



Alan Venic's Redbook

TOME OF THE CLERIC



DUNGEONS & DRAGONS

A pack of new class options for the cleric
of the world's greatest role playing game

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TOME OF THE CLERIC



INTRODUCTION

The RPG is a game that promotes imagination and logical reasoning, developing creativity, interpersonal relationship, and mutual cooperation. As pioneer of this game style, D&D brings an atmosphere of mysticism and fantasy to DM and players, allowing them to create and live epic histories and adventures worthy to be told on books or even in movies.

Several memorable and epic sagas known can be revived and even take a different course in the hands of an experienced DM and dedicated players. However, the game is not about only will and storytelling. There are factors that must not be decided only by the desire of the DM or the players.

The game rules are fundamental to keep a level of coherency and logic on game tables. A player may want his character knock a huge iron door to the ground with a kick, but the success or the failure of this action is impacted by the physical strength of the character and a die roll.

The D&D 5th edition core books present the basic rules to act in an universe created by a DM or in the official campaign setting, like Forgotten Realms. Whereas the core rulebooks are limited in the diversification of races, classes, items, spells, feats, monsters and so on, I decide to create a pack of supplemental rulebooks to expand the options presented on the basic books.

To have better use of the supplemental rulebooks of the *AlanVenic's Redbook* line, you need the three D&D

5th edition core rulebooks: *The Player's Handbook*, *Monster Manual* and *Dungeon Master's Guide*. In certain moments, some features presented here, will refer a given chapter of this books, or just the book itself. When you are consult this supplemental rulebook, you should have access to the determined book to delve into the topic discussed by the given feature.

At this specific supplemental rulebook will be approached the cleric class. Here we have a brief discuss of his abilities and powers, focusing on class gameplay. Additionally, are presented here new class options to players that consider the class options presented in the *Player's Handbook* doesn't fit on the concept they pictured to their characters.

The player would like to live a pyromaniac cleric with the Fire Domain. A waterborn cleric with the Water Domain. A pathfinder cleric that have the Travel Domain to help him in his long journeys. Or yet a worshiper of the shadow deities and owner of the Darkness Domain.

At this supplemental rulebook are presented ten new divine domains. Certainly, one of them will fit the concept you imagine for your cleric. Explore all the possibilities and have fun.

Long live to the RPG!

AlanVenic Gonçalves
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THE CLERIC

The clerics are not mere priests or fathers that preach on churches or try to spread the name of their gods in great pilgrimage. They are straight agents of deities among the mortals capable of make miracles through divine power shaped in magic.

Your abilities are not natural or inherent. It comes from your devotion to a deity and you can lose this gift if you did a serious transgression against the dogma and teaching of your church or doctrine. The more zealous and devoted you are, more chance you have your god give you power even greater.

A high priest can be either a zealous renamed devout or a powerful cleric and straight agent of the divine power in the Material Plane.

CLASS FEATURES

As a cleric, you are a spellcaster that gain your power through the grace of your patron deity. Your ideologies and dogmas vary widely, and the choice of your domain have a great influence on the way you see the world.

SPELLCASTING

Your main and most powerful feature is the ability to cast divine spells. With a concept focused on protection, buffs, and recovery than destruction, your spells are very useful to your party in your long journey.

Your cantrips let you always have your magical ability as your advance on your adventures. While the most powerful spells you have should be used wisely because it will be crucial in the hardest moments.

DIVINE DOMAIN

Your divine domain is responsible for great part of your personality. It define as you see the world and gives you many powers that let you even more bonded to the aspect of this domain. Are presented seven divine domains in the *Player's Handbook*. Here are presented more ten new slopes of this class feature, allowing a cleric of certain deity of the wide Forgotten Realms pantheon to have a better chance to choose a domain that fit in the concept of his god. The new divine domains are presented in the final of this brief description of the cleric class features.

