

# MIRACLES





# MIRACLE CATALYSTS



To channel the tales of divine miracles, one must verbalize the scripture from memory while focusing on a religious symbol relevant to the deity. Chimes resonate with the tales and can amplify their effects to greater extents than talismans. However, talismans are unfaltering in their prayers; talismans provide advantage on concentration checks to the story being weaved through their fabric.



## SPELL SLOTS AND FEATURES

Level	Proficiency Bonus	Features	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>
1	+2	Domain Feature (1)	2	-	-	-	-	-	-	-	-
2	+2	Channel Divinity (1)	3	-	-	-	-	-	-	-	-
3	+2	-	3	1	-	-	-	-	-	-	-
4	+2	Ability Score Improvement	3	2	-	-	-	-	-	-	-
5	+3	Domain Feature (2)	4	2	-	-	-	-	-	-	-
6	+3	Channel Divinity (2)	4	2	1	-	-	-	-	-	-
7	+3	-	4	3	1	-	-	-	-	-	-
8	+3	Ability Score Improvement	4	3	2	-	-	-	-	-	-
9	+4	Domain Feature (3)	4	3	2	1	-	-	-	-	-
10	+4	Channel Divinity (3)	4	3	2	1	-	-	-	-	-
11	+4	Divine Favor	4	3	3	2	-	-	-	-	-
12	+4	Ability Score Improvement	4	3	3	2	1	-	-	-	-
13	+5	Domain Feature (4)	4	3	3	3	2	-	-	-	-
14	+5	Channel Divinity (4)	4	3	3	3	2	1	-	-	-
15	+5	-	4	3	3	3	2	2	-	-	-
16	+5	Ability Score Improvement	4	3	3	3	3	2	1	-	-
17	+6	Domain Feature (5)	4	3	3	3	3	2	2	-	-
18	+6	Channel Divinity (5)	4	4	3	3	3	2	2	1	-
19	+6	Ability Score Improvement	4	4	3	3	3	2	2	1	1
20	+6	Divine Intervention	5	4	3	3	3	3	2	2	1



# DIVINE DOMAINS

Your miracles reflect the teachings of your deity; the powers you gain reflect the god/goddess you serve. Refer to the deity guide for a full list of the pantheon and their boons.

## CHANNEL DIVINITY

With sufficient faith, you can call for aid and cast the miracle specific to your deity, or alternatively cast Turn Undead (wisdom saving throw against your spell DC). You restore these uses after a long rest.



## DIVINE FAVOR

Act as a catalyst through which your deity can act. You pray to your deity and roll a percentile dice. If the dice are less than or equal to your level, your deity intervenes with all of their power (within reason, as described by the DM).

## DIVINE INTERVENTION

You are such a devout follower of your deity that your prayers will never go unheard; casting divine favor automatically succeeds and the cooldown has been reduced to once per day.



# ATONEMENT

CANTRIP

Components: Verbal, Somatic

Effects: If an ally is attacked within 10 ft of you, the attacker must succeed on a wisdom saving throw against your spell save DC or must attack you instead, or not attack at all.

Range: Self

Target/Area: Self

Casting Time: 1 action

Spell Duration: 1 minute



# FORCE

CANTRIP

Components: Verbal, Somatic

Effects: All creatures within the area of effect must succeed on a strength saving throw against your spell save DC or be pushed 5ft back and get knocked prone.

Range: Self

Target/Area: 5 ft radius

Casting Time: 1 action

Spell Duration: Instant



CANTRIP

# GUIDANCE

Components: Verbal, Somatic

Effects: 1 willing creature you touch is filled with holy inspiration and can add 1d4 to any ability check for the duration.

Range: Self

Target/Area: Touch

Casting Time: 1 action

Spell Duration: 1 minute



CANTRIP

# GENTLE PRAYER

Components: Verbal, Somatic, Chime Catalyst

Effects: You ring your chime to heal 1 creature who can hear within range  $1d4 + \text{WIS}$  HP. The dice increases to a d6 at level 6, to a d8 at level 8, a d12 at level 12, and a d20 at level 20. However, such prayers are modest and have a cooldown of 36 seconds.

Range: 30 ft

Target/Area: 1 creature

Casting Time: 1 action

Spell Duration: Instant



# HOLY LIGHT

CANTRIP

Components: Verbal, Somatic

Effects: A heavenly glow emanates from your miracle catalyst for the duration. Any undead within the area must succeed on a wisdom saving throw against your spell save DC or become blinded for the duration.

Range: Self

Target/Area: 30 ft

Casting Time: 1 action

Spell Duration: 1 minute



# SANCTUARY

CANTRIP

Components: Verbal, Somatic

Effects: Protect yourself in a peaceful aureole. Any creature that makes an offensive action towards you must succeed on a charisma saving throw against your spell save DC or else must choose a different target or not attack at all. The effects immediately end if you make an offensive action yourself.

Range: Self

Target/Area: Self

Casting Time: 1 action

Spell Duration: 1 minute



# SPARE THE DYING

CANTRIP

Components: Verbal, Somatic

Effects: You touch an unconscious creature and pray for its safety. It immediately becomes stable and no longer needs to make death saving throws (although attacks on the unconscious body still count towards death saves).

Range: Touch

Target/Area: 1 unconscious creature

Casting Time: 1 action

Spell Duration: Instant



# TRANQUIL WALK OF PEACE

CANTRIP

Components: Verbal, Somatic

Effects: You emanate a divine light for the duration that makes all creatures move at half speed (including yourself and allies; no saving throw to resist effects).

Range: Self

Target/Area: 30 ft radius

Casting Time: 1 action

Spell Duration: 18 seconds (3 rounds)



# WELL OF TEARS

CANTRIP

Components: Verbal, Somatic

Effects: You recount the tale of a mother lamenting over her faithful children who succumbed to death and disease. All willing creatures in the area are cured of poison, toxic poison, frostbite, and bleeding.

Range: Self

Target/Area: 5 ft radius

Casting Time: 2 actions

Spell Duration: Instant



# BLESS

1ST LEVEL

Components: Verbal, Somatic

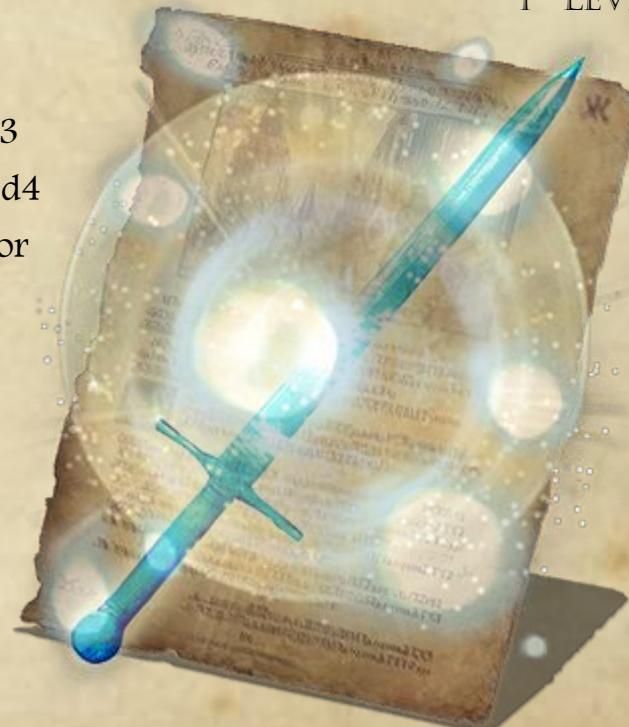
Effects: Your faithful incantation grants up to 3 willing creatures the divine guidance to add 1d4 to any attack roll or saving throw they make for the duration.

