



# **THE COMPENDIUM OF SACRED MYSTERIES**

**THE CLERIC PLAYER'S COMPANION FOR  
5TH EDITION D&D**

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## ABOUT THIS COMPENDIUM

This Compendium is meant to act as a companion to my [Compendium of Forgotten Secrets](#), which was my first major project along these lines. I'm broadly planning to continue to produce content for many of the core classes, and release a Compendium for each.

Included in this Compendium are a series of NPC clerics that can be used by a DM to display a domain in their world. Several cantrips, which add versatility and value to the previously lackluster Potent Spellcasting feature, are also included under the New Spells section followed by optional guidelines for changing a cleric's domain or faith.

Finally, this includes many potential plot hooks and suggestions for DM's who're looking for ways to add these.

## FOR THE DUNGEON MASTER

All the character options in this Compendium have been peer-reviewed by the experienced designers and community members of the /r/UearthedArcana subreddit, named after the semi-official articles released by WoTC for the quality of content they seek to emulate. If you have questions about any of the features or the design intent behind them, feel free to contact me and I will be happy to answer any questions or make changes if required. I value your feedback and want to provide something to improve the experience of everyone at the table. Please enjoy!

- WHK (/u/GenuineBelieverer & /u/GenuineHeathen)

*"If there is anything that links the human to the divine, it is the courage to stand by a principle when everybody else rejects it."* — Abraham Lincoln

# BALANCE DOMAIN

Among the gods, there is often the tie-breaker, the traitor, the peace-bringer and the judge. Ma'at, Tefnut, Shamash, Obatala, Rao, Cindor, Nemesis, and Adrestia, as well as other gods of justice, balance, equilibrium, vengeance, and peace may hold sway over the domain of balance.

The servants of these gods are often called upon to restore order, peace, and justice to the world - or to bring suffering and despair where none existed. Once they are set upon a path, either to peace or ruin, they do not deviate until their god is satisfied and the balance is restored.

## BALANCE DOMAIN SPELLS

### Cleric level Spells

1st *cure wounds, inflict wounds*

3rd *shatter, silence*

5th *fear, beacon of hope*

7th *death ward, phantasmal killer*

9th *cloudkill, creation*

## BONUS CANTRIP

When you choose this domain at 1st level, you learn the *ruin* cantrip if you do not already know it.

## MAGICAL INVERSION

Starting at 1st level, whenever you cast a cleric spell or cantrip that deals damage, you can change the damage type to a different one. Choose either acid, bludgeoning, cold, fire, lightning, piercing, poison, slashing, or thunder damage. If the spell deals either radiant or necrotic damage, you can choose to swap the damage type between them or choose one of the above types. When a spell deals more than one type of damage, you can adjust each simultaneously.

You can use this feature a number of times equal to your Wisdom modifier, and these uses recover when you finish a long rest.

## CHANNEL DIVINITY: WEIGH THE SCALES

At 2nd level, you can use your action and your Channel Divinity feature to impose equilibrium. For one minute or until you choose to end this effect as a bonus action, you cannot gain advantage or suffer disadvantage, and you can reroll any damage dice that result in a 1, but only once per die.

## CHANNEL DIVINITY: DEFIANCE OF FATE

At 6th level, your god intervenes when you are harmed. Whenever a creature inflicts damage to you, you can use a reaction and your Channel Divinity feature to instantly halve the damage. The creature must make a Charisma saving throw. If it fails, it takes necrotic damage equal to the amount of damage it inflicted on you before resistances or immunities, or half as much damage on a success, both to a maximum of six times your cleric level.

## POTENT SPELLCASTING

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



## PERFECT ORDER

At 17th level, your god controls the events around you, acting with inscrutable intent. Whenever a creature takes an action within 30 feet of you and rolls a d20, you can choose the result of the die roll. You can do this once, and this use recovers whenever you finish a short or long rest.

## OPTIONAL CHARACTER TRAITS

Clerics are touched by the gods, and this may influence one's personality. Consider adding one or more of the following traits, to represent this connection.

### CLERIC TRAITS

Roll	Trait
1	I have strong feelings about light and dark.
2	Certain foods are of religious significance to me. My dietary habits are unusual, and may be remarked on.
3	I care little for wealth, except for how it can help others. Generosity leads to salvation.
4	I know that the faithless are untrustworthy; even false gods are better than none.
5	I cannot wear ostentatious clothing, even in private. Humility must be maintained.
6	My connection to a god puts me above other people. They are useful, but that is all.





## CELEBRATION DOMAIN

Your god is an awesome god, and one who loves to throw excellent parties. Bacchus, Dionysus, Shezu, and any god known for alcohol or other intoxicants, wild behavior, and good cheer could have celebration as one of their domains. While the obvious goals of fun and ensuring everyone can have a good time apply, there's no reason that a god of celebration can't also pursue other ends - bringing peace to a war-torn land, freeing the hearts and minds of others from doubt and distress, and other noble ends that are always met with a good celebration!

### CELEBRATION DOMAIN SPELLS

#### Cleric level    Spells

1st	<i>color spray, faerie fire</i>
3rd	<i>enthrall, pyrotechnics</i>
5th	<i>hypnotic pattern, major image</i>
7th	<i>confusion, fabricate</i>
9th	<i>animate objects, seeming</i>

### BONUS CANTRIP

When you choose this domain at 1st level, you gain the *dancing lights* cantrip if you don't already know it.

You do not need to maintain concentration on this cantrip, and you can create a number of lights equal to the normal value plus half your cleric level rounded up.

### LIFE OF THE PARTY

Also at 1st level, you gain proficiency in one of the following skills: Deception, Performance, or Persuasion.

Whenever you cast either the *dancing lights* cantrip or a spell from the Celebration Domain spell list, you gain temporary hit points equal to your Wisdom modifier that last for one minute.

### CHANNEL DIVINITY: WATER AND WINE

At 2nd level, your god smiles on your party. You can use your Channel Divinity feature to transform up to fifty gallons of water into a magical ambrosia for one hour. Creatures that drink from the font must make a Wisdom saving throw against your cleric spell save DC or be charmed for one minute. Either way, the subject gains temporary hit points equal to your cleric level. This liquid can be bottled, but fades back into water after one hour.

### CHANNEL DIVINITY: CHEERFUL ASSISTANCE

At 6th level, you can protect your friends from bad decisions. Whenever a creature within 60 feet of you that you can see makes a roll with disadvantage, you can use your reaction and Channel Divinity feature to enable them to roll with advantage instead.

### POTENT SPELLCASTING

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

### GRAND PARADE

At 17th level, your god brightens the world through you. Whenever you cast *dancing lights*, you and allies within 60 feet can move up to 30 feet as a reaction and also gain immunity to the frightened condition for 1 minute.



# CHAOS DOMAIN

Manifesting in endless turbulence and perpetual change, gods of chaos can bring both ruin and creation in equal measure. Loki, The Traveler, Set, Eris, Typhon, and other gods of trickery, discord, creation, and destruction may preside over the domain of chaos. Clerics of these deities almost always seek to disrupt order, acting as harbingers of ends and new beginnings.

## CHAOS DOMAIN SPELLS

### Cleric level Spells

1st	<i>color spray, disguise self</i>
3rd	<i>crown of madness, phantasmal force</i>
5th	<i>erupting earth, slow</i>
7th	<i>polymorph, vitriolic sphere</i>
9th	<i>creation, conjure elemental</i>

## BONUS CANTRIP

When you select this domain at 1st level, you learn the *minor illusion* cantrip, and this cantrip counts as a cleric cantrip for you.

## DISCORDANT MANIFESTATION

Also at 1st level, your god's unpredictable nature affects your spellcasting. Whenever you cast a cleric spell of 1st level or higher, you can choose to roll on the sorcerer's Wild Magic Surge table to create a random magical effect. You can do this once per turn.

