

CHAPTER 3: CLASSES

ADVENTURERS ARE EXTRAORDINARY PEOPLE, driven by a thirst for excitement into a life that others would never dare lead. They are heroes, compelled to explore the dark places of the world and take on the challenges that lesser women and men can't stand against.

Class is the primary definition of what your character can do. It's more than a profession; it's your character's calling. Class shapes the way you think about the world and interact with it and your relationship with other people and powers in the multiverse. A fighter, for example, might view the world in pragmatic terms of strategy and maneuvering, and see herself as just a pawn in a much larger game. A cleric, by contrast, might see himself as a willing servant in a god's unfolding plan or a conflict brewing among various deities. While the fighter has contacts in a mercenary company or army, the cleric might know a number of priests, paladins, and devotees who share his faith.

Your class gives you a variety of special features, such as a fighter's mastery of weapons and armor, and a wizard's spells. At low levels, your class gives you only two or three features, but as you advance in level you gain more and your existing features often improve. Each class entry in this chapter includes a table summarizing the benefits you gain at every level, and a detailed explanation of each one.

Adventurers sometimes advance in more than one class. A rogue might switch direction in life and swear the oath of a paladin. A barbarian might discover latent magical ability and dabble in the sorcerer class while continuing to advance as a barbarian. Elves are known to combine martial mastery with magical training and advance as fighters and wizards simultaneously. Optional rules for combining classes in this way, called multiclassing, appear in chapter 6.

Twelve classes—listed in the Classes table—are found in almost every D&D world and define the spectrum of typical adventurers.

CLASSES

Class	Description	Hit Die	Primary Ability	Saving Throw Proficiencies	Armor and Weapon Proficiencies
Barbarian	A fierce warrior of primitive background who can enter a battle rage	d12	Strength	Strength & Constitution	Light and medium armor, shields, simple and martial weapons
Bard	An inspiring magician whose power echoes the music of creation	d8	Charisma	Dexterity & Charisma	Light armor, simple weapons, hand crossbows, longswords, rapiers, short swords
Cleric	A priestly champion who wields divine magic in service of a higher power	d8	Wisdom	Wisdom & Charisma	Light and medium armor, shields, simple weapons
Druid	A priest of the Old Faith, wielding the powers of nature—moonlight and plant growth, fire and lightning—and adopting animal forms	d8	Wisdom	Intelligence & Wisdom	Light and medium armor (nonmetal), shields (nonmetal), clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears
Fighter	A master of martial combat, skilled with a variety of weapons and armor	d10	Strength or Dexterity	Strength & Constitution	All armor, shields, simple and martial weapons
Monk	A master of martial arts, harnessing the power of the body in pursuit of physical and spiritual perfection	d8	Dexterity & Wisdom	Strength & Dexterity	Simple weapons, short swords
Paladin	A holy warrior bound to a sacred oath	d10	Strength & Charisma	Wisdom & Charisma	All armor, shields, simple and martial weapons
Ranger	A warrior who uses martial prowess and nature magic to combat threats on the edges of civilization	d10	Dexterity & Wisdom	Strength & Dexterity	Light and medium armor, shields, simple and martial weapons
Rogue	A scoundrel who uses stealth and trickery to overcome obstacles and enemies	d8	Dexterity	Dexterity & Intelligence	Light armor, simple weapons, hand crossbows, longswords, rapiers, short swords
Sorcerer	A spellcaster who draws on inherent magic from a gift or bloodline	d6	Charisma	Constitution & Charisma	Daggers, darts, slings, quarterstaves, light crossbows
Warlock	A wielder of magic that is derived from a bargain with an extraplanar entity	d8	Charisma	Wisdom & Charisma	Light armor, simple weapons
Wizard	A scholarly magic-user capable of manipulating the structures of reality	d6	Intelligence	Intelligence & Wisdom	Daggers, darts, slings, quarterstaves, light crossbows



CLERIC

Arms and eyes upraised toward the sun and a prayer on his lips, an elf begins to glow with an inner light that spills out to heal his battle-worn companions.

