

# CLERIC

A Cleric is a divine servant of one or more gods, servicing them with martial might and divine magic fueled by their faith and resolve.

## HEALERS AND WARRIOR

Divine Magic, as the name suggests, is the power of The Gods, flowing from them into the world.

Clerics are conduits of 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 higher 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. Divine Magic has the ability to provoke both awe and dread, healing the sick and laying curses on the unfaithful.

## 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. Most adventuring Clerics maintain some connection to established temples and orders of their faith. A temple might ask for a Cleric's aid, and a high priest might be in a position to demand it.

Whether serving a single god, pantheon, philosophy or force, the typical Cleric is an ordained servant of a chosen divine domain associated with that deity. The Cleric's magic flows from the god or the god's sacred realm and often the Cleric bears a holy symbol that represents that divinity.

Almost all of the folk in the world who revere a deity live their lives without ever being directly touched by a divine being. As such, they can never know what it feels like to be a cleric—someone who is not only a devout worshiper, but who has also been invested with a measure of a deity's power.



BIRTHFIRE  
BY BIRTHFIRE

## WHO CHOOSES WHOM?

The question has long been debated: Does a mortal become a cleric as a consequence of deep devotion to one's deity, thereby attracting the god's favor? Or is it the deity who sees the potential in a person and calls that individual into service? Ultimately, perhaps, the answer doesn't matter. However Clerics come into being, the world needs Clerics as much as Clerics and deities need each other.

## RELIGION OF ASHA

The gods and religions of Asha are vast, and unique to the varied planes, continents and regions. Consult with the DM if you wish to have a character linked to one of these near infinite organizations.

# CLERIC

Level	Prof. Bonus	Features	Cantrips Known	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	Harness Divine Power	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

### HIT POINTS

**Hit Dice:** 1d8 per Cleric level

**Hit Points:** 1d8 + your Constitution Modifier

### SPELLCASTING ABILITY

**Spell Save DC** = 8 + proficiency bonus + Wisdom modifier

**Spell Attack Modifier** = proficiency bonus + Wisdom modifier

### PROFICIENCIES

**Armor:** Light armor, Medium Armor, Shields

**Weapons:** Simple weapon

**Tools:** None

**Saving Throws:** Wisdom, Charisma

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



## SPELLCASTING

At 1st level, you are a conduit of divine power and can cast Cleric spells. The Cleric table above 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.

## PREPARING SPELLS

You must prepare spells prior to casting them. To do so, during a long rest, 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.

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.

## DIVINE DOMAIN

Choose one domain related to your deity from the list of available domains. Each domain is detailed in their own feature, and each one provides examples of gods associated with it. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

## 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.

### 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.

### HARNESS DIVINE POWER

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 1 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 your Cleric level: 2nd level, once; 6th level, twice; and 18th level, thrice. You regain all expended uses when you finish a long rest.

### ABILITY SCORE IMPROVEMENT

When you reach 4th, 8th, 12th, 16th or 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. If your DM allows the use of feats, you may instead take a feat.

### DESTROY UNDEAD

Starting at 5th level, when an undead of CR 1/2 or lower fails its saving throw against your Turn Undead feature, the creature is instantly destroyed.

This increases to CR 1 at 8th level, CR 2 at 11th level, CR 3 at 14th level, and CR 4 at 17th level.

### DIVINE INTERVENTION

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your Cleric level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any Cleric spell or Cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.



# DIVINE DOMAINS

The typical Cleric is an ordained servant of a particular God and chooses a Divine Domain that represents that divinity. Some Clerics serve a single deity, and others may serve a whole pantheon. Domains are broken into four main ideals: Light & Life, Knowledge & Fate, War & Protection, and Forge & Tempest. These Ideals and Domains do not correspond to the religions of the world, only the powers ordained to the Cleric.



## IDEALS: LIGHT AND LIFE

**Domains:** *Dawn, Grave, Preservation, Twilight*

Light and Life focuses on the ideals of healing, rebirth, renewal, and beauty. Clerics of this belief are often cheerful, compassionate, and optimistic; believing that the radiance and hope of Light & Life can overcome any darkness or evil.



## IDEALS: KNOWLEDGE AND FATE

**Domains:** *Reality, Skill, Trickery, Wonder*

Knowledge and Fate concerns itself with the mysteries of the multiverse. Clerics of this belief seek to unravel the hidden patterns and meanings of destiny, prophecy, and time. They are often insightful, visionary, and enigmatic.



