

VOLUMES OF FORGOTTEN LORE

DIVINE



THROUGHOUT ITS LONG AND STORIED history, and its many editions, the world's most popular roleplaying game has introduced a wide variety of player options beyond the classes in the core rulebook. Some came in the form of prestige classes, some as alternate class features, and some as new classes entirely. While these seldom attained the popularity of the traditional core classes, they appealed to many players, providing mechanics and flavor not easily achieved by other means.

Volumes of Forgotten Lore presents options for the newest edition, options heavily inspired and informed by those earlier edition classes. The idea is not to bring them forward through literal trans-

lation or a direct aping of mechanics, but rather to present character choices that evoke the feel and the experience of those classes, while still slotting neatly into the fifth edition framework.

This second chapter presents new player options for the following classes: cleric, druid, and—surprise!—wizard.

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CLERICAL DIVINE DOMAIN: PROTECTION

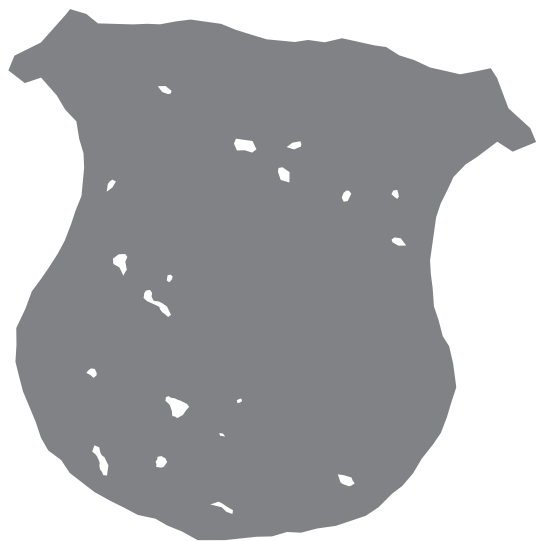
While many gods of many pantheons stand sentinel over their worshipers, shielding them from harm, there are those for whom the protective charge supersedes all others. Though many guardian deities command the domain of protection, such power is also wielded more warlike gods. For example, the Olympian Athena is a goddess of war, but nevertheless believes the safety of her followers is just as important as the destruction of her foes.

Protection Domain Spells

Cleric	
Level	Spells
1st	sanctuary, shield of faith
3rd	aid, warding bond
5th	beacon of hope, glyph of warding
7th	aura of purity, stoneskin
9th	circle of power, wall of force

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armor.



SHIELD-BEARER

Also at 1st level, you gain the Protection Fighting Style, as if you were a fighter or paladin. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

CHANNEL DIVINITY: WARDING GRACE

Starting at 2nd level, you can use your Channel Divinity to grant a touch of divine protection to yourself and those who fight alongside you. Attack rolls against you and all allies within 30 feet of you have disadvantage until the end of your next turn.

BLESSED RESILIENCE

Beginning at 6th level, you can spend your reaction to grant an ally within 30 feet advantage on a saving throw. You must complete a short or long rest before you can use this ability again.

DIVINE WARD

As of 8th level, when you defend a creature with your Shield-Bearer (Protection Fighting Style) ability, that creature gains additional benefits. The next time they would take hit point damage—whether from the triggering attack or, should that attack miss, a subsequent one—that damage is reduced by an amount equal to half your cleric level. This protection fades if not expended after one minute, and an ally cannot gain a new use of this benefit while still under the effects of a prior usage.

DEIFIC PROTECTION

Starting at 17th level, distance becomes less of an impediment to you when using your Shield-Bearer or Blessed Resilience abilities. You can now use either of these abilities on an ally within 60 feet of you. When using Shield-Bearer in this way, a shield made of divine light protects them, instead of your physical shield.

In addition, you can use Blessed Resilience twice between rests, rather than once.

CLERICAL DIVINE DOMAIN: SHADOW

Where there is light, there will be dark—and indeed, darkness lurks even where light can never touch. This is the purview of gods of the night, of the depths, and of things unknown. Deities of light can also hold sway over shadow, however, and while many associate darkness with evil, it is not wielded by the wicked alone.

Note that the spells *arms of Hastur* and *hunger of Hastur* are not new; they exist in the player's core rulebook under similar names.

