

Fifth Edition



Cleric Domains

Dedication:

This PDF is dedicated to my son and daughter.
May your dreams be epic and your futures bright.

Credits:

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Open Content & Designated Product Identity:

Everything in this document is designated as Open Content except for the names Tim Harper, Samwise7RPG, and the Samwise7RPG skull logo which are designated as product identity.

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Murcanto's Lair:

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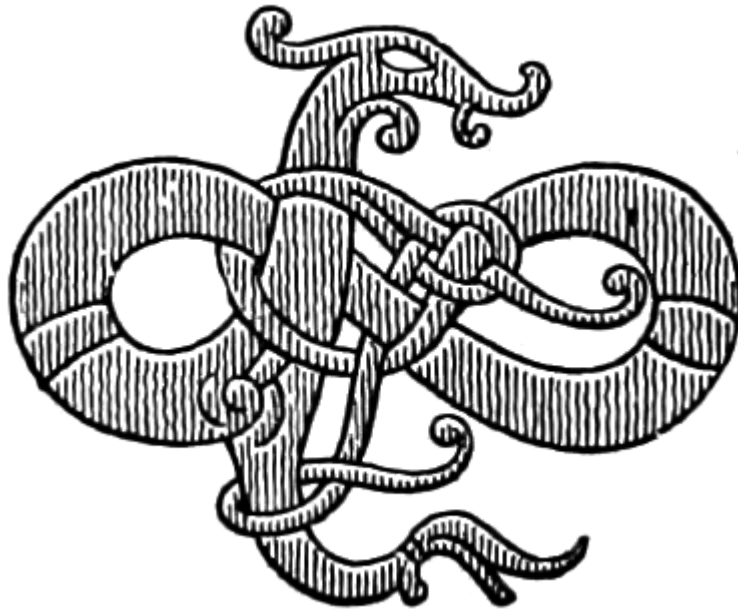
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Introduction:

I made these Cleric Domains for the Fifth Edition of the world's most popular fantasy role-playing game in my spare time before my daughter was born and here they are. I put them up on my YouTube channel Samwise7RPG as well as my blog but I have revised and added to them for this PDF. You can find all of the videos in this playlist:

<https://www.youtube.com/playlist?list=PL5NHHK6rtYgB2wqAflzldQDcYW0Dh9q9qC>

I hope that you enjoy them. If you find anything too: powerful, weak, or weird I hope that you change them to suit your own personal preferences. When making these domains I was aiming for flavor rather than game balance. Modify them as you see fit.



Air Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Featherfall	Hail of Thorns
3rd	Cloud of Daggers	Gust of Wind
5th	Gaseous Form	Stinking Cloud
7th	Fly	Windwall
9th	Conjure Elemental (Air)	Cloudkill

1st Level – Blessings of Air – You gain Proficiency with all ranged weapons and you can turn Earth creatures with your Turn Undead ability.

2nd Level – Channel Divinity: Winds of Wrath – Use this ability to get maximum damage on successful ranged weapon attacks for 1 minute.

6th Level – Words of Wind – You can speak with all forms of flying creatures and monsters.

8th Level – Divine Strike (Ranged) – This is the same as the Divine Strike ability except that you can only use it on ranged weapon attacks and it deals piercing damage.

17th Level – Winged Shapechanger – This is the same as the Wizard Transmutation ability found on page 119 of the PHB but you can only turn into flying creatures of challenge rating 3 or lower.





Animals Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Animal Friendship	Speak with Animals
3rd	Animal Messenger	Locate Animals or Plants (Animals only)
5th	Beast Sense	Conjure Animals
7th	Dominate Beast	Locate Creature
9th	Awaken (Animals only)	Hold Monster

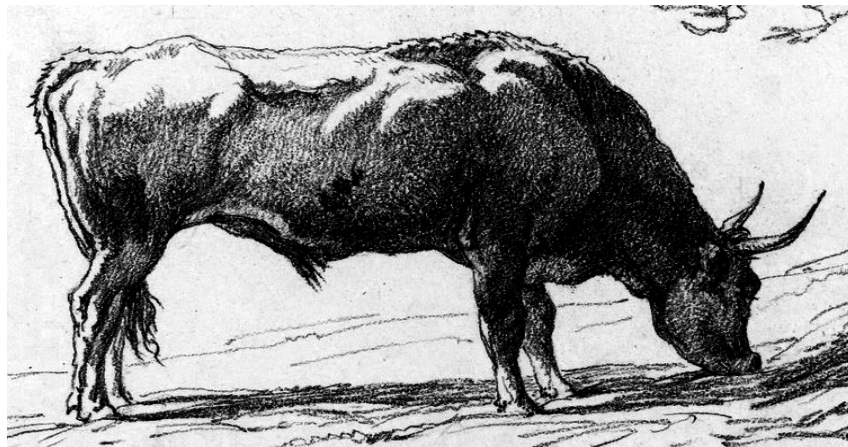
1st Level – Animalistic Blessing – You gain Proficiency with Animal Handling and Stealth. When you are riding an animal or trying to calm it down you have Advantage.

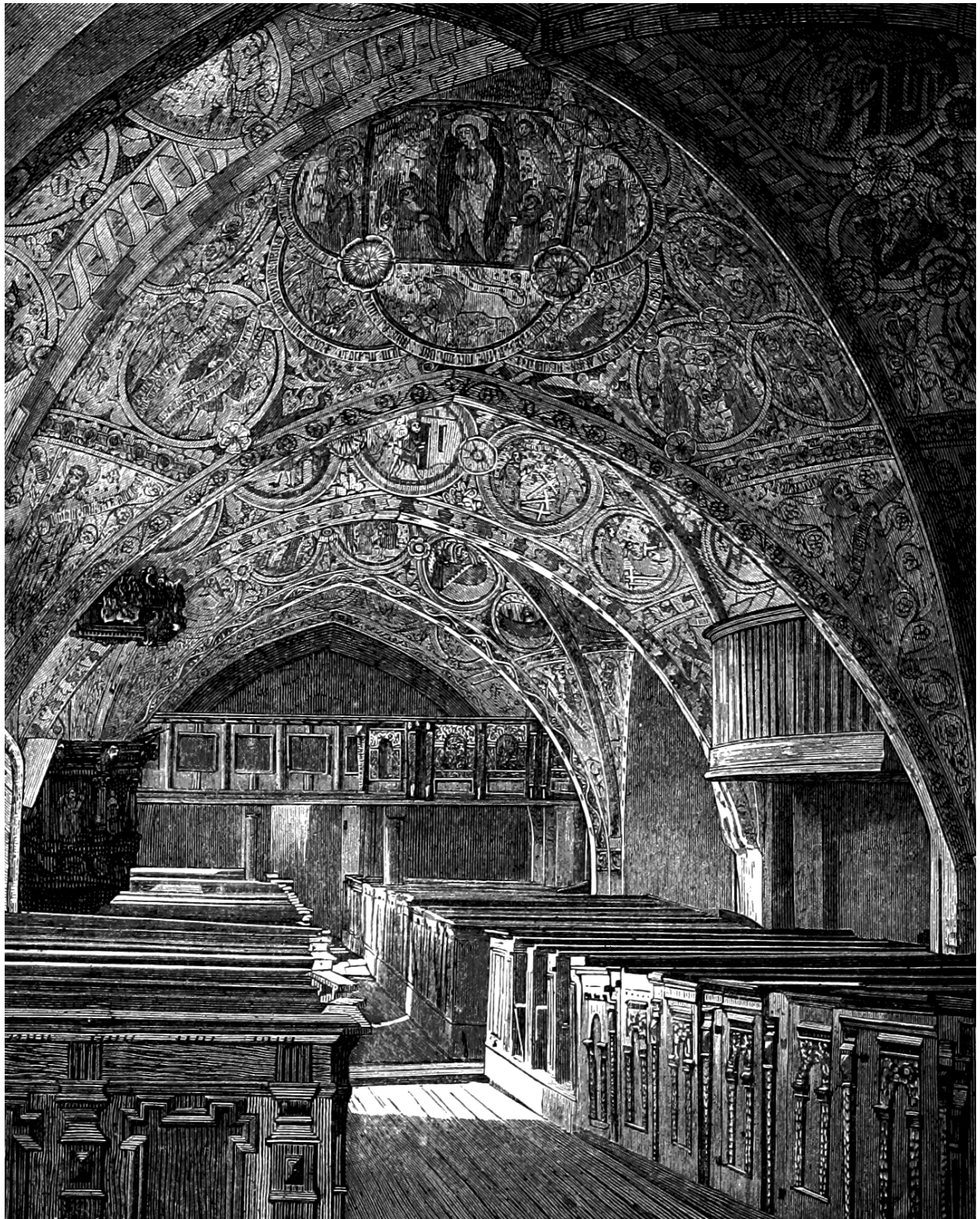
2nd Level – Channel Divinity: Charm Animals – This is the same as the Nature Domain ability but you can only use it with animals and not plants).

6th Level – Scent – You can use your heightened sense of smell on Perception and Survival skill checks. When you do so you gain Advantage.

8th Level – Natural Attacks – You can either gain a bite or claw attack. If you choose bite you have retractable sharp teeth that come out when you need them. If you choose claws they are also retractable. These natural weapons deal 1D10 piercing or slashing damage. At 14th level they deal 2D10 damage instead.

17th Level – Beast Am I – You can change into a non-flying creature of challenge rating 3 or lower. This is similar to the Wizard Transmutation ability called Shapechanger found on page 119.





Charm Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Charm Person	Command
3rd	Enthrall	Suggestion
5th	Calm Emotions	Compulsion
7th	Confusion	Dominate Beast
9th	Dominate Person	Geas

1st Level – Charm Blessing – You gain the Friends Cantrip and you gain Proficiency with Deception and Persuasion.