## IDEALS: WAR AND PROTECTION

**Domains:** *Battle, Blood, Peace, Protection*

War and Protection is focused on the defense of the weak, and holding steadfast to one's ideals. Clerics of this belief show courage and skill and inspire others to follow their example through bravery and loyalty.



## IDEALS: FORGE AND TEMPEST

**Domains:** *Cataclysm, Craft, Might, Order*

Forge & Tempest is motivated by the challenge of creation, experimentation, and improvement. Clerics of this domain are ambitious, resilient, and restless, testing their own limits and the boundaries of the world.

# BATTLE DOMAIN

Battle can make heroes out of ordinary people. It can be both desperate and horrific, with acts of crudity and cowardice eclipsing instances of excellence and courage.

## VIGILANT SOUL

At 1st level, at each indicated Cleric level, add the listed spells to your spells prepared. They do not count towards your limit.

1st	Divine Favor (Paladin), Shield Of Faith
3rd	Magic Weapon (Wizardry), Spiritual Weapon
5th	Crusader's Mantle (Paladin), Spirit Guardians
7th	Freedom Of Movement, Stoneskin (Wizardry)
9th	Flame Strike, Hold Monster (Wizardry)

## 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 combat. 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.



## WAR GOD'S BLESSING

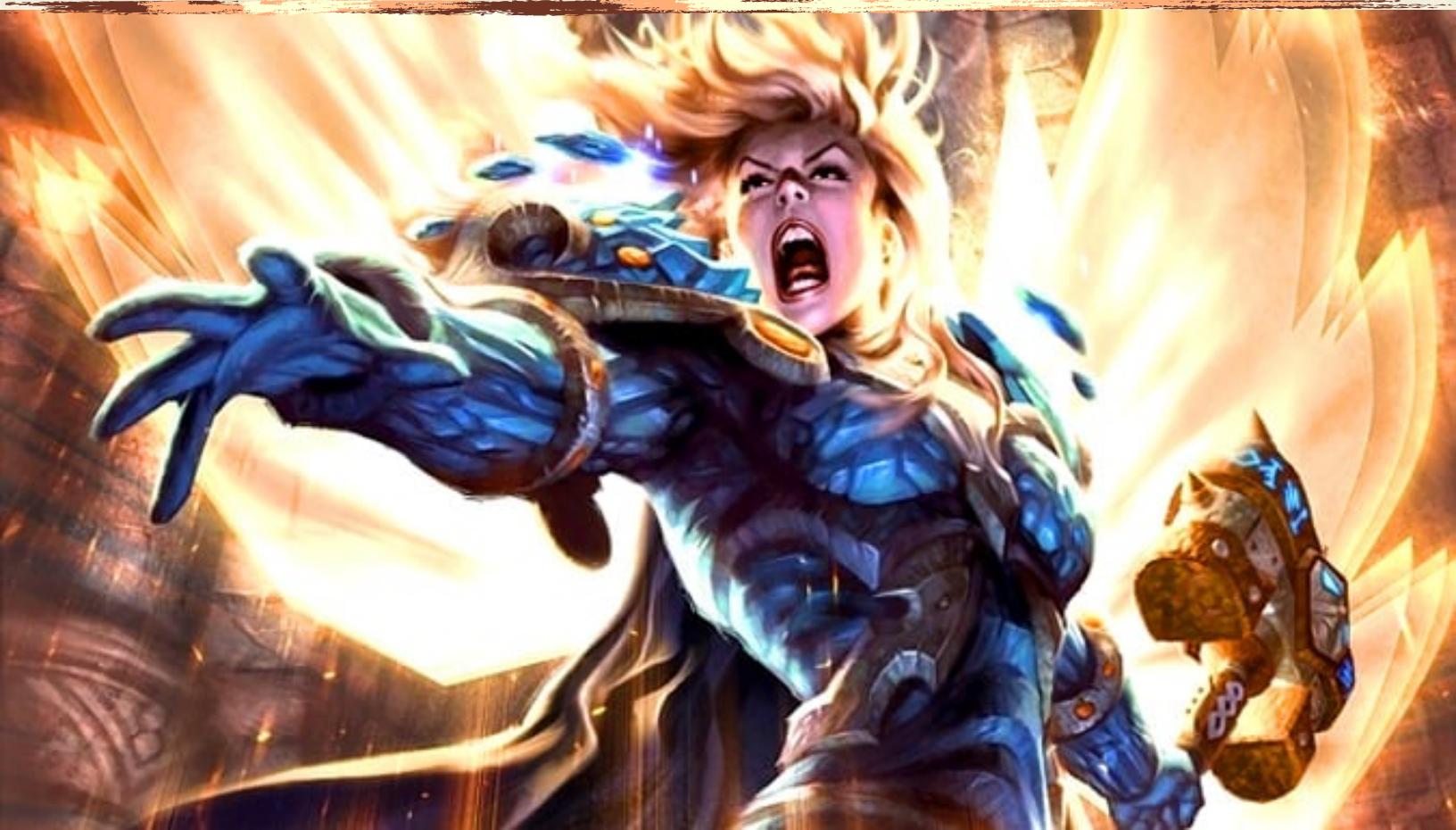
At 6th level, when a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

