



# MYSTERIES OF THE GODS

## NEW CLERIC DOMAINS AND SPELLS

## **THE GODS DEMAND A SACRIFICE**

*In the worlds of fantasy, the gods are mighty, their works are evident to all. The clergy stand between the gods and mortals, receiving the commands of the gods and guiding the prayers of the faithful. Religions and religious sects take many forms. These three domains showcase very different forms of devotion to the gods: the zeal of blood sacrifice, the courage of the exorcist, and the animist's connection to animal spirits and the world's soul.*

*In addition, you'll find eight new spells for clerics and other spellcasters. These spells support the Blood, Exorcism, and Spirit domains and explore secondary themes of the cleric class.*



## NEW DOMAINS

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### BLOOD DOMAIN

Some deities, especially those of a more primal or cruel demeanor, hold blood as the essence of holiness. It is the sign of pain, valor, birth, and martyrdom.

Some clerics of this domain actively spread violence wherever they go, while others use its power to assure that bloodshed is rare and swiftly ended. Even more than most clerics, those of this domain are continually weighed and tested by their gods, as they choose their own balance between mercy and severity. In many cultures, priesthoods of this domain are pushed into the shadows and the edges of society, becoming mystery cults.

### BLOOD DOMAIN SPELLS

#### CLERIC LEVEL - SPELLS

**1st:** false life, inflict wounds

**3rd:** enhance ability, protection from poison

**5th:** glyph of warding, vampiric touch

**7th:** compulsion, divination

**9th:** contagion, greater restoration

#### BLOOD FOR THE GODS

At 1st level when you choose this domain, you gain proficiency in all simple and martial weapons that deal piercing or slashing damage, and you gain proficiency in heavy armor.

#### THE BLOOD IS THE LIFE

Also starting at 1st level, you gain temporary hit points equal to twice your cleric level when your current hit points fall below half of your maximum hit points. Once this occurs, it cannot happen again until you complete a short rest.

If your current hit points are below or equal to half your maximum hit points when you roll initiative, you gain temporary hit points equal to twice your cleric level.

### CHANNEL DIVINITY: BLOODGIFT

Starting at 2nd level, you can use your Channel Divinity to invoke divine favor upon those who bleed and suffer in battle. As an action, you call your deity's name. Up to two allies within 60 feet with current hit points at or below half of their maximum hit points may spend their reactions to make an attack with a piercing or slashing weapon. If these attacks hit, they add your Wisdom bonus to the damage dealt.

At 11th level, allies who hit with this attack deal an additional 1d8 damage of the same type. At 17th level, allies who hit with this attack deal an additional 2d8 damage of the same type.

### MIGHTY IN VENGEANCE

Starting at 6th level, when your current hit points are at or below half of your maximum hit points, you may treat any result of 1 or 2 as a 3 on dice you roll to determine damage or healing effects for attacks you make and spells you cast.

### RED RUIN

Starting at 8th level, once per turn when you make a weapon attack with a piercing or slashing weapon, you deal an additional 1d8 damage of the same type. When you reach 14th level, the damage increases to 2d8.

Further, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

## FOES OF THE SECRET CRUSADE

*The Exorcism domain is highly specialized against celestials, fey, fiends, elementals, and undead. The domain is unsuited to PC use in campaigns in which these creatures do not commonly pose a threat. Talk to your DM before choosing this domain.*

## BLOOD AND SOULS

Starting at 17th level, when you deal damage that reduces a creature to 0 hit points, you regain an expended use of Channel Divinity, or you regain an expended spell slot. The spell slot's level is equal to half the Challenge Rating of the creature you damaged, or 5, whichever is lower. After you have used this ability twice, you may not do so again until you complete a long rest.

## EXORCISM DOMAIN

Gods or religious sects particularly invested in protecting mortals from demonic influence and possession may include the Exorcism domain. The Exorcism domain is never a deity's only domain, but a small and active arm of a greater Church. In rare cases, nature deities take a strong enough position against the intrusion of creatures from Outside that they consecrate a cleric with the power to banish intruders.

As paladins and many clerics defend their faith and innocents under their care against physical threats, including warfare, pestilence, and oppression, exorcists defend against spiritual threats from other planes: celestials (particularly evil or fallen angels), elementals, fey, and fiends. These enemies may manifest in subtle ways, and an exorcist must exercise great insight to root them out without destroying innocents in the process.