CHANNEL DIVINITY

In addition to your divine spellcasting ability, you can channel divine power to produce single effects. At first, you can rebuke profane creature through your faith and devotion in your deity. However, your divine domain gives you new forms to use the energy of your faith in your benefit.

ABILITY SCORE IMPROVEMENT

Increase your Wisdom score is naturally the best choice to make when playing a cleric. Wisdom defines how hard is to bypass your spells, and interferes in many effects of your divine domain and raw power of certain spells. However, there are feats that can increase your versatility or improves focus in any aspect that you wish to elevate on your character (see chapter 6 on *Player's Handbook*).

DESTROY UNDEAD

As you became stronger, you became a fearless foe when face the walking dead. Very weak undead have no chance against powerful clerics, turn in to dust when the cleric raise his holy symbol and utters his words of faith and devotion.

DIVINE INTERVENTION

When you reach certain importance inside the clergy of your religion, you can pray to your god for his direct aid. If you are a zealous and deserved adept, you have a chance your god look after you and intervene directly by you.

DIVINE DOMAINS

At this supplemental rulebook are presented ten new divine domains you can choose instead of the divine domain presented in the *Player's Handbook*. The Air Domain, the Creation Domain, the Darkness Domain, the Earth Domain, the Fire Domain, the Mind Domain, the Prophecy Domain, the Time Domain, the Travel Domain, and the Water Domain.

AIR DOMAIN

Air is one of the most important elements for most life forms. Gods with the Air Domain are usually soft and light, but can become stormy and unstable in moments of rage. The winds reflects the temper of the gods who control it, and the clerics that worship those gods usually have a similar behavior. Many airborne creatures worship gods with the Air Domain, specially the aarakocra, airborne humanoids native from the Plane of Air. Aarakocra priests can control virtually all the plane with the permission of their gods and the Wind Dukes of Aaqa.

The Air Domain are owned by gods like Aerdrie Faenya, Bahamut, Auril, Shaundakul, Valkur, and other gods with influence on the Plane of Air or the upper planes.

AIR DOMAIN SPELLS

Cleric Level	Spells
1st	<i>feather fall, jump</i>
3rd	<i>gust of wind, levitate</i>
5th	<i>gaseous form, wind wall</i>
7th	<i>freedom of movement, ice storm</i>
9th	<i>cone of cold, conjure elemental (air only)</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency in Acrobatics. Additionally, you can speak, read, and write Auran.

DEFLECTIVE BREATH

Also at 1st level, you can unleash a gust of wind that deflects attacks against you or an ally of yours. When you or a friendly creature of your within 30 feet of you are target of a ranged weapon attack, you can use your reaction to create a breath of air that deflects the missile. The attacking creature suffer disadvantage on the weapon attack roll.

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: SLASHING WIND

At 2nd level, you can create a burst of compressed air able to cut everything no way.

As an action, you can expend an use of your Channel Divinity and produce a line 30 feet long and with 5 feet wide of slashing air out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw or take 2d10 slashing damage and is knocked prone. A creature successful in the save take half damage and is not knocked prone. This slashing damage counts as magical for the purpose of overcoming resistance and immunity to nonmagical slashing damage.

IMPROVED SLASHING WIND

Starting at 6th level, your Slashing Wind create a line 60 feet long and cause 5d10 slashing damage.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with elemental 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 lightning of thunder (at your choice) damage to the target. When you reach 14th level, the extra damage increases to 2d8.

AIRWALK

At 17th level, you can move through the air as solid terrain while you control the effects of gravity on your body. You gain flying speed equal to your walking speed. If you use your flying speed to move up, you need to expend 5 extra feet for each 5 feet you rise. If you use your flying speed to go down, you move 5 extra feet for each 5 feet you move down.