## 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

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. They learn to tap into the connection between body and soul, and exploit the hidden reserves of will within one's own vitality.

## CRIMSON BLESSING

At 1st level, at each indicated Cleric level, add the listed spells to your spells prepared. They do not count towards your limit.

1st	Grim Siphon (Occult), Hearthmend
3rd	See Invisibility (Wizardry), Stave Off Corruption
5th	Divine Transfer (Paladin), Vampiric Touch (Occult)
7th	Absorb Toxicity (Primal), Bloodsworn Retribution (Warden)
9th	Dominate Person (Sorcery), Necrotic Leech (Sorcery)

## 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 and 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: TWOFOLD MIND

Starting at 6th level, you can use your Channel Divinity to invoke a twofold mind. 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 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.

## 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 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.

## ECLIPSE OF ILL OMEN

At 17th level, you can call upon the moon 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 spell for the purpose of your Twofold Mind 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.

# CATAclysm DOMAIN

Gods of portfolios that deal with cataclysm govern tempests of land, sea, and sky. They are known for meting out swift justice and inspire fear in the common folk, either to keep those folks on the path of righteousness or to encourage them to offer sacrifices of propitiation to ward off divine wrath.

## HEART OF THE STORM

At 1st level, at each indicated Cleric level, add the listed spells to your spells prepared. They do not count towards your limit.

1st	Fog Cloud (Wizardry), Thunderwave (Wizardry)
3rd	Gust Of Wind (Wizardry), Shatter (Wizardry)
5th	Call Lightning (Primal), Sleet Storm (Primal)
7th	Ice Storm (Primal), Storm Sphere (Wizardry)
9th	Destructive Wave (Paladin), Insect Plague (Primal)

## BONUS PROFICIENCIES

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

## UNTOUCHED BY THE SEASONS

At 1st level, you gain the Primal Cantrip "Predict Weather". It counts as a Cleric Cantrip for you, and it does not count against the number of Cleric cantrips you know.

## 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 against your spell save DC. 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 one). 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.

## STORM BURST

At 8th level, you gain the ability to infuse your weapon strikes with tempest 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.



# CRAFT DOMAIN

The Gods of craft 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 take great pride in their work, and they are expert craftsmen.

## WROUGHT MAGIC

At 1st level, at each indicated Cleric level, add the listed spells to your spells prepared. They do not count towards your limit.

1st	Identify Dweomer (Wizard), Searing Smite (Paladin)
3rd	Heat Metal (Primal), Magic Weapon (Wizard)
5th	Elemental Weapon (Warden), Protection From Energy (Primal)
7th	Fabricate (Wizard), Wall Of Fire (Wizard)
9th	Animate Objects (Wizard), Creation (Wizard)

## BONUS PROFICIENCY

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 an object. 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 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. The creation is completed at the end of the hour,



coalescing into 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 10 gp. As part of this ritual, you must lay out metal and materials with a value and type equal to or greater than the creation. The metal irretrievably coalesces and transforms into the creation at the ritual's end. 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, you gain resistance to fire damage and an additional +1 to your AC when wearing heavy armor.

## 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 affinities with fire and metal becomes more powerful. You gain immunity to fire damage, and while wearing heavy armor, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.



# DAWN DOMAIN

Clerics of the Dawn promote the ideals of rebirth and renewal, truth, vigilance, and beauty, often using the symbol of the sun and its purifying light. They seek enlightenment, infusing their souls with radiance and the power of their God's discerning vision, and charge themselves with chasing away lies and burning away the darkness.

## DAWN KNOWLEDGE

At 1st level, at each indicated Cleric level, add the listed spells to your spells prepared. They do not count towards your limit.

