



## Cleric Legacy Class Details

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 in unsettled lands, smiting evil, or seeking holy relics in ancient tombs. Many clerics are also expected to protect their deities' worshipers, which can mean fighting enemy raiders, 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. The [Gods of the Multiverse](#) section 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.

## The Cleric Table

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

## 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 [Spells Rules](#) for the general rules of spellcasting and the [Spells Listing](#) 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 the [Adventuring Gear](#) section) as a spellcasting focus for your cleric spells.

## Divine Domain

Choose one domain related to your deity. 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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

### **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.

## **Optional Class Features**

### **Additional Cleric Spells**

*1st-level cleric feature*

The spells in the following list expand the cleric spell list in the *Player's Handbook*. The list is organized by spell level, not character level. If a spell can be cast as a ritual, the ritual tag appears after the spell's name. Each spell is in the *Player's Handbook*, unless it has an asterisk (a spell in chapter 3 of *Tasha's Cauldron of Everything*). *Xanathar's Guide to Everything* also offers more spells.

Level	Additional Spells
3rd	<i>Aura of vitality, Spirit Shroud*</i>

Level	Additional Spells
4th	<i>Aura of life, Aura of purity</i>
5th	<i>Summon celestial*</i>
6th	<i>Sunbeam</i>
8th	<i>Sunburst</i>
9th	<i>Power word heal</i>

## Harness Divine Power

*2nd-level cleric feature*

You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on the level you've reached in this class: 2nd level, once; 6th level, twice; and 18th level, thrice. You regain all expended uses when you finish a long rest.

## Cantrip Versatility

*4th-level cleric feature*

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the cleric spell list.

## Blessed Strikes

*8th-level cleric feature, which replaces the Divine Strike or Potent Spellcasting feature*

You are blessed with divine might in battle. When a creature takes damage from one of your cantrips or weapon attacks, you can also deal 1d8 radiant damage to that creature. Once you deal this damage, you can't use this feature again until the start of your next turn.

## 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.

## Arcana Domain

Magic is an energy that suffuses the multiverse and that fuels both destruction and creation. Gods of the Arcana domain know the secrets and potential of magic intimately. For some of these gods, magical knowledge is a great responsibility that comes with a special understanding of the nature of reality. Other gods of Arcana see magic as pure power, to be used as its wielder sees fit.

The gods of this domain are often associated with knowledge, as learning and arcane power tend to go hand-in-hand. In the Realms, deities of this domain include Azuth and Mystra, as well as Corellon Larethian of the elven pantheon. In other worlds, this domain includes Hecate, Math Mathonwy, and Isis; the triple moon gods of Solinari, Lunitari, and Nuitari of Krynn; and Boccob, Vecna, and Wee Jas of Greyhawk.

## Arcana Domain Spells

Cleric Level	Spells
1st	<i>detect magic, magic missile</i>
3rd	<i>magic weapon, Nystul's magic aura</i>
5th	<i>dispel magic, magic circle</i>

Cleric Level	Spells
7th	<i>arcane eye, Leomund's secret chest</i>
9th	<i>planar binding, teleportation circle</i>

## Arcane Initiate

When you choose this domain at 1st level, you gain proficiency in the **Arcana** skill, and you gain two cantrips of your choice from the wizard spell list. For you, these cantrips count as cleric cantrips.

## Channel Divinity: Arcane Abjuration

Starting at 2nd level, you can use your Channel Divinity to abjure otherworldly creatures.

As an action, you present your holy symbol, and one celestial, elemental, fey, or fiend of your choice that is within 30 feet of you must make a Wisdom saving throw, provided that the creature can see or hear you. 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 end its move in a space within 30 feet of you. It also can't take reactions. For its action, it can only use 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.

After you reach 5th level, when a creature fails its saving throw against your Arcane Abjuration feature, the creature is banished for 1 minute (as in the **banishment** spell, no concentration required) if it isn't on its plane of origin and its challenge rating is at or below a certain threshold, as shown on the Arcane Banishment table.

## Arcane Banishment

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

## Spell Breaker

Starting at 6th level, when you restore hit points to an ally with a spell of 1st level or higher, you can also end one spell of your choice on that creature. The level of the spell you end must be equal to or lower than the level of the spell slot you use to cast the healing spell.