CREATION DOMAIN

Gods with the Creation Domain like Moradin, Corellong Larethian, Garl Glittergold, and Yondalla, can produce the raw material that compose all inanimate objects and even living beings. Although the Creation Domain doesn't manipulate the vital energy gods with this domain can give life to their creations using other divine aspects they have. Those gods are responsible for creation of creatures their own likeness, making the bodies using raw material, like rock and metal, as used by Moradin to forge the dwarves and give them life when the bodies of the dwarves become flesh and bones.

CREATION DOMAIN SPELLS

Cleric Level	Spells
1st	<i>create or destroy water, unseen servant</i>
3rd	<i>create flame, web</i>
5th	<i>create food and water, phantom steed</i>
7th	<i>fabricate, stoneskin</i>
9th	<i>creation, passwall</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armor and with one artisan's tool of your choice.

LESSER CREATION

At 1st level, you can bring to existence simple items created by divine providence. As an action, you can create an object weighing less than 10 pounds and that fits in a 5-foot cube. This item remain for 10 minutes or until you dispel it with an action. You can create any nonmagical item of vegetal, animal, stone or iron you know, within the limits. Detailed or complex objects like keys or mechanisms can be created with this feature, but are not functional.

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: DECONSTRUCTION

At 2nd level, you can dismantle an object or structure, leaving just raw material behind.

As an action, you can expend an use of Channel Divinity and touch a nonmagical object or structure up to 10-foot cube and weighing less than 100 pounds. The object is compressed and splitting in many cubes of solid matter, each cube made of one kind of raw material that compose the previous object. You can't unmake part of an object or structure if the object or structure is larger than a 10-foot cube or weigh more than 100 pounds. Any attempt to do so fail, and the use of Channel Divinity is expended.

CHANNEL DIVINITY: CREATE CONSTRUCT

Starting at 6th level, you can shape the web of creation and bring a construct to existence.

As an action, you can expend an use of Channel Divinity and choose a construct with challenge rating up to your cleric level divided by 3. This construct

appear in an unoccupied space within 5 feet of you and remain for 1 minute, or until you dispel it with a bonus action. The construct acts in your turn and obeys any verbal commands you issue (no action required by you). If you don't issue any commands to the construct, it defends itself from hostile creatures but otherwise takes no actions.

The DM has the construct statistics.

POTENT SPELLCASTING

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

ADAMANTINE BODY

At 17th level, you gain an extreme control over the fabric of making and you can modify your own physical structure. As an action, you can modify your body gaining the properties of adamantine. You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine, and you gain immunity to critical hits. Additionally, your AC can't be less than 23, regardless of what kind of armor you are wearing. While in this form, your weight is multiplied by 5. You remain in this form for 1 hour, or until you use a bonus action to revert to your normal form.

Once you use this feature, you must finish a long rest before you can use it again.

DARKNESS DOMAIN

Where no light, darkness is there. This antagonistic forces lives an endless conflict as the gods that possess its domains. A deity with the Darkness Domain seek spread the darkness through all multiverse, amplifying its influence and control as the light extinguishes. The clerics that possess this domain can manipulate the web of shadows, and are extremely bond to Underdark.

Among the gods that possess this domain stand out Shar, the Mistress of the Night, Lolth, Mask, Shargaas, and Set. Those deities share the shadowy aspect, but are not allied. They fight against the gods of light and against themselves for the control of darkness.

DARKNESS DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bane, inflict wounds</i>
3rd	<i>blindness/deafness, darkness</i>
5th	<i>fear, vampiric touch</i>
7th	<i>blight, Evard's black tentacles</i>
9th	<i>antilife shell, contagion</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency in Stealth skill. Additionally, you can speak, read, and write Undercommon.

DARK SIGHT

Also at 1st level, your vision adapts to darkness, the environment you are more comfortable. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

CHANNEL DIVINITY: AURA OF DARKNESS

Starting at 2nd level, you can drain all light near you creating an area of magical darkness through you can see normally.