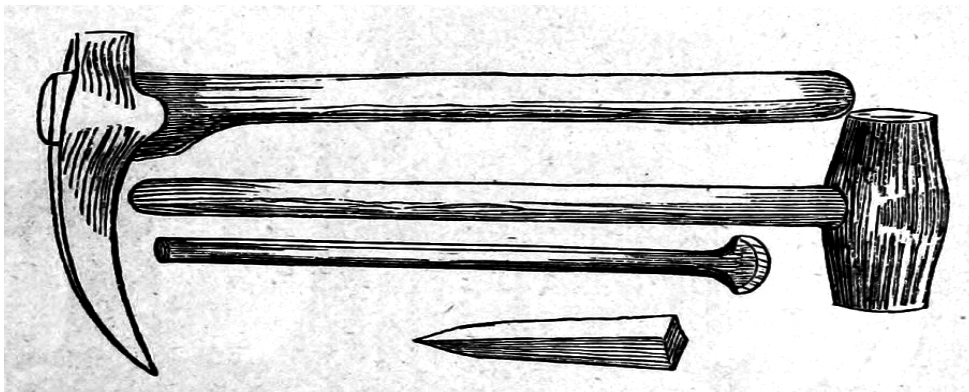
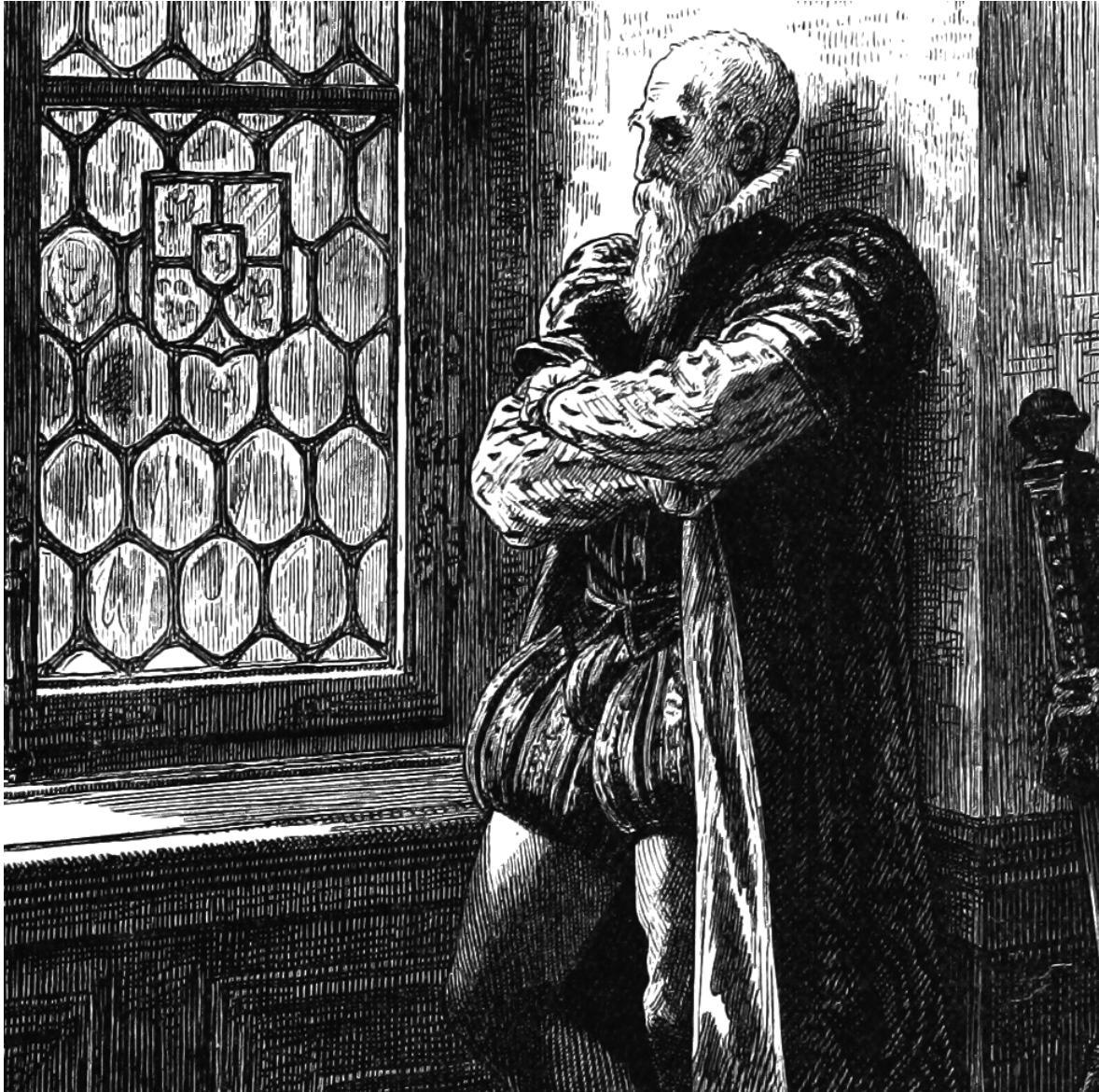
2nd Level – Channel Divinity: Remove Enchantment – Lay your hands on a creature that has an Enchantment spell or spell-like ability on it, and the creature gains Advantage on another saving throw to break free of its effects.

6th Level – Moth to the Flame – Once per Long Rest you can give a creature that is the target of one of your Enchantment spells Disadvantage on the saving throw to resist it.

8th Level – Drenched with Guilt – Once per Long Rest when a creature injures you with an attack and they fail a Wisdom Saving Throw they are filled with a horrible sense of guilt for hurting you. At 14th level this ability can be used twice per Long Rest.

17th Level – Charming to the Last – The durations of your Enchantment spells are increased. The duration increases by your Cleric level. The unit that it increases depends on the spell's description. If it lists rounds then that is the unit that you would use, and the same goes if it lists days, hours, weeks, minutes, etc. For example Geas' description mentions a duration of 30 days, so if you were a 17th level Cleric when you cast that spell it would last for 47 days instead.





Crafts Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Identify	Unseen Servant
3rd	Heat Metal	Locate Object
5th	Nondetection	Protection from Elements
7th	Leonardo's Secret Chest*	Stoneshape
9th	Animate Objects	Creation

*Spell's name changed from the PHB spell name.

1st Level – Blessings of the Maker – Mending Cantrip and proficiency with Artisan's Tools and one other Tool of your choice. You are also proficient with Martial Weapons and Heavy Armor.

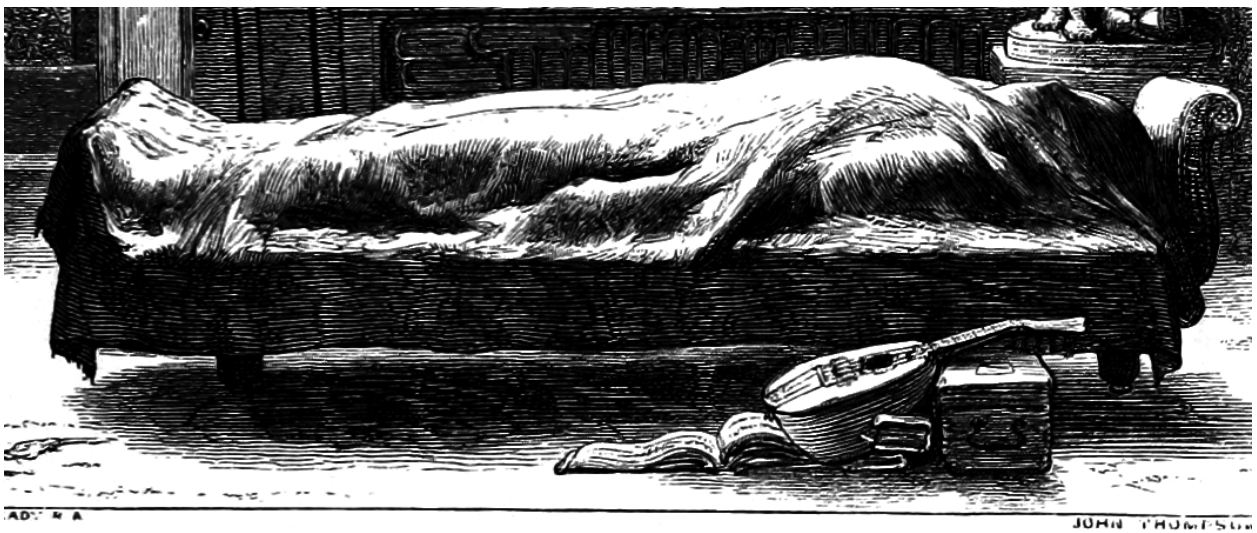
2nd Level – Channel Divinity: Weapon Hurling – Mauls & Warhammers can be used as range weapons. Their range is 20'/60'. Light Hammers can be thrown for twice the distance listed in the 5E PHB.

6th Level – Summon Weapon or Tools – You can summon a Light Hammer, or Maul, or Warhammer, or a set of Artisan's Tools from the plane of your deity. You can do this a number of times per day equal to your Wisdom modifier or at least once per day. This is a finely crafted item that will last until you stop using it and then it will fade and return to its plane of origin.



8th Level – Soulforged Item – You can put a bit of yourself into an item that you craft to give it certain powers that you and only you can benefit from. Normally this is done by mixing a bit of your blood in the process of making the item thereby making it forever yours. The normal rules apply for crafting an item during downtime. Permanently reduce a stat by 1 point to give a set of Artisan's Tools Advantage on all rolls with them. If you permanently reduce a stat by 2 points you can craft armor or a weapon that have a +1 bonus and anyone else that touches that item will be the target of a Bestow Curse spell as if you cast it. At 14th level crafted Artisan's Tools no longer require a stat sacrifice to gain Advantage with them. For Armor and Weapons you give them a +2 bonus for only 1 sacrificed point of a stat.

17th Level – Obey Thy Master – You are immune to cursed aspects of an item and you can gain whatever normal or magical beneficial ability or bonus that they possess without any risk of harm or injury. The item still possesses its curse but it will never affect you. Any intelligent items also pose no threat for you to use them as you bend them to your indomitable will.



Darkness Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Darkvision (2 nd Level spell)	Sleep
3rd	Blindness / Deafness	Darkness
5th	Blinding Smite*	Fear
7th	Confusion	Locate Creature
9th	Dispel Evil & Good	Evarnof's Black Tentacles**

*No light in the spell's description, Radiant = Necrotic, their eyes turn black. **Spell's name modified from the PHB spell name.