Range: Self

Target/Area: 30 ft radius

Casting Time: 1 action

Spell Duration: 1 minute



1<sup>ST</sup> LEVEL

# BLESSED WEAPON

Components: Verbal, Somatic

Effects: You infuse a weapon in holy light. For the duration, the weapon is considered to be blessed, and deals 1d4 additional radiant damage. The wielder also heals 1 HP at the end of each of their turns.

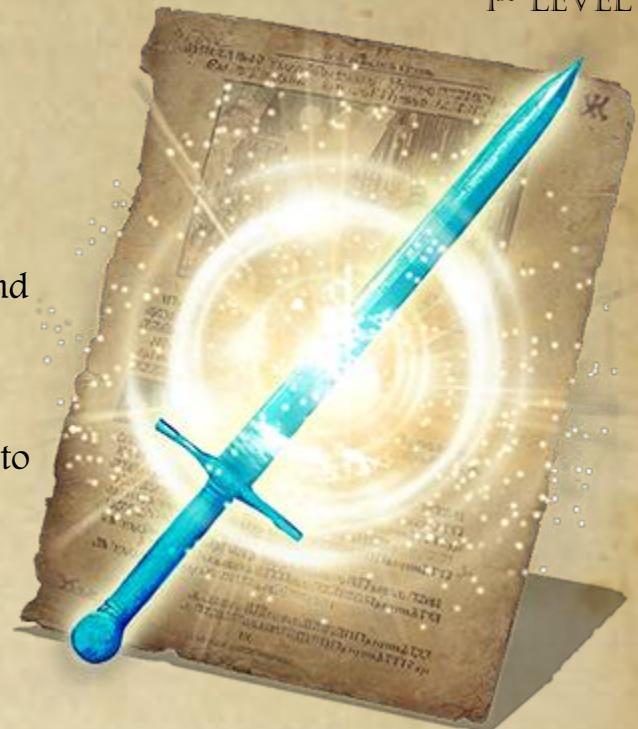
Moreover, if the caster blesses a shield, it grants +1 to the wielder's AC and heals 2 HP each turn.

Range: Touch

Target/Area: 1 weapon

Casting Time: 1 action

Spell Duration: 1 minute



1<sup>ST</sup> LEVEL

# HEAL

Components: Verbal, Somatic

Effects: You recount a simple tale of princess Gwynevere. You heal all allies in the area  $2d8+WIS$  HP.

Range: Self

Target/Area: 5 ft radius

Casting Time: 2 actions

Spell Duration: Instant



# SEEK GUIDANCE

1<sup>ST</sup> LEVEL

Components: Verbal, Somatic

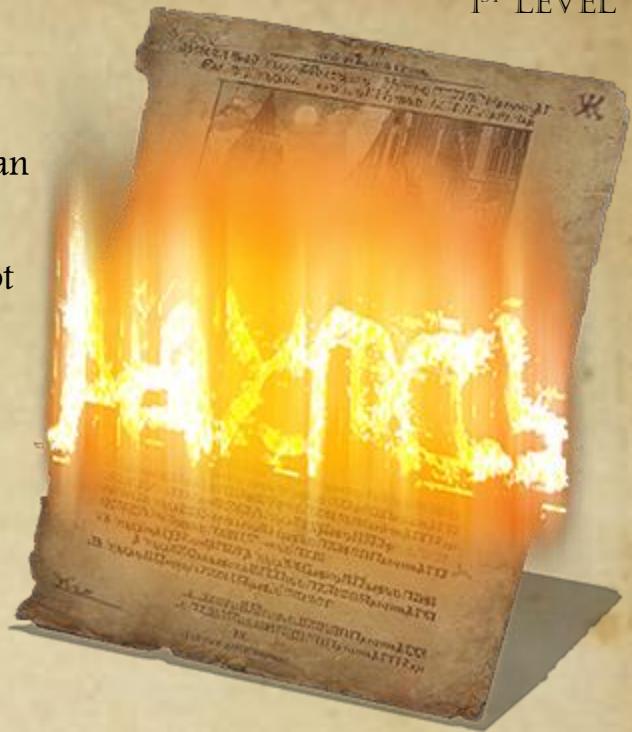
Effects: You pray to your deity for guidance. You can ask 3 yes/no questions. Be aware that deities only have specific spheres of influence, thus they are not omnipotent. Casting this miracle subsequent times within the same day will accrue a cumulative 25% chance for the prayers to go unheard.

Range: Self

Target/Area: Self

Casting Time: 5 minutes

Spell Duration: Until completion



# WAY OF WHITE CORONA

1<sup>ST</sup> LEVEL

Components: Verbal, Somatic

Effects: You hurl a spinning discus of radiant light that travels in a straight line and returns to you at the beginning of your next turn. Any creature that it passes through must succeed on a dexterity saving throw against your spell save DC or suffer  $1d4+WIS$  radiant damage. Any damaged target glows with a white halo around a vital spot, granting the next attack on the creature advantage.

Range: 30 ft

Target/Area: 5 ft line

Casting Time: 1 action

Spell Duration: Until beginning of subsequent turn



# EMIT FORCE

2<sup>ND</sup> LEVEL

Components: Verbal, Somatic

Effects: Hurl a sphere of divine force. All creatures hit by the effect must succeed on a strength saving throw against your spell save DC or suffer  $1d8+WIS$  force damage, be knocked back 10 ft, and become knocked prone. Targets that succeed on the saving throw take no damage and are not knocked prone but are still pushed 5 ft away from the spell's origin.

Range: 15 ft

Target/Area: 5 ft radius

Casting Time: 1 action

Spell Duration: Instant



# GREAT HEAL EXCERPT

2<sup>ND</sup> LEVEL

Components: Verbal, Somatic

Effects: You recount part of a tale about Gwynevere's unfaltering love and compassion. All allies in the area are healed  $4d8+WIS$  HP.

Range: Self

Target/Area: 10 ft radius

Casting Time: 2 actions

Spell Duration: Instant



2<sup>ND</sup> LEVEL

# MAGIC BARRIER

Components: Verbal, Somatic

Effects: You recount a tale of Gwyn's knights war against heretical magic. All allies within range gain resistance to magic damage for the duration.

Range: Self

Target/Area: 5 ft radius

Casting Time: 2 actions

Spell Duration: 1 minute



2<sup>ND</sup> LEVEL

# PROJECTED HEAL

Components: Verbal, Somatic

Effects: You recount a tale of Gwynevere's benevolence that reaches all those who are faithful. Allies in the area are healed  $2d8+WIS$  HP.

Range: 30 ft

Target/Area: 10 ft radius

Casting Time: 1 action

Spell Duration: Instant



2<sup>ND</sup> LEVEL

# RESTORATION

Components: Verbal, Somatic

Effects: You recount a tale of Gwynevere's unconditional forgiveness. All allies in the area are cured of any status ailment excluding blinded, charmed, cursed, exhausted, paralyzed, and stunned.

Range: Self

Target/Area: 5 ft radius

Casting Time: 2 actions

Spell Duration: Instant



3<sup>RD</sup> LEVEL

# BEACON OF HOPE

Components: Verbal, Somatic

Effects: You recount a tale of Gwynevere's inspiration and love, after which you emanate a holy aura that fills allies with determination.