1st	Burning Hands (Wizard), Faerie Fire (Primal)
3rd	Flaming Sphere (Wizard), Scorching Ray (Wizard)
5th	Daylight (Primal), Fireball (Wizard)
7th	Guardian Of Faith, Wall Of Fire (Wizard)
9th	Flame Strike, Scrying (Wizard)

## BLESSED BY THE DAWN

At 1st level, you gain the Light cantrip. It does not count against the number of Cleric cantrips you know.

## DAWN 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, or 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 Dawn 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.



# 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. 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 come for all.

## NO STRANGER TO DEATH

At 1st level, at each indicated Cleric level, add the listed spells to your spells prepared. They do not count towards your limit.

1st	Bane, False Life (Occult)
3rd	Gentle Repose, Ray Of Enfeeblement (Occult)
5th	Revivify, Vampiric Touch (Occult)
7th	Blight (Primal), Death Ward
9th	Antilife Shell (Primal), Raise Dead

## 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 that 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.



# MIGHT DOMAIN

Strength can manifest itself in many ways: the mental strength to persevere hardship, the spiritual strength to uphold one's faith, and the physical strength to overcome one's foes. Gods of Might are revered by warriors, athletes, and leaders who seek to hone their abilities and test their limits. Strength can't be taught, it is earned through discipline, devotion and determination.

## TEMPLE OF MIND, SPIRIT AND BODY

At 1st level, at each indicated Cleric level, add the listed spells to your spells prepared. They do not count towards your limit.

1st	Divine Favor (Paladin), Shield Of Faith
3rd	Enhance Ability (Primal), Boulder Toss (Primal)
5th	Aura Of Vitality (Paladin), Righteous Fury (Paladin)
7th	Mighty Strength (Paladin), Stoneskin (Wizardry)
9th	Destructive Wave (Paladin), Wall Of Force (Wizardry)

## BONUS PROFICIENCY

At 1st level, you gain proficiency with martial weapon and the Athletics skill.

## CHANNEL DIVINITY:

### FEAT OF STRENGTH

At 2nd level, you can use your Channel Divinity to enhance your physical might. When you make an attack roll, ability check, or saving throw using Strength, 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 roll succeeds or fails.



## STRENGTH OF MIND

At 6th level, your mind gains a powerful defense for you and your allies. You gain resistance to psychic damage, and when you or a creature you can see within 15 feet of you makes an Intelligence, Wisdom, or Charisma saving throw, you can use a Channel Divinity to add your Wisdom modifier (minimum of +1) to its roll.

## STRENGTH OF SPIRIT

At 8th level, you can add your Wisdom modifier to the damage you deal with any Cleric spell.

## STRENGTH OF BODY

At 17th level, you can use your reaction to gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks for one turn. You can't use this feature again until you finish a short rest.



# ORDER DOMAIN

The order domain represents discipline, as well as devotion to a strict obedience to the laws governing it. The ideal of order is obedience to the law above all else, rather than the passing influence of emotion or popular rule.

## DISCIPLINE & FAITH

At 1st level, at each indicated Cleric level, add the listed spells to your spells prepared. They do not count towards your limit.

1st	Command, Litany Of Duty (Paladin)
3rd	Hold Person (Wizard), Zone Of Truth
5th	Healing Word, Slow (Wizard)
7th	Burn Corruption, Locate Creature (Primal)
9th	Commune, Dominate Person (Sorcery)

## BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with heavy armor. You also gain proficiency in the Intimidation or Persuasion skill (your choice).

## VOICE OF AUTHORITY

Starting at 1st level, you can invoke the power of law to drive 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

Starting at 2nd level, 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

At 6th level, you become remarkably adept at channeling magical energy to compel others. If you cast a spell that affects the mind of a creature, 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

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.

## ORDER'S WRATH

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 psychic damage, and the curse ends. You can curse a creature 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.

## MANTLE OF THE GUARDIAN

At 1st level, at each indicated Cleric level, add the listed spells to your spells prepared. They do not count towards your limit.

1st	Sanctuary, Sleep (Wizard)
3rd	Calm Emotions, Hold Person (Wizard)
5th	Charitable Impulse, Slow (Wizard)
7th	Oath Of Peace (Paladin), Otiluke's Resilient Sphere (Wizard)
9th	Guilty Conscience, Wall Of Force (Wizard)

## IMPLEMENT OF PEACE

At 1st level, you gain proficiency in the Insight, Performance or Persuasion skill (your choice).