1st Level – Dark Blessings – You gain the Eldritch Blast cantrip. You also gain a proficiency with Perception and Stealth.

2nd Level – Channel Divinity: Snuff Out the Light – You can extinguish one light source per Cleric level. If the light source is magical you roll 1D20 and either the GM or a player rolls a 2nd D20. If you roll higher the light source goes out, and if they roll higher the light source remains lit. If there is a tie, the tie goes to the light source staying lit. In other words light has a slight edge.

6th Level – Channel Divinity: Darkness – You can cast the Darkness spell or the Darkvision spell without using up a Spell Slot. The duration of this ability is 1 minute.

8th Level – Divine Strike (Necrotic) – This is the same as Divine Strike but Radiant gets changed to Necrotic Damage.

17th Level – Creature of Darkness – This is the same as the Wizard Transmutation Shapechanger ability found on page 119 but you can only turn into nocturnal creatures of challenge rating 3 or lower.





Death Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Bane	Sleep
3rd	Gentle Repose	See Invisibility
5th	Animate Dead	Speak with Dead
7th	Blight	Phantasmal Killer
9th	Anti-life Shell	Create Undead

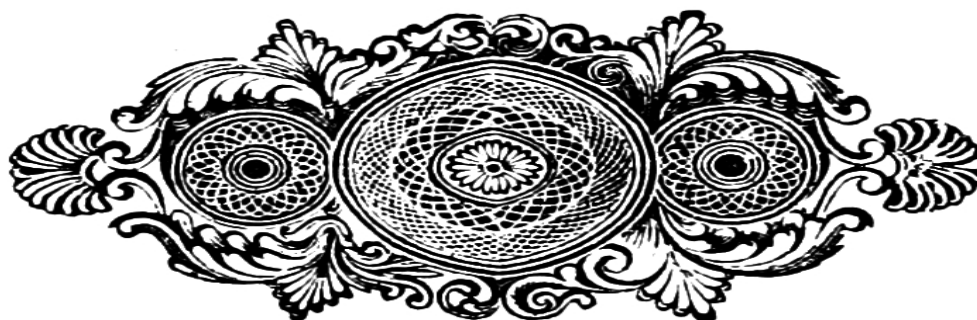
1st Level – Necromantic Blessings – You can choose any Necromancy spell and prepare it as a Cleric spell. You gain Advantage on Death Saving Throws.

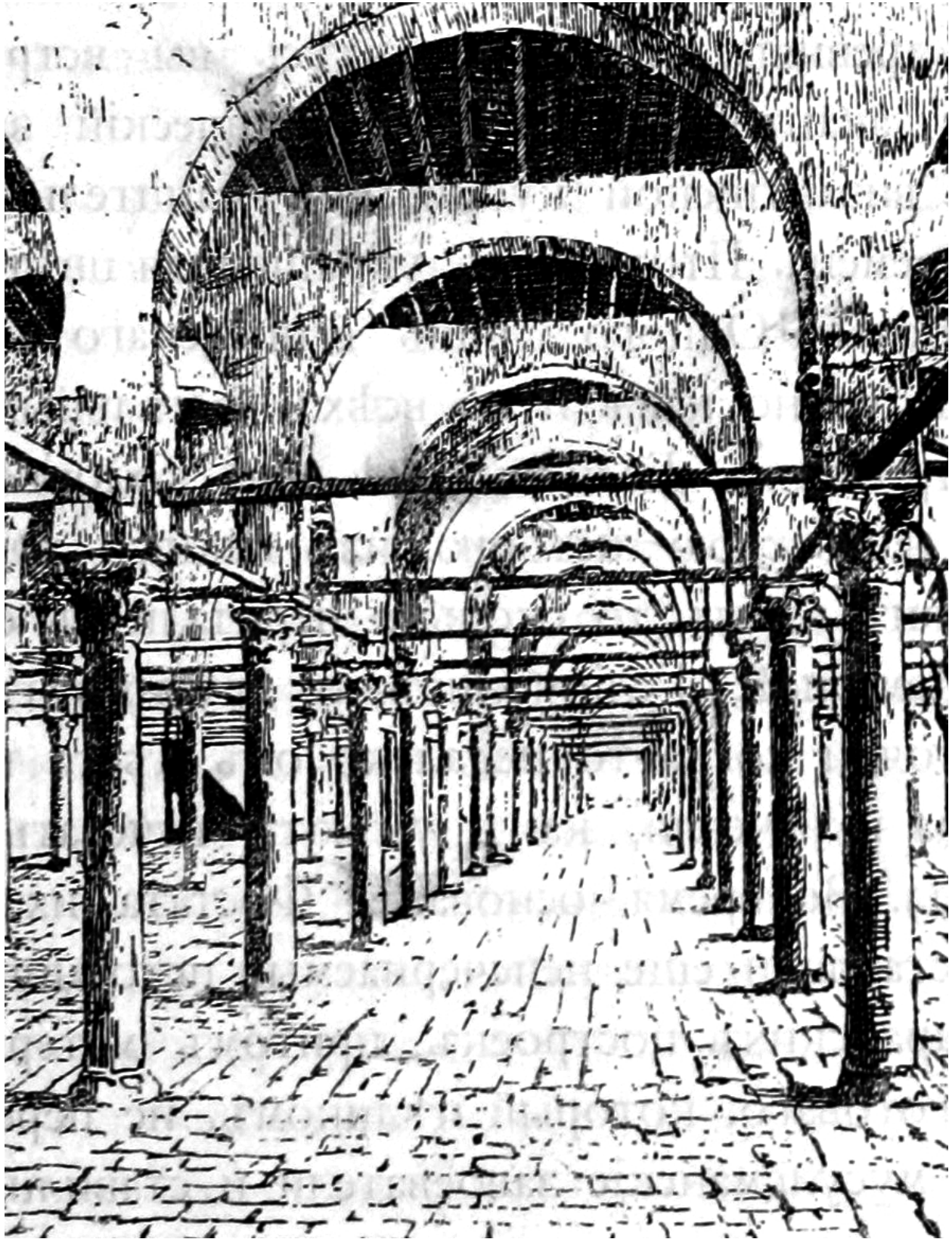
2nd Level – Channel Divinity: Feed on Undeath – You can choose any Undead within 30 feet of you. If that Undead target fails a Wisdom Saving Throw your character drains them of Hit Points and adds an equal amount of Hit Points to themselves. Your character can drain a number of Hit Points equal to three times their Cleric level.

6th Level – Death Ritual – Your character can cast any Necromancy spell as a ritual even if it doesn't have the ritual tag.

8th Level – Death's Touch – Your character can touch a dying target and they automatically fail a Death Saving Throw. You also have Resistance to Necrotic damage.

17th Level – Avatar of Death – You have the “Command Undead” ability of a Wizard who is a Necromancer which can be found on page 119. Also when using your Death's Touch ability any target that dies while you are touching them cannot be resurrected or reincarnated. They can however be raised as Undead even if that is against their will.





Destruction Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Thunderous Smite	Wrathful Smite
3rd	Branding Smite	Knock
5th	Blinding Smite	Vampiric Touch
7th	Giant Insect	Staggering Smite
9th	Destructive Smite	Insect Plague

1st Level – Destructive Blessings – You gain the Acid Splash Cantrip and you also gain Proficiency with all martial weapons.

2nd Level – Channel Divinity: Smite of Doom – When you successfully hit with a melee attack the target of the attack needs to make a Strength Saving Throw or fall Prone. This ability lasts for 1 minute.

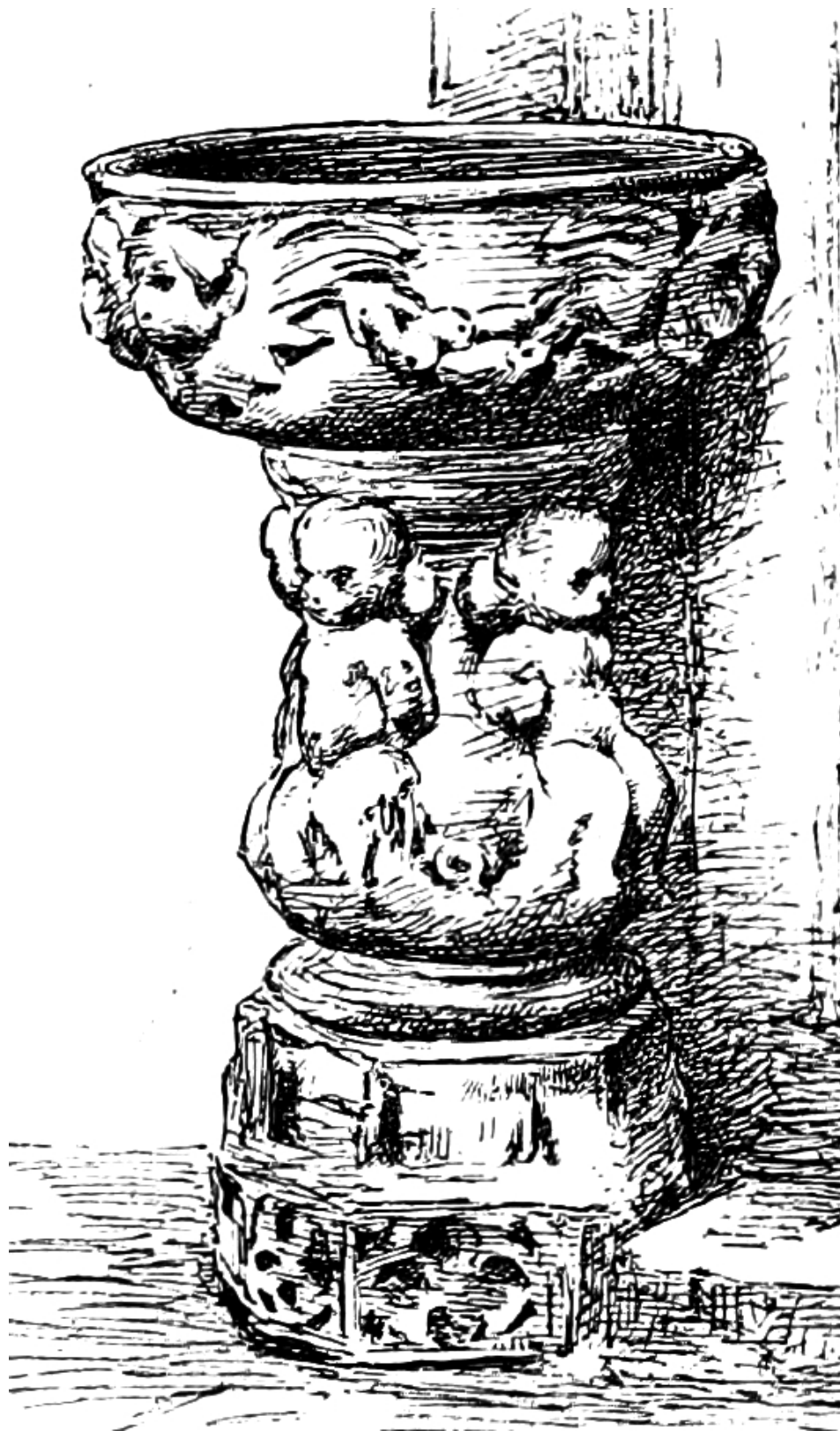


6th Level – Channel Divinity: Make it Hurt – When you successfully hit with a melee attack it deals maximum damage. This lasts for 1 minute.