## Potent Spellcasting

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

## Arcane Mastery

At 17th level, you choose four spells from the wizard spell list, one from each of the following levels: 6th, 7th, 8th, and 9th. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you.

## Death Domain

The Death domain is concerned with the forces that cause death, as well as the negative energy that gives rise to undead creatures. Deities such as Chemosh, Myrkul, and Wee Jas are patrons of necromancers, death knights, liches, mummy lords, and vampires. Gods of the Death domain also embody murder (Anubis, Bhaal, and Pyremius), pain (Iuz or Loviatar), disease or poison (Incabulos, Talona, or Morgion), and the underworld (Hades and Hel).

## Death Domain Spells

Cleric Level	Spells
1st	<i>false life, ray of sickness</i>
3rd	<i>blindness/deafness, ray of enfeeblement</i>

Cleric Level	Spells
5th	<i>animate dead, vampiric touch</i>
7th	<i>blight, death ward</i>
9th	<i>antilife shell, cloudkill</i>

## Bonus Proficiency

When the cleric chooses this domain at 1st level, he or she gains proficiency with martial weapons.

### Reaper

At 1st level, the cleric learns one necromancy cantrip of his or her choice from any spell list. When the cleric casts a necromancy cantrip that normally targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other.

### Channel Divinity: Touch of Death

Starting at 2nd level, the cleric can use Channel Divinity to destroy another creature's life force by touch.

When the cleric hits a creature with a melee attack, the cleric can use Channel Divinity to deal extra necrotic damage to the target. The damage equals 5 + twice his or her cleric level.

### Inescapable Destruction

Starting at 6th level, the cleric's ability to channel negative energy becomes more potent. Necrotic damage dealt by the character's cleric spells and Channel Divinity options ignores resistance to necrotic damage.

### Divine Strike

At 8th level, the cleric gains the ability to infuse his or her weapon strikes with necrotic 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 necrotic damage to the target. When the cleric reaches 14th level, the extra damage increases to 2d8.

### Improved Reaper

Starting at 17th level, when the cleric casts a necromancy spell of 1st through 5th level that targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other. If the spell consumes its material components, the cleric must provide them for each target.

## Forge Domain

The gods of the forge are patrons of artisans who work with metal, from a humble blacksmith who keeps a village in horseshoes and plow blades to the mighty elf artisan whose diamond-tipped arrows of mithral have felled demon lords. The gods of the forge teach that, with patience and hard work, even the most intractable metal can be transformed from a lump of ore to a beautifully wrought object. Clerics of these deities search for objects lost to the forces of darkness, liberate mines overrun by orcs, and uncover rare and wondrous materials necessary to create potent magic items. Followers of these gods take great pride in their work, and they are willing to craft and use heavy armor and powerful weapons to protect them. Deities of this domain include Gond, Reorx, Onatar, Moradin, Hephaestus, and Goibhniu.

### Forge Domain Features

Cleric Level	Feature
1st	Domain Spells, Bonus Proficiencies, Blessing of the Forge
2nd	Channel Divinity: Artisan's Blessing
6th	Soul of the Forge
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Saint of Forge and Fire

### Domain Spells

You gain domain spells at the cleric levels listed in the Forge Domain Spells table. See the Divine Domain class feature for how domain spells work.

#### Forge Domain Spells

Cleric Level	Spells
1st	<i>identify, searing smite</i>
3rd	<i>heat metal, magic weapon</i>
5th	<i>elemental weapon, protection from energy</i>
7th	<i>fabricate, wall of fire</i>
9th	<i>animate objects, creation</i>

## Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with heavy armor and smith's tools.

## Blessing of the Forge

At 1st level, you gain the ability to imbue magic into a weapon or armor. At the end of a long rest, you can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of your next long rest or until you die, the object becomes a magic item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon.

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

## Channel Divinity: Artisan's Blessing

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

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). 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 metal, which can include coins, with a value equal to the creation. The metal irretrievably coalesces and transforms 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.

## Soul of the Forge

Starting at 6th level, your mastery of the forge grants you special abilities:

- You gain resistance to fire damage.
- While wearing heavy armor, you gain a +1 bonus to AC.

## Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with the fiery power of the forge. 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 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

## Saint of Forge and Fire

At 17th level, your blessed affinity with fire and metal becomes more powerful:

- You gain immunity to fire damage.
- While wearing heavy armor, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

## Grave Domain

Gods of the grave watch over the line between life and death. To these deities, death and the afterlife are a foundational part of the multiverse. To desecrate the peace of the dead is an abomination. Deities of the grave include Kelemvor, Wee Jas, the ancestral spirits of the Undying Court, Hades, Anubis, and Osiris. Followers of these deities seek to put wandering spirits to rest, destroy the undead, and ease the suffering of the dying. Their magic also allows them to stave off death for a time, particularly for a person who still has some great work to accomplish in the world. This is a delay of death, not a denial of it, for death will eventually get its due.

## Grave Domain Features

Cleric Level	Feature
1st	Domain Spells, Circle of Mortality, Eyes of the Grave
2nd	Channel Divinity: Path to the Grave
6th	Sentinel at Death's Door
8th	Potent Spellcasting
17th	Keeper of Souls

## Domain Spells

You gain domain spells at the cleric levels listed in the Grave Domain Spells table. See the Divine Domain class feature for how domain spells work.

## Grave Domain Spells

Cleric Level	Spells
1st	<i>bane, false life</i>
3rd	<i>gentle repose, ray of enfeeblement</i>
5th	<i>revivify, vampiric touch</i>
7th	<i>blight, death ward</i>
9th	<i>antilife shell, raise dead</i>

## Circle of Mortality

At 1st level, you gain the ability to manipulate the line between life and death. When you would normally roll one or more dice to restore hit points with a spell to a creature at 0 hit points, you instead use the highest number possible for each die.

In addition, you learn the *spare the dying* cantrip, which doesn't count against the number of cleric cantrips you know. For you, it has a range of 30 feet, and you can cast it as a bonus action.

## Eyes of the Grave

At 1st level, you gain the ability to occasionally sense the presence of the undead, whose existence is an insult to the natural cycle of life. As an action, you can open your awareness to magically detect undead. Until the end of your next turn, you know the location of any undead within 60 feet of you that isn't behind total cover and that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity.

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

## Channel Divinity: Path to the Grave

Starting at 2nd level, you can use your Channel Divinity to mark another creature's life force for termination.

As an action, you choose one creature you can see within 30 feet of you, cursing it until the end of your next turn. The next time you or an ally of yours hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.

## Sentinel at Death's Door

At 6th level, you gain the ability to impede death's progress. As a reaction when you or a creature you can see within 30 feet of you suffers a critical hit, you can turn that hit into a normal hit. Any effects triggered by a critical hit are canceled.

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

## Potent Spellcasting

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

## Keeper of Souls

Starting at 17th level, you can seize a trace of vitality from a parting soul and use it to heal the living. When an enemy you can see dies within 60 feet of you, you or one creature of your choice that is within 60 feet of you regains hit points equal to the enemy's number of Hit Dice. You can use this feature only if you aren't *incapacitated*. Once you use it, you can't do so again until the start of your next turn.

## Knowledge Domain Legacy

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 Legacy

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 Diancecht), 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  $2 + \text{the spell's level}$ .

### 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  $2 + \text{the spell's level}$ .

### 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 Legacy

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. This cantrip doesn't count against the number of cleric cantrips you know.

### 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  $2d10 +$  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 Legacy

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>

Cleric Level	Spells
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. This cantrip counts as a cleric cantrip for you, but it doesn't count against the number of cleric cantrips you know. 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.

## Order Domain

The Order Domain represents discipline, as well as devotion to the laws that govern a society, an institution, or a philosophy. Clerics of Order meditate on logic and justice as they serve their gods, examples of which appear in the Order Deities table.

Clerics of Order believe that well-crafted laws establish legitimate hierarchies, and those selected by law to lead must be obeyed. Those who obey must do so to the best of their ability, and if those who lead fail to protect the law, they must be replaced. In this manner, law weaves a web of obligations that create order and security in a chaotic multiverse.