All allies in the area gain advantage on any saving throw for the duration, and any healing effects heal at maximum potential.

Range: Self

Target/Area: 30 ft radius

Casting Time: 2 actions

Spell Duration: 30 seconds (5 rounds)



3<sup>RD</sup> LEVEL

# GREAT HEAL

Components: Verbal, Somatic

Effects: You recount the entirety of a tale about Gwynevere's unfaltering love. All allies in the area are healed  $6d8+WIS$  HP.

Range: Self

Target/Area: 15 ft radius

Casting Time: 2 actions

Spell Duration: Instant



3<sup>RD</sup> LEVEL

# LIGHTNING ARROW

Components: Verbal, Somatic

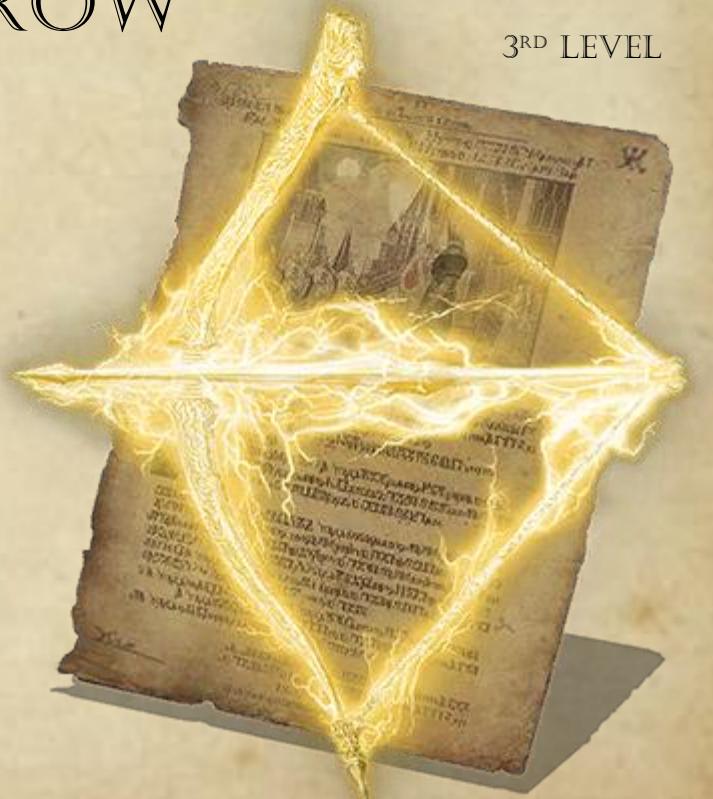
Effects: You recount a tale of Gwyn's female knights which pierced the eyes of dragons from afar. Make a ranged spell attack to deal  $6d6+WIS$  lightning damage.

Range: 120 ft

Target/Area: 1 creature

Casting Time: 1 action

Spell Duration: Instant



# LIGHTNING BLADE

3<sup>RD</sup> LEVEL

Components: Verbal, Somatic

Effects: You recount a tale of Gwyn's faithful Silver Knights whom slayed dragons with blades of holy lightning. You infuse a weapon you touch with your miracle catalyst, allowing it to deal 2d8 additional lightning damage on each strike.

Range: Touch

Target/Area: 1 weapon

Casting Time: 1 action

Spell Duration: 1 minute



# LIGHTNING SPEAR

3<sup>RD</sup> LEVEL

Components: Verbal, Somatic

Effects: You recount part of a tale about Gwyn's knights slaying dragons by hurling spears of lightning. Make a ranged spell attack to deal  $8d6 + \text{WIS}$  lightning damage. If the target is within melee range, the roll is at disadvantage, but deals 150% damage.

Range: 60 ft

Target/Area: 1 creature

Casting Time: 1 action

Spell Duration: Instant



3<sup>RD</sup> LEVEL

# REPLENISHMENT

Components: Verbal, Somatic

Effects: You recount a tale of Gwyevere's continuous compassion. All allies in the area are granted a HP regeneration effect, which heals  $1d4+WIS$  HP at the end of each of your subsequent turns.

Range: Self

Target/Area: 5 ft

Casting Time: 2 actions

Spell Duration: 1 minute



4<sup>TH</sup> LEVEL

# FREE MOVEMENT

Components: Verbal, Somatic

Effects: You pray for a swift guidance. Touch a willing creature with your miracle catalyst. That creature's movement cannot be hindered by any effects, and it cannot be grappled, paralyzed, petrified, or restrained.

Range: Touch

Target/Area: 1 creature

Casting Time: 1 action

Spell Duration: 1 minute



# GREAT LIGHTNING SPEAR

4<sup>TH</sup> LEVEL

Components: Verbal, Somatic

Effects: You recount the entirety of a tale about Gwyn's knights slaying dragons by hurling spears of lightning. Make a ranged spell attack to deal  $8d8+WIS$  lightning damage. If the target is within melee range, the roll is at disadvantage, but deals 150% damage.

Range: 60 ft

Target/Area: 1 creature

Casting Time: 1 action

Spell Duration: Instant



# GREAT MAGIC BARRIER

4<sup>TH</sup> LEVEL

Components: Verbal, Somatic

Effects: You recount the entirety of a tale about Gwyn's Havel Knights crusading against heretical magic. All allies in the area gain near immunity to magic damage for the duration (80% damage reduction).

Range: Self

Target/Area: 5 ft radius

Casting Time: 2 actions

Spell Duration: 1 minute



# GREAT PROJECTED HEAL

4<sup>TH</sup> LEVEL

Components: Verbal, Somatic

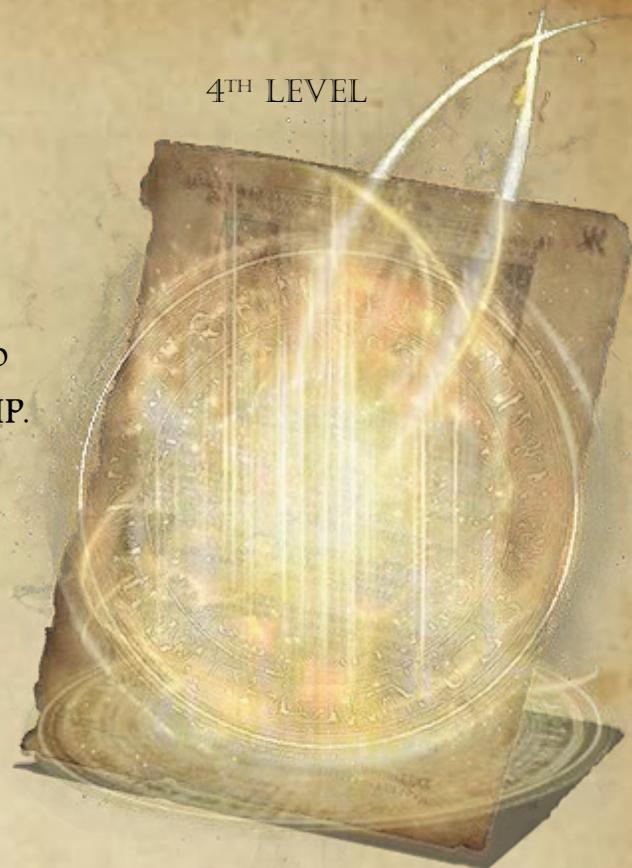
Effects: You recount an extravagant tale of Gwynevere's benevolence that reaches all those who are faithful. Allies in the area are healed  $6d8+WIS$  HP.

