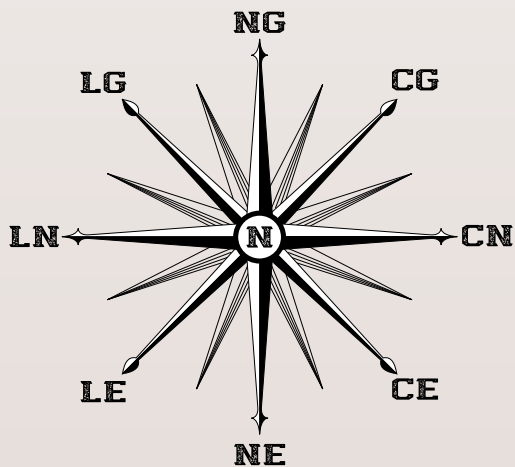


SPIRITUAL ALIGNMENT

LAWFUL CLERIC

DOMAINS

RATHER THAN DEVOTE THEMSELVES to an aspect of a particular deity, some clerics choose to follow the philosophy and ethics of a particular alignment. This article focuses on the three alignments of law—lawful good, lawful neutral, and lawful evil—and the clerical domains associated with each.



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ALIGNMENT OVER DEITY?

Clerics who choose alignment domains hold themselves out as paragons of their chosen philosophy. Depending on the religious cosmology of a particular setting, an alignment cleric's relationship to a particular deity may be absolute or conditional. In settings that have no gods at all (or at least ones that can grant spells), clerics tap directly into the universal energies of the nine alignments.

In the most common fantasy settings, an alignment domain is simply one of many a god might grant. Manannan mac Lir, for example, is a lawful neutral deity. His clerics typically take the Nature or Tempest domains, but it's also possible for a cleric who identifies with Manannan's lawful nature to choose the Lawful Neutral domain instead.

However, it's also possible that a cleric may more fully dedicate herself to an alignment rather than a particular deity. An ancient Egyptian cleric of community (lawful good) may venerate Re-Horakhty and Osiris equally, as they are both lawful good deities. Should the cleric encounter other pantheons, she may find herself venerating Athena or Dian Cécht as much as those within her native pantheon. Such clerics may even suspend or abandon worship of a particular deity if something comes to light that suggests that deity has betrayed or changed their alignment.

How a particular cleric views the relationship between her alignment and her deity and the repercussions of choosing one over the other is up to the player and game master. For purposes of this article, all that is required of a cleric that chooses an alignment domain is that she also follows that particular alignment.

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LAWFUL PHILOSOPHIES

Lawful philosophies put a heavy emphasis on law, order, and tradition. Religious rites, rituals, and literature are akin to legal codes, there is a specific order to everything. Answers to any moral or ethical question can be found in scripture, which tends to be conservatively interpreted and tested by years, if not centuries or millennia, of application. As such, lawful philosophies and the institutions built upon them tend towards being intractable and resistant to change.

As a major player, adherents of lawful philosophies heavily influence law and government. In some lawful societies, there may be no difference between secular law and religious law and the clerical hierarchy directly runs the government. In others, there is a marked division between religious and secular leaders, although the political and legal systems are heavily influenced by a lawful philosophy and political leaders need the blessings of religious leaders in order to retain power.

As a minor player, adherents of lawful philosophies do what they can to encourage more order. Lawful followers of a non-lawful religion, for example, may encourage other followers to adopt a more rigid path in order to better serve their gods or better benefit themselves in the afterlife.

COMMUNITY DOMAIN (LAWFUL GOOD)

Clerics of community are firm believers in law and order, but they temper that belief with a strong sense of justice. Understanding that laws are made to protect groups of people, such clerics value the spirit of the law over the letter. As living symbols of justice, clerics of community strive to protect the communities they serve from all threats, both from without and within.

Clerics of community tend to be crusaders. They often lead adventuring parties; even when they don't, they have strong opinions and do their best to sway the group to their cause. Clerics of community are always on the front line during an attack and hold their ground to protect their allies, even if that means leaving the cleric behind.



COMMUNITY DOMAIN SPELLS

Cleric Level Spells

1st	<i>alarm, shield of faith</i>
3rd	<i>aid, detect thoughts</i>
5th	<i>beacon of hope, dispel magic</i>
7th	<i>banishment, guardian of faith</i>
9th	<i>commune, telepathic bond</i>

Bonus Proficiencies

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

Stand with Me!

You can shield your allies during battle. Choose one creature within 5 feet of you. For the next 1 minute, all creatures have disadvantage on attack rolls against your designated creature. This effect ends early if the designated creature moves more than 5 feet away from you. This feature can be used a number of times equal to your Wisdom modifier (minimum of 1). Spent uses are regained after a long rest.

Channel Divinity: Righteous Challenge

At 2nd level, you can use your Channel Divinity to bellow a fierce war cry that strikes terror in the hearts of your enemies. As an action, you present the symbol of your faith (either your holy symbol or a visible representation, such as on a shield) and loudly challenge your enemies. Each living creature within 30 feet that can hear you and is actively opposed to you must make a Wisdom saving throw. On a failure, that creature is frightened of you for one minute or until it takes damage.

Drive Them Back!