### Order Deities

Example Deity	Pantheon
Aureon	Eberron
Bane	Forgotten Realms
Majere	Dragonlance
Pholtus	Greyhawk
Tyr	Forgotten Realms
Wee Jas	Greyhawk

## Domain Spells

*1st-level Order Domain feature*

You gain domain spells at the cleric levels listed in the Order Domain Spells table. See the **Divine Domain class feature** in the *Player's Handbook* for how domain spells work.

## Order Domain Spells

Cleric Level	Spells
1st	<i>command, heroism</i>
3rd	<i>hold person, zone of truth</i>
5th	<i>mass healing word, slow</i>
7th	<i>compulsion, locate creature</i>
9th	<i>commune, dominate person</i>

## Bonus Proficiencies

*1st-level Order Domain feature*

You gain proficiency with heavy armor. You also gain proficiency in the **Intimidation** or **Persuasion** skill (your choice).

## Voice of Authority

*1st-level Order Domain feature*

You can invoke the power of law to embolden an ally to attack. If you cast a spell with a spell slot of 1st level or higher and target an ally with the spell, that ally can use their reaction immediately after the spell to make one weapon attack against a creature of your choice that you can see.

If the spell targets more than one ally, you choose the ally who can make the attack.

## Channel Divinity: Order's Demand

*2nd-level Order Domain feature*

You can use your Channel Divinity to exert an intimidating presence over others.

As an action, you present your holy symbol, and each creature of your choice that can see or hear you within 30 feet of you must succeed on a Wisdom saving throw or be **charmed** by you until the end of your next turn or until the **charmed** creature takes any damage. You can also cause any of the **charmed** creatures to drop what they are holding when they fail the saving throw.

## Embodiment of the Law

*6th-level Order Domain feature*

You have become remarkably adept at channeling magical energy to compel others.

If you cast a spell of the enchantment school using a spell slot of 1st level or higher, you can change the spell's casting time to 1 bonus action for this casting, provided the spell's casting time is normally 1 action.

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

## Divine Strike

*8th-level Order Domain feature*

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 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

## Order's Wrath

*17th-level Order Domain feature*

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 psychic damage, and the curse ends. You can curse a creature in this way only once per turn.

## Peace Domain

The balm of peace thrives at the heart of healthy communities, between friendly nations, and in the souls of the kindhearted. The gods of peace inspire people of all sorts to resolve conflict and to stand up against those forces that try to prevent peace from flourishing. See the Peace Deities table for a list of some of the gods associated with this domain.

Clerics of the Peace Domain preside over the signing of treaties, and they are often asked to arbitrate in disputes. These clerics' blessings draw people together and help them shoulder one another's burdens, and the clerics' magic aids those who are driven to fight for the way of peace.

### Peace Deities

Example Deity	Pantheon
Angharradh	Elven
Berronar Truesilver	Dwarven
Boldrei	Eberron
Cyrollalee	Halfling
Eldath	Forgotten Realms
Gaerdal Ironhand	Gnomish
Paladine	Dragonlance
Rao	Greyhawk

## Domain Spells

*1st-level Peace Domain feature*

You gain domain spells at the cleric levels listed in the Peace Domain Spells table. See the Divine Domain class feature for how domain spells work.

### Peace Domain Spells

Cleric Level	Spells
1st	<i>heroism, sanctuary</i>
3rd	<i>aid, warding bond</i>
5th	<i>beacon of hope, sending</i>
7th	<i>aura of purity, Otiluke's resilient sphere</i>
9th	<i>greater restoration, Rary's telepathic bond</i>

## Implement of Peace

*1st-level Peace Domain feature*

You gain proficiency in the **Insight**, **Performance**, or **Persuasion** skill (your choice).

## Emboldening Bond

*1st-level Peace Domain feature*

You can forge an empowering bond among people who are at peace with one another. As an action, you choose a number of willing creatures within 30 feet of you (this can include yourself) equal to your proficiency bonus. You create a magical bond among them for 10 minutes or until you use this feature again. While any bonded creature is within 30 feet of another, the creature can roll a d4 and add the number rolled to an attack roll, an ability check, or a saving throw it makes. Each creature can add the d4 no more than once per turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Channel Divinity: Balm of Peace

*2nd-level Peace Domain feature*

You can use your Channel Divinity to make your very presence a soothing balm. As an action, you can move up to your speed, without provoking opportunity attacks, and when you move within 5 feet of any other creature during this action, you can restore a number of hit points to that creature equal to  $2d6 + \text{your Wisdom modifier}$  (minimum of 1 hit point). A creature can receive this healing only once whenever you take this action.