Range: 30 ft

Target/Area: 10 ft radius

Casting Time: 1 action

Spell Duration: Instant



# RESPLENDENT LIGHT

Components: Verbal, Somatic

Effects: You recount an extensive tale of Gwyevere's continuous compassion. All allies in the area are granted a HP regeneration effect, which heals  $2d4+WIS$  HP at the end of each of your subsequent turns.

Range: Self

Target/Area: 5 ft

Casting Time: 2 actions

Spell Duration: 1 minute

4<sup>TH</sup> LEVEL



4<sup>TH</sup> LEVEL

# SPLINTERING LIGHTNING SPEAR

Components: Verbal, Somatic

Effects: You recount an extensive tale of Gwyn's holy wrath: that which can smite evil anywhere in Lordran. All creatures in the area must make a dexterity saving throw against you spell save DC or take  $6d8+WIS$  lightning damage (success =  $\frac{1}{2}$  damage).

Range: 60 ft

Target/Area: 15 ft radius

Casting Time: 1 action

Spell Duration: Instant



4<sup>TH</sup> LEVEL

# TEARS OF DENIAL

Components: Verbal, Somatic

Effects: You recount an extensive tale about Gwynevere helping others to persevere through hardships. Touch one willing creature with your miracle catalyst, granting them a holy light centered around their heart. If the creature would fall to 0 HP while under the spell's effects, it instead resists at 1 HP and the miracle ends.

Range: Touch

Target/Area: 1 creature

Casting Time: 2 actions

Spell Duration: 8 hours



# AWAKEN

5<sup>TH</sup> LEVEL

Components: Verbal, Somatic

Effects: You recount an extensive tale about Gwynevere's unconditional forgiveness. A corpse that has been dead for no longer than one hour is revived.

Range: Touch

Target/Area: 1 corpse

Casting Time: 2 actions

Spell Duration: Instant



# GREATER RESTORATION

5<sup>TH</sup> LEVEL

Components: Verbal, Somatic

Effects: You recount an extensive tale about Gwynevere's unconditional forgiveness. All allies in the area are cured of any status ailment.

Range: Self

Target/Area: 5 ft radius

Casting Time: 2 actions

Spell Duration: Instant



# HOMEWARD

5<sup>TH</sup> LEVEL

Components: Verbal, Somatic

Effects: You pray for the safety of home. All willing creatures in contact with you are teleported to the last location you took a long rest.

Range: Touch

Target/Area: Up to 8 willing creatures

Casting Time: 10 minutes

Spell Duration: Instant



# LIGHTNING STAKE

5<sup>TH</sup> LEVEL

Components: Verbal, Somatic

Effects: You recount a tale about Gwyn's knights smiting dragons in melee. All creatures in the area must make a dexterity saving throw against your spell save DC or suffer  $12d6 + \text{WIS}$  lightning damage (success =  $\frac{1}{2}$  damage).

Range: Self

Target/Area: 10 ft radius

Casting Time: 1 action

Spell Duration: Instant



# SACRED OATH

5<sup>TH</sup> LEVEL

Components: Verbal, Somatic

Effects: You recount an elaborate tale about Gwyn's knights charging into battle with the blessing of their deity. All allies in the area gain 25% damage absorption and deal an additional 10% damage for the duration.

Range: Self

Target/Area: 10 ft radius

Casting Time: 3 actions

Spell Duration: 1 minute



# SOUL APPEASE

5<sup>TH</sup> LEVEL

Components: Verbal, Somatic

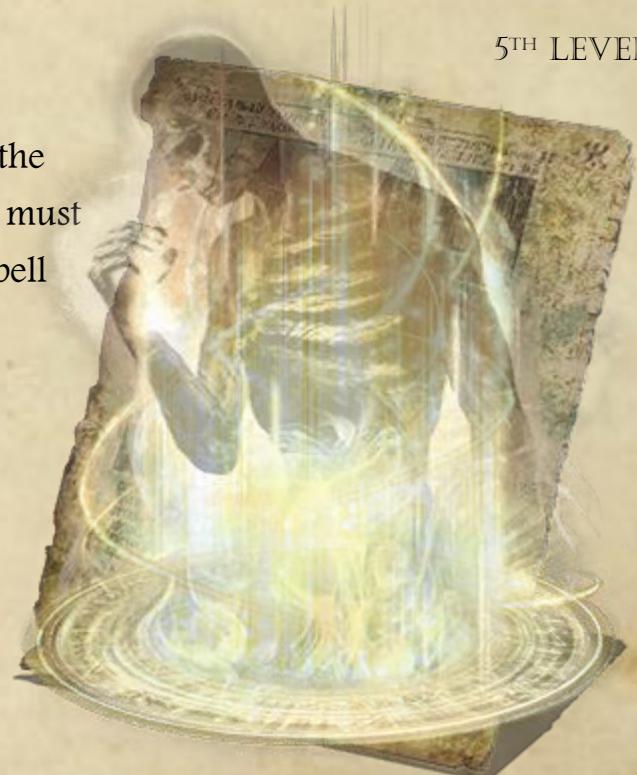
Effects: You recount a heartening tale about the souls of those we lost. All undead in the area must make a wisdom saving throw against your spell save DC or are instantly destroyed.

Range: Self

Target/Area: 30 ft radius

Casting Time: 2 actions

Spell Duration: Instant



# HEAVENLY THUNDER

Components: Verbal, Somatic

Effects: You recount an elaborate tale about the powerful ways Gwyn can smite evil. For the duration, you can spend an action to call down a bolt of lightning from the heavens. All creatures caught in the area must make a dexterity saving throw against your spell save DC or suffer  $10d6 + \text{WIS}$  lightning damage (success =  $\frac{1}{2}$  damage).

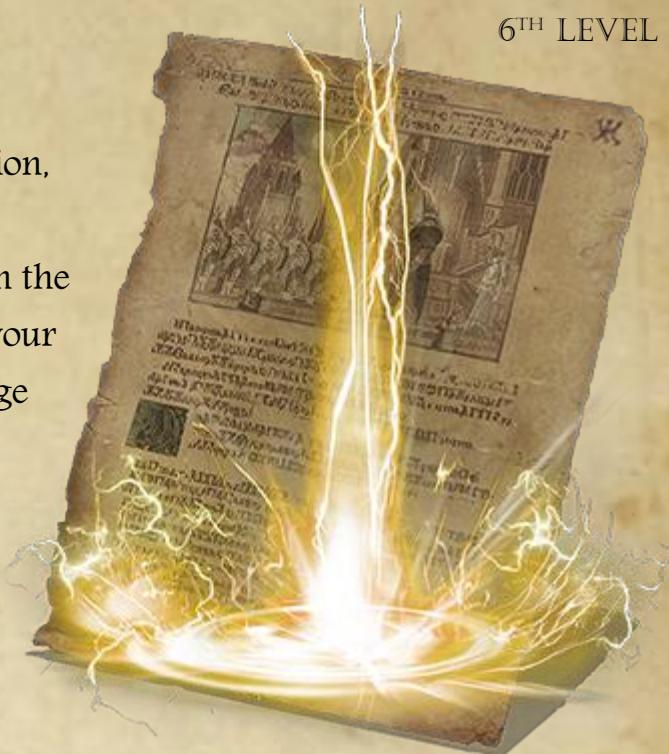
Range: 60 ft

Target/Area: 5 ft radius 120 ft high cylinder

Casting Time: 1 action

Spell Duration: 1 minute

6<sup>TH</sup> LEVEL



# SOOTHING SUNLIGHT

Components: Verbal, Somatic

Effects: You recount the biblical event of Gwynevere granting support during the second great war against dragons. All allies in the area are instantly healed from a pool of 700 HP which you distribute among them and are cleansed of 1 negative status effect.