## EXORCISM DOMAIN SPELLS

### CLERIC LEVEL - SPELLS

- 1st:** detect evil and good, protection from evil and good
- 3rd:** see invisibility, zone of truth
- 5th:** magic circle, remove curse
- 7th:** banishment, private sanctum
- 9th:** dispel evil and good, hallow

## SUBTLE AGENT OF THE FAITH

At 1st level, you gain proficiency in one of the following: Arcana, Insight, or Intimidate. You also gain proficiency in the Abyssal language, the Celestial language, the Infernal language, the Sylvan language, or the Primordial language.

## ARMED FOR SPIRITUAL WARFARE

At 1st level, you gain proficiency in heavy armor and the word of censure cantrip (see below).

## CHANNEL DIVINITY: TURN THE FAITHLESS

Starting at 2nd level, you can use your Channel Divinity to turn fey and fiendish creatures. As an action, you present your holy symbol and speak a prayer censuring fiends and the fey. Each creature of those types 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. If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned. (This ability does not include destroying fiends or fey.)

## CHANNEL DIVINITY: RETRIBUTION AGAINST DECEIT

Starting at 6th level, you can use your Channel Divinity to punish those who would invade your allies' thoughts. As a reaction, whenever an ally (not including yourself) within 30 feet fails a saving throw against the charmed or frightened conditions, or becomes possessed, you may grant that ally a new saving throw against the same saving throw DC.



If the second roll is successful, you may deal 2d8 + your Charisma modifier radiant damage to the creature that forced the initial saving throw. At 11th level, the damage caused by this effect increases to 3d8 + your Charisma modifier radiant damage. At 17th level, the damage caused by this effect increases to 4d8 + your Charisma modifier radiant damage.

### POTENT WEAPONS OF THE SECRET CRUSADE

Starting at 8th level, once per turn when you make a weapon attack, you deal an additional 1d8 radiant damage. When you reach 14th level, the damage increases to 2d8.

Further, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

### THE DIVINE INTERDICTION

Starting at 17th level, whenever you force a celestial, elemental, fiend, Fey, or undead to make a saving throw and they roll a natural 1, or whenever you deal a critical hit to a creature of those types, it suffers a banishment effect as if cast by you. If you are currently maintaining Concentration on another effect, you can choose to drop the spell you are currently concentrating on in favor of the banishment. If you do not, the banishment lasts until the end of your next turn. For the purpose of this ability, your holy symbol is an item distasteful to that creature. If casting banishment is what triggered this effect in the first place, you may choose a new target within 30 feet to be affected by banishment.

Further, you gain advantage on all saving throws against the charmed or frightened conditions, and against any form of possession.

### SPIRIT DOMAIN

Rather than worshiping a single deity, some clerics - often called shamans - recognize and commune with the spiritual presences in all things, living and inanimate. Barely perceptible spiritual presences enact their spells. The cleric serves the spirits, and the spirits serve the cleric; neither is master over the other. Yet one spirit is always closest to the cleric's heart and joins her in battle: a bear, eagle, snake, or wolf spirit.

### SPIRIT DOMAIN SPELLS

#### CLERIC LEVEL -- SPELLS

- 1st:** speak with animals, unseen servant
- 3rd:** augury, spiritual weapon
- 5th:** sending, spirit guardians
- 7th:** conjure minor elementals, faithful hound
- 9th:** animate objects, conjure elemental

### PRIEST OF FREE FOLK

At 1st level when you choose this Domain, gain proficiency with the herbalism kit, and gain the spirit claw cantrip. Gain proficiency in one of the following skills of your choice: Animal Handling, Nature, or Survival.

### TOTEMIC COMPANION

At 1st level when you choose this Domain, you gain a spirit companion that takes the form of a bear, eagle, snake, or wolf. Once you choose the form of your companion, you may change that form only when you gain a cleric level. You may call your spirit companion from the Ethereal Plane with a bonus action. The spirit remains until you fall unconscious or it ends your turn more than 60 feet away from you.

The spirit can occupy your space, but cannot otherwise share space with other creatures. Your allies can pass through its space freely, while anyone it recognizes as your enemy treats its space as difficult terrain.



As part of any action, you can command your spirit companion to move a distance equal to your current speed; it possesses movement modes appropriate to its creature type. The spirit companion is immune to all damage except for force damage, and it is dispersed if it takes 10 points of force damage in a single round. Otherwise, it heals all damage it has suffered at the start of your turn. If dispersed, you may not call it again until you complete a short rest. It shares your Armor Class and saving throws.

At the end of any turn in which you do not make an attack or cast a spell other than cure wounds, healing word, or mass cure wounds, your spirit companion makes a melee weapon attack against an enemy adjacent to it, unless you command it not to do so. On a hit, it deals bludgeoning, piercing, or slashing damage, based on its creature type, equal to 1d6 + your Wisdom modifier. Maintaining concentration on a spell, even a spell that deals damage or requires you to make an attack roll, still allows your spirit companion to make this attack. It is also able to attack if you are conscious but unable to take actions, such as when you are paralyzed, petrified, or stunned.