As an action, you can expend an use of Channel Divinity and create a 20-foot radius area of darkness centered on you for 1 minute. The area moves with you, remaining centered on you all the time. You can see normally through your aura of darkness. Creatures that can't see through magical darkness can't see in the area of your aura of darkness. Any light effect created using a spell slot of 1st level or lower is suppressed in the area of darkness. Any light effect created using a spell slot of 2nd level or higher suppress this darkness effect.

A partir do 2º nível, você pode sugar toda a luz próxima de você, criando uma área de trevas mágicas pela qual apenas você é capaz de enxergar.

FREEZING DARKNESS

At 6th level, your Aura of Darkness suppress any light effect created using a spell slot of 3rd level or lower, and can be suppress by any light effect using a spell slot of 4th level or higher. Additionally, any creature that ends it turns inside the area of your Aura of Darkness takes 2d6 cold damage.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with destructive 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 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

DRAIN STRENGTH

At 17th level, you gain an inherent trait to the shady creatures. Whenever you hit a living creature with a melee attack, the target must be successful in a Constitution saving throw or its Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a creature dies for it Strength score drop to 0, it will rises immediately as a shadow.

The DM has the shadow statistics.

The shadows created this way are friendly to you, and remain under your control for 1 hour. You can control simultaneously a number of shadows equal of your Wisdom score (a minimum of one). Any shadow above this number are not under your control, and can act freely, but will not be hostile to you. Roll initiative for the shadows as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise takes no actions. While still under your control, the shadows are immune to your Destroy Undead.

EARTH DOMAIN

The earth is one of the most fundamental elements of creation. It is widely found on all planes of existence, and works as foundation for the majority of life forms. Although its antagonism with air element, the earth coexists harmonically with it. The priests that possess the Earth Domain are often harsh and severe like the rocks. Usually, the gods give the power of earth to their worshipers to strengthen their bond with the element that originates then, whereas the most of these clerics are dwarves, gnomes or earth genasi.

The Earth Domain is part of the portfolio of gods like Moradin, Chauntea, Ghaunadaur, Gond, Dumathoin, Grumbar, and other patron gods of creatures of the deep like dwarves, gnomes and so on.

EARTH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>longstrider, shield of Faith</i>
3rd	<i>pass without trace, protection from poison</i>
5th	<i>glyph of warding, meld into stone</i>
7th	<i>stone shape, stoneskin</i>
9th	<i>passwall, wall of stone</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armor. Additionally, you can speak, read, and write Terran.

ENCHANTED STONE

Also at 1st level, you can touch stones and transform it in powerful magical missiles. As a bonus action, you can catch a stone from the floor weighing less than 1 pound and wraps it with mystical energy for 1 minute. While is enchanted this way, the stone works as a light thrown weapon (range 30/90) that causes 1d10 bludgeoning damage. The stone counts as magical for the purpose of overcoming resistance and immunity to nonmagical bludgeoning damage.

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: EARTH EMBRACE

Starting at 2nd level, you can make a stone arm sprout from the ground, and grab a creature you choose.

As an action, you expend an use of Channel Divinity and choose a space occupied by a creature you can see that is touching the ground within 60 feet of you. A stone arm emerges from the floor and the creature in its space must be successful in a Strength saving throw or is grappled for 1 minute. Until this grapple ends, the target is restrained, and the arm can't grab another target. The target can use an action to escape from the grapple (escape DC equal to your spell DC). A Large or larger creature has advantage on the saving throw and on the ability check to escape the grapple.

STONE CRUSH

At 6th level, a creature that ends its turn grappled by your Earth Embrace takes bludgeoning damage equal to 2d8 + your Wisdom modifier. This bludgeoning damage counts as magical for the purpose of overcoming resistance and immunity to nonmagical bludgeoning damage.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with elemental 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 acid damage to the target. When you reach 14th level, the extra damage increases to 2d8.

EARTH SLIDE

At 17th level, you become so tied to the earth that you can easily enter stone. You gain burrow speed equal to your walking speed. You can burrow through nonmagical, unworked earth and stone without disturbing the material you move through. You suffer no effects of suffocation while you remain within the earth when you use your burrow speed.