## CHANNEL DIVINITY: ALL AND NONE

At 2nd level, your god enables you to channel the powers from other domains, but without control over the result. When you gain this feature, construct a table with 3 or more Divine Domains whose 2nd level Channel Divinity feature requires the use of an action, or use the following table instead. As an action, you present your holy symbol and use your Channel Divinity feature, rolling on the table. The resulting 2nd level Channel Divinity feature from the specified domain activates. You can change the domains on this table whenever you finish a long rest.

Result	Domain
1	Lunar
2	Desert
3	Trickery
4	(Reroll)

## CHANNEL DIVINITY: TRAITOR'S TRAP

At 6th level, you learn to ensnare those who would harm you. Whenever you are struck with a melee attack, you can use your reaction and your Channel Divinity feature to redirect the blow to a false copy of yourself that shares your statistics. You suffer no ill effect from the initial attack, and the copy suffers any damage you would have taken.



You instantly teleport up to 15 feet. In your place, the copy remains and adheres to the attacker's limb or weapon, grappling them. The copy has hit points equal to your cleric level and has an AC of 10 + your Wisdom modifier. The copy lasts for one minute or until slain, and cannot move or act other than to continue to attempt to grapple the target.

## POTENT SPELLCASTING

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

## WINDS OF MADNESS

At 17th level, your god manifests their power in full through your actions. As an action, you can unleash a massive burst of chaotic energy. All creatures within a 30-foot radius must make a Charisma saving throw. If they fail, their ties to causality are disrupted. Whenever the creature takes an action, they must roll on the sorcerer's Wild Magic Surge table to create a random magical effect. This disruption lasts until the start of your next turn. You can use this feature once and this use recovers when you finish a short or long rest.

## CLERIC DOMAIN CREATION

Aside from the general rules for homebrewing content (make sure it's balanced, use peer review, check against existing features) here are a few tips for cleric domains:

The first level feature is one of the most important, since everyone gets it. Put the most iconic thing for the domain here.

If the cleric gets martial weapon or heavy armor proficiency, they should get the Divine Strike feature. If they don't, they should probably get Potent Spellcasting. These are the only features for 8th level, with very rare exception.

Channel Divinity recharges on a short rest, and the number of uses per rest increase with level. If the second level feature is very limited or unreliable, it's acceptable to offer another at 6th level. Otherwise, 6th level features are usually defensive.



# DESERT DOMAIN

Gods of the sands and burning sun, deities of cloudless nights and storms of cutting wind, masters of the scorching heat and lords of the desert all call this domain their own. Often as merciless as the lands they claim, many are jealous and generous in equal measure. Clerics of these deities often escort travelers, seek forgotten relics, hunt criminals, and war for peace.

## DESERT DOMAIN SPELLS

### Cleric level Spells

1st	<i>create or destroy water, guiding bolt</i>
3rd	<i>blur, mirror image</i>
5th	<i>daylight, wall of sand</i>
7th	<i>blight, giant insect</i>
9th	<i>insect plague, mislead</i>

## BONUS PROFICIENCIES

When you select this domain at 1st level, you gain proficiency in martial weapons and the Survival skill.

## NOMADIC ENDURANCE

At 1st level, your god blesses you with the resilience to survive the harsh landscape of the desert. You can go for a number of days equal to your cleric level without food before suffering ill effects, and you gain advantage on saving throws against exhaustion from desert conditions. You can see through smoke, fog, dust, swirling sand, and other obscuration caused by gasses.

## CHANNEL DIVINITY: SANDSTORM

At 2nd level, your god enables you to control the greatest danger in the desert. As an action, you can use your Channel Divinity feature to unleash a raging whirlwind of tearing sand in a 60-foot line that is 20 feet wide. The area becomes heavily obscured by a cloud of dust until the start of your next turn. Creatures of your choosing within the area must make a Constitution saving throw against your cleric spell save DC.

If they fail, they are blinded until the end of your next turn and take 1d6 slashing damage per two cleric levels you possess. If they succeed, they are not blinded and take half as much damage.

## DUNE WALKER

At 6th level, your god blesses you with the dance of the fearsome serpents of the desert. You can use a bonus action to teleport up to your movement speed to a location you can see, disappearing in a flash of sand and reforming from dust at the target location. You cannot move and use this action during the same turn. When you teleport using this feature, you can use an action to cause a cloudy burst of sand to appear, heavily obscuring a 10-foot radius around you until the start of your next turn.

## DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the deadliest scorpion venom and the razor-sharp sands upon the wind. 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 or slashing damage to the target (your choice). When you reach 14th level, the extra damage increases to 2d8.

## ENDLESS EXPANSE

At 17th level, your god's domain grows and spreads beyond its borders. You ignore difficult terrain while in desert environments, and gain resistance to fire damage. You can cast *mirage arcane* and it is considered a cleric spell for you. When you do so, the area appears to be transformed into a desert, and becomes hot and dry. Creatures of your choosing within the area suffer exhaustion as though exposed to extreme heat. Whenever you cast this spell, you can choose to also cast *conjure animals* using a spell slot; it does not require concentration and has a duration of 10 days. The animals do not obey your commands, but are considered charmed by you.





# FATE DOMAIN

Diviners and wizards often attempt to peer at the threads that bind the lives of mortals, but gods are the ones who weave those threads with every new birth and death. Tyche, Saturn, Chronos, Kali, Urd, and other deities of death, glory, time, judgement, luck, and prophecy call upon their clerics to act as oracles and seers of fate and future - and to intervene when the time is right. Those who follow benevolent gods often guide heroes to their destinies, while evil oracles may lead them astray or attempt to meddle with the future to bring prophecies of ruin, destruction and chaos to fruition.

## FATE DOMAIN SPELLS

Cleric level	Spells
1st	<i>guiding bolt, heroism</i>
3rd	<i>augury, enthrall</i>
5th	<i>bestow curse, clairvoyance</i>
7th	<i>death ward, divination</i>
9th	<i>commune, dream</i>

## EYE OF THE ORACLE

When you choose this domain at 1st level, your god bestows a mark upon you that signifies your attunement to the threads of fate, such as a third eye, runic tattoo, or halo of mist, which you can conceal at will. While your mark is revealed, you can use your action to gaze into the future of another person. Until the end of your next turn, your first skill check, attack roll, or saving throw regarding the target is made with advantage.

## CHANNEL DIVINITY: SEVERED THREADS

At 2nd level, your god grants you the ability to manipulate fate directly. Whenever you deal damage to a creature, you can use a bonus action and your Channel Divinity feature to attempt to cut its ties to mortality. The target must make a Charisma saving throw. If they fail, their fate is disrupted: they have disadvantage on the next three rolls they make (ability checks, attack rolls, or saving throws).

## DISCARDED TATTERS

At 6th level, you collect the scattered threads of fate for a new tapestry of your own devising. Whenever you are attacked, you can use your reaction to weave an ethereal cloak around yourself made from the destiny of your attacker. The attacker must make a Charisma saving throw against your cleric spell save DC. If they fail, they take force damage equal to half the amount of damage they inflict on you if their attack hits.

## DIVINE STRIKE

At 8th level, you gain the ability to cut directly into the past and future simultaneously. 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 or radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

## PROPHETIC GLIMPSE

At 17th level, your god grants you the ability to see brief yet perfectly accurate visions of the future. You can choose to activate this feature at the start of your turn. Record all actions you and others take and the results of rolls made during your turn. If you are satisfied with the results of the events that took place at the end of your turn, this feature ends, as your vision is fulfilled exactly as specified. If you are not satisfied at that time, you can choose to defy the vision, reverting all events back to exactly how they were at the moment that you declared your use of this feature. You can use this feature once, and this use recovers whenever you finish a short or long rest.