8th Level – Divine Strike

17th Level – Drink My Pain – Whenever you take damage from any source you can funnel that pain to any target within 60 feet of you. If they fail a Constitution saving throw they take an equal amount of damage. If they make a successful saving throw they only take half of that damage.





Earth Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Arms of Hadaen*	Wrathful Smite
3rd	Hold Person	Shatter
5th	Elemental Weapon (Acid)	Meld Into Stone
7th	Conjure Minor Elemental (Earth)	Stone Shape
9th	Conjure Elemental (Earth)	Wall of Stone

*Spell's name changed from the PHB spell name. The arms are made from stone and dirt and they deal only bludgeoning damage.

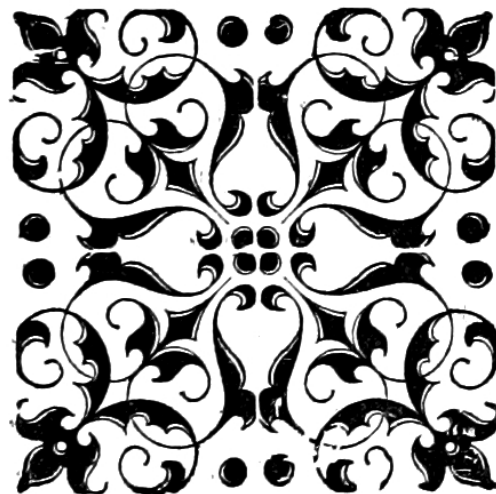
1st Level – Earth's Blessings – You gain Proficiency with All Martial Weapons and Heavy Armor. You also gain the Mending Cantrip.

2nd Level – Channel Divinity: Fellowship of Stone – A number of small stones equal to your Clerical level will roll towards you or fly towards your enemies every round. Their attack bonus is equal to your own. This ability does not work if there are no stones present in the surrounding area. Each stone deals 1D6 bludgeoning damage. This ability lasts for 1 minute.

6th Level – Hibernation of Earth – You and up to 10 other creatures must be standing on dirt for this ability to work. You and the other creatures will sink down into the ground until you hit bedrock or when you go down 10 feet plus a number of feet equal to your Cleric level. During this time you and the targeted creatures need not breathe and will sleep peacefully, restfully, and safely. You can do this once per Long Rest. This ability lasts for 8 hours before everyone returns to the surface.

8th Level – Elemental Wrath – You have Advantage when attacking Air, Fire, and Water Elementals. Once per Long Rest you can have attacks that target those Elementals deal maximum damage. At 14th level you can use this ability twice per Long Rest.

17th Level – Earth Elemental – Once per Long Rest you can become an Earth or Stone Elemental. This transformation lasts for a number of rounds equal to your Cleric level.





Fate Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Detect Evil & Good	Detect Poison & Disease
3rd	Augury	Zone of Truth
5th	Clairvoyance	Tongues
7th	Divination	Locate Creature
9th	Commune	Legend Lore

1st Level – Blessings of the Fates – You gain the Guidance Cantrip. You also gain Proficiency with one Saving Throw of your choice.

2nd Level – Channel Divinity: Change Fate – Choose a creature within 30 feet of you that just rolled a D20. That creature if it fails an Intelligence Saving Throw must re-roll it and take the next roll's result. If the target is a willing target no Saving Throw is needed.

6th Level – Channel Divinity: Nudge Fate – Roll 1D6 and add or subtract the result to or from any dice roll. This could be added to damage, or to an attack, or to a Saving Throw, etc.

8th Level – Avert Tragedy – Once per Long Rest you can make a successful attack miss. Note that making a critical hit miss would be more beneficial than making a normal hit miss. At 14th level you can have a spell or attack miss once per Long Rest.

17th Level – Hand of Fate – You can change any die roll into the highest or lowest possible result. You can do this a number of times per day equal to your Wisdom Bonus. Note that this can make an attack a critical hit.





Fire Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Continual Flame	Searing Smite
3rd	Flame Blade	Heat Metal
5th	Elemental Weapon (Fire)	Fireball
7th	Conjure Minor Elemental (Fire)	Wall of Fire
9th	Conjure Elemental (Fire)	Planar Binding (Fire)

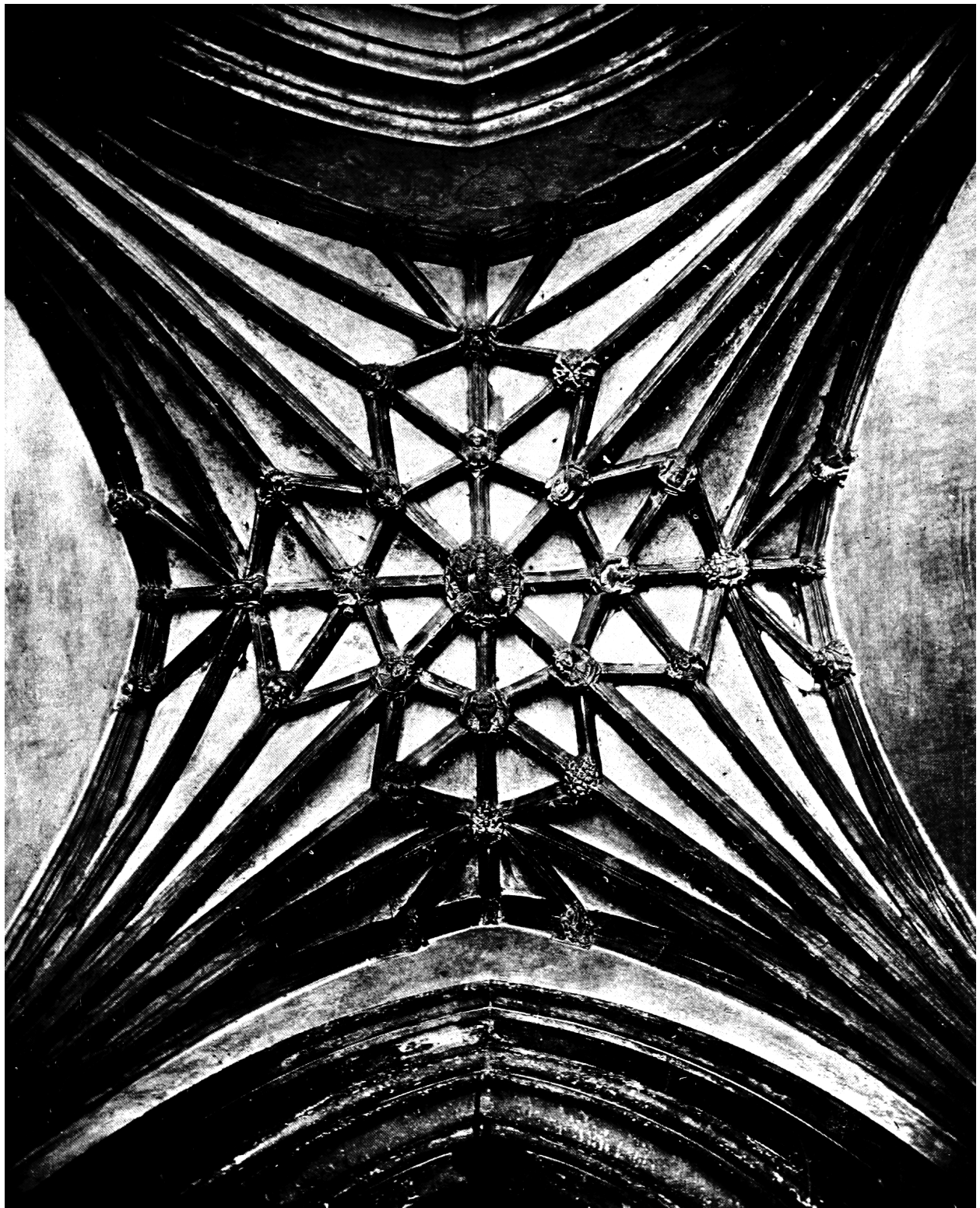
1st Level – Blessings of Fire – You gain a bonus Cantrip of Produce Flame. You can also use your Turn Undead ability on water creatures.

2nd Level – Channel Divinity: Sculpt Spells – This is the same as the Wizard Evocation ability found on page 117.

6th Level – Channel Divinity: Wreathed in Holy Fire – This effect lasts for 1 minute. Any creature that ends its turn within a 5 feet radius of you must make a Dexterity Saving Throw or take 2D6 fire damage. On a failed saving throw they take half damage. If you move and creatures enter into this radius they also need to make a Saving Throw to attempt to resist this damage.

8th Level – Burn the Unholy – Any turned Undead (using the Channel Divinity ability) also take 1D6 fire damage per Cleric level on a failed Dexterity Saving Throw. If they make the Save they take no damage. Undead that are destroyed are burned and only a pile of ashes will remain.