## Protective Bond

*6th-level Peace Domain feature*

The bond you forge between people helps them protect each other. When a creature affected by your Emboldening Bond feature is about to take damage, a second bonded creature within 30 feet of the first can use its reaction to teleport to an unoccupied space within 5 feet of the first creature. The second creature then takes all the damage instead.

## Potent Spellcasting

*8th-level Peace Domain feature*

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

## Expansive Bond

*17th-level Peace Domain feature*

The benefits of your Emboldening Bond and Protective Bond features now work when the creatures are within 60 feet of each other. Moreover, when a creature uses Protective Bond to take someone else's damage, the creature has resistance to that damage.

## Tempest Domain Legacy

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 Legacy

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.

## Twilight Domain

The twilit transition from light into darkness often brings calm and even joy, as the day's labors end and the hours of rest begin. The darkness can also bring terrors, but the gods of twilight guard against the horrors of the night.

Clerics who serve these deities—examples of which appear on the Twilight Deities table—bring comfort to those who seek rest and protect them by venturing into the encroaching darkness to ensure that the dark is a comfort, not a terror.

### Twilight Deities

Example Deity	Pantheon
Boldrei	Eberron
Celestian	Greyhawk
Dol Arrah	Eberron
Helm	Forgotten Realms
Ilmater	Forgotten Realms
Mishakal	Dragonlance
Selûne	Forgotten Realms
Yondalla	Halfling

### Domain Spells

*1st-level Twilight Domain feature*

You gain domain spells at the cleric levels listed in the Twilight Domain Spells table. See the Divine Domain class feature for how domain spells work.

### Twilight Domain Spells

Cleric Level	Spells
1st	<i>faerie fire, sleep</i>
3rd	<i>moonbeam, see invisibility</i>
5th	<i>aura of vitality, Leomund's tiny hut</i>
7th	<i>aura of life, greater invisibility</i>
9th	<i>circle of power, mislead</i>

### Bonus Proficiencies

*1st-level Twilight Domain feature*

You gain proficiency with martial weapons and heavy armor.

### Eyes of Night

*1st-level Twilight Domain feature*

You can see through the deepest gloom. You have **darkvision** out to a range of 300 feet. In that radius, you can see in dim light as if it were bright light and in darkness as if it were dim light.

As an action, you can magically share the **darkvision** of this feature with willing creatures you can see within 10 feet of you, up to a number of creatures equal to your Wisdom modifier (minimum of one creature). The shared **darkvision** lasts for 1 hour. Once you share it, you can't do so again until you

finish a long rest, unless you expend a spell slot of any level to share it again.

## Vigilant Blessing

*1st-level Twilight Domain feature*

The night has taught you to be vigilant. As an action, you give one creature you touch (including possibly yourself) advantage on the next initiative roll the creature makes. This benefit ends immediately after the roll or if you use this feature again.

## Channel Divinity: Twilight Sanctuary

*2nd-level Twilight Domain feature*

You can use your Channel Divinity to refresh your allies with soothing twilight.

As an action, you present your holy symbol, and a sphere of twilight emanates from you. The sphere is centered on you, has a 30-foot radius, and is filled with dim light. The sphere moves with you, and it lasts for 1 minute or until you are **incapacitated** or die. Whenever a creature (including you) ends its turn in the sphere, you can grant that creature one of these benefits:

- You grant it temporary hit points equal to 1d6 plus your cleric level.
- You end one effect on it causing it to be **charmed** or **frightened**.

## Steps of Night

*6th-level Twilight Domain feature*

You can draw on the mystical power of night to rise into the air. As a bonus action when you are in dim light or darkness, you can magically give yourself a flying speed equal to your walking speed for 1 minute. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Divine Strike

*8th-level Twilight Domain feature*

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. When you reach 14th level, the extra damage increases to 2d8.

