

DIVINE INSPIRATION

THE POWER OF FAITH



A D&D 5E SOURCEBOOK FOR CLERICS AND PALADINS
BY DANIEL VITTI & ARCANUM PRESS



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DIVINE INSPIRATION: THE POWER OF FAITH

INTRODUCTION TO THE DIVINE

This work is intended to be a comprehensive rules expansion offering new options, class archetypes, feats, backgrounds, spells, magical items, and creatures of use to DUNGEONS & DRAGONS 5th Edition characters of Divine Power. This book is focused on characters of divine power, primarily clerics and paladins, but it also introduces a divine archetype for the artificer, bard, fighter, monk, rogue, sorcerer, warlock, and wizard class.

Divine Inspiration is part of the Arcanum D&D series of sourcebooks. The goal of Arcanum D&D is to create an expanded rule set that contains internally compatible and balanced options for the game we all love. Some of the material in this sourcebook also appears in the [Arcane Mysteries: The Secrets of the Arcanum](#), [Martial Options: The Art of Combat](#), and [Primordial Lore: Masters of the Wild](#) sourcebooks and is reprinted here to offer a complete set of character options in one book.

OPTIONAL CLASS FEATURES

You gain class features in the *Player's Handbook* when you reach certain levels in your class or subclass. Many sections of this book contain Optional Class Features and Optional Subclass Features sections. Unlike the features in the *Player's Handbook*, you don't gain the features listed there automatically for that class. Consulting with your DM, you decide whether to gain a feature in that section if you meet the level requirement noted in the feature's description. These optional features can be selected separately from one another; you can use some, all, or none of them.

An * next to the feature name indicates an optional feature that originally appeared in [Tasha's Cauldron of Everything](#) and is referenced in this section.

Each optional class feature will either replace or enhance an existing class feature in some way, as noted in the description, or be an entirely new class feature added to the class or subclass.

If an optional feature replaces an existing class feature it will be indicated by a (replaces Name of Feature) after the level and class or subclass listed for the feature. If selected, you ignore the rules for the replaced feature entirely, and you are not considered to possess the replaced class feature for the purposes of prerequisites unless the replacement feature indicates otherwise.

If an optional feature enhances an existing class feature, it will be indicated by a (enhancement) after the level and class or subclass listed for the feature. If used, you add the rules described in that section to the rules for that feature.

If an optional feature is a new feature for the class it simply lists the level obtained and class or subclass that grants the feature.

THE POWER OF FAITH

Clerics, paladins, and other divine spellcasters wield the power of faith, of belief. This could be faith in a higher power or faith in an ideal. It is this steadfast faith and belief in the powers, ideals, and oaths to which they have dedicated their lives that grant these faithful their mystical powers.

With the exception of the Divine Intervention feature, a cleric or paladin may not be drawing the power for their spells and channel divinity effects directly from a deity but from the power of their unwavering belief in their deity, ideal, or oath.

DEITIES

The gods of the D&D multiverse are real and present in the lives of their followers and grant powers and boons to their clergy. Just like the beings that worship them, deities are multifaceted, encompassing many aspects and portfolios. Such divine beings pursue their own enigmatic goals and have unique (and sometimes multiple) personalities among their various aspects and avatars.

CLERICS AND DEITIES

Many clerics serve a deity, either as a member of the clergy and church hierarchy, or as a divinely anointed agent that stands outside the church. Some deities might also be served by a host of celestial (or fiendish) intermediaries or saints of the faith, with clerics often beseeching one of these intermediaries rather than the deity directly.

There are often many sects within a deity's faith, devoted to different aspects of the god or goddess. For example, a cleric which worships Athena might venerate her in her aspect of the goddess of wisdom (and choose the Wisdom or Knowledge domain) or as a goddess of war (choosing the Valor or War domain).

PALADINS AND DEITIES

A paladin's sacred oath may be a personal oath, or it may be sworn to a deity that exemplifies the tenets of their oath. There may be orders of knight-paladins among the faithful of such deities, and a paladin's oath may be sworn to some combination of "honor, faith, and order".

IDEALS

An Ideal might be codified into a religion, a guide to a path to live that ideal, if you will. There might also be certain individuals that are venerated as an exemplar and teacher of an Ideal, but not worshiped as deity. Certain types of Buddhism are an example of the veneration of an exemplar of an Ideal.

CLERICS AND IDEALS

Some clerics devote themselves to, and draw their power from, an Ideal instead of a deity. Such clerics gain their power from their own deeply held faith in their Ideal. As with a deity, an ideal could encompass more than one Domain, and your cleric has simply devoted themselves to one aspect of their Ideal. For example, a the Ideal of Freedom could be rightly derived from the Ideal of Enlightenment.

Some examples of Divine Domains and Ideals that could give rise to them include:

Ancestor. Worthiness. You venerate the spirits of your ancestors and believe that they guide you from the beyond, and that one day you will join them.

Creation. Science! You place your faith in reason and see artifice and invention as the way to improve all life.

Enlightenment. Transcendence. You believe that every sentient being contains a divine spark and the potential to become a divine being in their own right.