17th Level – Burning Martyr – Use your action to activate an aura of holy fire that lasts for 1 minute (regardless of whether you are still alive or dead by then). This aura is centered on you and it has a 60 foot radius and it moves with you. Your enemies within this radius get Disadvantage on Dexterity Saving Throws and your allies get Advantage. Those that fail the Saving Throw take 10D6 fire damage and those that make the Saving Throw take half damage. They need to make this Save every round that they are in the fire and this includes you. You cannot use any magic or item or spell to reduce this damage, and you cannot have another character heal you as the spell continues. The ONLY way that your character can reduce this damage is by a successful Saving Throw. If your character dies the spell rages on for the duration of the ability. It is up to the GM if this spell is as high as the heavens or in a 60 feet radius sphere.



Illusion Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Color Spray	Silent Image
3rd	Blur	Invisibility
5th	Hypnotic Pattern	Major Image
7th	Greater Invisibility	Hallucinatory Terrain
9th	Creation	Seeming

1st Level – Illusionary Blessings – Targets of your illusion spells have disadvantage on their Saving Throws. You also gain the Wizard Illusion School “Illusion Savant” ability found on page 118.

2nd Level – Channel Divinity: Invoke Duplicity – Same as the Trickery Domain ability on page 63.

6th Level – Channel Divinity: Impressive Illusions – The DC to resist your illusion spells is equal to 10 + Wisdom Modifier + twice your Proficiency Bonus. This effect lasts for 1 minute.

8th Level – Illusionary Strike – You infuse your weapon attacks with illusionary magic. Targets of your attacks think that you are striking in areas that you are not. They do not get their Dexterity bonus added to their AC as a result. At 14th level they don't gain any AC benefit from using a shield.

17th Level – Avatar of Illusions – When you are the target of any illusion spell the spell is reflected back at the original caster and then you become the caster of the spell. The DC to resist the spell is the same DC as the original caster. In essence you bounce the illusion spell back at them.





Magic Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Detect Magic	Identify
3rd	Magic Weapon	Nymarra's Magic Aura*
5th	Dispel Magic	Magic Circle
7th	Arcane Eye	Polymorph
9th	Scrying	Telekinesis

*Spell's name changed from the PHB spell name.

1st Level – Arcane Blessing – You get Proficiency with Arcana and you gain any one Wizard Cantrip and any one Sorcerer Cantrip.

2nd Level – Channel Divinity: Regain Mana – Regain a Spell Slot of any level that you can cast.

6th Level – School of Thought – Pick one school of magic. You treat spells from that school as if they were Cleric spells that you can prepare and cast. Wisdom is still your spellcasting ability.



8th Level – Soul Burning – When you are all out of spell slots and have no more Channel Divinity uses left you can harm yourself to cast another spell. Roll your Hit Die and permanently reduce your total Hit Points by that rolled amount or permanently reduce your Wisdom Stat by 1 point. No curative or preventative magic or abilities can restore this damage. You destroyed part of your soul or divine essence to make that spell happen. At 14th level this self damage is only temporary.

17th Level – Arcane's Chosen – You have Advantage on all Saving Throws vs. spells from your chosen school of magic. So for example if you chose the Evocation school for your School of Thought ability and an Evocation spell is hurled at you, you would have Advantage on that Saving Throw.

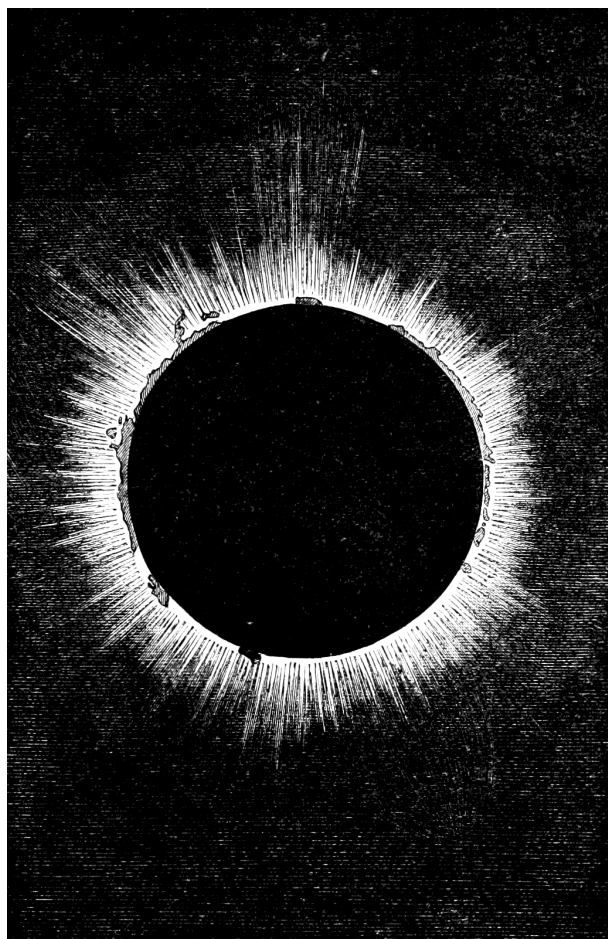


Moon Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Sleep	Speak with Animals
3rd	Darkvision	Moonbeam
5th	Bestow Curse	Remove Curse
7th	Dominate Beast	Polymorph
9th	Dream	Hold Monster

1st Level – Blessings of the Moon's Light

– When you are bathed in the light of the moon you gain Advantage on all attack rolls. You also gain the Light Cantrip.



2nd Level – Channel Divinity: Soothe the

Savage Beast – Target a Druid in its Wild Shape or a Werecreature in its monstrous form (a creature affected by Lycanthropy) and if they fail an Intelligence Saving Throw they return once more to their original form.

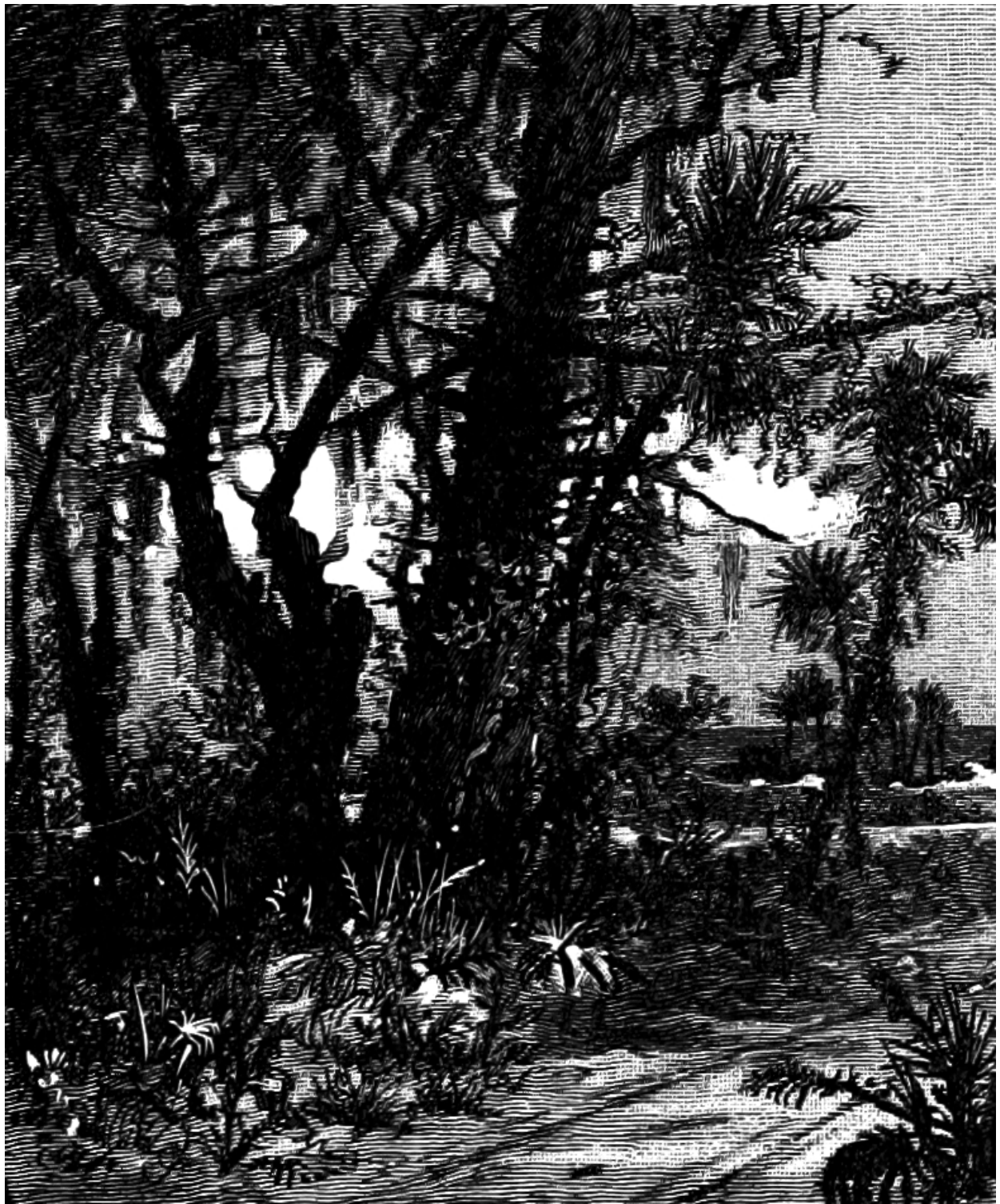
6th Level – Channel Divinity: Wild Shape

– This is the same as the Druid ability on page 66 but the duration is 1 minute.

8th Level – Moon's Healing Light

– When the light of the moon is illuminating you and the target of your healing spells the person that you are healing receives maximum healing. At 14th level any healing spell cast in the light of the moon heals all of the target's damage taken.

17th Level – Moon's Luck. You gain the Lucky Feat when you are bathed in the light of the moon. You have a number of Luck Points equal to your Cleric level. If it is a cloudy night you do not gain this ability.



Plants Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Entangle	Goodberry
3rd	Barkskin	Locate Animals or Plants
5th	Plant Growth	Speak with Plants
7th	Blight	Grasping Vine
9th	Awaken (Plants only)	Tree Stride

1st Level – Green Blessings – You can gain either the Thorn Whip or Shillelagh Cantrip. You also gain Proficiency with Nature & Survival.