FIRE DOMAIN

Despite being known mostly by its destructive aspect, fire is an essential element for many life forms. Mostly of the living creatures possess an inner heat source, the flame of life that keeps them alive. Clerics with the Fire Domain often are temperamental and unstable, acting alike the element they worship and many creatures of the Plane of Fire like azers, efreeti, and mephits usually relate to such cleric. Many of those clerics are pyromaniacs that are fascinated by great fires and have no pretention to extinguish these fires.

Fire Domain is possessed by gods with a destructive aspect like Talos, Kossuth, and Garyx, but are possessed to gods with a hospitable aspect too like Gond. Some deities bond to metal and forge also are fond of this domain, since fire is a fundamental piece to metal smelt and item forging.

FIRE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>burning hands, chromatic orbe</i> (fire only)
3rd	<i>heat metal, scorching ray</i>
5th	<i>daylight, fireball</i>
7th	<i>fire shield, wall of fire</i>
9th	<i>conjure elemental</i> (fire only), <i>flamestrike</i>

FLAME CONJURER

When you choose this domain at 1st level, you add the cantrip *fire bolt* to your cleric list of cantrips known. This cantrip does not count in the number of cleric cantrips you know. Additionally, you can speak, read and write Ignan.

FLAMING JET

Also at 1st level, you can evoke flames that disintegrate missiles shot against you. When a creature you can see makes a ranged weapon attack against you, you can use your reaction to fire a jet of flames at the missile, reducing the damage dealt by the attack by 1d8 + your Wisdom modifier.

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: FIRE BRAND

Starting at 2nd level, you can create small pillars of flame that engulf your foes, burning them.

As an action, you can expend an use of Channel Divinity and choose two 5-foot squares that you can see within 60 feet of you. Any creature occupying a target square must be successful in a Dexterity saving throw or take 3d6 fire damage. If you choose more than one square occupied by the same creature, the creature must make two separate saving throws against the effects of your Fire Brand.

SPREAD FLAMES

At 6th level, you can choose four 5-foot squares that you can see within 60 feet of you when you use your Fire Brand.

DIVINE STRIKE

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

LINGERING FLAME

At 17th level, you can linger a fire effect that should be otherwise instantaneous. Any target that takes fire damage from you is set on fire. A target set on fire takes fire damage equal to your Wisdom modifier (minimum of one) at the start of each of its turns. The target can prevent this damage using its action to make a DC 10 Dexterity saving throw to extinguish the flames. A target set on fire takes damage equal to your Wisdom modifier each round on the start of its turns while the flames remain, and multiple attacks doesn't cause extra fire damage.

MIND DOMAIN

Mind is one of the most powerful things of the existence. The arcane spellcasters produce supernatural effects accessing deep spots of its minds. Some priests follow deities that master mental power in a way much deeper than any mortal arcanist. Those gods of the mind can achieve their goals and foil how dare to confront then playing with its heads, leaving behind just a helpless being where was a powerful threat.

Gods like Ilsensine, Deep Duerra, Auppenser, Memnor, and Sardior exercise great control over the minds of their followers and over the mind of how try to foil their plots.

MIND DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, command</i>
3rd	<i>detect thoughts, suggestion</i>
5th	<i>fear, tongues</i>
7th	<i>confusion, dominate beast</i>
9th	<i>modify memory, Rary's telepathic bond</i>

PSYCHIC SURGE

When you choose this domain at 1st level, you can unleash a blast of psychic power at a creature. As an action, you make a ranged spell attack against a creature you can see within 60 feet of you. If you hit, the target take 2d6 psychic damage. Additionally, if this attack reduce the hit points of the target to lower than half its maximum hit points, it must make an Intelligence saving throw. In a failure on the save, the target is stunned until the end of its next turn.

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: MIND CONTROL

Starting at 2nd level, you can control the mind of a creature you touch for a brief moment.

