

Cleric: Poison Domain

Gods whose portfolios include the Poison domain – including Lolth, Talona, and Zehir – represent govern poisons, venoms, toxins, and corruption. Gods in this domain are often evil and non-lawful, but there are exceptions among them and their followers. Clerics of the poison domain are often assassins or involved in the criminal underworld, but can also be healers or other worshippers of deities who happen to have poison among their domains.

Poison Domain Spells	
Cleric Level	Spells
1st	Detect Poison and Disease, Ray of Sickness
3rd	Lesser Restoration, Ray of Enfeeblement
5th	Feign Death, Slow
7th	Blight, Giant Insect
9th	Cloudkill, Insect Plague

Bonus Proficiency

At 1st level, you gain proficiency with martial weapons and poisoner's kit.

Investiture of Venom

At 1st level, you gain resistance to poison damage and advantage on saving throws against being poisoned.

Channel Divinity: Call Miasma

Starting at 2nd level, you can use your Channel Divinity to emit a wave of divine poison from your body, exposing everyone around you to a potent toxin.

As an action, you present your holy symbol, and each creature other than yourself within 30ft of you must make a Constitution saving throw. A creature takes poison damage equal to 3d10 + your cleric level on a failed save, or half as much on a successful one. The effect spreads around corners.

Channel Divinity: Sensation of Poison

Starting at 2nd level, you can use your Channel Divinity to create sacred visions of poison within your foes' senses.

As an action, you present your holy symbol, and choose a number of creatures up to your Wisdom modifier (minimum of 1). These creatures must succeed on an Intelligence saving throw or become

poisoned for 1 minute. At the end of each of its turns, a target can make another Intelligence saving throw. On a success, the effect ends on the target.

Ward Corruption

At 6th level, you can grant another creature divine protection against poisons.

As a bonus action, choose a creature other than yourself that you can see within 60 feet. This creature gains immunity to poison damage, the poisoned condition, and the paralyzed condition for 10 minutes.

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1), and you regain all expended uses 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 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Envenomed Retribution

At 17th level, your divine protection is able to retaliate against your attackers with toxic energy. When a creature hits you with a melee attack, you can use your reaction to force that creature to make a Constitution saving throw. On a failed save, that creature becomes poisoned for 1 minute. At the end of each of its turns, it can make another Constitution saving throw. On a success, the effect ends on the target.

Once a creature has succeeded on this saving throw, it is immune to this effect for the next 24 hours.