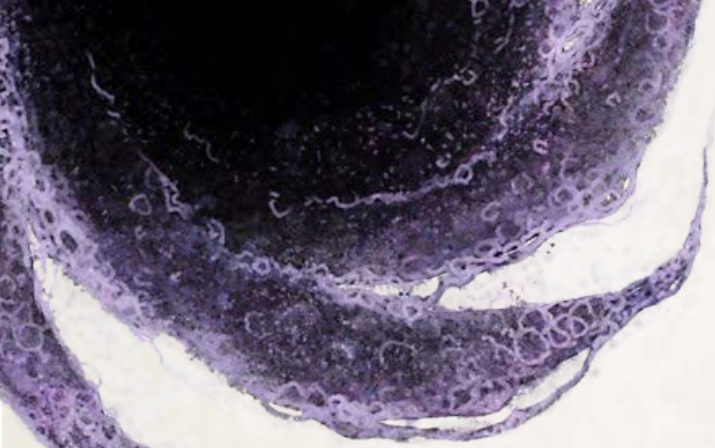




DIVINE DOMAINS

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.

ENTROPY DOMAIN

Entropy, the end of all things, the return to chaos. Those who follow deities of this domain - such as Tharizdun, Chaos, and The Shadow - are rarely anything other than evil and want all things to return to the chaos in which all things originated.

ENTROPY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bane, witch bolt</i>
3rd	<i>heat metal, shatter</i>
5th	<i>bestow curse, haste</i>
7th	<i>blight, dimension door</i>
9th	<i>cloudkill, wall of force</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency in heavy armor and martial weapons.

ENTROPIC TOUCH

At 2nd level, your touch can increase entropy and wither the life from living things. Make a melee spell attack

against a creature within your reach. On a hit, that creature takes 1d6 force damage. If one of these dice rolls a 6, roll an additional d6, rolling again if this die rolls a 6, and so on, to a maximum of 4d6 damage for the entire attack. This attack's damage increases by 1d6 and its maximum damage increases 2d6 when you reach 5th level (2d6 / 6d6), 11th level (3d6 / 8d6), and 17th level (4d6 / 10d6).

CHANNEL DIVINITY: DISTORTION FIELD

At 2nd level, you can use your Channel Divinity to increase or accelerate or decelerate entropy in a region of space. As an action, choose a 10-foot radius sphere that you can see within 30 feet. For 1d6 rounds, while you concentrate on this effect, when a creature enters the affected area for the first time on a turn or starts its turn there, the creature takes 2d6 necrotic damage. Alternatively, you can instead heal each creature in this region 2d6 hit points once at the time of casting.

CHANNEL DIVINITY: RETURN TO ENTROPY

At 6th level, you learn to use your Channel Divinity to repair or destroy objects. As an action, you may repair or damage one unattended non-magical object which has an area in cubic feet less than five times your Cleric level. Objects heal or take 8d8 force damage from this effect.

DIVINE STRIKE

By 8th level, you gain the ability to infuse your 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 additional 1d8 force damage. At 14th level this increases to 2d8.

SPHERE OF ANNIHILATION

By 17th level, you can create a pocket of pure entropy so energetic that it forms a hole in the multiverse, a *sphere of annihilation*. This sphere is less stable than a normal *sphere of annihilation* and as such behaves differently. Your sphere is a 2-foot diameter black sphere that appears in your square and vanishes after one minute. Non-magical items that are wholly engulfed by the sphere are obliterated. Anything over than a magic item that touches the sphere but isn't wholly engulfed by it takes 4d10 force damage.

You can move the sphere 15 feet in any direction as a bonus action. If the sphere enters a space a creature occupies, the creature must make a Dexterity saving throw or be touched by it, taking 4d10 force damage. If a creature is killed by this damage, its body is disintegrated, its soul is consumed, and can only be restored to life with a *wish* spell. After you create a *sphere of annihilation*, you cannot create another one until you complete a long rest.