As an action, you can expend an use of Channel Divinity and make a melee spell attack against a creature you can see. If you hit, the target must be successful in a Wisdom saving throw or will be under your control until the end of its next turn. If the target fail the save, at the start of its next turn, you can use your reaction to compel mentally the target to use its action to make one of the following actions, at your choice:

Attack. The target make a weapon attack with a weapon it is wielding against a creature you choose that you and the target can see, different of itself.

Cast a Spell. The target cast a harmful cantrip it know in a target you choose that you and the target can see.

Give Away. The target give to you an item it is wielding.

Run. The target take the Dash action and get away from you in the chosen direction the maximum it can.

If you don't use your reaction to command the target, it will make no action on this turn. A creature

successful on the saving throw against your Mind Control is immune to this feature until you finish a long rest.

CHANNEL DIVINITY: MENTAL DEFLECTION

At 6th level, you can exercise your mental control to deflect a harmful effect that could target you. When a creature you can see make an effect that force you to make an Intelligence or Wisdom saving throw, and you are successful in the save, you can use you reaction to expend an use of Channel Divinity to deflect the effect on that creature. You suffer no effect, even if normally has a partial effect in case of a successful save. If the effect need an attack roll, you make a spell attack roll against the target using your spell attack modifier. If you hit, the target must make the saving throw against the effect, but use its own save DC.

POTENT SPELLCASTING

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

MIND OVER BODY

At 17th level, your mind become so strong that you can control your own metabolism through it with perfection. When you are target of an effect that force you to make a Strength, Dexterity or Constitution saving throw, you can use your reaction to make a Wisdom saving throw instead. Additionally, you can communicate telepathically with any creature within 60 feet of you.

PROPHECY DOMAIN

Powerful gods often has premonitory gifts when they don't have the gift of omniscience. They are capable to foresee great catastrophes or events that could chance the fate of civilizations or even worlds. Those gods can give a spark of this gift to their followers, allowing them to presage events that can affect their own near future. With this powerful divine boon, the prophets, as are known the clerics with this domain, work in name of their deity to manipulate their future in its favor.

Among the gods that possess the Prophecy Domain are Jergal, Kelemvor, Myrkul, Beshaba, Hoar, Savras, Tyche, and Hathor. Those gods can foresee great events and use their priests to intervene when the future are not favorable to them.

PROPHECY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>guiding ray, identify</i>
3rd	<i>augury, locate object</i>
5th	<i>clairvoyance, speak with dead</i>
7th	<i>divination, locate creature</i>
9th	<i>legend lore, scrying</i>

PROPHETIC INSIGHT

At 1st level, you can feel when something bad is about to happen. While you are without armor, your AC is 10 + your Dexterity modifier + your Wisdom modifier. Additionally, you can use your Wisdom modifier (if is higher) instead of your Dexterity modifier when you make an initiative roll.

CHANNEL DIVINITY: DOOM

Starting at 2nd level, you can converge the forces of fate to conspire against your enemy.

As an action, you can expend an use of Channel Divinity and choose a hostile creature you can see within 60 feet of you. The target must be successful on a Charisma saving throw or will be doomed for 1 minute. While is doomed, the target suffer disadvantage on attack rolls against you and you gain advantage on saving throws against any effect produced by the target. The affected creature can make a new saving throw at the end of its turn, finishing this effect on itself with a successful save.

DOOM OF DISASTER

At 6th level, you can take revenge against a creature under effect of your Doom. Whenever this creature attack or cast a harmful spell, you can use your reaction to cause psychic damage equal to 2d6 + your Wisdom modifier (minimum of +1) to it.

POTENT SPELLCASTING

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

TRUE PROPHECY

At 17th level, you can make a prophecy to become true. As an action, you choose a creature you can see within 60 feet of you. Choose one of the following effects to affect the target:

Damnation. The target fail in the next saving throw it make until the start of your next turn.