## ORACLE MARKINGS

Each oracle has a visually remarkable trait that may be considered both a blessing and curse. Choose your own or roll on the following table:

Roll	Marking
1	A glowing eye upon the forehead
2	Shimmering fog upon the breath
3	Apparent lack of irises and pupils
4	Runic tattoos in unreadable script
5	A serpentine tongue, hissing prophecy







## HUNTING DOMAIN

The thrill of the chase, the hiss of the arrow as it flies with unerring accuracy, the bay of the hounds and the smell of blood upon the ground: these are the praises sung to the gods of hunting and predation, archery and wild places. Oshoshi, Woden, Mixcoatl, Cernunnos, Flidais, Neith, Mielikki, Artemis, Apollo, Bhadra, Odin, Diana, Obad-Hai, the Wild Huntsman, and other gods and ancient powers that hold sway in the deep wilderness may claim the domain of hunting. Clerics of these gods are called for a variety of reasons, such as protecting the wilderness, killing dangerous beasts, safeguarding other hunters, and performing feats of great strength and cunning.

### HUNTING DOMAIN SPELLS

Cleric level    Spells

1st	<i>hunter's mark, longstrider</i>
3rd	<i>earthbind, locate animals or plants</i>
5th	<i>Leomund's tiny hut, lightning arrow</i>
7th	<i>arcane eye, hallucinatory terrain</i>
9th	<i>commune with nature, swift quiver</i>

### BONUS PROFICIENCIES

When you select this domain at 1st level, you gain proficiency in martial weapons and in the Survival skill.

### THRILL OF THE HUNT

At 1st level, your god empowers you with the endurance to track down your prey. While you are not wearing medium or heavy armor or a shield, your movement speed increases by 10 feet, and your pace is not reduced while tracking.

### CHANNEL DIVINITY: SLAYER'S ARROW

At 2nd level, your god teaches you to attack the soul of your quarry. As an action, you can expend a use of your Channel Divinity feature to launch an ethereal arrow or spear, striking all creatures in a line up to 360 feet long and 5 feet wide that passes through walls and obstacles. Struck targets must make a Charisma saving throw. If they fail, they take magical piercing damage equal to 2d8 plus your cleric level and are knocked prone. If they succeed, they take half as much damage and are not knocked prone.

### LIVING WIND

At 6th level, the winds of the wildlands come to your call. Whenever you cast a cantrip or attack with a weapon, you can use a bonus action to move up to your speed towards a target of your attack or spell. When you do so, ranged and opportunity attacks against you are made with disadvantage until the start of your next turn.

### DIVINE STRIKE

At 8th level, your attacks are empowered with deadly potency. 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 magical piercing or slashing damage to the target. When you reach 14th level, the extra damage increases to 2d8.

### UNERRING HUNTER

At 17th level, you become immune to the effects of difficult terrain and gain a climb speed equal to your walking speed. You can choose to have your Slayer's Arrow turn up to three times during its flight and the first creature struck takes additional force damage equal to your cleric level if they fail their saving throw. Each creature cannot be struck more than once per use of this feature.





## KINETIC DOMAIN

Manipulation of the forces of the world, both seen and unseen, is the domain of the gods themselves. Few mortals can withstand the press of energies upon their minds, but those who do are granted gifts with which to enforce their ideologies upon the multiverse. Philosophical in motive and rigid in belief, clerics of the kinetic domain are wise sages and powerful warriors alike.

### KINETIC DOMAIN SPELLS

Cleric level	Spells
1st	<i>catapult, feather fall</i>
3rd	<i>hold person, levitate</i>
5th	<i>fly, Leomund's tiny hut</i>
7th	<i>freedom of movement, Otiluke's resilient sphere</i>
9th	<i>telekinesis, wall of force</i>

### BONUS PROFICIENCY

When you select this domain at 1st level, you gain proficiency in martial weapons.

### GRASP OF GOD

At 1st level, you learn the *mage hand* cantrip. You can use a bonus action to control the hand. The hand can carry a number of pounds equal to eight times your cleric level. You cannot carry Small or larger creatures with the hand.

### CHANNEL DIVINITY: DETECT MOTION

At 2nd level, you can use your action and the Channel Divinity feature to detect all motion within a 100-foot radius until the end of your current turn.

Creatures and objects that are moving appear in perfect clarity to your mental sight, while immobile living creatures appear as pulsing heartbeats and flowing blood. You cannot detect immobile undead or other creatures that can remain perfectly still, such as mimics or sentient plants.

### FORCEFUL MIND

At 6th level, your control improves. When you take the Attack action, you can choose to use the *mage hand* to Shove a creature within 5 feet of it instead of attacking. You make a Wisdom (Insight) check to Shove a creature using the hand. The hand counts as a creature of the same size as your own for the purposes of shoving. The range of *mage hand* increases to 60 feet and you can move it up to 60 feet using your bonus action.

### DIVINE STRIKE

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

### UNITY OF MOTION

At 17th level, you can Shove a creature with Forceful Mind using a bonus action instead of an Attack action. Also, you gain resistance to force damage and have advantage on saving throws against effects that would move you against your will or knock you prone.



# LOVE DOMAIN

Endless tales are told of love and romance, of the bonds of family and the endless power of friendship. Gods such as Aine, Yue-Lao, Hathor, Min, Bastet, Aphrodite, Eros, Kama, Freya, Venus, Cupid, Sune, and other deities of beauty, affection, and compassion may hold sway over the domain of love. Clerics of this domain often act as matchmakers, counselors, healers and bringers of vengeance on those who have broken hearts and shattered dreams. When called by their gods, they keep spirits bright to quell the evils of the world, but those clerics who have fallen to the darker side of love are often jealous, envious, and spiteful, seeking to destroy those who have spurned them.

## LOVE DOMAIN SPELLS

### Cleric level Spells

1st	<i>healing word, heroism</i>
3rd	<i>calm emotions, gentle repose</i>
5th	<i>aura of vitality, lightning bolt</i>
7th	<i>confusion, Otiluke's resilient sphere</i>
9th	<i>dispel evil and good, mass cure wounds</i>

## BONUS PROFICIENCY

At 1st level, you gain proficiency in heavy armor.

## HEART'S GRACE

When you choose this domain at 1st level, your god grants you the knowledge and protection to bring kindness to the world. You gain proficiency in the Persuasion skill. Whenever you take the Help action, you gain temporary hit points equal to your cleric level that last until the start of your next turn.

## CHANNEL DIVINITY: BONDS OF FRIENDSHIP

At 2nd level, you can entwine the fates of you and your companions. As an action, you can target a willing ally within 60 feet to activate your Channel Divinity feature. For the next minute or until you lose concentration on this feature as though it were a spell, the two of you share a single pool of hit points. Temporary hit points are applied individually, and should be tracked separately. When the effect ends, the remaining hit points are divided equally between you based on the percentage total of the pool. If the total reaches 0, all creatures tied to this pool of hit points are reduced to 0 hit points and must make death saving throws as normal. You do not have to perform concentration saving throws for damage dealt to your ally, only for damage dealt to you.

## VIRTUOUS CAUSE

At 6th level, your body and soul are purified and made whole. You gain advantage on saving throws against effects that would inflict the frightened and charmed conditions. You also gain immunity to disease and advantage on saving throws against exhaustion.

## DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with passionate flame. 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.

## RED STRING OF FATE

At 17th level, your god grants you the power to bind yourself to the lives of your entire party at once. As an action, you present your holy symbol, filling yourself with divine power. Up to ten of your chosen companions within 120 feet are bound to one another by a transparent red thread, and subject to the Bonds of Friendship feature for the duration. For one minute, you gain the following benefits:

- You can choose to have your weapon attacks use your Wisdom modifier instead of Strength or Dexterity when calculating bonuses to attack and damage rolls.
- Each time you suffer damage, choose an ally within 30 feet of you. That ally can use their reaction to make a single attack or cast a single cantrip.

When the effect ends, the hit points are divided evenly among the group based on the percentage total of the pool. If the total pool of hit points reaches zero, this effect ends and all subjects are reduced to zero hit points.

You can use this feature once, and this use recovers whenever you finish a long rest.