Shadow Domain Spells

Cleric

Level Spells

1st	<i>arms of Hastur, silent image</i>
3rd	<i>blindness/deafness, darkness</i>
5th	<i>hunger of Hastur, nondetection</i>
7th	<i>black tentacles, phantasmal killer</i>
9th	<i>dream, mislead</i>

EYES OF DARKNESS

When you choose this domain at 1st level, you gain darkvision to 60 feet. If you already have darkvision, its range increases by 30 feet.

FINGERS OF DARKNESS

At 1st level, you can extinguish any number of small nonmagical light sources—each the size of a small campfire or smaller—within 20 feet, as an action.

CHANNEL DIVINITY: FAVOR OF DARKNESS

Starting at 2nd level, by presenting your holy symbol and spending a use of Channel Divinity, you can flood a 30-foot radius centered on you with magical shadows. All sources of light within the radius, magical or otherwise, are extinguished, and light coming from sources beyond that radius is dimmed: bright light becomes dim, and dim light becomes darkness. You and any creatures of your choice within the area, however, can see in this area as if the lighting had not changed.

You can concentrate on this effect as though it were a spell. Each round you concentrate, you can also spend a bonus action to expand the area of reduced light by an additional 15 feet. Once you cease concentrating, the area of mystical shadow lingers until the end of your next turn.

WARD OF DARKNESS

From 6th level onward, when you or a creature within the area of your Favor of Darkness takes cold, fire, necrotic, or radiant damage, you can use your reaction to halve the damage dealt, as if the creature had resistance to that damage type.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 cold or necrotic damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

AVATAR OF DARKNESS

Starting at 17th level, your Favor of Darkness effect covers a 60-foot radius. Enemies gain vulnerability to cold and necrotic damage while within that area. In addition, you gain the following benefits while in dim light or darkness:

- **Incorporeal Movement:** You can move through other creatures or objects as though they were difficult terrain, and you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. These benefits apply only while you are actively in motion. If you end your move inside an object or creature, you take 1d10 force damage and return to the last unoccupied square you passed through.
- **Spider Climb:** You can climb difficult surfaces, including ceilings and vertical walls, without needing to make an ability check.
- **Sustenance of Shadow:** You do not need to eat, drink, or breathe. These needs return as normal when you step into bright light.

CLERICAL DIVINE DOMAIN: TRAVEL

Few need the grace and protection of the gods as much as travelers, for they more than any other mortals, witness the breadth and expanse of the gods' wonders. Deities of travel obviously claim influence over this domain, but so do gods of soldiers, merchants, refugees, nomadic cultures—and, of course, adventurers. Gods of the sun, the skies, the lands, and the wind also take an interest in travelers, for their view of the world is vast and they find worshipers everywhere. Law and chaos, good and evil, civilization and wilderness, all can produce gods with influence over the domain of travel.

Travel Domain Spells

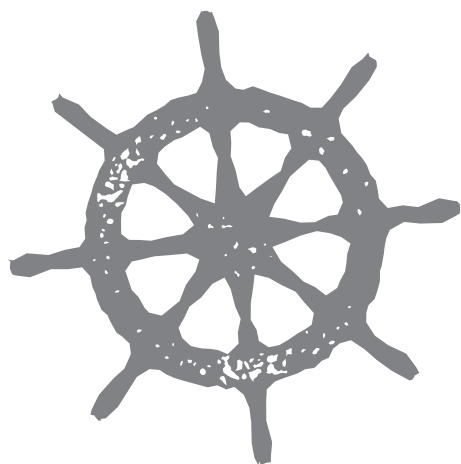
Cleric

Level Spells

1st	<i>jump, longstrider</i>
3rd	<i>find steed, misty step</i>
5th	<i>haste, water walk</i>
7th	<i>dimension door, freedom of movement</i>
9th	<i>passwall, tree stride</i>

BONUS PROFICIENCY

When you select this domain at 1st level, you gain proficiency in Athletics. If you already have proficiency in this skill, choose another skill from the cleric proficiency list.



BLESSED WANDERER

Also at 1st level, your base speed increases by 5 feet. You also gain advantage on any saving throws or checks to avoid exhaustion. (This does not grant any benefit against effects that impose exhaustion without a save or check to resist.)

CHANNEL DIVINITY: GUIDED STEP

Starting at 2nd level, you can use your Channel Divinity to enhance your movement. Until the end of your next turn, you ignore difficult terrain, gain advantage on Athletics checks to climb or swim, and your movement does not provoke attacks of opportunity.

CHANNEL DIVINITY: DIVINE STEP

Once you reach 6th level, you can mystically maneuver yourself and your allies. On your turn, when you spend an action to use your Channel Divinity, up to three willing individuals within 30 feet of you may instantly spend their reaction to teleport up to 30 feet to any spot they can see.