Range: Self

Target/Area: 30 ft radius

Casting Time: 3 actions

Spell Duration: Instant

6<sup>TH</sup> LEVEL



# BOUNTIFUL SUNLIGHT

Components: Verbal, Somatic

Effects: You recount the biblical event of Gwynevere's birth, and her subsequent blessings to the world. All allies in the area are granted a HP regeneration effect, which heals  $2d8+WIS$  HP at the end of each of your subsequent turns.

Range: Self

Target/Area: 30 ft radius

Casting Time: 3 actions

Spell Duration: 5 minutes

7<sup>TH</sup> LEVEL



# LIGHTNING STORM

Components: Verbal, Somatic

Effects: You recount the biblical tale of Gwyneth, the God of War slaying dragons relentlessly. All creatures caught in the area must make a dexterity saving throw against your spell save DC or suffer  $20d6+WIS$  lightning damage (success =  $\frac{1}{2}$  damage).

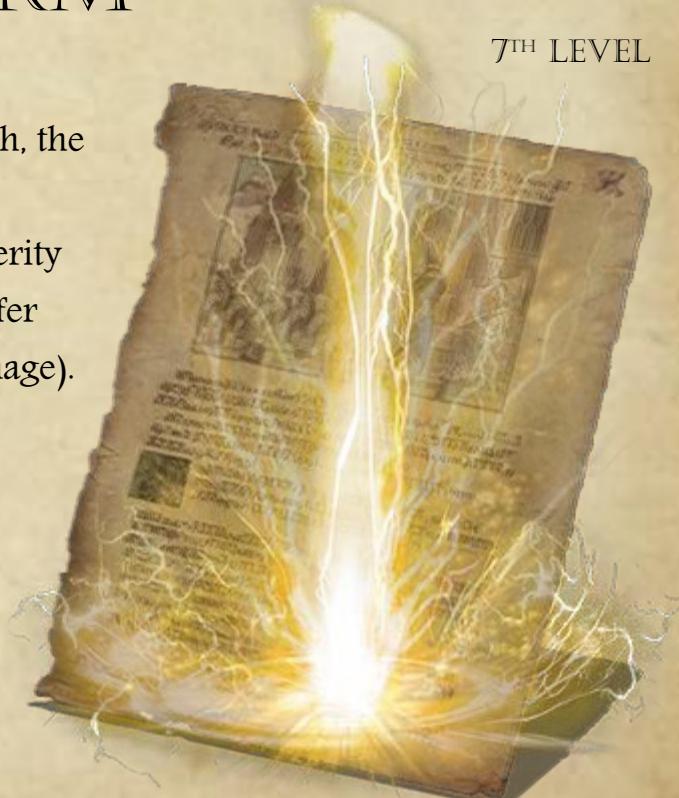
Range: Self

Target/Area: 30 ft radius

Casting Time: 1 action

Spell Duration: Instant

7<sup>TH</sup> LEVEL



# RESURRECTION

8<sup>TH</sup> LEVEL

Components: Verbal, Somatic

Effects: You recount the biblical event of Gwynevere providing new life to her brother Gwyneth through forgiveness. A corpse that has been dead for no longer than 7 days is revived.

Range: Touch

Target/Area: 1 corpse

Casting Time: 1 hour

Spell Duration: Instant



# WRATH OF GODS

8<sup>TH</sup> LEVEL

Components: Verbal, Somatic

Effects: You recount the biblical events of Gwyn, Gwyneth, Gwynevere, and Gwyndolin smiting all that is unholy throughout Lordran. All creatures in the area must make a strength saving throw against your spell save DC or suffer  $20d10+WIS$  radiant damage, get pushed back 20 ft, and are knocked prone (success =  $\frac{1}{2}$  damage, only pushed back 10 ft).

Range: Self

Target/Area: 20 ft radius

Casting Time: 1 action

Spell Duration: Instant



# SUNLIGHT BLADE

8<sup>TH</sup> LEVEL

Components: Verbal, Somatic

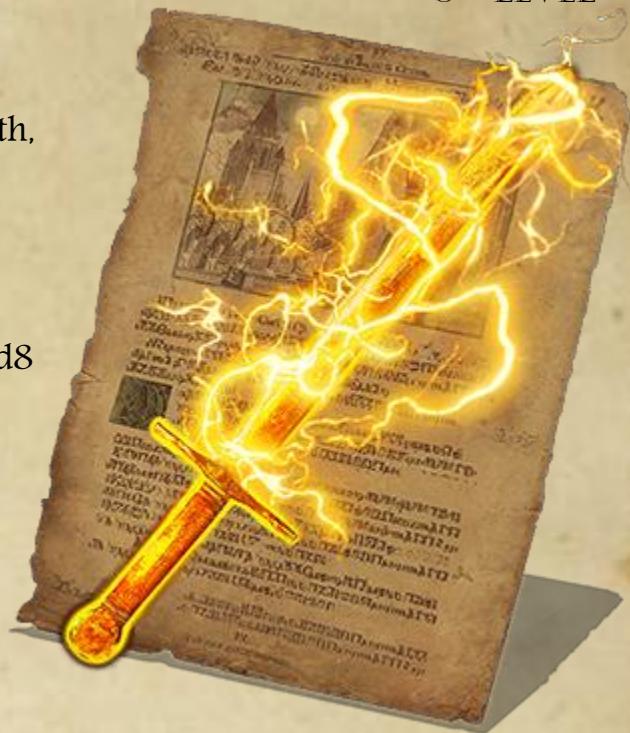
Effects: You recount the biblical event of Gwyneth, the God of War, infusing his cross-spear with holy lightning to slay the dragons that escaped after the War of the Ancients. You infuse your weapon with sun-lightning, causing it to deal 6d8 additional lightning damage with each strike.