# LUNAR DOMAIN

An object of endless cycles of light and shadow that pull upon the ocean tides, the moon rises even when it is unseen. Many pantheons have gods of the moon, although those associated with magic, cycles, fate, trickery, shadow, light, and nature could hold sway over the lunar domain. Followers of these gods often operate in secrecy, using their abilities to contain the evils that only emerge when the sun has hidden its face.

## LUNAR DOMAIN SPELLS

### Cleric level Spells

1st	<i>detect magic, jump</i>
3rd	<i>alter self, moonbeam</i>
5th	<i>blink, slow</i>
7th	<i>greater invisibility, Otiluke's resilient sphere</i>
9th	<i>dream, modify memory</i>

## WAX AND WANE

At 1st level, your god teaches you to mimic the cycle of the moon with your motions. Whenever you cast a spell or cantrip, you can engage in an enhanced form of two-weapon fighting on your following turn. When you take the Attack action and then use your bonus action to attack again using two-weapon fighting, you can use your Wisdom modifier for attack and damage rolls and you can choose to add your ability modifier to the damage of the second attack.

## GUIDED BY FAITH

Also at 1st level, you learn to protect yourself with divine grace rather than mortal ability. When you do not have a shield equipped, you gain a bonus to your AC equal to half your Wisdom modifier rounded down.

## CHANNEL DIVINITY: CRESCENT STRIKE

At 2nd level, you can use your Channel Divinity feature as an action to unleash an arc of crystalline moonlight infused with gravity. Creatures of your choosing within a 15-foot cone must make a Dexterity saving throw against your cleric spell save DC. If they fail, they take radiant damage equal to your cleric level plus your Wisdom modifier and are knocked prone and have their speed reduced to 0 until the start of your next turn. If they succeed, they take half as much damage and are not knocked prone or reduced in speed.

## MOONLIGHT SHADOW

At 6th level, your god grants you the ability to hide from prying eyes. Whenever you cast a cantrip or spell, you can use a bonus action to teleport up to 20 feet and become invisible until the start of your next turn. Additionally, you can cast *spider climb* targeting yourself as a bonus action without expending a spell slot.

You can use these actions a total number of times equal to your Wisdom modifier, and these uses recover whenever you finish a long rest.



## DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the frozen light of the moon. 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 or radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

## ECLIPSE AND TIDE

At 17th level, your god grants you the power to control gravity. You can cast *reverse gravity* once, and this use recovers when you finish a short or long rest. When you cast this spell, you can choose to affect an area that is smaller than normal, or only yourself. You can also choose to alter gravity to face a particular direction using this spell instead of being reversed, causing creatures and objects to fall horizontally or at an angle rather than vertically.

## GODS OF SUN AND MOON

Most celestial deities are related to one another in some way, whether rivals or lovers, siblings or enemies. Consider how your relationship with servants and gods of other celestial powers could come into play, and talk with your DM about including a sun god or goddess in their pantheon.





## METAL DOMAIN

There's music, and then there's metal. In the beginning, there was a single, massive beat, and from it came every sound that followed. Metal is an extension of that original cosmic pulse, simmering with wicked guitars and thrashing drums, while the clerics of the gods of metal cry out for blood, battle, conquest, despair, triumph, and victory. Their instruments sing the praises of their gods, and the gods answer with fire, fury, steel, and thunderous power. Metal is more than music. Metal is the sound of life and death.

### METAL DOMAIN SPELLS

#### Cleric level Spells

1st	<i>hellish rebuke, thunderwave</i>
3rd	<i>crown of madness, pyrotechnics</i>
5th	<i>fear, Melf's minute meteors</i>
7th	<i>phantasmal killer, wall of fire</i>
9th	<i>immolation, legend lore</i>

### BONUS PROFICIENCIES

When you select this domain at 1st level, you gain proficiency in heavy armor, martial weapons, and the Performance skill.

### AXE GUITAR

At 1st level, your god teaches you the wicked secrets of a mysterious device known as a "eh-lek-trick geh-tar", which you can summon using your action.

This weapon counts as a holy symbol for the purposes of spellcasting, and acts as a greataxe that deals either slashing or thunder damage, your choice.

If it is lost or destroyed, you can summon a new one during a short rest. It's also an instrument, if you didn't pick up on that part.

### CHANNEL DIVINITY: UP TO ELEVEN

At 2nd level, your god intervenes to crank things up. You can present your holy symbol as an action to use your Channel Divinity feature to bolster an ally within earshot. Each successful attack requiring an attack roll that ally makes during their next turn inflicts the maximum damage per die, regardless of rolls, modifiers, damage dice, resistances, or immunities.

### GUTTURAL SCREAM

At 6th level, your vocal cords distort and change to enable you to speak the lyrics of the darkest hymns to the gods of metal. You are permanently under the effects of *thaumaturgy* and can cast it as a bonus action without somatic or verbal components. Whenever a creature strikes you with a melee attack, that creature takes psychic damage equal to your Wisdom modifier as you cry out in rage to your god.

### DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the power of rock. 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.

### HARBINGER OF ARMAGEDDON

At 17th level, your god enables you to summon their messenger to scorch the earth. As an action, you can summon a Harbinger of Metal. The Harbinger has the same statistics as a **fire giant** (MM pg. 154) except its attacks deal fire damage. This creature obeys your commands unwaveringly, and will willingly sacrifice itself to serve your goals. The Harbinger remains in your service for one minute or until either you or the Harbinger are reduced to 0 hit points. You can extend the duration of this feature by continuing to play your Axe Guitar as an action within 300 feet of the Harbinger of Metal. Each turn you do so, the Harbinger gains an additional round before it is returned to its home plane in the fires of apocalypse. You can summon this creature once, and must wait until you finish a long rest before you can do so again.

### BUILD YOUR OWN BAND

Ask your DM before doing the following:

Get a bard to provide vocal support and request a fighter to play the drums. Extra Attack with Action Surge can translate into the fastest series of beats ever seen. Put the wizard on the keyboard and have every key be the trigger for a magic wand. Now you have both music *and* explosives for your pyrotechnic delight. Have the rogue manage the flying stage for extra style points.



# OCEAN DOMAIN

Standing upon the shore and staring into an endless expanse of water for the first time can be a religious experience for some, and certainly is for those who are called to service by a god of the sea. Serving gods like Lir, Ahti, Poseidon, Oceanus, Sedna, Susanoo, Nammu, Ran, Njord, Neptune, Salacia, Umberlee, Habbakuk, Zeboim, Deep Sashelas, and Erado, these clerics pursue a wide variety of goals; from calming the waves so that fishermen may survive to summoning terrible monsters from the deep.

## OCEAN DOMAIN SPELLS

### Cleric level Spells

1st	<i>arms of Hadar, ice knife</i>
3rd	<i>gust of wind, mirror image</i>
5th	<i>tidal wave, water breathing</i>
7th	<i>Evard's black tentacles, watery sphere</i>
9th	<i>maelstrom, scrying</i>

## BONUS CANTRIPS

When you choose this domain at 1st level, you learn the *shape water* and the *ray of frost* cantrips if you do not already know them, and they count as cleric cantrips for you.