Chanting a song of glory, a dwarf swings his axe in wide swaths to cut through the ranks of orcs arrayed against him, shouting praise to the gods with every foe's fall.

Calling down a curse upon the forces of undeath, a human lifts her holy symbol as light pours from it to drive back the zombies crowding in on her companions.

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

HEALERS AND WARRIORS

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

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

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

DIVINE AGENTS

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

When a cleric takes up an adventuring life, it is usually because his or her god demands it. Pursuing the goals of the gods often involves braving dangers beyond the walls of civilization, smiting evil or seeking holy relics in ancient tombs. Many clerics are also expected to protect

THE CLERIC

Level	Proficiency Bonus	Features	Cantrips Known	—Spell Slots per Spell Level—								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Divine Domain	3	2	—	—	—	—	—	—	—	—
2nd	+2	Channel Divinity (1/rest), Divine Domain feature	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	Destroy Undead (CR 1/2)	4	4	3	2	—	—	—	—	—	—
6th	+3	Channel Divinity (2/rest), Divine Domain feature	4	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement, Destroy Undead (CR 1), Divine Domain feature	4	4	3	3	2	—	—	—	—	—
9th	+4	—	4	4	3	3	3	1	—	—	—	—
10th	+4	Divine Intervention	5	4	3	3	3	2	—	—	—	—
11th	+4	Destroy Undead (CR 2)	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5	—	5	4	3	3	3	2	1	1	—	—
14th	+5	Destroy Undead (CR 3)	5	4	3	3	3	2	1	1	—	—
15th	+5	—	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6	Destroy Undead (CR 4), Divine Domain feature	5	4	3	3	3	2	1	1	1	1
18th	+6	Channel Divinity (3/rest)	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Divine Intervention improvement	5	4	3	3	3	3	2	2	1	1

their deities' worshipers, which can mean fighting rampaging orcs, negotiating peace between warring nations, or sealing a portal that would allow a demon prince to enter the world.

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

CREATING A CLERIC

As you create a cleric, the most important question to consider is which deity to serve and what principles you want your character to embody. Appendix B includes lists of many of the gods of the multiverse. Check with your DM to learn which deities are in your campaign.

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

QUICK BUILD

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

CLASS FEATURES

As a cleric, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per cleric level

Hit Points at 1st Level: 8 + your Constitution modifier

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a mace or (b) a warhammer (if proficient)
- (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

SPELLCASTING

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

CANTRIPS

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

PREPARING AND CASTING SPELLS

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

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

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

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

SPELLCASTING ABILITY

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

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

Spell attack modifier = your proficiency bonus +
your Wisdom modifier

RITUAL CASTING

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

SPELLCASTING FOCUS

You can use a holy symbol (see chapter 5, "Equipment") as a spellcasting focus for your cleric spells.

DIVINE DOMAIN

Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. Each domain is detailed at the end of the class description, and each one provides examples of gods associated with it. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

DOMAIN SPELLS

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

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

CHANNEL DIVINITY

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

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

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

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level,



you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

CHANNEL DIVINITY: TURN UNDEAD

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

ABILITY SCORE IMPROVEMENT

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

DESTROY UNDEAD

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

DESTROY UNDEAD

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

DIVINE INTERVENTION

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

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

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

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

DIVINE DOMAINS

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.

KNOWLEDGE DOMAIN

The gods of knowledge—including Oghma, Boccob, Gilean, Aureon, and Thoth—value learning and understanding above all. Some teach that knowledge is to be gathered and shared in libraries and universities, or promote the practical knowledge of craft and invention. Some deities hoard knowledge and keep its secrets to themselves. And some promise their followers that they will gain tremendous power if they unlock the secrets of the multiverse. Followers of these gods study esoteric lore, collect old tomes, delve into the secret places of the earth, and learn all they can. Some gods of knowledge promote the practical knowledge of craft and invention, including smith deities like Gond, Reorx, Onatar, Moradin, Hephaestus, and Goibhniu.

KNOWLEDGE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>command, identify</i>
3rd	<i>augury, suggestion</i>
5th	<i>nondetection, speak with dead</i>
7th	<i>arcane eye, confusion</i>
9th	<i>legend lore, scrying</i>

BLESSINGS OF KNOWLEDGE

At 1st level, you learn two languages of your choice. You also become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion.

Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

CHANNEL DIVINITY: KNOWLEDGE OF THE AGES

Starting at 2nd level, you can use your Channel Divinity to tap into a divine well of knowledge. As an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.

CHANNEL DIVINITY: READ THOUGHTS

At 6th level, you can use your Channel Divinity to read a creature's thoughts. You can then use your access to the creature's mind to command it.

As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest.

If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute.

During that time, you can use your action to end this effect and cast the *suggestion* spell on the creature without expending a spell slot. The target automatically fails its saving throw against the spell.

POTENT SPELLCASTING

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

VISIONS OF THE PAST

Starting at 17th level, you can call up visions of the past that relate to an object you hold or your immediate surroundings. You spend at least 1 minute in meditation and prayer, then receive dreamlike, shadowy glimpses of recent events. You can meditate in this way for a number of minutes equal to your Wisdom score and must maintain concentration during that time, as if you were casting a spell.

Once you use this feature, you can't use it again until you finish a short or long rest.

Object Reading. Holding an object as you meditate, you can see visions of the object's previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your Wisdom score), you can spend 1 additional minute for each owner to learn the same information about that creature.

Area Reading. As you meditate, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 50-foot cube), going back a number of days equal to your Wisdom score. For each minute you meditate, you learn about one significant event, beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more mundane events that are nevertheless important in your current situation.

LIFE DOMAIN

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

of healing or endurance (such as Ilmater, Mishakal, Apollo, and Dianceht), and gods of home and community (such as Hestia, Hathor, and Boldrei).

LIFE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bless, cure wounds</i>
3rd	<i>lesser restoration, spiritual weapon</i>
5th	<i>beacon of hope, revivify</i>
7th	<i>death ward, guardian of faith</i>
9th	<i>mass cure wounds, raise dead</i>

BONUS PROFICIENCY

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

DISCIPLE OF LIFE

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

CHANNEL DIVINITY: PRESERVE LIFE

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

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

BLESSED HEALER

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

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

SUPREME HEALING

Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

LIGHT DOMAIN

Gods of light—including Helm, Lathander, Pholtus, Branchala, the Silver Flame, Belenus, Apollo, and Re-Horakhty—promote the ideals of rebirth and renewal, truth, vigilance, and beauty, often using the symbol of the sun. Some of these gods are portrayed as the sun itself or as a charioteer who guides the sun

across the sky. Others are tireless sentinels whose eyes pierce every shadow and see through every deception. Some are deities of beauty and artistry, who teach that art is a vehicle for the soul's improvement. Clerics of a god of light are enlightened souls infused with radiance and the power of their gods' discerning vision, charged with chasing away lies and burning away darkness.

LIGHT DOMAIN SPELLS

Cleric Level	Spells
1st	<i>burning hands, faerie fire</i>
3rd	<i>flaming sphere, scorching ray</i>
5th	<i>daylight, fireball</i>
7th	<i>guardian of faith, wall of fire</i>
9th	<i>flame strike, scrying</i>

BONUS CANTRIP

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

WARDING FLARE

Also at 1st level, you can interpose divine light between yourself and an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: RADIANCE OF THE DAWN

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

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

IMPROVED FLARE

Starting at 6th level, you can also use your Warding Flare feature when a creature that you can see within 30 feet of you attacks a creature other than you.

POTENT SPELLCASTING

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

CORONA OF LIGHT

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



NATURE DOMAIN

Gods of nature are as varied as the natural world itself, from inscrutable gods of the deep forests (such as Silvanus, Obad-Hai, Chislev, Balinor, and Pan) to friendly deities associated with particular springs and groves (such as Eldath). Druids revere nature as a whole and might serve one of these deities, practicing mysterious rites and reciting all-but-forgotten prayers in their own secret tongue. But many of these gods have clerics as well, champions who take a more active role in advancing the interests of a particular nature god. These clerics might hunt the evil monstrosities that despoil the woodlands, bless the harvest of the faithful, or wither the crops of those who anger their gods.