Range: Touch

Target/Area: 1 weapon

Casting Time: 1 action

Spell Duration: 1 minute



# SUNLIGHT SPEAR

9<sup>TH</sup> LEVEL

Components: Verbal, Somatic

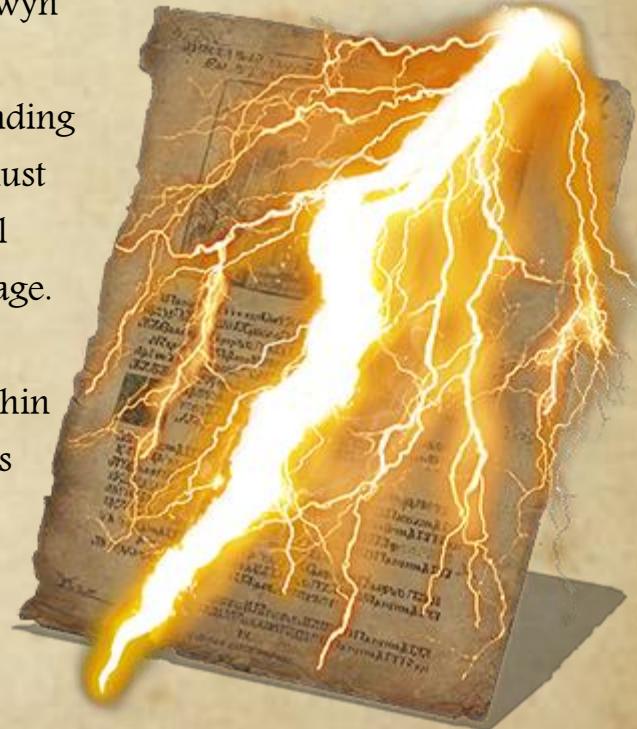
Effects: You recount the biblical event of Lord Gwyn smiting the Primordial Dragon by hurling a magnificent spear of holy sun-lightning, thus ending the Age of the Ancients. The targeted creature must make a dexterity saving throw against your spell save DC or suffer  $50d8+(WIS\times 2)$  lightning damage. The creature is also pushed 20 ft back and is knocked prone (if it survives). If the target is within melee range, the roll is at disadvantage, but deals 150% damage.

Range: 60 ft

Target/Area: 1 creature

Casting Time: 1 action

Spell Duration: Instant



# DARK MIRACLES

Dark miracles are heretical magics that can only be cast  
by clerics of the following faiths:  
Gravelord Nito and the Sable Church of Londor.



CANTRIP

# DARK BLADE

Components: Verbal, Somatic

Effects: Drag your unholy catalyst across your blade to infuse it with  $1d4+WIS$  dark damage for the duration.

Range: Touch

Target/Area: 1 weapon

Casting Time: 1 action

Spell Duration: 1 minute



# DEEP PROTECTION

Components: Verbal, Somatic

Effects: A corrupted prayer grants one willing creature within range +1 to its AC and the ability to add  $1d4$  to any saving throw they make for the duration.

Range: 30 ft

Target/Area: 1 creature

Casting Time: 1 action

Spell Duration: 1 minute

CANTRIP



CANTRIP

# GNAWING

Components: Verbal, Somatic

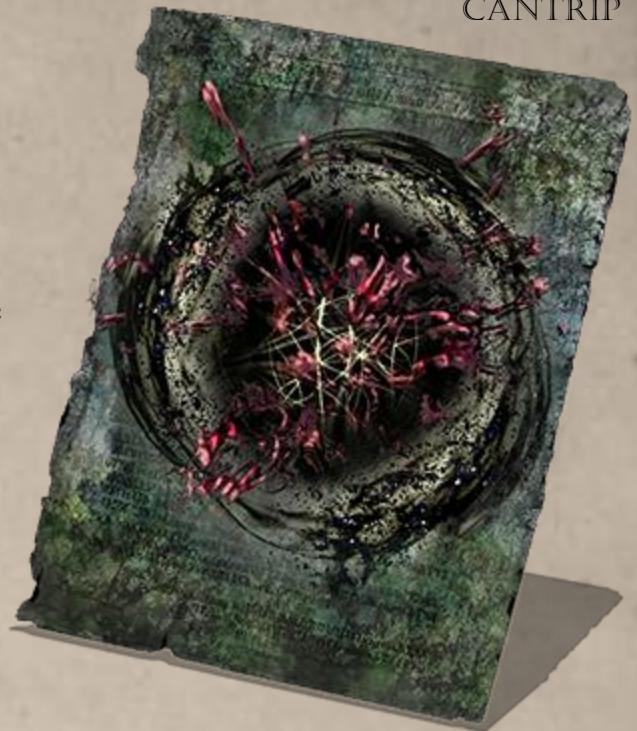
Effects: A corrupted prayer sends death and biting insects to your target, which must make a constitution saving throw against your spell save DC or suffer  $1d8+WIS$  dark damage and the bleed status condition.

Range: 20 ft

Target/Area: 1 creature

Casting Time: 1 action

Spell Duration: Instant



# GREATER GNAWING

Components: Verbal, Somatic

Effects: A tainted prayer delivers demise and disease to your target, which must make a constitution saving throw against your spell save DC or suffer  $3d8+WIS$  dark damage and the bleed status condition.

Range: 20 ft

Target/Area: 1 creature

Casting Time: 1 action

Spell Duration: Instant

2<sup>ND</sup> LEVEL



# REANIMATE

Components: Verbal, Somatic

Effects: The sickly toll of your chime fills a nearby corpse with false life, becoming an undead under your control for the duration. After the spell ends, the corpse dissipates into ash.

Range: 30 ft

Target/Area: 1 corpse

Casting Time: 1 action

Spell Duration: 8 hours

3<sup>RD</sup> LEVEL



# DEAD AGAIN

Components: Verbal, Somatic

Effects: The deep tone of your chime fills up to 3 nearby corpses with entropic energy. If a creature passes within range of the corpse, it explodes with dark energy. Targets must make a wisdom saving throw against your spell save DC or suffer

$10d8 + \text{WIS}$  dark damage (success =  $\frac{1}{2}$  damage).

Range: 30 ft

Target/Area: 3 corpses – 10 ft radius

Casting Time: 1 action

Spell Duration: 6 hours

4<sup>TH</sup> LEVEL



6<sup>TH</sup> LEVEL

# KARMIC JUSTICE

Components: Verbal, Somatic

Effects: A tainted prayer for vengeance fills your body with dark vigor. You gain  $5 + (\text{cleric level})$  temporary HP and any time you are assailed, the attacker must make a wisdom saving throw against your spell save DC or suffer  $3d12 + \text{WIS}$  dark damage.

Range: Self

Target/Area: Self

Casting Time: 2 actions

Spell Duration: 1 hour



# LIFEHUNT SCYTHE

7<sup>TH</sup> LEVEL

Components: Verbal, Somatic

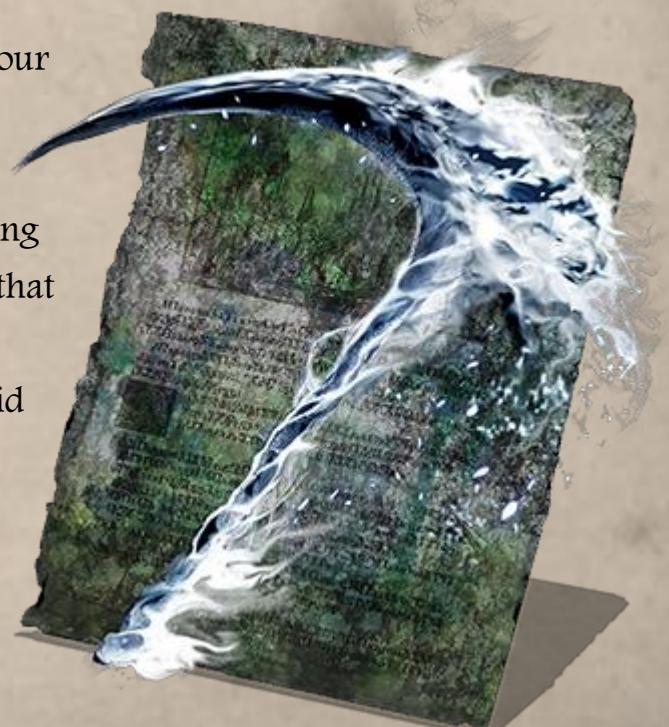
Effects: You summon an ethereal scythe from your miracle catalyst that seeks blood with sinister fervor. For the duration, you can spend your action to sweep the scythe in front of you, dealing  $6d12 + \text{WIS}$  dark damage, and healing you half that amount. Targets must succeed on a dexterity saving throw against your spell save DC to avoid damage. All hit targets suffer the bleed status.

