

DIVINE DOMAINS

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

Each domain's description gives examples of deities who have influence over that domain. Gods are included from the worlds of the Forgotten Realms, Greyhawk, Dragonlance, and Eberron campaign settings, as well as from the Celtic, Greek, Norse, and Egyptian pantheons of antiquity.

DESTRUCTION DOMAIN

Some gods revel only in the crushing of walls and the burning of cities. The gods of destruction - such as Bane, Erythnul, Sirrion, and Maglubiyet - train their clerics to oppose the forces of creation. These deities need not be evil, but have a strong tendency toward chaos and enforcing the eternal cycle of death and rebirth.

Clerics who follow gods of destruction often have a deep personal connection with their chosen deity. In some cases, they were spared from destruction in order to wreak it upon others; in others, they have pleaded with the god for priesthood to destroy a single foe; other still simply worship their god out of fear.

DESTRUCTION DOMAIN SPELLS

Cleric Level	Spells
1st	<i>burning hands, witch bolt</i>
3rd	<i>flame blade, scorching ray</i>
5th	<i>fireball, lightning bolt</i>
7th	<i>blight, wall of fire</i>
9th	<i>cloudkill, cone of cold</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with one martial melee weapon and one martial ranged weapon of your choice.

DEVASTATION INITIATE

At 1st level, you learn two evocation cantrips of your choice which count as cleric cantrips for you.

CHANNEL DIVINITY: RUIN

By 2nd level, as a bonus action, you can visit destruction on a single creature you can see within 60 feet. This creature must make a Constitution saving throw. On a failed save, the creature's Armor Class is reduced by 4 for 1 minute, or is reduced by 2 on a successful save.

HAVOC SPELL

Starting at 6th level, when you deal damage to a creature with a spell, you can expend one cleric spell slot to deal bonus radiant damage to one creature that took damage from the spell. The extra damage is 2d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6.

POTENT SPELLCASTING

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

BANEFUL SPELL

Beginning at 17th level, when you cast a cleric spell that deals damage, it ignores damage resistances. If a creature is immune to a damage dealt by your spell, it is treated as only having resistance against it. Additionally, your spells deal double damage against objects.