At 6th level, you gain the power to drive back your enemies when you strike them. Whenever you hit a creature with a melee weapon attack, you may force it to make a Strength saving throw. On a failure, it is pushed 10 feet in a direction of your choice (except up or down).

Divine Strike

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

Hold the Line

At 17th level, your divine mandate to hold the line and protect others enables you to shrug off blows that would normally fell a person. You are resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.

AUTHORITY DOMAIN (LAWFUL NEUTRAL)

Whether imposed by divine edict or codified through social contract, clerics of authority hold the law to be sacrosanct above all else. They devote themselves to following and supporting the law while ensuring that everyone subject to those laws is held accountable when breaking them. When sitting in judgment, a cleric of authority won't easily set aside the letter of the law, for doing so ultimately

weakens the law's power. Ultimately, if a cleric of authority finds a law lacking, they will seek to officially change it.

Clerics of authority tend to eschew leadership roles within a party, preferring to offer advice and to remind others of existing agreements and arrangements. Should a conflict arise, a cleric of authority will immediately offer to arbitrate. Clerics of authority enjoy partaking in rituals and traditions. When confronted with something new, they immediately try to codify it. Perhaps ironically, clerics of authority often hold their friends accountable for the laws they bend or break regarding their deities and cultures, even when they conflict with the cleric's own.

AUTHORITY DOMAIN SPELLS

Cleric Level Spells

1st	<i>identify, sanctuary</i>
3rd	<i>detect thoughts, zone of truth</i>
5th	<i>remove curse, slow</i>
7th	<i>locate creature, private sanctum</i>
9th	<i>hold monster, scrying</i>

My Mind is My Own

When you choose this domain at 1st level, you gain resistance to psychic damage and have advantage on saving throws against being charmed, and magic can't put you to sleep.

Student of Law

You are well-versed in the law and tradition as well as the history and religious teachings that forged them. You gain History and Religion as bonus skills and your proficiency bonus is doubled when using those skills to interpret or implement the law.

Channel Divinity: Return to Your Senses!

At 2nd level, you can use your Channel Divinity to end a charm effect. As an action, choose one creature within 60 feet of you. Any charm effect currently affecting that creature immediately ends, and the creature is immune to charm effects for 1 minute.

Channel Divinity: Compel Truth

At 6th level, you can use your Channel Divinity to compel those you interrogate to tell the truth. You can generate a special zone of truth by drawing a circle on the ground of any size, as long as you spend an action to complete the circle. For 10 minutes, no one may speak an untruth and you can ask anyone within the circle a single question that must be answered truthfully. The creature may choose not to answer by making a Wisdom saving throw, but it still bound not to speak untruths while within the circle. Regardless of whether the save was successful or not, you may not compel the creature to answer another question, although it still may not lie while within the zone.

Divine Strike

At 8th level, your strikes are infused with the force of law. 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.

Master Inquisitor

At 17th level, no one can hold secrets from you. You instantly know whenever a creature you can see is lying.

Additionally, as an action, you may gain a relevant flash of insight into an event that a creature you can see participated in, including where or how to get the evidence needed to prove any guilt (such proof must still be procured by other means). You may use this ability a number of times equal to your Wisdom modifier. All spent uses are recovered after a long rest.

CONFORMITY DOMAIN (LAWFUL EVIL)

Clerics of conformity are a bit of a paradox. On the one hand, they demand that the people fully and completely submit themselves to the law, but on the other hand, the clerics themselves are perfectly willing to twist the law to their own advantage. Clerics of conformity realize that fear is a powerful

motivator and use that fear to quell the ambitions of any who would oppose them.

Like their community counterparts, clerics of conformity demand leadership roles within adventuring parties, but this is not for the good of the group; rather, it is a ploy to better their own circumstances. They tend to interpret social contracts very differently for themselves than the rest of the group. Clerics of conformity generally keep their word, but almost always in a way that makes it possible for the cleric to exploit it.

CONFORMITY DOMAIN SPELLS

Cleric Level Spells

1st	<i>charm person, command</i>
3rd	<i>hold person, scorching ray</i>
5th	<i>bestow curse, fear</i>
7th	<i>banishment, phantasmal killer</i>
9th	<i>dominate person, modify memory</i>

Bonus Proficiencies

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

I am the Law!

You are skilled at making the law work for you. You may take Deception, Intimidation or Persuasion as a bonus proficiency. You gain double your proficiency bonus when using that proficiency to manipulate the law to your advantage. You also gain the *friends* cantrip.

Channel Divinity: Silver Tongue

At 2nd level you can use Channel Divinity to enhance your charm spells. You may use your Channel Divinity to cast an enchantment spell you know that causes a creature to be charmed by you without spending a spell slot. When you cast a spell in this way, the affected creature does not realize that you charmed them when the spell ends.

Channel Divinity: You Will Obey Me!

At 6th level you can use Channel Divinity to impose your will on others. As an action, you can create a circle of will. All creatures within 30 feet of you have disadvantage on any saving throws against any spells that you cast that impose the charmed condition. This effect lasts for 1 minute.

Divine Strike

At 8th level, you enforce your will on the tip of your blade. 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.

Iron Fist

At 17th level your will carries the force of divine law, and no one can easily challenge your resolve. You are immune to psychic damage and you cannot be affected by spells that would charm you or put you to sleep. 