## Twilight Shroud

*17th-level Twilight Domain feature*

The twilight that you summon offers a protective embrace: you and your allies have half cover while in the sphere created by your Twilight Sanctuary.

## War Domain Legacy

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, stoneskin</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 attacks.

## Blood Domain

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Developed in Wildemount by the Claret Orders, the Blood Domain centers around the understanding of the natural life force as it exists within the body, and the divine conduit it can become. Those who take up this domain understand that the power of blood is the power of sacrifice, the balance of life and death, and the spirit's anchor within the mortal shell.

Gods who grant the power of the Blood Domain, including the Ruiner and the Matron of Ravens, direct their followers to tap into the connection between body and soul, exploit the hidden reserves of will within one's own vitality, and corrupt the bodies of others through the secret rites of hemocraft. Clerics of good gods use hemocraft to fill their self-sacrifice with purpose and power, while clerics with fewer morals use the blood of others to achieve their own malevolent ends.

## Domain Spells

You gain domain spells at the cleric levels listed in the Blood Domain Spells table.

### Blood Domain Spells

Cleric Level	Spells
1st	<i>false life, sleep</i>
3rd	<i>hold person, ray of enfeeblement</i>
5th	<i>haste, slow</i>
7th	<i>blight, stoneskin</i>
9th	<i>dominate person, hold monster</i>

## Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with martial weapons.

## Bloodletting Focus

Starting at 1st level, your divine magic draws the blood from magically inflicted wounds, worsening the agony of your foes. When you cast a damage-dealing spell of 1st level or higher whose duration is instantaneous, any creature with blood that takes damage from the spell takes extra necrotic damage equal to  $2 + \text{the spell's level}$ .

## Channel Divinity: Crimson Bond

Starting at 2nd level, you can use your Channel Divinity to form a supernatural bond with a creature you can see, or with a creature for which you possess a blood sample. This bond lasts for 1 hour or until your concentration is broken (as if concentrating on a spell).

While the bond is in effect, you can use an action to learn the target's approximate distance and direction from you, as well as its current hit points and any conditions affecting it, as long as the target is within 10 miles of you. Alternatively, you can use your action to attempt to connect with the target's senses. You take 2d6 necrotic damage and the target makes a Constitution saving throw against your spell save DC. On a successful save, the bond ends. On a failure, you can choose to either see or hear through the target's senses for a number of minutes equal to your Wisdom modifier (minimum 1 minute). During this time, you are **blinded** or **deafened** (respectively) with regard to your own senses. When the connection ends, the bond is lost.

Regardless of the outcome, the target feels a wave of unease pass over it when it makes this save.

## Channel Divinity: Blood Puppet

Starting at 6th level, you can use your Channel Divinity to briefly control a creature's actions—whether that creature is living or dead. As an action, you target a Large or smaller creature or corpse within 60 feet of you that has blood. A creature you target must succeed on a Wisdom saving throw against your spell save DC or become **charmed** by you. An **unconscious** creature automatically fails its saving throw, and isn't **incapacitated** while you control its actions. A corpse targeted by this effect gains a semblance of life that you control.

On the affected creature or animated corpse's turn, you can command it (no action required) to move up to half its speed and use its action to do one of the following:

- Interact with an object
- Make a single attack
- Do nothing

An animated corpse or an **unconscious** creature takes its turn immediately after yours, but can't move or take actions unless you command it to do so. Its game statistics are the same as when it was alive or conscious.

An affected living creature makes a new saving throw at the end of each of its turns, ending the effect on itself on a success. For any target, your control lasts for 1 minute or until your concentration is broken (as if concentrating on a spell).

At 17th level, you can use this feature to target a Huge or smaller creature or corpse.

## Sanguine Recall

At 6th level, you can sacrifice a portion of your own vitality to recover expended spell slots as an action. The spell slots can have a combined level equal to or less than half your cleric level (rounded up), and none of the slots can be 6th level or higher. You take 1d8 necrotic damage for each spell slot level recovered, which can't be reduced in any way. You can't use this feature again until you finish a long rest.

For example, if you're an 8th-level cleric, you can recover up to four levels of spell slots—a single 4th-level slot, two 2nd-level slots, a 3rd-level slot and a 1st-level slot, or four 1st-level slots. You then take 4d8 necrotic damage.