## SHIELD OF THE FAITHFUL

At 1st level, so long as you are not wearing armor, using a shield, and are wielding only a simple weapon (such as a quarterstaff), your Armor Class equals  $10 + \text{Constitution modifier} + \text{Wisdom modifier}$ .

## CHANNEL DIVINITY: GUARDIAN'S SHIELD

At 2nd level, when a creature you can see within 30 feet takes damage, you can use your reaction to clutch your holy symbol and invoke this Channel Divinity. You then take the full damage of the triggering attack but are considered to be resistant to any damage you take during this reaction.



## WARRIOR OF MERCY

At 6th level, you can bless your enemies with supernatural mercy. When you reduce a creature to 0 hit points with a simple weapon or Cleric spell, you can choose to charm the creature in place of killing it. Instead of falling unconscious, the creature falls to 1 hit point and is charmed for 10 minutes. It is docile and will refuse to do anything unless you use a bonus action to command it. You cannot order it to attack, cast a spell, or cause damage of any kind. This effect ends early if the charmed creature takes damage. If it still has hit points remaining when the effect ends the creature falls unconscious. Once you use this feature you must finish a short or long rest before you can use it again.

## PEACEFUL BOND

At 17th level, your faith has hardened your body against worldly harm. You gain immunity to poison damage and the poisoned condition, and you gain resistance to bludgeoning, piercing, and slashing damage.

Moreover, you are always under the effects of the Cleric Sanctuary spell. However, should you deal damage to a creature you lose the benefits of sanctuary until you finish a short or long rest.

## 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.



# PRESERVATION DOMAIN

The Preservation Domain focuses on the vibrant positive energy 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.

## VIBRANT SOUL

At 1st level, at each indicated Cleric level, add the listed spells to your spells prepared. They do not count towards your limit.

1st	Bless, Cure Wounds
3rd	Restoration, Spiritual Weapon
5th	Beacon Of Hope, Revivify
7th	Death Ward, Guardian Of Faith
9th	Mass Cure Wounds, Raise Dead

## DISCIPLE OF LIFE

At 1st level, you gain proficiency with heavy armor and whenever you use a spell of 1st level of high to restore hit points to a creature, the creature regains additional hit points equal to  $2 + \text{the spell's level}$ . Also, at each indicated Cleric level, add the listed spells to your spells prepared. They do not count towards your limit.

## 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

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

## DIVINE STRIKE

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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

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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 dice. For example, instead of restoring  $2d6$  hit points to a creature, you restore 12.



# PROTECTION DOMAIN

The protection domain is the purview of the deities who charge their followers to shield the weak from the strong. Devout clerics of this domain are loyal guardians who stand firm in their mission, regardless of the dangers or difficulties they face. They willingly sacrifice themselves for the sake of others, sometimes at the price of their lives.

## AURA OF THE MARTYR

At 1st level, at each indicated Cleric level, add the listed spells to your spells prepared. They do not count towards your limit.

1st	Shield Of Faith, Sanctuary
3rd	Aid, Prayer Of Healing
5th	Beacon Of Hope, Revivify
7th	Death Ward, Freedom Of Movement
9th	Antilife Shell (Primal), Mass Cure Wounds

## MERCY BRINGER

At 1st level, you gain proficiency in the Medicine skill, and you learn the Spare The Dying Cantrip, for you it doesn't count against the number of Cantrips known.

## ARMOR OF LIFE

At 1st level, you may gift throw you deem worthy of your cause with the will to keep fighting. As an action on your turn, you may touch a creature and give it temporary hit points equal to your Wisdom modifier. You may use this feature a number of times equal to your Wisdom modifier (minimum 1) per short or long rest.

## CHANNEL DIVINITY: INDOMITABLE SPIRIT

At 2nd level, you can use your Channel Divinity to empower your allies to resist the will of your foes. As an action, you present your Holy Symbol, and up to two allies within 30 feet may repeat a failed



saving throw with advantage to end an ongoing spell, magical effect, or condition.

## BLESSED RESISTANCE

At 6th level, the healing spells you cast also help the recipient resist other effects. When a spell or ability you use restores hit points, once within the next minute, the target or targets can roll 1d4 and add the result of that die roll to a saving throw or their AC against one attack made against them. The creature or creatures can wait until after the d20 roll before deciding to add the bonus to the saving throw or AC.