## WAVES ON THE SHORE

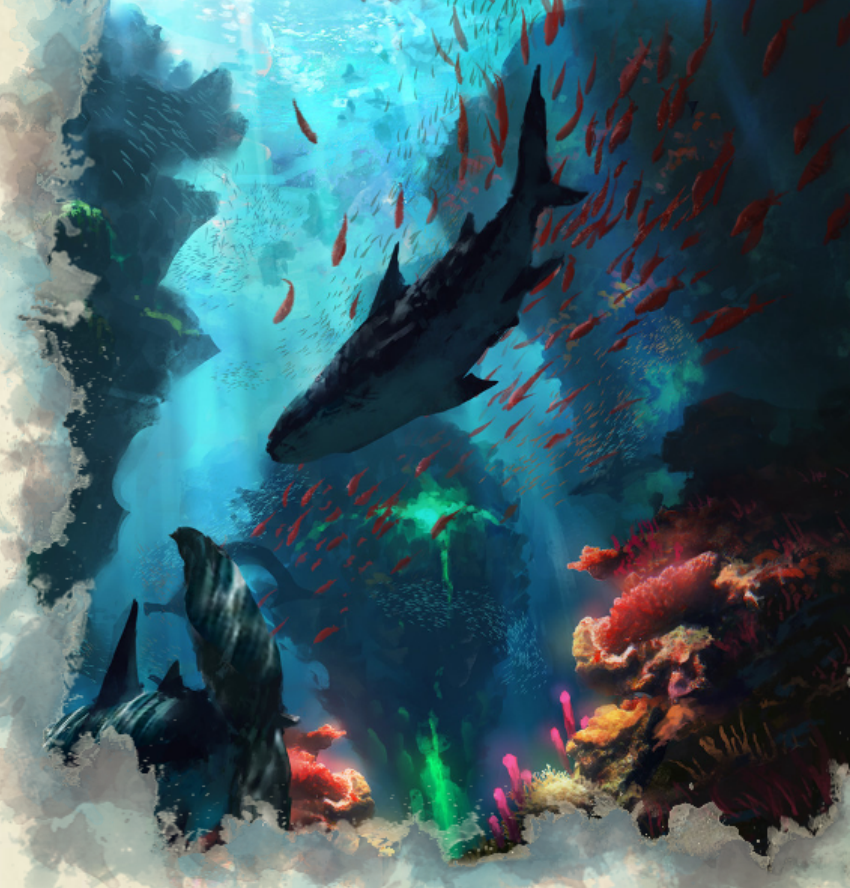
At 1st level, your god's power comes to you from the tidal pools and shallows, and from the chitinous creatures that dwell there. You gain a swim speed equal to your walking speed. When you are not wearing armor or a shield, you can choose to have your AC equal 13 + your Constitution modifier, as transparent chitin plates form over your skin to protect you. While these plates are present, you can cast spells, act, and breathe normally while underwater. If you already have a swim speed from your racial features, your walking speed increases to 30 feet, if it were lower previously, and you are immune to any negative effects from being on the surface that you would suffer due to your race.

## CHANNEL DIVINITY: DEEP EMBRACE

At 2nd level, you can present your holy symbol and use your Channel Divinity feature as an action to summon a sphere of water around yourself or a willing ally. The sphere is Large and moves with the target as they swim within it, allowing the creature to hover in the air if they ascend. Ranged attacks against targets inside suffer disadvantage, and they gain resistance to fire and cold damage while within the sphere. The sphere can immerse other targets of Medium size or smaller when it enters their space. Creatures within the sphere are subject to the Underwater Combat rules. This sphere lasts for one minute or until the target of the sphere uses a bonus action to dismiss it.

## BLOOD IN THE WATER

At 6th level, your god grants you the fearsome curse of the deadly predators of the seas. Whenever you suffer damage, you can use your reaction to mark one creature you can see with a black, bleeding splotch upon their skin.



While you can see the target, you can use an action to call a spiritual swarm of undersea predators to attack them and those around them.

The target must make a Wisdom saving throw. If they fail, the predators strike them and all other hostile creatures within 15 feet of them, inflicting 3d10 psychic damage. If they succeed, the splotch fades and the effect ends.

While a creature is marked, you are aware of its exact location if you are within 120 feet of it. You can only mark one creature at a time using this feature. Marking a new creature erases any previous mark.

## POTENT SPELLCASTING

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

## CALL OF THE SEA

At 17th level, your summons to the ocean is as strong as it's call to your heart. The spell *tsunami* is treated as an Ocean Domain Spell for you. Additionally, you can cast *wall of water* at will without expending a spell slot, and *control water* once per short or long rest without expending a spell slot. Finally, you gain resistance to cold damage and immunity to exhaustion from swimming or other oceanic conditions and activities.

## OCTOPUS FACE

Your appearance doesn't have to be chitinous. The hide of a shark or stingray can be just as durable and provide a different style of armor for Waves on the Shore.



# PEACE DOMAIN

Violence and suffering have many gods and even more worshippers, but those who dedicate themselves to the noble gods of peace find serenity and joy in their service. Clerics of these gods seek to end wars and conflicts, reform criminals, and halt the work of foul fiends and the living dead who disturb the peace of the world by their very nature.

## PEACE DOMAIN SPELLS

### Cleric level Spells

1st	<i>animal friendship, sanctuary</i>
3rd	<i>calm emotions, hold person</i>
5th	<i>beacon of hope, create food and water</i>
7th	<i>aura of life, Otiluke's resilient sphere</i>
9th	<i>commune, wall of force</i>

## PURSUIT OF PEACE

At 1st level, you learn to speak the tenets of your faith to incredible effect. You gain proficiency in the Persuasion and Religion skills. Whenever you successfully charm or persuade a hostile creature to perform a peaceful action, you gain temporary hit points equal to your Wisdom modifier.

## VOW OF PACIFISM

Also at 1st level, you take an oath to avoid violence against other creatures. Whenever you finish a long rest, you gain the following benefits.

- Your AC increases by your Wisdom modifier, and attacks against you are made with disadvantage.
- You have advantage on all saving throws.
- You are immune to the frightened condition.


Whenever you inflict damage on a creature or perform an action that inflicts a condition other than charmed or frightened on a hostile target, you lose these benefits. The benefits and drawbacks of this vow do not apply to non-sentient plants, constructs, or mindless beings such as zombies or oozes.

## CHANNEL DIVINITY: PERFECT SHELTER

At 2nd level, your deity can intervene through you. As an action, you can use your Channel Divinity feature to evoke a wave of preserving energy. Creatures other than you within a 10-foot radius around you gain immunity to damage until the end of your next turn. You can use your action each round to maintain this effect without expending additional uses of your Channel Divinity. Creatures that attack or otherwise violate the conditions of your vow are immediately no longer subject to this immunity for the duration of the current use.

## PROTECT THE INNOCENT

At 6th level, your god gives you the ability to end the terrible violence around you. Your Destroy Undead feature no longer affects your vow, and your Turn Undead and Destroy Undead features also affect fiends and other creatures that are universally evil in alignment and tied to one of the Lower Planes.



Whenever you witness a hostile action, you can use your reaction to intervene. The creature performing the action must make a Charisma saving throw against your cleric spell save DC. If they fail, they are paralyzed until the end of their current turn, and forfeit their action and movement. Using this reaction does not break your vow.

You can use this reaction three times, and these uses recover whenever you finish a short or long rest.

## POTENT SPELLCASTING

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

## THE TRUTH

At 17th level, your god's will for the enforcement of peace is absolute. While your vow is in effect, any creature that deals damage to you must make a Charisma saving throw against your cleric spell save DC or be stunned until the start of your next turn. This does not break your vow.

Whenever you use Protect the Innocent, the creature performing the hostile action cannot take another hostile action during their current turn, even when they succeed their saving throw.

Your vow is no longer broken whenever you inflict damage or hostile conditions on undead, fiends, or other creatures of the Lower Planes.

Finally, you learn the spell *mass suggestion*, it does not count against your spells known, and it counts as a cleric spell for you.

## PACIFISM AND D&D

While pacifism is often considered a noble goal, it can be a difficult ideal to follow in life-threatening combat against non-sentient creatures. Before playing a cleric of this domain, talk with your group and assess if pacifism fits with the style of game both the DM and your fellow players are seeking, as it may not be right for your group.





## PUNISHMENT DOMAIN

The wicked and sinful must pay for their crimes against your faith, and your deity is one that tolerates no wrongdoing. Gods of law, order, justice, knowledge, war, despair and vengeance such as Zeus, Nemesis, Osiris, Anubis, Torm, and many others may all have punishment as one of their domains. Clerics of this domain are sometimes known as inquisitors, but all are resolute in their hunt for apostates, heathens, fiends and heretics.