Punishment. The next attack that hits the target until the start of your next turn is a critical hit.

Failure. The target miss all the attacks it makes until the start of your next turn.

True Strike. The first attack the target hit until the end of its next turn is a critical hit.

Avoidance. All attacks make against the target until the start of your next turn miss.

Prevention. The target is successful in all saving throw it makes until the start of your next turn.

Once you use this feature, you must finish a short or long rest before you can use it again.

TIME DOMAIN

Gods of time and space manipulate the multiverse in overwhelming ways. They can control the events in ways so extremes that make great events, civilizations and even worlds just disappear since the events that create it never happen.

Gods like Amaunator, Grumbar, and Labelas Enoreth are deities not so strong to alter the time and space in overwhelming ways, but even then can shape the time in forms very relevant.

TIME DOMAIN SPELLS

Cleric Level	Spells
1st	<i>feather fall, expeditious retreat</i>
3rd	<i>levitate, myst step</i>
5th	<i>haste, slow</i>
7th	<i>dimension door, Otiluke resilient sphere</i>
9th	<i>hold monster, teleportation circle</i>

TIME SURGE

When you choose this domain at 1st level, you can accelerate the mind and body of a creature in a flash. At the start of your turn or the turn of another creature that you can see within 30 feet of you, you can use your reaction to give extra uses for the next bonus action the target make. During the target next turn, it can use a bonus action to cast a cantrip, make a single attack or use the Disengage or Dodge action.

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

CHANNEL DIVINITY: SUDDEN ACCELERATION

Starting at 2nd level, you can accelerate your own action, allowing you to make stunts at half the normal time. As a bonus action, you can expend an use of Channel Divinity to make an extra action this turn. You can't cast two spells when you use this feature, but you can cast a cantrip and a spell.

CHANNEL DIVINITY: TIME VORTEX

At 6th level, you can put a creature in a time vortex that make it retrocede on space anytime you want.

As an action, you can expend an use of Channel Divinity and choose a creature you can see within 60 feet of you. The target must be successful on a Wisdom saving throw or will be under the effect of the time vortex for 1 minute. When a creature under the time vortex leaves a space and stop on another, you can use your reaction to teleport the target to the space it was occupying in the start of its turn. The creature can use its actions or even move the rest of its movement (if it have movement remaining) after back to the previous spot. A creature can make a new saving throw at the end of its turns, ending the effect of the vortex on a successful save.

A target successful on the save is immune to your Time Vortex until you end a long rest.

POTENT SPELLCASTING

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

BACK IN TIME

At 17th level, you can back in time and remake your actions if don't happen as you planned. At the end of your turn, you can use your reaction to repeat your actions. You back to the space you occupied on the start of your turn and recover any damage you cause or suffer is recovered, hit points you recovered are lost, spells slots and feature uses are recovered, and so on. Repeat you turn as you wish and accept the consequences of your new decisions.

Once you use this feature, you must finish a long rest before you can use it again.

TRAVEL DOMAIN

As a strong pathfinder aspect, clerics with the Travel Domain never stay for a long in a place. Travel and explore are its greatest joy, besides disseminate the word of its deity through the four corners of the multiverse. The gods with this domain are omnipresent, and can be everywhere all the time.

Instances of gods that seek breaking the multiverse through travel are Selûne, Mielikki, Kelemvor, Oghma, Tymora, and Waukeen. All this gods encourage their priests to explore and travel constantly.

TRAVEL DOMAIN SPELLS

Cleric Level	Spells
1st	<i>expeditious retreat, longstride</i>
3rd	<i>myst step, spider climb</i>
5th	<i>haste, phantom steed</i>
7th	<i>dimension door, freedom of movement</i>
9th	<i>passwall, teleportation circle</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency in Animal Handling and Survival skills.

SUDDEN MOVEMENT

Also at 1st level, you can move in a supernatural way. At the start of a creature turn, you can use your reaction to move at your walking speed. You don't provoke attacks of opportunity by moving this fashion.