## BOLSTERING STRIKE

At 8th level, you become blessed with divine and rejuvenating might in battle. Once on each of your turns when you hit a creature with a cantrip or weapon attack, you can case the attack to deal an extra 1d8 radiant damage and one creature of your choice within 30 feet of you gains temporary hit points equal to the extra radiant damage die roll. The temporary hit points last until the beginning of your next turn.

## VISION OF HEAVEN

At 17th level, not even death can stop the true martyr from seeking their cause. When you are reduced to 0 hit points, but not killed outright, you can use your reaction to instead drop to 1 hit point. As you do, you unleash a blast of energy within 30 feet of you, gifting creatures you choose within the blast's range resistance to the type of damage that triggered the ability for one minute, and healing them for an amount equal to your Cleric level + your Wisdom modifier. You may benefit from this ability one per long rest.



# REALITY DOMAIN

Some Clerics have had a glimpse of the true nature of the multiverse. They understand that a myriad of planes, worlds, and dimensions suffuse, shape and sustain reality. This force is primal, able to fuel both destruction and creation. Gods of the Reality domain know the secrets and potential of this primal magic intimately. To these Gods, knowledge is a great responsibility that comes with a special understanding and control of the nature of reality.

## GLIMPSE OF THE MULTIVERSE

At 1st level, at each indicated Cleric level, add the listed spells to your spells prepared. They do not count towards your limit.

1st	Detect Magic (Wizard), Magic Missile (Wizard)
3rd	Magic Weapon (Wizard), Magic Aura (Wizard)
5th	Dispel Magic (Wizard), Magic Circle (Wizard)
7th	Arcane Eye (Wizard), Secret Chest (Wizard)
9th	Planar Binding (Wizard), Teleportation Circle (Wizard)

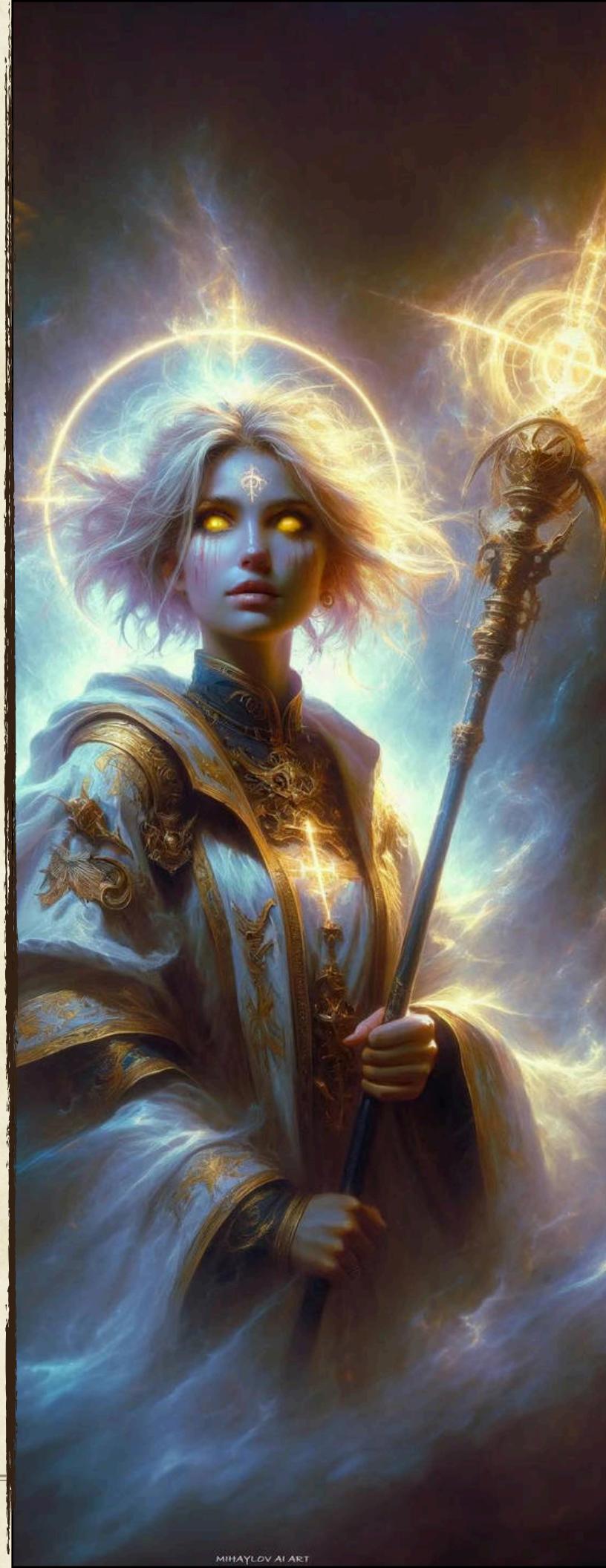
## ARCANE INITIATE

Starting 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

At 2nd level, you can use your Channel Divinity to turn otherworldly creatures. This follows the same rules as Turn Undead, but effects any creature not native to The Material Plane. After you reach 5th level, when an otherworldly creature fails its saving throw against your Arcane Abjuration feature, the creature is banished for 1 min (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 the threshold as found in Destroy Undead.



