

DIVINE DOMAIN

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

Each domain's description gives examples of deities who have influence over that domain. Gods are included from the worlds of the Forgotten Realms, Greyhawk, Dragonlance, and Eberron campaign settings, as well as from the Celtic, Greek, Norse, and Egyptian pantheons of antiquity.

SPIDER DOMAIN

The Spider Domain is under the exclusive purview of a single deity: The Spider Queen, Lolth, a capricious goddess that delights in torment, subterfuge, and dominating the weak. She is especially revered by the drow, but sinister creatures of every type make offerings to her, including petitioners who worship in secret on the surface. Customarily, Lolth only bestows clerical powers upon female priests, but there are always rare exceptions when it serves the Spider Queen's schemes.

The spider domain deals in secrets, subterfuge, assassination, and wanton cruelty. Clerics that make this domain their own are rarely anything other than evil.

SPIDER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, disguise self</i>
3rd	<i>spider climb, web</i>
5th	<i>fear, vampiric touch</i>
7th	<i>dominate beast, giant insect</i>
9th	<i>dispel evil and good, dominate person</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with the Stealth skill, whips, and poisoner's kits.



WEB WALKER

Also at 1st level, you gain a climbing speed equal to your movement speed. Additionally, you ignore movement restrictions caused by webbing and you are immune to the effects of the *web* spell.

CHANNEL DIVINITY: VENOM

Starting at 2nd level, as a bonus action, you can use your Channel Divinity to coat a melee weapon you are holding with a paralytic poison. The next time you hit a creature with a melee weapon attack within the next minute, it must succeed on a Constitution saving throw. A creature that is immune to being poisoned automatically succeeds this saving throw. On a failed save, the creature takes poison damage equal to your cleric level and becomes paralyzed for 1 minute. On a successful one, it takes half as much damage and is not paralyzed. A creature paralyzed by this ability can repeat the saving throw at the end of each of its turns, ending the effect on a successful save.

BLESSING OF THE SPIDER QUEEN

Starting at 6th level, you have a divine connection to spiders of all types. Any spider that can see you is considered charmed by you, and can communicate with you as if you were under the effect of the *speak with animals* spell.

Additionally, you learn the spell *conjure animals*, which you can use only to summon giant spiders, giant wolf spiders, or swarms of spiders, unless you also know this spell from another source.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the poisoning bite of a spider. 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.

DOMINATION

Starting at 17th level, you learn the *dominate monster* spell. When you cast the spells *dominate beast*, *dominate monster*, or *dominate person*, you ignore a target's immunity to being charmed. Additionally, you can use your bonus action, instead of your action, to take total and precise control of a target.