NATURE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>animal friendship, speak with animals</i>
3rd	<i>barkskin, spike growth</i>
5th	<i>plant growth, wind wall</i>
7th	<i>dominate beast, grasping vine</i>
9th	<i>insect plague, tree stride</i>

ACOLYTE OF NATURE

At 1st level, you learn one druid cantrip of your choice. You also gain proficiency in one of the following skills of your choice: Animal Handling, Nature, or Survival.

BONUS PROFICIENCY

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

CHANNEL DIVINITY: CHARM ANIMALS AND PLANTS

Starting at 2nd level, you can use your Channel Divinity to charm animals and plants.

As an action, you present your holy symbol and invoke the name of your deity. Each beast or plant creature that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

DAMPEN ELEMENTS

Starting at 6th level, when you or a creature within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 cold, fire, or lightning damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

MASTER OF NATURE

At 17th level, you gain the ability to command animals and plant creatures. While creatures are charmed by your Charm Animals and Plants feature, you can take a bonus action on your turn to verbally command what each of those creatures will do on its next turn.

TEMPEST DOMAIN

Gods whose portfolios include the Tempest domain—including Talos, Umberlee, Kord, Zeboim, the Devourer, Zeus, and Thor—govern storms, sea, and sky. They include gods of lightning and thunder, gods of earthquakes, some fire gods, and certain gods of violence, physical strength, and courage. In some pantheons, a god of this domain rules over other deities and is known for swift justice delivered by thunderbolts. In the pantheons of seafaring people, gods of this domain are ocean deities and the patrons of sailors. Tempest gods send their clerics to inspire fear in the common folk, either to keep those folk on the path of

righteousness or to encourage them to offer sacrifices of propitiation to ward off divine wrath.

TEMPEST DOMAIN SPELLS

Cleric Level	Spells
1st	<i>fog cloud, thunderwave</i>
3rd	<i>gust of wind, shatter</i>
5th	<i>call lightning, sleet storm</i>
7th	<i>control water, ice storm</i>
9th	<i>destructive wave, insect plague</i>

BONUS PROFICIENCIES

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

WRATH OF THE STORM

Also at 1st level, you can thunderously rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: DESTRUCTIVE WRATH

Starting at 2nd level, you can use your Channel Divinity to wield the power of the storm with unchecked ferocity.

When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

THUNDERBOLT STRIKE

At 6th level, when you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 thunder damage to the target. When you reach 14th level, the extra damage increases to 2d8.

STORMBORN

At 17th level, you have a flying speed equal to your current walking speed whenever you are not underground or indoors.

TRICKERY DOMAIN

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



subterfuge, pranks, deception, and theft rather than direct confrontation.

TRICKERY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, disguise self</i>
3rd	<i>mirror image, pass without trace</i>
5th	<i>blink, dispel magic</i>
7th	<i>dimension door, polymorph</i>
9th	<i>dominate person, modify memory</i>

BLESSING OF THE TRICKSTER

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

CHANNEL DIVINITY: INVOKE DUPLICITY

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

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

For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target.

CHANNEL DIVINITY: CLOAK OF SHADOWS

Starting at 6th level, you can use your Channel Divinity to vanish.

As an action, you become invisible until the end of your next turn. You become visible if you attack or cast a spell.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with poison—a gift from your deity. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.

IMPROVED DUPLICITY

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

WAR DOMAIN

War has many manifestations. It can make heroes of ordinary people. It can be desperate and horrific, with acts of cruelty and cowardice eclipsing instances of excellence and courage. In either case, the gods of war

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

WAR DOMAIN SPELLS

Cleric Level	Spells
1st	<i>divine favor, shield of faith</i>
3rd	<i>magic weapon, spiritual weapon</i>
5th	<i>crusader's mantle, spirit guardians</i>
7th	<i>freedom of movement, stonewall</i>
9th	<i>flame strike, hold monster</i>

BONUS PROFICIENCIES

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

WAR PRIEST

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

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: GUIDED STRIKE

Starting at 2nd level, you can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

CHANNEL DIVINITY: WAR GOD'S BLESSING

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

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

AVATAR OF BATTLE

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