## 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 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.

## 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.



# SKILL DOMAIN

The Gods of knowledge and skill 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, while others 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 Asha, and learn all they can.

## SKILL FROM THE DIVINE

At 1st level, at each indicated Cleric level, add the listed spells to your spells prepared. They do not count towards your limit.

1st	Command, Identify (Wizard)
3rd	Augury, Suggestion (Sorcery)
5th	Nondetection (Wizard), Speak With Dead
7th	Arcane Eye (Wizard), Confusion (Wizard)
9th	Legend Lore (Wizard), Scrying (Wizard)

## 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.

- **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.

## 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.

# TRICKERY DOMAIN

Gods of trickery are mischief-makers and instigators who stand as a constant challenge to the accepted order among both gods and mortals. Their clerics act as disruptive forces 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.

## SCOUNDREL'S HEART

At 1st level, at each indicated Cleric level, add the listed spells to your spells prepared. They do not count towards your limit.

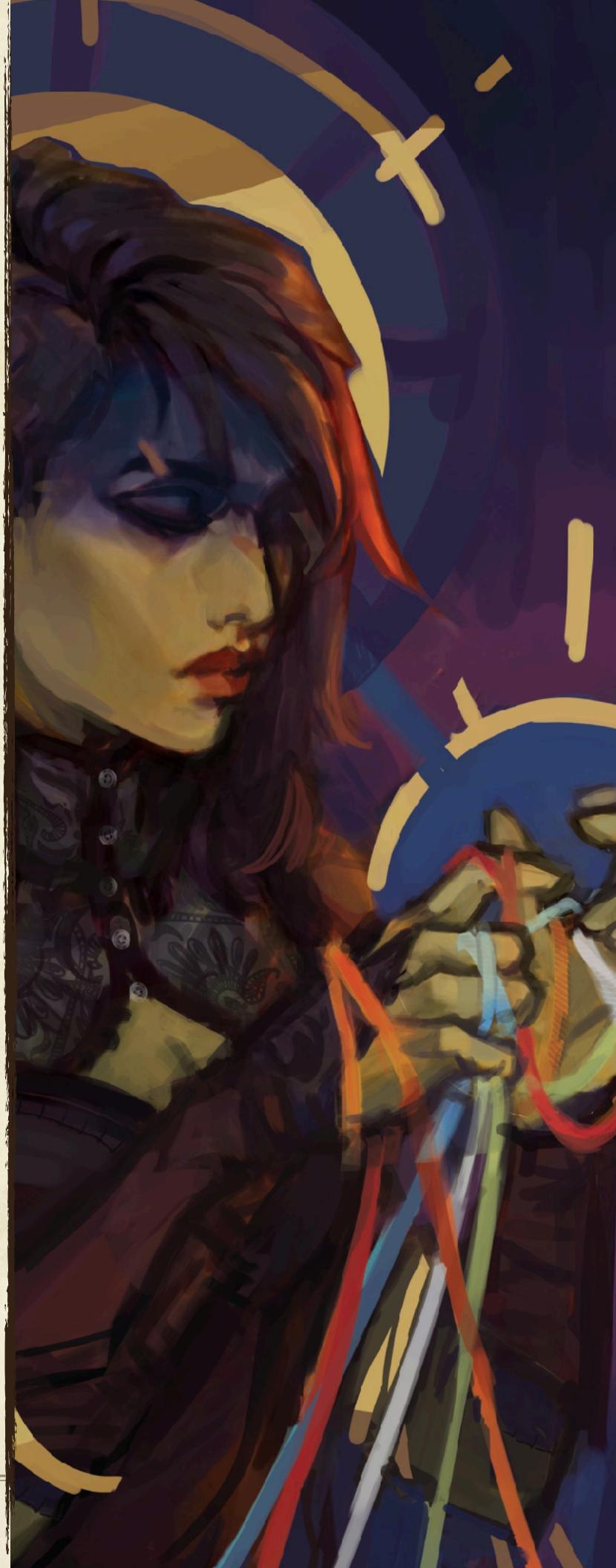
1st	Charm Person (Wizardry), Disguise Self (Wizardry)
3rd	Mirror Image (Wizardry), Pass Without a Trace (Warden)
5th	Blink (Wizardry), Dispel Magic (Wizardry)
7th	Polymorph (Wizardry), Teleport (Sorcery)
9th	Dominate Person (Sorcery), Modify Memory (Wizardry)

## 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 DUPPLICITY

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.

