

## Cursed Domain (*Cleric*)

For one reason or another, you have obtained power, but your deity or another one has cursed you. Perhaps you turned your back on the deity who chose you, or you desecrated the wrong temple in your search for power. Or, maybe you were simply chosen by a deity whose domain has a focus on curses. Regardless of how it happened, you have gained powerful abilities—abilities that came with lasting consequences.

### Cursed

At 1st level, you have gained a severe curse that you have turned in your favor. Pick one of the following options. This is a powerful, divine curse, and it cannot be removed by any spell other than *Wish*.

**Biased Luck.** Luck is a fickle creature; while it tends to favor you in certain circumstances, there are times when it seems to abandon you entirely. You gain the following effects; they can still be canceled out as normal by having another source of disadvantage or advantage, respectively.

Benefit: Pick any skill; you always have advantage on skill checks made with that skill.

Consequence: Pick a different skill you are proficient in. Whenever you make a skill check with that skill, you always have disadvantage.

**Draining Magic.** Your magical abilities are increased, but they are fueled by your life force. You gain the following effects.

Benefit: Your spell save DC increases by 1.

Consequence: Whenever you cast a leveled spell, you lose hit points equal to the level of that spell after you have finished casting it.

**Hollow Defenses.** Your reflexes, mental fortitude, and physical durability have increased up front, but it has left you less resilient to repeated assault. You gain the following effects.

Benefit: Your AC and saving throws all increase by 1.

Consequence: Your starting HP is only 6 + your Constitution modifier, and you gain one less hit point per level after level one. *If you are playing with the remastered 2024 rules, when you gain this curse at third level, you must recalculate your total hit points to account for the curse.*

**Spirit-Guided Strikes.** You can hear the faint whispers of fallen warriors, guiding you towards violence; while their voices may offer aid, it can sometimes be distracting. You gain the following effects.

Benefit: You gain proficiency with all martial weapons and can use your Wisdom modifier instead of Strength or Dexterity when making weapon or unarmed attacks.

Consequence: When you make an attack roll, if you miss as a result of rolling a natural 1, your attack rolls take a 1d4 penalty until the end of your next turn.

**Ravenous Healing.** Your healing magic is incredibly potent, but it is difficult to control and draws its strength from your own vitality, leaving you weakened temporarily. You gain the following effects.

Benefit: Whenever you cast a spell that restores hit points or grants temporary hit points, you gain the benefits of casting that spell as though it were one level higher, regardless of if you have access to a higher-level slot.

[Something? Either twinned healing/restoration effects, or automatic +1 level upcast on healing/resto/tempHP spells]

Consequence: When you cast a spell that restores hit points or grants temporary hit points, you gain vulnerability to the next instance of damage you take before the end of your next turn. If the spell is a concentration spell, this consequence refreshes at the start of your turn for as long as you are concentrating on it.

[Casting a healing/resto/tempHP spell lowers your speed by 10 feet and gives you -1d4 on attack rolls and saving throws until the end of your next turn, as you siphon your own energy into improving it; if it's a concentration spell, it lasts until the end of the turn after your concentration on that spell ends.]

## Cursed Domain Spells

Also at 1st level, your experience with curses has led you to an expanded knowledge of certain spells. When you reach one of the levels listed in the following table, you gain the associated spells. These spells count as Cleric spells for you, even if they are not normally Cleric spells. They are always prepared, and they do not count against your prepared spell limit.

Level	Spells
1	<i>Hex, Ray of Sickness</i>
3	<i>Blindness/Deafness, Ray of Enfeeblement</i>
5	<i>Bestow Curse, Remove Curse</i>
7	<i>Confusion, Sickening Radiance*</i>
9	<i>Contagion**, Greater Restoration</i>

*\*If Sickening Radiance, from Xanathar's Guide to Everything, is unavailable at your table, you can replace it with Phantasmal Killer.*

*\*\*Contagion was added based on its 2014 version of the spell, so your table might decide that the old version makes more sense in this context. The 2024 version is generally a better spell, but the 2014 spell has a more relevant effect. When you gain the spell at 9th level, be sure to discuss with your DM which version of the spell you should be using.*

## Channel Divinity—Curse Shaper

At level 2, you can use your Channel Divinity to manipulate your curse.

As a Bonus Action, you can expend a use of your Channel Divinity and temporarily manifest your curse in a different way; choose a different curse from the Cursed feature and replace your own curse's benefit with the chosen benefit. This effect lasts for up to ten minutes, unless you can end it early as a Bonus Action.

## Benefits and Consequences

Starting at level 6, you can draw upon your curse, fueling it with your life force. As a Bonus Action, you can channel your vitality into it to empower it. You take damage equal to 1d8 + your Constitution modifier, which cannot be reduced in any way, but the current benefit of your curse increases, as listed below. If you are concentrating on a spell, this damage does not trigger a Concentration check. Your empowered curse lasts until the start of your next turn, when you can choose to either reactivate it or let it subside. If you reactivate it, you can extend the improvement another round without using a Bonus Action, but you must take the damage once again. You can continue to reactivate it in this way for as long as you are conscious. Once your empowered curse has subsided, you cannot empower it again until you finish a short or long rest.

**Biased Luck.** When you make an ability check with advantage, you can roll an additional d20 and pick the highest option.

**Draining Magic.** The bonus to your Cleric spell save DC is increased by 1.

**Hollow Defenses.** The bonus to your AC and saving throws is increased by 1.

**Spirit-Guided Strikes.** You gain a 1d4 bonus to your spell attack rolls; when you take the Attack action, you can make an additional attack as part of it.

**Ravenous Healing.** You can add half your Cleric level to the number of hit points restored or temporary hit points granted.

## Cursed Strikes

*If you are playing with the 2024 rules, this feature is replaced by the level 7 class feature, Blessed Strikes.*

Starting at level 8, your curse weaves its way into your strikes against your foes in battle. Once on each of your turns, when you deal damage to a creature with one of your cantrips or a weapon or unarmed attack, you can deal an additional 1d8 necrotic damage to that creature.

## Master of Curses

Starting at level 17, you have embraced the nature of your curse and attuned it to yourself. When you choose to empower your curse, the listed benefit is doubled. Additionally, you can choose to empower your curse as a Bonus Action as frequently as you wish—you are no longer limited to once per short or long rest.

Also, you can channel the cursed energy flowing through you to target another creature. You can cast the *Bestow Curse* spell at 7th level without any spell components and without consuming a spell slot. Once you cast it in this way, you cannot do so again until you finish a long rest.