### PUNISHMENT DOMAIN SPELLS

#### Cleric level Spells

1st	<i>hellish rebuke, inflict wounds</i>
3rd	<i>heat metal, zone of truth</i>
5th	<i>bestow curse, dispel magic</i>
7th	<i>banishment, phantasmal killer</i>
9th	<i>dispel evil and good, immolation</i>

### BONUS PROFICIENCIES

When you select this domain at 1st level, you gain proficiency in heavy armor.

### EYES OF THE INQUISITOR

Starting at 1st level, your god enables you to reveal the foulest of secrets and the hidden blasphemies that permeate the corrupted souls of mortals. You gain proficiency in the Insight skill. If you are already proficient in this skill, you add twice your proficiency bonus instead. Additionally, you can cast *detect magic* as a bonus action once per short or long rest without expending a spell slot.

### CHANNEL DIVINITY: PENITENT PRAYER

At 2nd level, you can use your Channel Divinity feature as a bonus action to strike yourself in penance for your sins. You take damage equal to your cleric level from your held weapon, you gain temporary hit points equal to twice the damage suffered, and you become immune to the charmed and frightened conditions for one minute.

### OMINOUS DREAD

At 6th level, your god empowers you with the ability to strike terror into the hearts of the impure. As an action, you can project an aura of fear in a 30-foot radius. Creatures of your choosing within that radius must make a Wisdom saving throw against your cleric spell save DC or be frightened of you until the start of your next turn.

### DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the burning fervor of your belief. 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.

### PURGE THE HERETIC

At 17th level, your god bestows their divine fury upon you. Whenever you deal damage, you can choose to re-roll any number of damage dice. You take the higher result for each die rolled. When you do so, you lose hit points equal to the number of dice re-rolled using this feature.





## RETRIBUTION DOMAIN

Vengeance is a noble cause to the gods who hold retribution as one of their domains, and seeking to strike back against those who disturb the peace and tranquility of the world is a righteous goal indeed. Gods of war and peace, justice and balance, judgement and wrath could all hold retribution as a domain. Their worshippers hunt those who harm others, strike back against the wicked, and hold grudges till their dying day.

### RETRIBUTION DOMAIN SPELLS

#### Cleric level Spells

1st	<i>compelled duel, hellish rebuke</i>
3rd	<i>enlarge/reduce, spiritual weapon</i>
5th	<i>fear, spirit guardians</i>
7th	<i>fire shield, locate creature</i>
9th	<i>Bigby's hand, flame strike</i>

### BONUS PROFICIENCIES

When you select this domain at 1st level, you gain proficiency in heavy armor and martial weapons.

### VENGEFUL COUNTER

At 1st level, your deity enables you to strike those who harm your allies. Whenever an allied creature you can see takes damage from an attack and the attacker is within your reach, you can make a melee attack against the creature as a reaction.

### CHANNEL DIVINITY: ENABLE REVENGE

At 2nd level, you can use your Channel Divinity feature as a reaction whenever an ally you can see takes damage from an attack. For the next hour, the ally has advantage on rolls to track their attacker and are aware of their location if they are within 100 feet of them.

Whenever the ally sees the attacker make an attack or cast a spell, the ally can use a reaction to move up to their speed directly towards their quarry.

### FLY HAVOC

At 6th level, your god grants you the wings of an avenging angel. As a bonus action, you can expend a spell slot of 3rd level or higher to cause wings to sprout from your back, transforming your armor to suit them. While these wings are deployed, you gain a flying speed equal to your walking speed. When you are on the ground while these wings are deployed and you don't have a shield equipped, you gain a bonus to your AC equal to half your Wisdom modifier (rounded down), as you use your wings for defense. These wings last for a number of rounds equal to the level of the spell slot expended plus one.

### DIVINE STRIKE

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

### NO REST FOR THE WICKED

At 17th level, you are unceasing in your hunt for those who act against the servants of your god. You gain immunity to exhaustion and to the frightened condition. Also, your reach is considered 5 ft. longer for the purposes of Vengeful Counter, and you can add your Divine Strike damage to the damage dealt by that attack even though it is not your turn.





## SCORN DOMAIN

While some gods are friendly, hopeful, and generous, others show disdain and disgust at the pitiful wretchedness that they survey. Momus, of the Greek pantheon, was thrown from the heavens for mocking the other gods, while deities of other pantheons that rule over strife, war, chaos, law, and conflict of any kind could potentially include scorn as one of their domains. Often, these gods are vengeful and petty, willing to grant power to mortals that please them in exchange for unwavering service and loyalty. Followers of these gods lead armies and theocracies with an iron fist, seek to tear down the temples of false gods, or desire terrible revenge for a perceived slight to their esteemed personage.

### SCORN DOMAIN SPELLS

Cleric level	Spells
1st	<i>bane, hellish rebuke</i>
3rd	<i>hold person, suggestion</i>
5th	<i>bestow curse, vampiric touch</i>
7th	<i>banishment, elemental bane</i>
9th	<i>dominate person, seeming</i>

### BONUS CANTRIP

When you choose this domain at 1st level, you learn the *ruin* cantrip if you do not already know it.

### DISDAINFUL REQUEST

Also at 1st level, your god grants you the power to see the weaknesses in others, and to order them to act in your defense. You can use a bonus action to instruct one ally you can see to make an attack against a target you can see. The ally can use their reaction to move up to their speed and make the attack. Alternatively, you can demand they defend themselves, enabling the ally to take the Dodge action as a reaction. You can use this feature a number of times equal to your Wisdom modifier, and these uses recover whenever you finish a long rest.

### CHANNEL DIVINITY: IMPERIOUS COMMAND

At 2nd level, you can use your Channel Divinity feature to force your inferiors to obey your divine proclamations. As an action, you can cast *command* without expending a spell slot. You can choose to expend a spell slot of 2nd level or higher when using this feature to cast *command* at that spell level. When you cast this spell using this feature, you can issue two separate commands to the target, one after another. For example, you could demand that the creature to "Approach" then "Grovel" once it arrives. These commands are all followed during the same turn in the order they are given.

### DENY THE WEAK

At 6th level, you refuse to be harmed by those you consider to be beneath you and anathema to your faith. Whenever you are attacked, you can use your reaction to force your attacker to make a Charisma saving throw against your cleric spell save DC. If they fail, the damage you would suffer from their attacks is halved until the end of the current turn.

### POTENT SPELLCASTING

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

### SPITEFUL DEMAND

At 17th level, your scorn is heard in every whisper of your breath. Whenever you use your Imperious Command feature to cast *command*, the range of the spell increases to 120 feet, you can target twice as many creatures as you could normally, and can issue three commands in succession. For example, if you cast the spell using a 3rd level spell slot, you could target six creatures and command them to "Approach. Drop. Grovel."

### ALTERNATIVES TO SCORN

While Scorn is a less-than-positive sentiment, consider Authority or Law as alternative domain interpretations for the mechanical features presented here. Remember that other players may take offense when treated scornfully, so avoid doing so if possible. The demands of your god have sent you to travel with the party for a reason, so focus on the goals of your deity rather than the petty indignities suffered by every adventurer.





## VENOM DOMAIN

Your deity is one of poison and sickness, webs and chitin and death. Crawling, slithering, skittering things that dwell in the dark and bear fangs dripping with foul ichor are in service to your god - and you are among them. Serket, Lolth, Talona, Zehir, and any other deity that rules over insects, scorpions, spiders, snakes, and other creatures that possess a deadly toxin may hold sway over the domain of venom, including gods of more general death and beasts of the wild. Most are ambitious and cruel, serving the twisted ends of their gods through assassination and sacrifice, but dark gods such as these often vie with one another, sparking cooperation against a common foe.