## IMPROVED DUPLEXITY

At 17th level, you can create up to four duplicates of yourself, instead of one, when you use Invoke Duplexity. 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.

### 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.

### POISON 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.



# TWILIGHT DOMAIN

The twilight 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 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.

## FRIEND OF THE DARK

At 1st level, at each indicated Cleric level, add the listed spells to your spells prepared. They do not count towards your limit.

1st	Faerie Fire (Primal), Sleep (Wizard)
3rd	Moonbeam (Primal), See Invisibility (Wizard)
5th	Aura Of Vitality (Paladin), Tiny Hut (Wizard)
7th	Aura Of Life (Paladin), Greater Invisibility (Wizard)
9th	Protective Nimbus, Mislead (Wizard)

## BONUS PROFICIENCIES

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

## EYES OF NIGHT

At 1st level, you can see through the deepest gloom. You gain 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

At 1st level, the night has taught you to be be vigilant. As an action, you give one creature you touch (or 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

At 2nd level, 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 10-foot radius, and is filled with dim light. The sphere moves with you, and it lasts for 1 minute while you concentrate 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  $1d6 +$  your Cleric level
- \* You end one effect on it causing it to be charmed or frightened

## STEPS OF NIGHT

At 6th level, 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.

## BLESSED STRIKES

At 8th level, 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.

## TWILIGHT SHROUD

At 17th level, 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. your twilight sanctuary also increases to a range of 30 foot radius.



# WONDER DOMAIN

The Gods of beauty and fascination admire the earnest curiosity of children and the potential beauty of all things that can be enjoyed within the universe. Clerics who venerate these deities work tirelessly to return a sense of childlike wonder to those who lost that feeling or never had the chance to experience it in the first place.

## THROUGH THE EYES OF A CHILD

At 1st level, at each indicated Cleric level, add the listed spells to your spells prepared. They do not count towards your limit.

1st	Faerie Fire (Primal), Find Familiar (Wizard)
3rd	Calm Emotions, Enlarge/Reduce (Wizard)
5th	Hypnotic Pattern (Wizard), Mad Monkeys (Wizard)
7th	Master's Escape (Wizard), Threefold Aspect (Wizard)
9th	Animate Objects (Wizard), Awaken The Mind (Primal)

## BONUS CANTRIPS

At 1st level, you gain the Wizard Cantrips Minor Illusion and Prestidigitation. These Cantrips are considered Cleric Cantrips for you.

## SEEKER OF VERACITY

At 1st level, you dedicate much of your time to uncovering and destroying and deception around you. You gain proficiency in one of the following skills: Insight, Investigation, or Perception.

## CHANNEL DIVINITY: SPARK OF WONDER

At 2nd level, you can use your Channel Divinity to reach into the deep well of magical wonder that your deity upholds, reminding you of what you're fighting for and filling you with determination. You can end one effect on a number of creatures equal to your Wisdom modifier (minimum 1) that



you can see within 30 feet (including yourself). Effects include: blinded, charmed, deafened, frightened, paralyzed, poisoned, or stunned

## EFFERVESCENT WONDER

At 6th level, so long as you are not wearing medium or heavy armor or wielding a shield or a weapon with the heavy property, you can take the Disengage or Dash action as a bonus action on your turn.

## POTENT SPELLCASTING

At 8th level, when you deal damage with a Cleric Cantrip you add your Wisdom modified (minimum of +1) to the damage roll.

## RESPLENDENT WONDER

At 17th level, your foes attack you with uncertainty, confused by your childlike wonder and excitement. When a creature that can see you targets you with an attack, you can use your reaction to force it to

make a Wisdom saving throw. On a failure, it must choose another target within range. If there is no other target in range, then its attack misses or fails. You can use this feature a number of times equal to your Wisdom modifier (minimum 1). You regain all expended uses when you finish a short rest.