Range: Self

Target/Area: 160° 10 ft cone

Casting Time: 1 action

Spell Duration: 1 minute



# PANTHEON



# GWYN

Gwyn, Lord of Sunlight, is one of the four bearers of the First Flame, and is the most prominently worshiped deity in Lordran. Followers of Gwyn and his three children are known as the Way of White.

Clerics of Gwyn wield both powerful offensive lightning magic and benevolent healing miracles.



When clerics channel Gwyn's divinity, they can emit a holy aura of sunlight that blinds any enemies within 30 ft for 30 seconds if they fail a constitution saving throw against their spell save DC. While blinded, targets are susceptible to radiant and lightning damage (50% additional damage).



# SUNLIGHT DOMAIN FEATURES



Your faith and determination grant you the ability to recover the Channel Divinity ability after a short rest, and talismans grant an additional +4 to concentration checks.



The devotion to your deity shines as bright as the sun. Your Holy Light Cantrip can now affect both undead and the living, and the Force cantrip now deals  $1d4+WIS$  radiant damage.



Spread the blessings of Gwyn far and wide. You can now cast the Bless and Blessed Weapon miracles as cantrips, and all radiant miracles deal an additional  $1d4$  damage.



While Channel Divinity is active, you glow even brighter and can cast any radiant damage miracles without expending spell slots. You also unlock the Wrath of Gods miracle early, able to cast it once per day, but it deals only  $10d6$  radiant damage instead of  $20d6$  until level 18.



To reward your devotion to the light, Gwyn grants you despotism over the Dark Sign. You can cast Soul Appear with a reduced casting time of 1 action and without expending spells slots.

# GWYNETH

Gwyneth, God of War, is Gwyn's firstborn son. He once was a commonly worshiped deity in Lordran until Gwyn denounced him for an unknown treachery. Followers of Gwyneth are known as Warriors of Sunlight. Clerics of Gwyneth wield the most powerful lightning miracles which emulate his adroitness at dragon slaying.



When clerics channel Gwyneth's divinity, they can discharge holy lightning as an action. This divine energy acts as a conduit for their deity, granting the ability to cast any lightning miracle they know without expending spell slots for 15 seconds (3 rounds).



# WAR DOMAIN FEATURES



Your faith in divine thunder grants the ability to transmute any radiant damage from your miracles into lightning damage instead.



You have a divine sense for the spark of war, allowing you to also add your wisdom modifier to initiative rolls, and letting you to cast a Lightning Spear miracle that you know during attacks of opportunity.



Your zeal for smiting evil within the epicenter of battle negates disadvantage when casting Lightning Spear, Great Lightning Spear, and Sunlight Spear while in melee.



Your fervent devotion to the divine splendor of lightning grants you the ability to cast Lightning Spear without expending spell slots.



Your prowess in warfare pleases the God of War, thus Gwyneth bestows upon you the ability to cast Great Lightning Spear without expending spell slots, and you unlock a 9<sup>th</sup> level spell slot early for Sunlight Spear.

# GWYNEVERE

Gwynevere, Princess of Sunlight, is Gwyn's only daughter, and is the most commonly worshiped deity of healers, as She bestows the greatest supportive miracles known to man. Followers of Gwynevere are known as the Princess's Guard. Clerics of Gwynevere wield the most benevolent healing miracles.



When clerics channel Gwynevere's divinity, they glow in benevolent light for 30 seconds. For the duration, they can cast any direct healing miracle without expending spell slots, and all healing miracles they cast automatically heal to the dice maximum.



# BENEVOLENCE DOMAIN FEATURES



You constantly attempt to emulate Gwynevere's kindness, which always endures. Thus, you gain advantage on concentration checks while casting direct healing miracles, even with a chime rather than a talisman. Also, the cooldown for the Gentle Prayer cantrip has been reduced by half.



Gwynevere's benevolence knows no bounds. The range for all direct healing miracles and other supportive miracles is increased by 5 ft.



Your healing miracles are kissed by sunlight, granting any over-healing as temporary HP to you and your allies for 1 minute.



Gwynevere blesses you with the ability to cast her sacred miracles weaved from her soul earlier than other clerics, Soothing Sunlight and Bountiful Sunlight. You gain 2 6<sup>th</sup> level spell slots only for Soothing Sunlight, and 1 7<sup>th</sup> level spell slot only for Bountiful Sunlight.



Gwynevere exalts all of your direct healing miracles, reducing their casting time to 1 action.

# GWYNDOLIN

Dark Sun Gwyndolin is Gwyn's lastborn child and is often overshadowed by the rest of his family; he is the least worshiped among the Way of White. Born as a male but raised as a daughter by Gwyn for his affinity for the moonlight. Followers of Gwyndolin are known as Darkmoon Blades. Clerics of Gwynolin are the only faithful whom wield magic moonlight.



When clerics channel Gwynolin's divinity, they are granted a number of sorcery points equal to their cleric level that they can use weave moonlight sorceries.

They can spend sorcery points equal to the targeted spell's level to cast counterspell as a reaction. They can spend 2 points to cast the sorcery Great Soul Arrow as an action using their wisdom modifier instead of intelligence. They can also spend 5 sorcery points to cast the Darkmoon Blade miracle.

## DARKMOON BLADE

Components: Verbal, Somatic

Effects: You infuse your weapon with Gwyndolin's holy vengeance and moonlight, causing it to deal cleric level + (WIS x 2) additional magic damage with each strike.

Range: Touch

Target/Area: 1 weapon

Casting Time: 1 action

Spell Duration: 1 minute



# DARKMOON DOMAIN FEATURES



Your Darkmoon Talisman is infused with moonlight, allowing you to cast the Church Guardian Shiv Cantrip (same as soul dart but with WIS).



Casting Magic Barrier grants you 2 sorcery points, while casting Great Magic Barrier grants you 4 sorcery points. These sorcery points persist for one minute and can be used to cast counterspell as a reaction, consuming a number of sorcery points equal to the targeted spell's level.



Your miracles are touched by moonlight. Bless, Blessed Weapon, Lightning Blade, and Sunlight blade now deal 1d8 additional magic damage, and their entire damage type is now magic. Your miracles deal 1d12 additional magic damage while under direct moonlight.



Your Darkmoon Blade's mystical properties are enhanced. While striking an enemy with Darkmoon Blade, you can spend sorcery points to dispel one magical effect on the target, consuming a number of sorcery points equal to the targeted magic's level.



To reward your devotion to the Dark Sun, Gwyndolin bestows the ability to summon the Darkmoon Bow for one hour per day. With an attack action, the bow fires a volley of three Darkmoon Arrows. Each arrow has a  $1d20+3+(prof)+(WIS \times 2)$  to hit, and deals  $1d8+(WIS \times 2)$  magic damage.

# ANGELIC FAITH



The Angelic Faith is deemed heretical by the Way of White. It originated within the kingdom of Lothric, after Gertrude, one of the Heavenly Daughters of Gwynevere, was allegedly visited by an angel, after which she became blind, deaf, and mute. The only scripture of which the few followers of this faith possess is the incomprehensible scrawling that Gertrude wrote before she was captured and detained somewhere in Lothric.