2nd Level – Channel Divinity: Charm Plants – This is the same as the Nature Domain ability on page 62 but you can only use it on plants.

6th Level – Feed off of the Sun – If you have access to drinking water and you are out in the sunlight for at least 2 hours you do not need to eat any food that day. Your skin begins to take on a slightly green hue.



8th Level – Natural Resource – Your body starts to produce edible plant-like products. This could be fruit, nuts, seeds, edible or smoke-able leaves, edible blossoms or flowers, etc. You choose what is produced. You produce an amount of food servings equal to half of your Cleric level rounded down. So for example at 8th level you can feed up to 4 people per day. If you instead choose to produce a trad-able or sellable resource it will be worth roughly 5 silver pieces per unit. You produce a number of units of these goods at the same rate as the food or half of your Cleric level rounded down.

17th Level – Hidden Flesh – As an action you can begin the process of turning into a moving tree, bush, hedge, or any other similar plant. Your new form can be up to 3 times taller than your normal form. You have to have touched a plant in the past to be able to turn into it. Also, you can move in this form but at only half of your current movement rate and it is awkward.



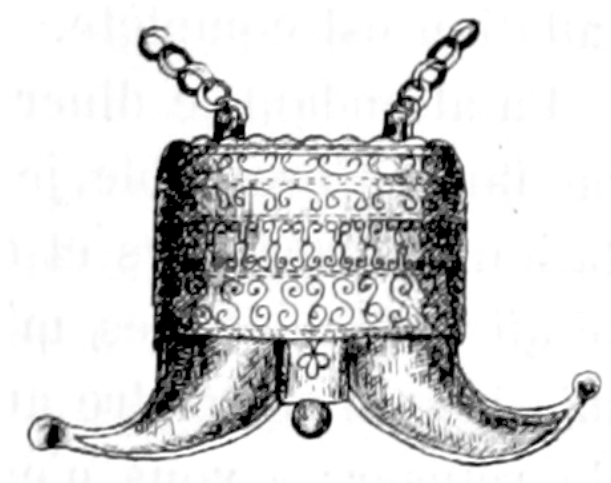
Protection Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Protection from Evil and Good	Shield
3rd	Aid	Protection from Poison
5th	Protection from Energy	Spirit Guardians
7th	Aura of Life	Guardians of Faith
9th	Circle of Power	Dispel Good & Evil

1st Level – Bonus Cantrips – Blade Ward & Resistance.

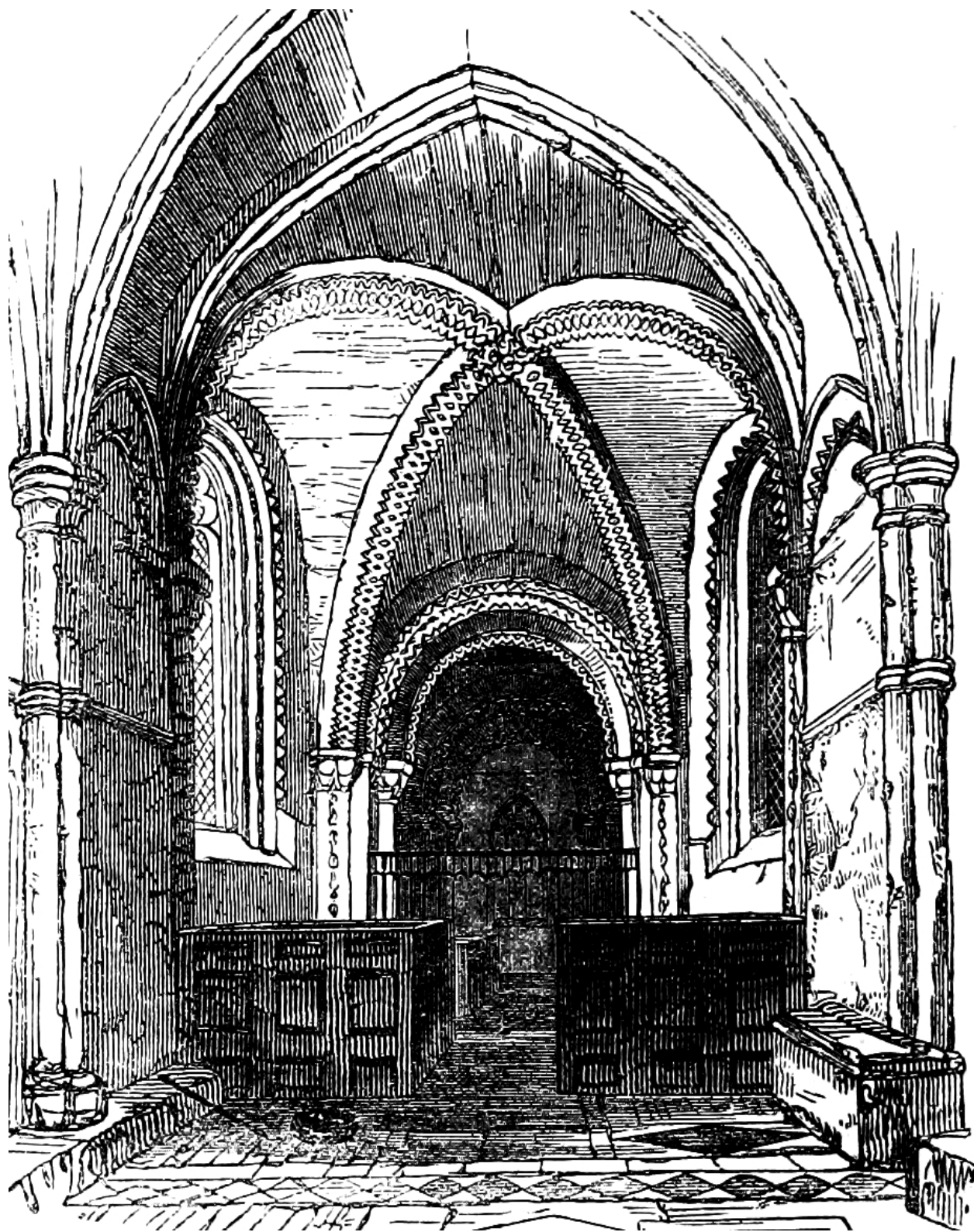
2nd Level – Channel Divinity: Saving Grace – You add your Proficiency Bonus to all Saving Throws of any nearby allies and yourself for 1 minute.

6th Level – Lucky Feat



8th Level – Ward the Weak – You have a divine ward that absorbs damage that you take. That ward has Hit Points equal to your Cleric level plus your Wisdom Modifier. If you see a creature harmed within 30 feet of you, you can choose to have the damage go to the ward instead. If the Hit Points of the ward reach zero however any further damage hurts you instead. Once you create the ward you cannot create it again until you have a Long Rest.

17th Level – Spell Resistance – You gain the Wizard Abjuration special ability called Spell Resistance found on page 116.



Revenge Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Bane	Wrathful Smite
3rd	Hold Person	Zone of Truth
5th	Speak with Dead	Tongues
7th	Locate Creature	Staggering Smite
9th	Bigbae's Hand*	Hold Monster

*Spell's name changed from the PHB spell name.

1st Level – Hatred For Thee – Name a unique NPC or creature (not a type of creature). When dealing with that NPC or Creature you gain Advantage on all rolls. You can't change the target of this ability unless they die. Also gain Proficiency with: Athletics, Intimidation, and Survival.

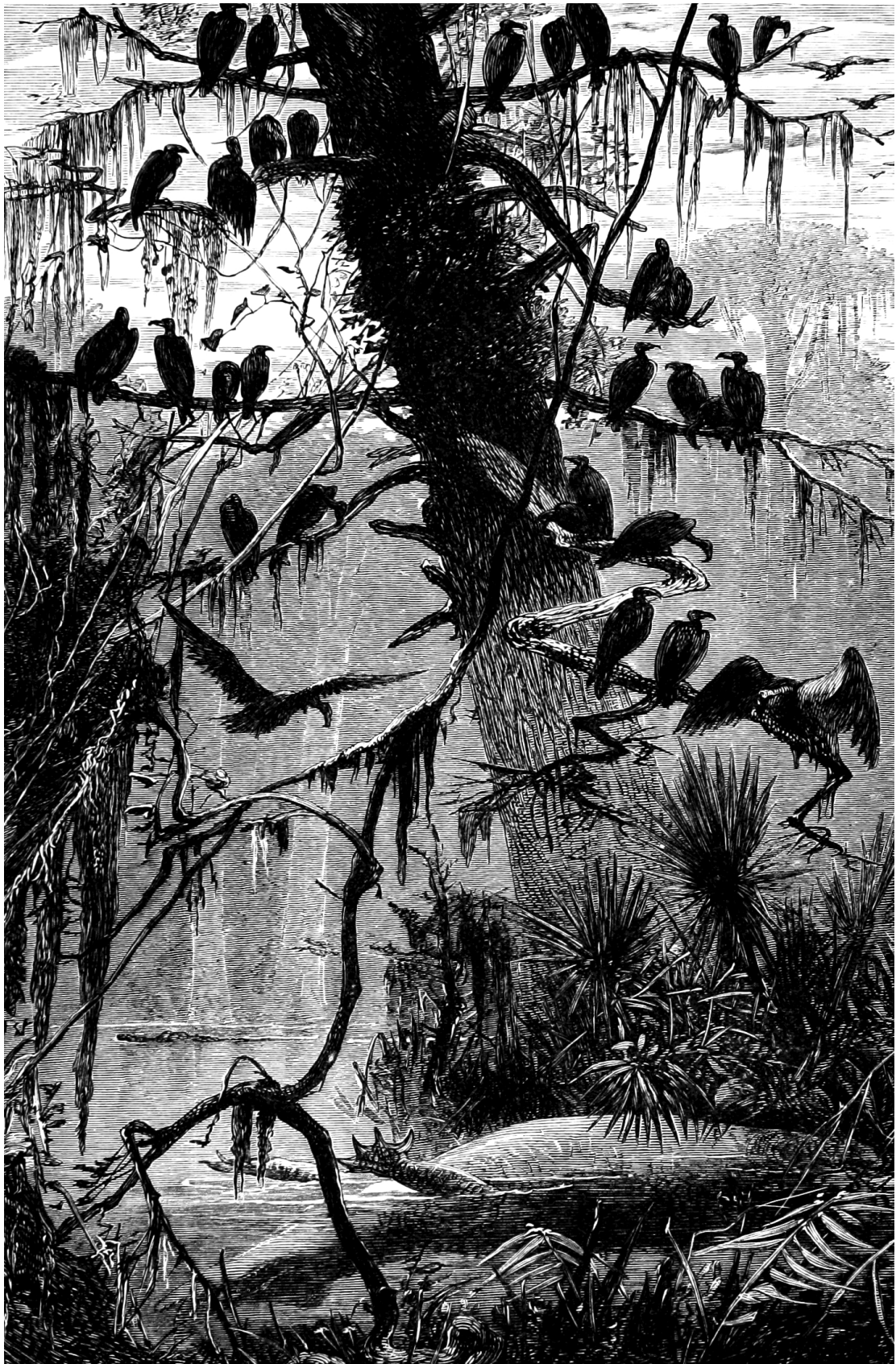
2nd Level – Channel Divinity: Vengeance Is Mine – If you or one of your allies were just injured in combat use this ability to target a number of foes equal to your Wisdom Modifier. When you hit them you deal maximum damage. This ability lasts for 1 minute.