#### CHANNEL DIVINITY: LESSER SPIRIT ALLY

Starting at 2nd level, you can use your Channel Divinity to allow your spirit companion some power in the world. The effect of this is based on its creature type.

- **Bear.** As a reaction, you or one ally within 60 feet of you gains resistance against a single damaging effect. As part of this reaction, your spirit companion teleports to a space adjacent to the affected creature.
- **Eagle.** As a bonus action, your spirit companion teleports to a space adjacent to you or an ally within 60 feet of you, lifts him or her into the air, and moves itself and him or her to any space within 60 feet of that origin. The transported creature imposes disadvantage on any opportunity attacks it provokes in this move.
- **Snake.** As an action, your spirit companion teleports to a space adjacent to you or an ally within 60 feet of you. Choose one creature adjacent to its destination space. That creature heals damage equal to your cleric level, or thrice your cleric level if the target's current hit points are less than half of its maximum hit points.
- **Wolf.** Channel this effect as an action. For 1 minute, any melee weapon attack that your spirit companion makes that hits a creature also forces that creature to pass a Strength saving throw against your spell DC or be knocked prone. This effect requires Concentration.

#### CHANNEL DIVINITY: GREATER SPIRIT ALLY

Starting at 6th level, you can use your Channel Divinity to allow your spirit companion further power in the world. The effect of this is based on its creature type.

- **Bear.** As an action, you and all allies within 60 feet of you gain 10 temporary hit points that last for up to 1 minute. While these temporary hit points remain on a creature, it also gains advantage on all Strength ability checks and saving throws.
- **Eagle.** As a bonus action, you and all allies within 60 feet of you gain darkvision, +5 to passive Perception, advantage on all Perception checks, and a 10-foot increase to their speed. This effect lasts for 1 minute.
- **Snake.** As a bonus action, you and all allies within 60 feet of you gain a new saving throw against any effect that otherwise grants a saving throw at the end of a character's turn, and gain advantage on this new saving throw. Any creature that ends a condition with this new saving throw also gains 10 temporary hit points.



- **Wolf.** Channel this effect as an action. Up to two allies within 60 feet may spend their reactions to make a melee weapon attack.

## CONSTANT GUARDIAN

Starting at 8th level, when you deal damage to a creature that is adjacent to your spirit companion, your spirit companion makes a melee weapon attack against the same enemy. On a hit, it deals bludgeoning, piercing, or slashing damage, based on its creature type, equal to 1d6 + your Wisdom modifier.

## WORLD-SOUL

Starting at 17th level, you achieve a new measure of oneness with all natural things. You gain resistance against acid, cold, fire, lightning, poison, and thunder damage.

Further, as a bonus action, you may gain proficiency with any one language, saving throw, skill, or tool. This ability lasts until you take a short rest. Once you use this ability, you may not do so again until you complete a long rest.

## FOR OTHER CLASSES

Several of these spells are appropriate to other classes as well.

- *Clarion call* works well as a bard spell.
- *Spirit wind* suits the large-scale destructive capabilities of a high-level druid.
- *Clarion call* and *righteous accusation* are intended for use with paladins.
- *Harrow* suits warlock themes well.

## NEW SPELLS

### CANTRIP

Harrow  
Spirit Claw  
Song of Battle  
Word of Censure

### THIRD LEVEL

Clarion Call

### FOURTH LEVEL

Angelic Boon

### FIFTH LEVEL

Righteous Accusation

### EIGHTH LEVEL

Spirit Wind

## ANGELIC BOON

4th-level evocation

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You invoke the powerful name of an angel, causing you to embody a small portion of the angel's power. Evil clerics receive a similar boon from fallen angels. You may spend an action to touch an adjacent creature. If the creature you touch is an ally, you restore hit points equal to 2d8 + your spellcasting modifier. If the creature you touch is an enemy, make a melee spell attack. On a hit, the target takes 3d8 radiant damage.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the amount of damage healed or caused by the spell increases by 1d8 for each slot level above 4th.

## CLARION CALL

3rd-level abjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, M (a horn of great quality, worth at least 50 gp)

**Duration:** Instantaneous

You sound the horn or clarion, waking sleepers and clearing thoughts of outside influence. Choose any number of creatures within range, and end one of the following effects or conditions on them: charmed, frightened, the confusion spell and similar effects, and the enthrall spell. Additionally, all sleeping creatures in range are awakened. This spell cannot affect deafened creatures.