## DIVINE PILLARS OF LIGHT

Components: Verbal, Somatic

Effects: You recount an extensive tale of Gertrude, the Heavenly Daughter. For the duration, you cannot move and all attacks against you have advantage as you sprout angel wings and hover in place. As an action, you can call down 7 pillars of light. Enemies caught in the pillars must make a strength saving throw against your spell save DC or suffer radiant damage equal to  $5 + \text{WIS} + (\text{cleric level} \times 2)$  and get knocked 15 ft into the air and fall prone (success =  $\frac{1}{2}$  damage and not prone). Failed saves are blinded for 6 seconds.

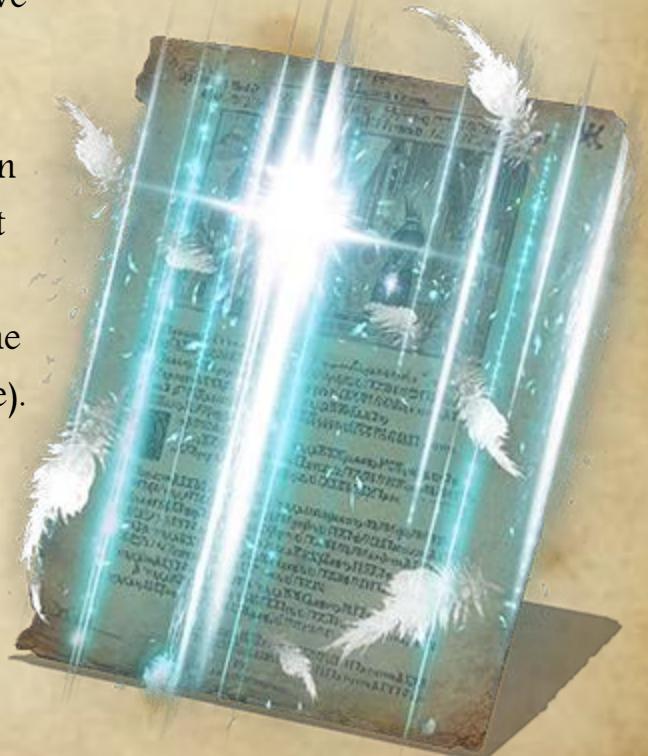
Range: Self

Target/Area: 30 ft radius

Casting Time: 1 action

Spell Duration: 1 minute

When clerics channel Gertrude's divinity, they can cast the miracle Divine Pillars of Light, and gain resistance to radiant and dark damage for the duration.



# ANGELIC DOMAIN FEATURES



Heretics may call it blind faith, but you call it devotion. While you or your target are under the blinded status condition, you deal 50% additional radiant damage. Your healing miracles also brighter, and all enemies caught in the radius must succeed on a constitution saving throw against your spell save DC or become blinded for 12 seconds.



Your healing miracles now emit pure white light and emit bleached feathers with light blue coronae. Any enemies within range of your healing miracles must succeed on a wisdom save against your spell save DC or accumulate a stage of the curse status effect. You can also choose to have any number of your divine pillars heal rather than damage.



Once per day, you can allow an angel to grant you magnificent wings of white feathers, granting you a flying speed of 60 ft for 2 hours.



Once per day, if you are dropped to zero HP, an angel temporarily possesses your body, immediately casting Great Heal and Divine Pillars of Light while also sprouting your angel wings for 1 minute without counting towards the daily limit.



Angels never touch the ground. You now have the ability to sprout your very own angel wings at will.

# NITO

Nito, First of the Dead, is one of the four bearers of the First Flame, and his worship is deemed heretical by the Way of White. Followers of Nito are known as Gravelords. Clerics who praise Death itself are granted miracles that influence the bridge between life and death.



## GRAVELORD'S SWORD DANCE

**Components:** Verbal, Somatic

**Effects:** You recount an extensive tale of Nito spreading a miasma of death and disease over the dragons during the age of ancients to claim their souls. You thrust your unholy symbol towards the earth and conjure 13 murky swords from the ground. All affected creatures must make a saving throw against your spell save DC or suffer dark damage equal to  $5 + \text{WIS} + (\text{cleric level} \times 2)$  and get knocked 15 ft into the air and fall prone (success =  $\frac{1}{2}$  damage and not prone).

**Range:** Self

**Target/Area:** 30 ft radius

**Casting Time:** 1 action

**Spell Duration:** Instant

When clerics channel Nito's divinity, they can cast the miracle Gravelord's Sword Dance.



# GRAVELORD DOMAIN FEATURES



Your faith grants you greater influence over those at Death's door. Any healing miracles you cast on an unconscious creature automatically heals to the dice maximum, and you can cast Spare the Dying from a distance of 30 ft.



You are a shepherd of the dead. The Reanimate miracle now only costs a 2<sup>nd</sup> level spell slot, and the number of corpses you can reanimate at once increases to two.



Your knowledge about necromantic magic deepens. Any corpse you raise with the Reanimate miracle is infused with the Dead Again



You hold superior influence over the dead. The Reanimate miracle now only costs a 1<sup>st</sup> level spell slot, and the number of corpses you can reanimate at once increases to three.



Nito grants you with powerful necromantic magic. Any creatures killed by Gravelord's Sword Dance are automatically reanimated for 1 hour.

# VELKA

Velka, Goddess of Sin, is a rouge deity of unknown origins, and her worship is deemed heretical by the Way of White.

Followers of Velka are known as Pilgrims of the Sable Church of Londor. Pilgrims of Velka are granted miracles that influence magic in a fashion that is in direct opposition of Gwyndolin's moonlight sorceries.



When clerics channel Velka's divinity, they cast the miracle Vow of Silence. If the cleric knows the miracle Karmic Justice, that miracle is automatically cast at the same time without expending a spell slot. Karmic Justices' effects persist and are doubled, but only last for the same duration as Vow of Silence.

## VOW OF SILENCE

**Components:** Verbal, Somatic

**Effects:** The first step towards pardoning sins is to listen. You pray for Velka's forgiveness and a wave of divine purple energy flows from you, dispelling all magical effects, items, spells, and preventing any magic from being cast except for your own non-offensive miracles.

**Range:** self

**Target/Area:** 30 ft radius

**Casting Time:** 1 action

**Spell Duration:** 30 seconds (5 rounds)



# SABLE PILGRIM DOMAIN FEATURES



Your faith in humanity deepens, thus your Deep Protection miracle grows stronger. All stats for the miracle are doubled, and you can choose to remove one magical effect on the ally you cast it on.



Your healing miracles' aura glows with a shadowy purple nimbus. Whenever you cast a healing miracle and enemies are within the area of effect, they are dealt 50% of the healing as dark damage. The damage dealt is combined into a pool of HP which you can distribute amongst the allies within the healing miracle.



You are a master pardoner, thus gain double your proficiency bonus on all insight checks. You can also perform an insight check on a human as a bonus action during combat to make them susceptible to the next instance of dark damage you deal to them.



Your devotion to justice and belief in destiny are deepened. Thus, you gain access to the Karmic Justice miracle early. It now costs only a 4<sup>th</sup> level spell slot, and you can choose to cast it on an ally within 30 ft.



Velka grants you the ability to pardon your allies from the effects of Vow of Silence, and the miracle's range is doubled.