6th Level – Channel Divinity: You Shalt Not Flee – If you or one of your allies were just injured in combat use this ability to target a number of foes equal to your Wisdom modifier. They get no Dexterity Bonus to their AC, and their movement rate is halved unless they make a Dexterity Saving Throw to resist it.

8th Level – Dark Hatred – The target of your Hatred For Thee ability suffers Disadvantage on all Saving Throws against your spells & effects. At 14th level you can make that same target re-roll any successful dice roll by burning Inspiration.

17th Level – I Desire Nothing Else – You can take the guise of the target of your Hatred For Thee ability at will (like a Cantrip). This is only an illusionary spell-like effect. Also once per Long Rest you can teleport without error 10 other creatures and yourself to the location of your Hatred For Thee enemy.





Slime Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Entangle (with slimy description)	Grease
3rd	Melforna's Acid Arrow*	Web (with slime description)
5th	Ray of Enfeeblement	Slow
7th	Confusion	Protection from Energy
9th	Hold Monster	Mislead

*Spell's name changed from the PHB spell name.

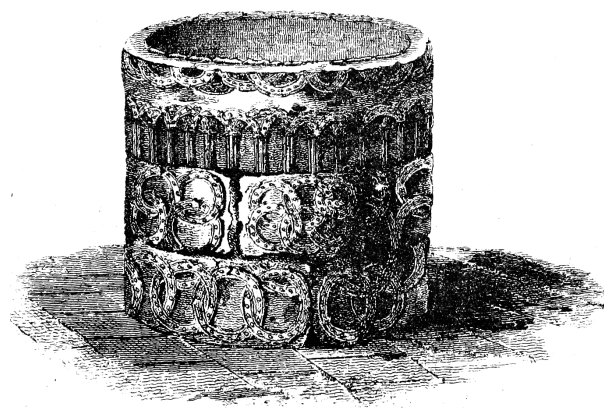
1st Level – Bonus Cantrips – You gain the Acid Splash and Poison Spray Cantrips.

2nd Level – Channel Divinity: Ooze Affinity – You can turn oozes like Undead or you can charm them like the Charm Person spell with the same duration.

6th Level – Channel Divinity: Exude Slime – You can exude slime from your skin and orifices that is either slippery or acidic. If you are the target of a grapple attack you gain Advantage on the Dexterity (Acrobatics) roll to avoid it. You may also get Advantage on Saving Throws for other instances but check with your DM. You can also collect this slime and spread it over surfaces. You exude 1 cubic feet of slime per Cleric level.

8th Level – Acidic Attack – Once on each of your turns when you hit a creature you can deal an additional 1D8 acid damage. At 14th level this damage increases to 2D8.

17th Level – Summon Slime / Ooze – You tear through space and time and drag an extraplanar slime or ooze creature from its strange dimension to the material plane. It follows your commands for 1 round per Cleric Level and then it will act naturally there after (which probably means it will try to kill you). It is up to the GM as to what CR rating the slime or ooze is and how many Hit Dice it has.

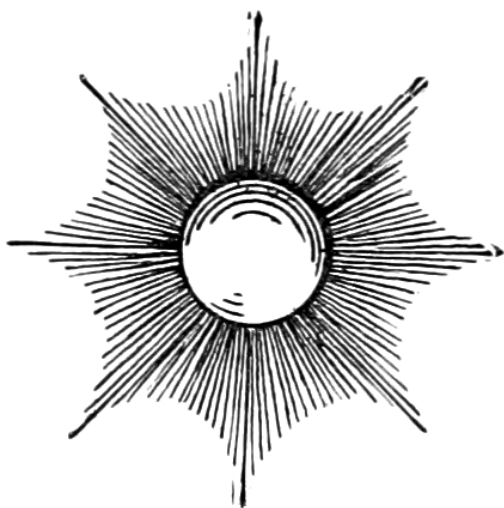




Stars Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Faerie Fire	Sleep
3rd	Darkvision	Suggestion
5th	Dispel Magic	Remove Curse
7th	Conjure Woodland Beings	Dimension Door
9th	Dream	Reincarnate

1st Level – Blessings of the Stars – You gain the Light Cantrip and you gain Proficiency with two of the following: Arcana, Deception, Insight, or Stealth.



2nd Level – Channel Divinity: Inspiration of the Stars – If you touch someone during the night they gain Advantage on all non-combat skill rolls for 1 minute. They also gain 1 Inspiration if they do not possess one.

6th Level – Ritual Caster – You gain the Ritual Caster Feat.

8th Level – Keen Mind – You gain the Keen Mind Feat. At 14th level all Intelligence Saving Throws have Advantage.

17th Level – Unleash the Heat of the Stars – A number of times per day equal to your Wisdom modifier you can cast the spell Starfire which is found below.



Starfire Spell

5th Level Evocation

Casting Time: 1 action

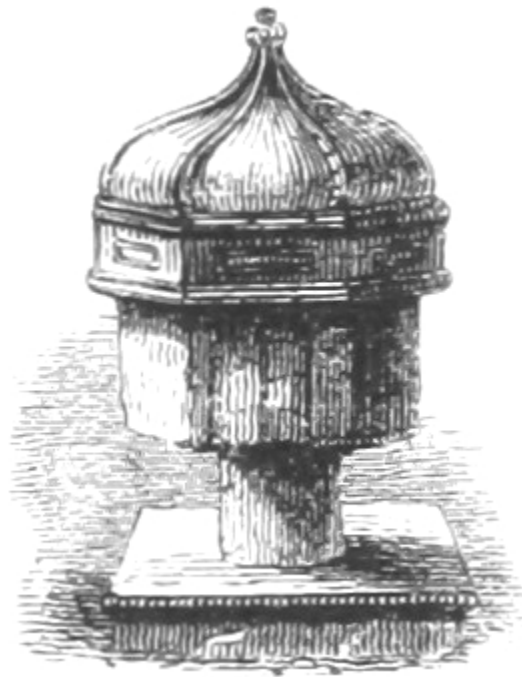
Range: 120 feet

Components: S, M (a crystal filled with phosphorescent material that has absorbed the light of the stars)

Duration: 1 minute

You summon forth the flames of the stars and it emanates from your eyes as a ray and it shoots forth to a target of your choice, bathing it and the area around it in colorful flames. The flames will burn on any surface and will catch any surface on fire. The area of effect of the spell is the target creature and a 10 feet radius around them. The spell deals 4D12 damage per round for 1 minute. Items that are normally flammable will continue to burn after the spell's duration. All those in the area of effect will have to make a Dexterity saving throw to take half damage. The target creature of the spell gets disadvantage on the saving throw the first round.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher the damage increases by 1D12 for each slot above 5th level.



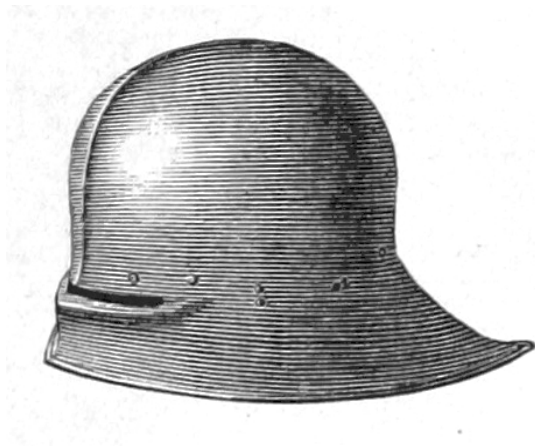
Strength Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Compelled Duel	Jump
3rd	Enhance Ability (Strength or Constitution)	Enlarge / Reduce
5th	Haste	Slow
7th	Deathward	Freedom of Movement
9th	Banishing Smite	Bigbae's Hand*

*Spell's name changed from the PHB spell name.

1st Level – Strength's Blessing – You gain the Athlete Feat from the PHB. You also gain proficiency with Athletics and with Strength Saving Throws.

2nd Level – Channel Divinity: Feat of Strength – You can add your Cleric level as a bonus to any dice roll to attempt to lift, push, pull, bend metal, or throw a heavy object. It is up to the GM as to when this ability can be used.



6th Level – Tavern Brawler – You gain the Tavern Brawler Feat.

8th Level – Grappler – You gain the Grappler Feat. At 14th level the target of your Grapple attempt has Disadvantage to resist it.

17th Level – Bestow Strength – By touching a creature you can give them your Channel Divinity: Feat of Strength ability. If they don't perform a feat of strength within 1 minute the effect ends. All those touched fall under the same restrictions and limitations of its use as if they were all one character.