## Divine Strike

At 8th level, you gain the ability to cause the physical wounds you deal out to bleed profusely. 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 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

## Vascular Corruption Aura

At 17th level, you can use your action to emit a deathly aura of necrotic energy that causes the veins of nearby foes to burst and bleed. For 1 minute, any hostile creature with blood that moves within 30 feet of you for the first time on a turn or starts its turn there takes 3d6 necrotic damage. If a hostile creature with blood regains hit points while in the aura, it regains only half as many hit points as expected.

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

## Moon Domain

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Since the Founding, all mortal creatures have looked to the skies and sensed the power and mystery carried by Catha and Ruidus, the two moons of Exandria. The Moonweaver herself is said to guide her worshipers from within the pale glow of Catha, revealing hidden paths and granting inspired dreams to those who pray to that moon. Distant, dark Ruidus is often regarded with awe and apprehension, considered a portent for fell deeds and bad luck.

Clerics of the Moon Domain draw on their divine connection to the moons to wield light and shadow, invoke good fortune and ill favor, and reveal or conceal as they see fit. Most Moon clerics worship the Moonweaver herself, but her followers are as varied as the stars in the sky. Some seek to protect the vulnerable and do good in the world, while others meddle with impunity and distort the truth for selfish gain. Other Moon clerics worship not the gods but the moons themselves, especially those with an innate connection to the lunar cycles through lycanthropy.

### Domain Spells

You gain domain spells at the cleric levels listed in the Moon Domain Spells table.

#### Moon Domain Spells

Cleric Level	Spells
1st	<i>faerie fire, silent image</i>
3rd	<i>invisibility, moonbeam</i>
5th	<i>hypnotic pattern, major image</i>
7th	<i>greater invisibility, hallucinatory terrain</i>
9th	<i>dream, passwall</i>

### Clarity of Catha

When you choose this domain at 1st level, you learn to shine light upon the mind's most dire moments, shielding those you protect. When a creature within 30 feet of you that you can see makes a Wisdom saving throw, you can use your reaction to grant that creature advantage on the save.

You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

### Channel Divinity: Blessing of the Full Moon

Starting at 2nd level, you can use your Channel Divinity to infuse your allies with bestial power. As an action, you instill a willing creature of your choice within 30 feet of you that you can see with one of the following blessings of your choice:

**Blessing of the Watchful Moon.** For 1 hour, the blessed creature's speed increases by 10 feet, and it has advantage on Wisdom (**Perception** or **Survival**) checks involving smell or made to track a creature.

**Blessing of the Blood-Drenched Moon.** For 10 minutes, the blessed creature has advantage on attack rolls against a target if at least one of the blessed creature's allies is within 5 feet of the target and the ally isn't **incapacitated**.

### Channel Divinity: Mind of Two Moons

Starting at 6th level, you can use your Channel Divinity to invoke the twofold arcana of Exandria's moons. By expending one use of Channel Divinity, you can cast a second concentration spell while already concentrating on a first spell, as long as both spells are on your list of Moon Domain spells. If you need to make a Constitution saving throw to maintain your concentration on both spells, you make the save with disadvantage. On a failure, you lose concentration on both spells.

### Empowered Cantrips

Starting at 8th level, your cleric cantrips deal extra damage equal to your Wisdom modifier (minimum of 1).

## Eclipse of Ill Omen

At 17th level, you can call upon the vermillion moon Ruidus to flare in the sky above you, eclipsing all other light. Its power surrounds you even where the sky can't be seen, and even on other planes. As a bonus action, you can manifest an area of reddish, dim light in a 60-foot radius around you. In addition to the normal effects of dim light, creatures in the area make saving throws with disadvantage. When you create this eclipse, you can choose any number of creatures that are unaffected by it.

This eclipse lasts while you concentrate (as if concentrating on a spell) for up to 1 minute. Concentrating on this feature counts as concentrating on a Moon Domain spell for the purpose of your Mind of Two Moons feature.

Additionally, once per turn when you deal radiant damage to any creatures in this area of dim light, you can curse one of those creatures until the eclipse ends (no action required). A creature cursed in this way has its speed halved and can't regain hit points.

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

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