## HARROW

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** 1 round

With a word and a gesture, you scour the soul of your enemy, for the gods have given you the power to punish as well as redeem. Your target makes a Wisdom saving throw; if it has protection from evil and good active, it makes this saving throw with advantage (as this spell invokes celestials). If it fails this saving throw, it suffers 1d4 psychic damage and has a -1d4 penalty to its next attack roll, ability check, or saving throw before the end of its next turn. If it succeeds, the spell has no effect.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## RIGHTEOUS ACCUSATION

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, optional M (see below)

**Duration:** Concentration, up to 1 minute

You denounce one creature within range for its sins against your holy ethos. Choose one sentient or undead creature within range, who must succeed a Charisma saving throw or suffer 8d10 psychic damage and become frightened for the duration. A creature that succeeds its saving throw takes half as much damage and isn't frightened. A frightened creature may make a new saving throw at the end of each of its turns; on a success, the frightened condition ends.

If you create a scroll worth at least 100 gold pieces that names the creature and details its specific crimes or sins and present this scroll during the casting, the creature makes its initial saving throw with disadvantage. The scroll is consumed in the casting. As long as it is frightened, it also suffers vulnerability

against bludgeoning, piercing, and slashing damage, and one additional damage type that you specify when you create the scroll. If your scroll names a creature other than the one you have targeted, or specifies crimes or sins inapplicable to your target, your spell fails, but the scroll is not consumed.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the base damage increases by 1d10 for each slot level above 5th.

## SONG OF BATTLE

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V

**Duration:** 1 round

Choose a creature that you can see within 25 feet of you. The target must succeed on a Wisdom saving throw, or it takes 1d6 psychic damage. Choose an ally within 30 feet of you; that ally deals +1d6 radiant damage with her first successful attack before the beginning of your next turn.

The spell's damage and damage bonus granted to an ally each increase by 1d6 which you reach a caster level of 5th (2d6), 11th (2d6), and 17th (4d6).

## SPIRIT CLAW

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 round

When you cast this spell, your spirit companion makes a melee weapon attack using your spell attack bonus. On a hit, it deals bludgeoning, piercing, or slashing damage (as appropriate to its type) equal to 1d6 + your Wisdom modifier. Whether you hit or miss, the first time the target creature takes damage from any source before the beginning of your next turn, it suffers an additional 1d4 damage of the same type.



## SPIRIT CLAW

*The intention is that this spell requires the Spirit Domain, and clerics of other Domains cannot choose it (because it does not do anything without a spirit companion class feature). If you have something that the DM rules to be sufficiently like a spirit companion from some other source, this spell may be appropriate.*

Your spirit companion's damage for this attack increases by 1d6 when you reach 5th level (2d6 + your Wisdom bonus), 11th level (3d6 + your Wisdom bonus), and 17th level (4d6 + your Wisdom bonus). The additional damage that the target suffers from a following attack also increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## SPIRIT WIND

*8th-level conjuration*

**Casting Time:** 1 action

**Range:** Sight

**Components:** V, S, M (a golden effigy of the creature type chosen, worth 500gp, which the spell consumes)

**Duration:** Instantaneous

You can call a deadly spirit wind to scour the area of one type of creature, which you declare to be anathema. Any of those enemies that die from the spirit wind only strengthen your allies. As you cast this spell, name one creature type: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead; or one race of humanoids (such as elves). All creatures of that type or race within 360 feet of you (not including you, if you are of that type or race) take 10d10 radiant or necrotic damage (caster's choice), or half damage on a successful Constitution saving throw. For each creature that dies from this effect, you may grant yourself or one ally within range one of the following benefits:

- 10 temporary hit points
- regain hit points equal to 1d8 + your spellcasting modifier
- the creature's next successful weapon attack or damaging cantrip effect within the next minute deals 1d8 additional radiant or necrotic damage (caster's choice)

A single creature may not receive more than one of these benefits.

Some deities take offense at the use of a spirit wind, especially if the cleric purports to serve them but uses it against those the deity does not regard as anathema. In such cases, the cleric may be required to answer for his or her actions before the deity.

**At Higher Levels.** When you cast this spell using a 9th-level spell slot, name a second creature type or race that the spirit wind damages.

## WORD OF CENSURE

*Abjuration cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V

**Duration:** 1 round

You deliver a stern word of rebuke, empowered by your consecration into holy mysteries, against a creature within range that can understand a language (not necessarily a language you speak). The target must succeed a Wisdom saving throw or take 1d6 psychic damage. If it fails this saving throw and ends its next turn closer to you than it began that turn, it suffers the cantrip's damage again (roll the damage a second time).

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).



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