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: BENIGN TRANSPOSITION

Starting at 2nd level, you can make two allied creatures change places, creating an energy flux between them.

As an action, you can expend an use of Channel Divinity and choose two friendly creatures you can see within 60 feet of you and between each another. A line 5 feet of energy emerges between both targets and its chance places in a blink. All creatures in the line, except the two targets, must make a Strength saving throw or take 3d6 force damage and be knocked prone. A creature successful on the save take half damage and is not knocked prone.

TIRELESS TRAVELLER

At 6th level, you and any friendly creature traveling with you, can use a fast travel pace suffering no penalty and can travel twice the distance (see chapter 8 on *Player's Handbook*) indicated on the travel pace. Additionally, you and any creature traveling with you, gain advantage on a Constitution saving throw to make a forced march.

POTENT SPELLCASTING

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

RITUAL OF TRAVEL

At 17th level, you can cast a spell that let you cover long distances as a ritual. You can cast the spells *astral projection*, *planar travel*, *teleport*, *teleportation circle*, and *word of recall* as a ritual. You can add this spells to your cleric spell list.

Once you use this feature, you must finish a long rest before you can use it again.

WATER DOMAIN

Water is the primal element for the survival for most of living creatures. Few supernatural and fantastic creatures can survive without water. The gods that master the water possess a strong aspect of renewal, life, and nature. However, some gods have the destructive and chaotic side of the waves and seaquake. Usually, the clerics that possess the Water Domain are waterborn humanoids like aquatic elves, seafolk, kuo-toa or sahuagin.

The Water Domain makes part of the portfolio of gods like Silvanus, Auril, Umberlee, Deep Sashelas, Blipdoolpoolp, and Sebek. Patron gods of waterborn creatures always have control under water, just like gods with aspect strongly linked to nature.

WATER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>create or destroy water, grease</i>
3rd	<i>lesser restoration, myst step</i>
5th	<i>water breath, water walk</i>
7th	<i>blight, control water</i>
9th	<i>conjure elemental (water only), scrying</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency in Athletics skill. Additionally, you can speak, read, and write Aquan.

ICE LANCE

Also at 1st level, you can join the water particles suspended on the air and condense it in a solid ice structure. As a bonus action, you can create an ice lance and make a ranged spell attack against a creature within 30 feet. If you hit, the target takes piercing damage equal to 1d6 + your Wisdom modifier. Additionally, the target takes 1d6 cold damage. The lance melt after the attack be resolved.

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: PROTECTIVE BUBBLE

Starting at 2nd level, you can create a bubble of water that engulf an allied creature, protecting it against external effects.

As an action, you can expend an use of Channel Divinity and choose a friendly creature you can see within 60 feet of you. A bubble of water appears in the occupied space of the target and engulf it for 1 minute. While inside the bubble, the creature gain resistance to acid, fire, cold, and thunder damage. In addition, the target gain resistance to bludgeoning and slashing damage of nonmagical attacks. The target can breathe normally inside the bubble, but all its movements are halved (minimum of 5 feet). The bubble moves with the target, keeping it inside all the time.

REFRESHING WATER

At 6th level, while inside the Protective Bubble, a creature recover 2 hit points at the start of each of its turns.

DIVINE STRIKE

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

ACID RAIN

At 17th level, you can transform the water precipitated on the air in acid. As an action, you choose a spot within 150 feet of you. A green cloud with 30 feet radius appears at 60 feet high or at the maximum high the ceiling allow it. The cloud remain while you maintain the concentration until 1 minute. Everyone in the area when the cloud appears at first time must make a Dexterity saving throw or take 3d8 acid damage. A creature successful on the save halves the damage. You can use a bonus action to move the cloud to 20 feet in a direction you like. The cloud area is heavily obscured and the cloud are not dispersed with the wind.

Once you use this feature, you must finish a long rest before you can use it again.