### VENOM DOMAIN SPELLS

#### Cleric level Spells

1st	<i>detect poison and disease, ray of sickness</i>
3rd	<i>spider climb, web</i>
5th	<i>bestow curse, stinking cloud</i>
7th	<i>giant insect, vitriolic sphere</i>
9th	<i>insect plague, modify memory</i>

### BONUS CANTRIP

At 1st level, you learn the *poison spray* cantrip if you do not already know it, and it counts as a cleric cantrip for you.

### CONSPIRATOR'S TONGUE

When you choose this domain at 1st level you gain resistance to poison damage. Also, you can cast *speak with animals* at will without expending a spell slot, but only to communicate with snakes, spiders, insects, and other vermin.

### CHANNEL DIVINITY: TOXIC SOUL

At 2nd level, you can use a bonus action and your Channel Divinity feature to curse up to six creatures of your choosing within a 30-foot radius. These targets lose any resistance or immunity to poison and acid for one hour, and must each make a Charisma saving throw. If they fail, they are poisoned until the start of your next turn and take poison damage equal to your cleric level.

### POISONED BLOODBATH

At 6th level, your veins are filled with deadly venom. Whenever you take damage, you can use a reaction to spray blood upon one creature within 10 feet of you. The target must make a Constitution saving throw against your cleric spell save DC or be blinded until the start of your next turn and take 3d6 poison damage.

### POTENT SPELLCASTING

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

### DARK BLESSING

At 17th level, you consume the ichor of your god. You gain immunity to poison and the poisoned condition. Your mouth grows fangs that drip with toxic poison. You can use an action to make a melee spell attack with these fangs, which inflict 3d10 poison damage. Targets struck by your fangs must make a Constitution saving throw. If they fail, they are poisoned for one minute, and can make an additional saving throw at the start of each of their turns to end the effect. While they are poisoned, they are also paralyzed.



# WITCHCRAFT DOMAIN

Not all gods of magic are pure and devoted only to the arcane arts. Hecate, Hel, Circe, Ereshkigal, Nerull, Vecna, Afflux, Doresain, Incabulos, Lolth, Asmodeous, and other entities of terrible and unearthly power may hold sway over the domain of witchcraft and other dark magic. Followers of these powers are not always evil, but often use more wicked methods than most would find palatable. While some act with generous intent and seek to destroy greater or opposing evils, they are rare by comparison. Clerics of this domain are often known as witches, holding power over the arcane powers and natural world alike. Those who are called by their deities to act often are found seeking lost artifacts, performing rites and rituals, causing and curing plague, and summoning creatures of accursed power.

## WITCHCRAFT DOMAIN SPELLS

### Cleric level Spells

1st	<i>detect magic, magic missile</i>
3rd	<i>Maximillian's earthen grasp, spike growth</i>
5th	<i>fly, conjure animals</i>
7th	<i>Evard's black tentacles, polymorph</i>
9th	<i>dream, hold monster</i>

### BONUS CANTRIPS

When you select this domain at 1st level, you learn the *produce flame* cantrip and either the *prestidigitation* cantrip or *druidcraft* cantrip, if you do not already know them.

### WITCH'S FAMILIAR

At 1st level, you learn the *find familiar* spell and can cast it without expending material components. This familiar's intelligence is set to 12 if it is normally lower, and it can speak any language you can. The range you can communicate telepathically with this familiar increases to 100 feet per cleric level you possess, and it gains resistance to all damage.

### CHANNEL DIVINITY: BLOOD RITUAL

At 2nd level, you can perform a dark rite to imbue power to yourself and others. Over the course of one minute, choose a number of creatures up to your Wisdom modifier and expend a use of your Channel Divinity feature to anoint them with blood. The subjects gain a 5 foot bonus to their speed, advantage on their first saving throw or their first attack, and their weapon attacks can deal necrotic damage. This benefit lasts for one hour. If a subject is reduced to 0 hit points during that time, dark tendrils burst from them, making a melee spell attack using your statistics against one hostile creature within 10 feet. The target must make a Dexterity saving throw or be incapacitated during their next turn and take 3d8 necrotic damage.

### TOIL AND TROUBLE

At 6th level, you learn to twist the forms of other creatures. As an action, choose a target within 30 feet. The target must make a Wisdom save against your cleric spell save DC. If they fail, they are incapacitated for one minute and transformed into a Small or Tiny animal, such as a toad, newt, or cat.



If the creature takes damage, they instantly revert back to their normal form and are no longer incapacitated. You can use this feature once, and this use recovers whenever you finish a long rest.

### POTENT SPELLCASTING

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

### WITCH'S ATHAME

At 17th level, you learn to summon the ritual dagger of a true practitioner of witchcraft during a long rest. While you wield this rune-inscribed silver dagger, you can choose to take necrotic damage less than or equal to your cleric level as a bonus action whenever you are casting a spell that deals damage. The damage you take cannot be reduced or negated in any way. When you do so, you can inflict the amount of damage you've suffered using this feature on to up to three targets of the spell during the round that you cast it.

Additionally, you can use this blade to steal the life from other creatures. Whenever you hit a creature with this magical silver dagger, it suffers an additional 1d4 necrotic damage. You regain hit points equal to the amount of necrotic damage inflicted from attacks with this weapon, and you can use your Wisdom modifier in place of your Strength or Dexterity modifier when making attacks with this weapon.

If this weapon is lost or destroyed, you can summon another during your next long rest.



## NEW CLERIC CANTRIPS

### CRUEL TRICK

*transmutation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** Instantaneous

Your hand pulses with discordant power. Make a melee spell attack against a target within range. If you hit, the target takes 1d8 acid damage and has disadvantage on their first Charisma saving throw made before the end of your next turn.

This damage increases to 2d8 at 5th level, to 3d8 at 11th level, and to 4d8 at 17th level.

### RUIN

*evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

You speak a terrible word, blasting a creature or object within range with destructive power. The target must make a Charisma saving throw or take 1d8 force damage. Objects and constructs targeted with this cantrip always take the maximum amount of damage per die.

This damage increases to 2d8 at 5th level, to 3d8 at 11th level, and to 4d8 at 17th level.

## CHANGING DOMAIN OR FAITH

Clerics are an interesting class partially because of the opportunity for them to interact with a higher being. When one's faith in the righteousness of that deity is tested and broken, it is not uncommon for another god or faith to seek out and desire to claim the person's allegiance.

In other situations, the power of a divine may change how it is presented to the cleric, through traumatic events, religious inspiration, fervent zeal, or simple request. This can lead to a change in the domain of the cleric, even when the god they serve remains the same. For example, a cleric of the War domain may be granted the power of the Retribution domain after witnessing the death of a dear ally and begging for the strength to take revenge.

Discuss with your DM the specifics of your change in faith or domain, and consider some of the following guidelines for managing the process.

### CHANGING DOMAIN

A cleric who seeks to change to a new domain while in service to the same deity often perform an action that solidifies their resolve to follow this new calling. Their god may put forth a task, pilgrimage or quest that will result in this outcome, or make demands for offerings of wealth, blood, or other appropriate sacrifice. Consult the following table for a list of possible quests and offerings for each domain, and discuss it with your DM.

## CHANGING FAITH

Few gods are pleased to see their followers disobey or heed the call of another, and will often seek to destroy traitors and heretics. When considering changing your faith, think about how your relationship with your former god will change. Will they seek revenge? Can you depart in peace? Will religious organizations seek to find and chastise you? Will you be denied services from your former allies, or will you find new ones to assist you? Will you be cursed and doomed to a terrible fate? Will your new god protect you from the wrath of the old? Will the new deity demand a show of devotion, such as a quest, offering, or other sacrifice? Discuss all of these options with your DM before making your decision.