BLESSED STEP

Starting at 8th level, once per turn when you successfully hit a foe with a weapon, or with a cantrip that requires an attack roll, one willing creature—adjacent either to you or to the target—may move 5 feet without provoking an attack of opportunity. The creature must be capable of movement to benefit from this feature.

DIVINE PATH

At 17th level, you gain climb and swim speeds equal to your base speed, and you gain advantage on saving throws and checks to avoid or escape being slowed, immobilized, or restrained. Additionally, you may cast *misty step* without expending a spell slot. The target of this spell can either be yourself or a willing ally within 30 feet, ignoring the spell's usual range of "self." You can use this ability twice between short or long rests.

DRUIDIC CIRCLE OF THE LAND OPTION: URBAN

While exceedingly rare, some druids view civilization as just another aspect of nature and consider the urban landscape just another environment. While urban druids are identical to other Circle of the Land druids in most respects, they do have their own unique selection of circle spells on which to draw.

Urban Spells

Druid

Level Spells

3rd	<i>calm emotions, knock</i>
5th	<i>glyph of warding, tongues</i>
7th	<i>fabricate, private sanctum</i>
9th	<i>animate objects, hallow</i>

A Few Other Urban Tweaks

If you want to create a druid who feels a little more urban than a slightly altered spell list permits—and after choosing an appropriate background accordingly—consider making the following minor changes (with your GM's permission, of course):

- ▶ Swap proficiency with scimitar and sickle for short sword and hand axe.
- ▶ Swap Druidic for Thieves' Cant.
- ▶ Swap Animal Handling and Survival for Investigation and Persuasion.
- ▶ Finally, when you reach 14th level, swap Nature's Sanctuary for the Circle of the Moon's Thousand Forms ability.



WIZARD TRADITION: THEOLOGIAN

It's generally accepted that clerics gain their magics through prayer and ritual, unlike wizards who discover arcane powers intense mystical study. These lines are not, however, as clearly drawn as most believe. Great secrets and potent formulae reside in ancient religious texts, holy scriptures and theological treatises on the nature of reality.

The theologian is essentially a wizard who, through careful research into ancient faiths, wields some of the divine power normally considered the purview of the cleric, the paladin, and other divine agents.

A Greater Touch of the Divine

The original class that inspired the theologian was, although similar to a wizard in many respects, a completely divine class. It functioned like a wizard, but it wasn't one. If you'd like to recapture that, or simply wish to make the theologian even more steeped in religious lore, consider the following changes (with your GM's permission).

In this variant, you must decide that your wizard is to be a theologian at 1st level, rather than 2nd. This allows you to prepare spells from the cleric spell list *instead of* the wizard's. You are, in spellcasting terms, a cleric in wizard's clothing. The theologian should still differ somewhat from the cleric in terms of spells, however, since their methods of acquisition are so different, and the theologian spends so much time immersed in ancient lore. As such, at 2nd, 6th, 10th, and 14th level, one or both of the spells you gain can come from the wizard list instead, and once per level you can transcribe a wizard spell from a scroll into your "prayer book." The other abilities of the class remain the same.

SECRETS OF THE FAITH

At 2nd, 6th, 10th, and 14th level, one or both of the spells that you add to your spellbook (or "prayer book") upon achieving that level can come from the cleric, rather than the wizard, spell list. In addition, once per wizard level, you may add a spell from a scroll to your spellbook even if that spell does not appear on the wizard spell list, so long as it *does* appear on the cleric list. (You incur the normal costs and requirements for transcribing the spell.)

SEEKER OF LORE

Starting at 2nd level, your proficiency bonus is doubled for any ability check you make that uses Arcana, History, or Religion.

WARDING LORE

At 6th level, your deep knowledge of supernatural threats allows you to use your mystical talent to protect yourself and your allies from harm. Add *protection from evil and good* to your spellbook; this occurs automatically, and does not count as one of your two spells gained every level. Once per long rest, you can cast this spell without expending a spell slot, and without the required components.

GREATER WARDING LORE

At 10th level, you can cast *protection from evil and good* without expending a spell slot or spell components once per short rest.

BALEFUL LORE

At 14th level, your ability to combine your lore and your magics expands further still. Add *dispel evil and good* to your spellbook; this occurs automatically, and does not count as one of your two spells gained every level. Once per long rest, you can cast this spell without expending a spell slot, and without the required components.