

Bone Domain Spells

Cleric Level	Spells	
1 st	Cure Wounds,	False Life
3 rd	Barkskin,	Ray of Enfeeblement
5 th	Slow,	Speak with Dead
7 th	Freedom of Movement,	Stoneskin
9 th	Antilife Shell,	Hold Monster

Bonus Cantrip

When you choose this domain at 1st level, you gain the Sapping Sting cantrip.

Bone Alteration

Also, at 1st level, you can alter the bone (or body) density of a creature and lower it. Once per turn, you can use your bonus action to apply one of the following effects on a creature within 30 feet of you that you can see:

- You can lower the target's AC by a number equal to your Wisdom modifier (minimum of 1).
- You can impose a disadvantage to the target's Constitution saving throws.

The effect lasts until the beginning of your next turn.

Any psychic attack isn't affected by this feature. A creature without a physical body 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: Cunning Artisan's Blessing

Starting at 2nd level, you can use your Channel Divinity to create simple items using bones.

You conduct an hour-long ritual that crafts a nonmagical item that must include some metal : a simple or martial weapon, a suit of armor, ten pieces of ammunition, a set of tools, or another metal object (see chapter 5, "Equipment," in the Player's Handbook for examples of these items). You use bones instead of metal to craft this item. The creation is completed at the end of the hour, coalescing in an unoccupied space of your choice on a surface within 5 feet of you.

The thing you create can be something that is worth no more than 100 gp. As part of this ritual, you must lay out bones. The bones irretrievably coalesce and transform into the creation at the ritual's end, magically forming even nonmetal parts of the creation. The ritual can create a duplicate of a nonmagical item that contains metal, such as a key, if you possess the original during the ritual.

Improved Bone Alteration

At 6th level, you learn how to increase the bone (and body) density of a creature as well. Once per turn, if you haven't used the Bone Alteration as a bonus action, you can use your reaction to apply one of the following effects on you or a creature within 30 feet of you that you can see:

- You can increase the target's AC by a number equal to your Wisdom modifier (minimum of 1).
- You can impose an advantage to the target's Constitution saving throws.

The reaction can be triggered when the target is attacked by a creature within 60 feet of you that you can see, and the effect lasts until the beginning of the next turn of the creature triggering the reaction.

You can choose to use this reaction after seeing the rolls required by the trigger (attack rolls, saving throws, ...), but before knowing the results of those rolls.

Any psychic attack isn't affected by this feature. A creature without a physical body 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.

Divine Strike

At 8th level, the cleric gains the ability to infuse their weapon strikes with divine energy. Once on each of the cleric's turns when he or she hits a creature with a weapon attack, the cleric can cause the attack to deal an extra 1d8 force damage to the target. When the cleric reaches 14th level, the extra damage increases to 2d8.

Bone Decay

Starting at 17th level, enemies you designate for destruction wilt under the combined efforts of you and your allies. If you deal your Divine Strike damage to a creature on your turn, you can curse that creature until the start of your next turn. The next time one of your allies hits the cursed creature with an attack, the target also takes 2d8 force damage, and the curse ends. You can curse a creature in this way only once per turn.