### TASKS FOR OBTAINING A NEW DOMAIN

New Domain	Task or Offering
Balance	Intervene in the affairs of the world to destroy an artifact of great power.
Celebration	Throw an intense and excellent party, overcoming disruption or mishap.
Chaos	Bring disorder and ruin to the worshippers of another god.
Desert	Make a pilgrimage without food or water into the desert.
Fate	Intervene in the life of another, saving them from certain doom.
Hunting	Slay a legendary beast or a primal spirit.
Kinetic	Move a massive object across a vast distance.
Knowledge	Discover a secret of a lost civilization or modern conspiracy
Life	Save the life of another, even when they should have perished.
Light	Spend a fortnight in total darkness.
Love	Bring people together, so they may find happiness.
Lunar	Slay a powerful lycanthrope or other shapechanger.
Nature	Seek a unique herb, and perform a ritual offering.
Ocean	Sail on the sea, and surrender your body to the depths.
Peace	Refuse to inflict harm, even when it would be beneficial to you and your allies.
Punishment	Hunt down a traitor to the faith.
Retribution	Take revenge upon one who has wronged you.
Scorn	Lead a coup against those who are unworthy of rule.
Venom	Harvest and ingest a deadly toxin from a fearsome beast.
Witchcraft	Discover the secrets of a dark and terrible ritual, and perform it successfully.



# CLERICS OF THE SACRED MYSTERIES: LEGION OF LIGHT COMMUNITY CONTEST!

Given that most games rarely have more than one cleric at a time, this Compendium might not be useful to multiple players. In order to alleviate that issue, I've decided to host a creative contest to create NPC clerics for each of these domains. Those that receive the best response from the community will be included in the updated release of the Compendium, subtitled "Legion of Light" and released around one month after this announcement.

## CONTEST GUIDELINES

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All submissions should be uploaded to [/r/UnearthedArcana](#) as an individual post to gain community feedback.

Once you feel that you've gotten enough to make it as great as can be, please message me ([/u/GenuineBelieverer](#)) with a link to the latest version, the domain you've chosen, and a link to the page you've posted in addition to the username or moniker you'd like me to credit you by.

**Homebrewery links or lightly formatted text documents are very strongly preferred.** You're free to use anything in this Compendium or in my other works for this purpose, so be as creative as you can!

I reserve the right to edit any submissions you send, and offer you the option for first right of refusal before the public release in the event of editing; simply state you'd like this option when sending your message.

The submission deadline is tentatively two to three weeks from now (around August 7th) but complete submissions may be provisionally taken after this date.

Aside from this, please use your best judgment when creating NPC backstories and motives to make something you'd be proud to run for your own table.

## NPC GUIDELINES

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The following page will offer two examples for you to use as guidelines for the style of NPC that will work best with this Compendium. Consider starting with a single quote or short scene that displays a key portion of the character's style.

Be sure to include a physical description that can be read by a DM. Describe how the character came to be a cleric and follower of their god. Discuss their primary motivation and one or more essential goals. Then, include a section titled "As an Ally" that discusses how the character can be used by a DM to present assistance, quests, and rewards to the player. After, include the "As an Antagonist" section - for when the cleric goes too far, takes their philosophy to the furthest extreme, or worships a god that is more hostile and malevolent than their "Allied" version. This antagonist doesn't have to be 'evil', but should present challenges to the party and interfere with their efforts in some way through their methods or goals.

Regarding challenge rating (CR), anything between CR 1/2 and CR 20 is acceptable, although CR's in the middle range (3 to 9) are preferable so that they can be used more easily by most groups.

Art is optional but any art provided should be credited in the same way I provide credit. (Original artist name or moniker, direct link to the page containing the original art). If you're looking for art, check out Reddit's Imaginary Network for a great number of sourced artworks in a variety of themes.

Descriptions of visual quirks, cues, and other DM suggestions are optional but also encouraged. Any scenario or alternative mechanical options are also optional and encouraged.

**Please keep your submission within 1-2 pages; 3 at most.**

If there are multiple submissions under the same domain, I'll take them if they're good and of differing CR's, so feel free to submit a character even if someone else has already done a cleric of that domain.

You're encouraged to make new mechanics and features for these clerics, including using legendary actions and other special features that are outside the written domain, such as shapeshifting.

In conclusion, be creative and have fun!

If you have any questions, feel free to send me a message either on Reddit at [/u/GenuineBelieverer](#) or on Discord [@GenuineBelieverer#3050](#)



# BALANCE DOMAIN CLERIC

## ALMA SHRAE

"I've spoken with the demons and angels, devils and saints, and all of them are true to their nature. Such is the way of things. I've seen cowards made heroes and warmongers made peace bringers, against their nature. Such is the way of things. I carry an object that is always destroyed and always whole. Such is the path of one chosen by Adrestia, cursed with her blessing."

### APPEARANCE

Alma is a striking human woman with dark black hair, pale skin, and contemptuous eyes. She wears heavy makeup that stains her lips black and gives her eyes a deep-set look. Upon her forehead is a glowing mark that extends in a line to the center of her brow. She wears robes that billow and twist around her, both solid black and pearl white at once. Her right hand is concealed in the ephemeral sleeve of this black robe, and her fingers curl and twitch seemingly of their own accord. Hovering over her shoulder is a strange obsidian cube that burns with pale energy, constantly shattering and falling away at the bottom while new pieces appear from above to rebuild it. She speaks with a strong, authoritative voice, like a judge delivering a verdict.

### ORIGIN

Alma was chosen at a young age to serve Adrestia. Her father perished to cultists of a dark god, while her mother was severely wounded. Forced to care for her ailing mother, she worked in a temple to afford food and medical treatment. The priests and priestesses there cared for her, and worked tirelessly to heal her mother, who was saved through the divine power of their gods. The experience was traumatic for Alma, who swore to balance the scales. She stole an artifact, known as the Unbroken Cube, after watching the elder priests unseal it from the vaults of the temple to treat her mother. She turned the power of the artifact on the murderous villains who had slain her father, tearing them to pieces with each pass of the Cube. The artifact awoke, gaining the attentions of the goddess Adrestia, who chose Alma as her arbiter and servant. Determined to pay her debt for this power and balance the scales of life and death, Alma travels the world to bring health to the holy and suffering to the dark.

### AS AN ALLY

Alma is primarily concerned with stopping persons who serve fiends and vile creatures, but cares little for the work of those immortals themselves. She would rather heal the sick and wounded than slay a demon, and would rather bring justice to a murderer than spend a day in prayer. She'd like for mortals to create peace in their communities, but knows that such a state is tenuous at best.

### AS AN ANTAGONIST

Alma is quick to pass judgement, and the party may draw her attention if they frequently commit crimes or perform actions against innocent mortals. She prefers to cast *bestow curse* on a fitting target before engaging using *shatter* and her Unbroken Cube. If she is slain, the Cube explodes into fragments and disappears, but cannot otherwise be taken from her possession.

## ALMA SHRAE, CLERIC OF BALANCE

*Medium humanoid (human), neutral*

**Armor Class** 15 (divine blessing)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	12 (+1)	18 (+4)	12 (+1)

**Skills** Religion +4, Perception +7

**Senses** passive Perception 17

**Languages** Common, Infernal, Celestial

**Challenge** 3 (700 XP)

**Magical Inversion.** Whenever Alma casts a spell that deals damage, she can change the damage type to a different one.

**Weigh the Scales.** Alma cannot gain advantage or suffer disadvantage on any attack roll or saving throw.

**Spellcasting.** Alma is a 5th-level spellcaster. Her spellcasting ability is Wisdom (Spell save DC 15, +7 to hit with spell attacks). Alma has the following cleric spells prepared:

Cantrips (at will): *ruin, thaumaturgy, guidance*

1st level (4 slots): *cure wounds, detect evil and good, inflict wounds*

2nd level (3 slots): *hold person, shatter, silence, spiritual weapon*

3rd level (2 slots): *bestow curse, counterspell, dispel magic, vampiric touch*

### Actions

**Multiattack.** Alma makes two attacks with the Unbroken Cube.

**The Unbroken Cube.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 10 (1d12 + 4) force damage and the target suffers disadvantage on their next Charisma saving throw.