Channel Divinity: Charm Animals and Plants (Level 2)

Starting at 2nd 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.



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 *(Guildmaster's Guide to Ravnica, 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.

Order Domain Spells

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

Bonus Proficiencies (Level 1)

You gain proficiency with heavy armor. You also gain proficiency in the Intimidation or Persuasion skill (your choice).

Voice of Authority (Level 1)

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.

Channel Divinity: Order's Demand (Level 2)

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)

You have 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)

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)

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
1 st	Heroism, Sanctuary
3 rd	Aid, Warding Bond
5 th	Beacon of Hope
7 th	Aura of Purity, Otiluke's Resilient Sphere
9 th	Greater Restoration, Rary's Telepathic Bond

Emboldening Bond (Level 1)

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.



Implement of Peace (Level 1)

You gain proficiency in the Insight, Performance, or Persuasion skill (your choice).

Channel Divinity: Balm of Peace (Level 2)

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)

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)

You add your Wisdom Modifier to the damage you deal with any cleric cantrip.

Expansive Bond (Level 17)

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 1)

When you choose this domain at 1st 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 Domain Spells

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

Portal Magic (Level 1)

Starting at 1st 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. See the Magic and Spells chapter for details on these spells.

Portal Bond (Level 1)

At 1st 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.

Channel Divinity: Dimensional Shift (Level 2)

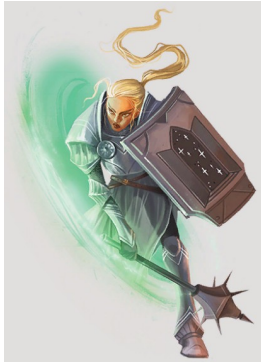
Starting at 2nd level, you can use your Channel Divinity to harness the magic of portals and teleportation.

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 venomous attacks that give serpents their dreaded reputation, but you also learn the shedding of skin that has made snakes into symbols of medicine.

Serpent Domain Spells

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

Implement of Peace (Level 1)

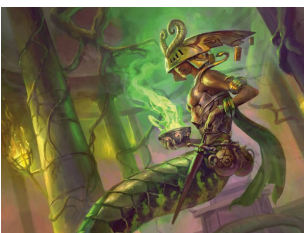
When you choose this domain at 1st level, you learn the poison spray cantrip. In addition, you gain proficiency in the Deception skill, with a poisoner’s kit, and with martial weapons that have the Finesse property. You can apply poison to a melee weapon or three pieces of ammunition as a bonus action.

Ophidian Tongue (Level 1)

Also at 1st 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 2)

Beginning at 2nd 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.

Shadow Domain Spells

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



Cover of Night (Level 1)

When you choose this domain at 1st 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 1)

Starting at 1st 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 2)

Starting at 2nd 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.

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 *(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.

Tempest Domain Spells

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

Bonus Proficiencies (Level 1)

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

Wrath of the Storm (Level 1)

Also at 1st 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.

Channel Divinity: Destructive Wrath (Level 2)

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, a large or smaller 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 *(Player's Handbook)*

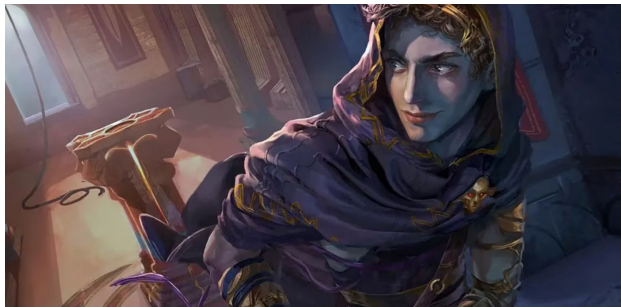
Gods of trickery—such as Tymora, Beshaba, Olidammara, the Traveler, Garl Glittergold, and Loki—are mischief-makers and instigators who stand as a constant challenge to the accepted order among both gods and mortals. They're patrons of thieves, scoundrels, gamblers, rebels, and liberators. Their clerics are a disruptive force in the world, puncturing pride, mocking tyrants, stealing from the rich, freeing captives, and flouting hollow traditions. They prefer subterfuge, pranks, deception, and theft rather than direct confrontation.

Shadow Domain Spells

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

Blessing of the Trickster (Level 1)

Starting when you choose this domain at 1st level, you can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.



Channel Divinity: Invoke Duplicity (Level 2)

Starting at 2nd level, you can use your Channel Divinity to create an illusory duplicate of yourself.

As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you. For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, 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.

Channel Divinity: Cloak of Shadows (Level 6)

Starting at 6th level, you can use your Channel Divinity to vanish. As an action, you become invisible until the end of your next turn. You become visible if you attack or cast a spell.

Divine Strike (Level 8)

At 8th level, you gain the ability to infuse your weapon strikes with poison a gift from your deity. 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.

Improved Duplicity (Level 17)

At 17th level, you can create up to four duplicates of yourself, instead of one, when you use Invoke Duplicity. As a bonus action on your turn, you can move any number of them up to 30 feet, to a maximum range of 120 feet.

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

The twilight 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.

Twilight Domain Spells

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

Bonus Proficiencies (Level 1)

You gain proficiency with martial weapons and heavy armor.

Eyes of Night (Level 1)

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 1)

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.

Channel Divinity: Twilight Sanctuary (Level 2)

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.

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.

Vermin 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.

Vermin Domain Spells

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

The Unseen (Level 1)

When you choose this domain at 1st 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."

Channel Divinity: Swarm Step (Level 2)

Starting at 2nd 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 *(Player's Handbook)*

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. In either case, the gods of war watch over warriors and reward them for their great deeds. The clerics of such gods excel in battle, inspiring others to fight the good fight or offering acts of violence as prayers. Gods of war include champions of honor and chivalry (such as Torm, Heironeous, and Kiri-Jolith) as well as gods of destruction and pillage (such as Erythnul, the Fury, Gruumsh, and Ares) and gods of conquest and domination (such as Bane, Hextor, and Maglubiyet). Other war gods (such as Tempus, Nike, and Nuada) take a more neutral stance, promoting war in all its manifestations and supporting warriors in any circumstance.

War Domain Spells

Cleric Level	Spells
1 st	Divine Favor, Shield of Faith
3 rd	Magic Weapon, Spiritual Weapon
5 th	Crusader's Mantle, Spirit Guardians
7 th	Freedom of Movement, Stoneskin
9 th	Flame Strike, Hold Monster

Bonus Proficiencies (Level 1)

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

War Priest (Level 1)

From 1st level, your god delivers bolts of inspiration to you while you are engaged in battle. When you use the Attack action, you can make one weapon attack as a bonus action.

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.

Channel Divinity: Guided Strike (Level 2)

Starting at 2nd level, you can use your Channel Divinity to strike with supernatural accuracy.

When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

Channel Divinity: War God's Blessing (Level 6)

At 6th level, when a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.



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.

Avatar of Battle (Level 17)

At 17th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

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
1 st	Feather Fall, Thunderwave
3 rd	Gust of Wind, Misty Step
5 th	Fly, Wind Wall
7 th	Conjure Minor elementals (air only), Freedom of Movement
9 th	Cloudkill, Conjure Elemental (air only)

Wind's Chosen (Level 1)

When you choose this domain at 1st level, 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 2)

At 2nd 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 6)

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.