Suffering Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Bane	Inflict Wounds
3rd	Flaming Sphere	Ray of Enfeeblement
5th	Bestow Curse	Vampiric Touch
7th	Blight	Contagion
9th	Commune (Your Pain Needed)	Eyebite (6 th level spell)

1st Level – Gifts of Suffering – You gain the Chill Touch Cantrip and you gain Proficiency with Constitution Saving Throws.

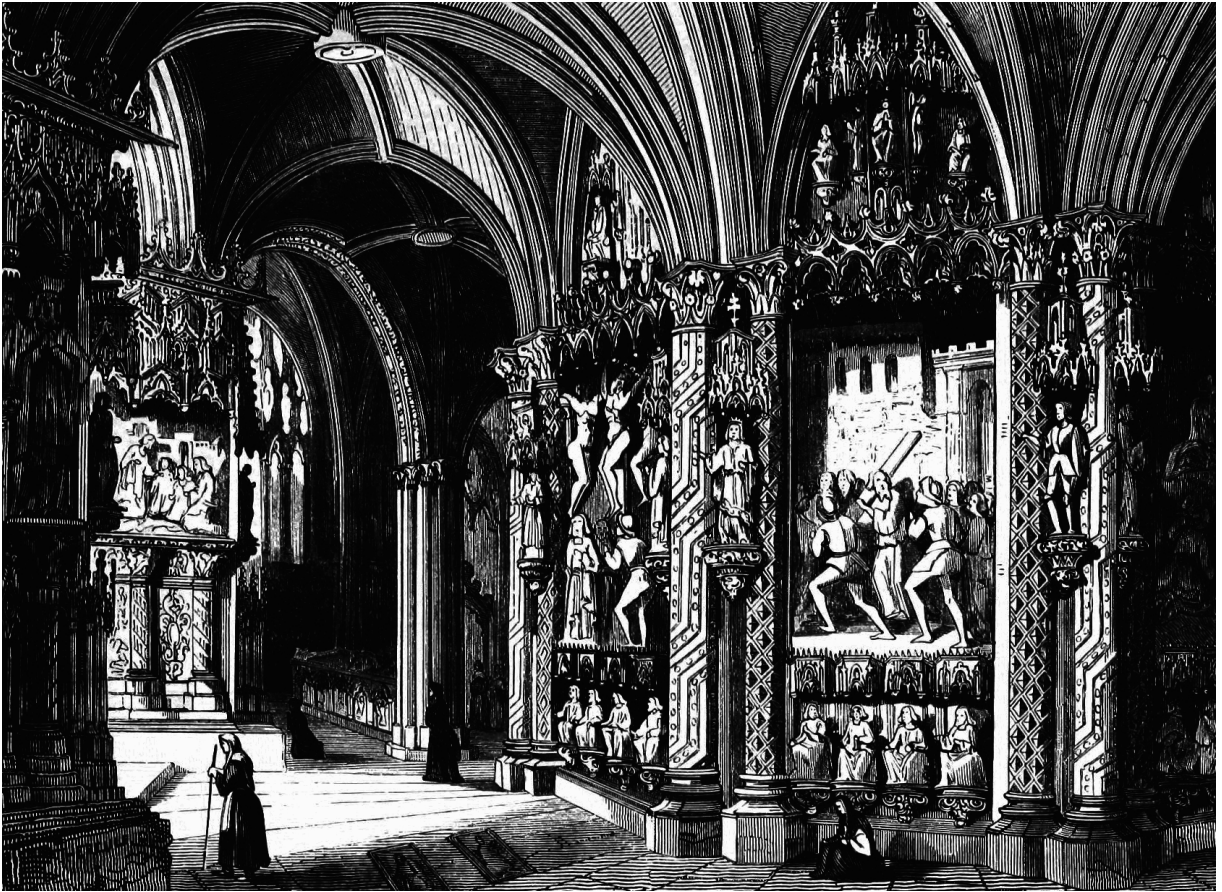
2nd Level – Channel Divinity: Pain is an Ally – Choose a creature and if it fails a Constitution Saving Throw it is filled with intense pain. They have Disadvantage on all dice rolls for a number of minutes equal to your Cleric level.

6th Level – Greet My Pain – By intentionally harming yourself with a weapon or a spell a target up to 30 feet away takes the exact same damage in the exact same location. If they make a Constitution Saving Throw they take half damage.



8th Level – Link of Dismemberment – The God of Suffering enjoys when his or her servants suffer and it is said that the God enjoys dismemberment and disfigurement above all. Target a humanoid creature (with roughly the same parts as a humanoid) and if it fails a Constitution Saving Throw both of your bodies become spiritually linked for 1 minute. During that time if you remove or tear out or cut off a body part the exact same thing happens to the linked creature. As long as you can see the target the range does not matter. Parts that you remove from yourself (as long as you still possess them) will return or reattach or will go back to their original location after a Long Rest. While you are missing parts you have Disadvantage on all rolls from the intense pain. If a character would remove their head... well, they would be dead and the target would make Death Saving Throws. If they fail all of the Death Saving Throws their deceased head would be removed. Removing your head instantly kills you however.

17th Level – Resistant to Pain – When you use the My Pain is Your Pain ability your targets take twice as much damage as you do. When you use the Link of Dismemberment ability your removed parts will return to their original locations (if you still possess them) after a Short Rest.



Trade Domain

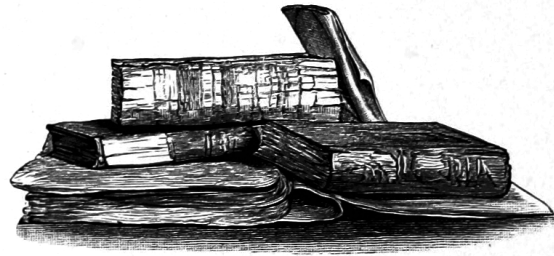
Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Charm Person	Expeditious Retreat
3rd	Enhance Ability	Suggestion
5th	Calm Emotions	Protection from Energy
7th	Dimension Door	Guardian of Faith
9th	Dominate Person	Teleportation Circle

1st Level – Skills of the Trade – You gain the Prestidigitation Cantrip and you can choose two of the following to be Proficient with: Intimidation, Perception, or Persuasion.

2nd Level – Channel Divinity: Barter – You gain Advantage on all rolls associated with making a deal, or trading, or getting yourself out of a “jam.”

6th Level – Channel Divinity: False Coin – You can summon 1D100 coins of random denominations from your God's plane of existence. These coins last for a number of hours equal to your Cleric Level and then they will fade and return to their home plane.

8th Level – Words Are Greater Than the Sword – Once per Long Rest you can automatically convince a creature not to attack you. You can do this twice at 14th Level per Long Rest.



17th Level – Merchant Extraordinaire – You can spend your Inspiration to get a VERY good deal with a merchant, or to make someone buy more of a product than they actually want or desire to.





Travel Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Expeditious Retreat	Longstrider
3rd	Retreat	Spider Climb
5th	Leonardo's Tiny Hut*	Waterwalk
7th	Dimension Door	Freedom of Movement
9th	Teleportation Circle	Tree Stride

*Spell's name changed from the PHB spell name.

1st Level – Blessings of the Road – You gain Proficiency with Athletics & Survival and you are proficient with Medium Armor.

2nd Level – Channel Divinity: Fleet of Foot – Your normal movement rate is doubled for 1 minute.

6th Level – Benign Transposition – This is the same as the Wizard Conjuration ability found on page 116.

8th Level – On Your Toes – You gain Proficiency with Dexterity Saving Throws, and if you already have that you gain Advantage on those Saving Throws. At 14th Level you gain a bonus to your Initiative roll equal to your Cleric Level.

17th Level – Teleport – You can prepare the Teleport spell (which is a level 7 spell) and when you use it you are always “Very Familiar” with your destination via the will of the God of Travel.





Water Domain

Cleric Level	1 st Domain Spell	2 nd Domain Spell
1st	Create or Destroy Water	Purify Food or Drink
3rd	Fog Cloud	Waterbreathing
5th	Create Food or Water	Water Walk
7th	Conjure Minor Elemental (Water)	Control Water
9th	Cone of Cold	Conjure Elemental (Water)

1st Level – Watery Blessings – You can turn Fire Creatures with your Turn Undead ability. You also have Proficiency with the Athletics skill and your Swim Speed is the same as your Movement Rate.

2nd Level – Channel Divinity: Water Walk – This is the same as the Water Walk spell but the duration is for 1 minute per Cleric level.

6th Level – Channel Divinity: Freezing & Melting – By touching the surface of a body of water you can freeze it solid instantly. It remains completely frozen for 1 minute and then it will begin to melt normally or remain frozen if the temperature is below the freezing point. You can also instantly melt ice to water (doing the opposite of the above mentioned stuff). You can freeze or melt 10 cubic feet of water or ice per Cleric level. If you touch a target and they fail a Constitution Saving Throw you can freeze some of their blood dealing out 6D6 damage in the process.

8th Level – Blessings of the Dark Depths – You can never drown and at 14th Level you don't take damage from deep ocean pressure. You also have Advantage on any Saving Throw to spells that deal out Bludgeoning damage.

17th Level – Breathe in Vain – A bolt of water vapor springs forth from your hand and flies up to 150 feet to a point of your choosing. Centered on that point there is a 40 feet radius and those found within that radius have their lungs begin to fill with water. They need to make 3 Constitution Saving Throws against your spell DC to expel the water from their lungs or drown.





Appendix: Random Domains

Roll 1D30 twice for each deity (or 1D20 + 1D10 or 3D10 if you do not own a D30). Once you select a domain scratch it off the list. If you roll that result again pick the closest available domain either above or below it or pick between the two closest results. If you don't mind having deities that overlap and have the same domains just roll for each deity and keep the results. Those domains marked with an asterisk are in the 5E PHB.

1	Air	7	Destruction	13	Light	19	Protection	25	Tempest
2	Animals	8	Earth	14	Life	20	Revenge	26	Trade
3	Charm	9	Fate	15	Magic	21	Slime	27	Travel
4	Crafts	10	Fire	16	Moon	22	Stars	28	Trickery
5	Darkness	11	Illusions	17	Nature	23	Strength	29	War
6	Death	12	Knowledge	18	Plants	24	Suffering	30	Water



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FIFTH EDITION

CLERIC DOMAINS



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