Freedom. Liberty. All beings should be free live their lives as they will, so long as they do not interfere with the right of others to do the same.

Knowledge. You see knowledge as universal product of all sentient beings and nurture the belief that it should be shared and expanded for the good of all beings.

Nature. All beings have a responsibility as caretakers of the earth who is our mother.

Nobility. You believe that certain individuals are born with a divine responsibility and right to rule and protect others.

Valor. You venerate the codes of honor and chivalry and the heroes that follow them as the path to righteousness.

PALADINS AND IDEALS

A paladin's sacred oath is, at its core, an Ideal codified into a set of tenets. It is their fundamental belief in this Ideal, as codified by their Oath, that grants paladins their sacred powers. Just as with deities, a paladin may be a member of an order dedicated to the Ideal as represented by the tenets of their oath.

RELIGION AND CHARACTER TRAITS

You may wish to consider incorporating the religious or philosophical ideals of your character's faith into the Personal Characteristics of your D&D character (as described in the Player's Handbook).

The tenets of a faith, or especially a paladin sacred oath, can be the perfect inspiration (pun intended) for developing your character's Personality Traits, Ideals, Bonds, and Flaws.

A CAMPAIGN OF FAITH

Faith, especially conflicts between faiths, can be a difficult and sensitive subject to include in a campaign. Careful consideration and discussion should be undertaken with players in a campaign where these themes are included.

PANTHEISTIC CAMPAIGNS

The campaign world contains multiple deities and faiths that coexist. Most faiths coexist in relative peace unless diametrically opposed (such as Selune and Shar in the Forgotten Realms). Agents of defined 'good' and 'evil' faiths may contend with one another, but this is not a central conflict within the world. This is the default for most published campaign worlds.

An interesting concept to explore in these campaigns is that deities of different pantheons that share similar portfolios may be different aspects of the same power. Being divinities, these powers often have some awareness of the activities and knowledge of their other selves. This may especially be true for multiverse spanning campaigns such as Spelljammer.

ONE TRUE FAITH

In a campaign with this theme, there is one true faith, all other faiths are false and are often perverted by demonic or aberrant influences. This is often a monotheistic faith, but may be a specific pantheon of deities or a trinity of deities. A monotheistic faith may still sponsor clerics of various domains, often with religious orders dedicated to different aspects of the divinity or with a multitude of saints or angels that are patrons of each such aspect.

This type of campaign does not necessitate a theme of religious conflict. Such a singular faith could be dedicated to the teaching that other faiths are simply worshipping the one true faith under a different name (but perhaps with an imperfect understanding as compared to the true faith).

A CAMPAIGN OF IDEALS

The campaign could take place in an age of enlightenment or technological or magical progress where the idea that a sentient being need not offer worship to an entity such as a deity to live a good and fulfilled life has begun to take root. Philosophical Ideals such as Science, Knowledge, Freedom, and Enlightenment could be competing with more traditional forms of worship in campaign world leading to conflict and persecution as old faiths attempt to hold onto their power and influence.

CLERIC

THE YOUNG HALFLING SITS, EYES CLOSED IN LOTUS POSITION, THEIR BREATHING DEEP AND REGULAR, THEIR BEING FOCUSED ON EXISTENCE BEYOND MORTAL KEN.

THE YOUNG KNIGHT-PRIEST LOOKS UPON THE UNIT OF GOBLIN BOWMEN IN DISDAIN AS SHE DRAWS HER BLADE WITH A YELL OF 'FOR HONOR AND VALOR' THAT IS ECHOED BY THE WARRIORS SHE LEADS IN THE CHARGE. NOT A SINGLE ARROW OF THE GOBLINS' FIRST VOLLEY FINDS ITS MARK, AND THEN HER WARRIORS ARE AMONG THEM.

THE DWARF RUBS A MEDALLION IN THE SHAPE OF A GOLD COIN AS HE SHAKES THE MERCHANT'S HAND AND EXCLAIMS "A DEAL WELL STRUCK, LET US RAISE A DRINK TO THE HONOR OF VERGADAIN!"

The faith and belief of clerics allow them to manifest divine power in their world. Be it faith in a deity or belief in an ideal, this power can change the world for good or ill.

OPTIONAL CLERIC CLASS FEATURES

This section offers additional or alternate features that you can gain as a Cleric, or enhancements to existing features.

CLERIC VARIANTS

If you choose cleric as your class at 1st level, you can choose one of the following variant paths that represent concepts other than an armored holy warrior: Cloistered Cleric, Divine Ascetic, or Traveling Priest.

CLOISTERED CLERIC

"WONDER WAS THE MOTIVE THAT LED PEOPLE TO PHILOSOPHY ... WONDER IS A KIND OF DESIRE IN KNOWLEDGE. IT IS THE CAUSE OF DELIGHT BECAUSE IT CARRIES WITH IT THE HOPE OF DISCOVERY."

-THOMAS AQUINAS

Your clerical order is more religious scholar or divine philosopher than holy warrior. This variant is common for clerics with the Arcana, Eldritch, Grave, Knowledge, Life, Light, Love, Nature, Order, Peace, Time, and Wisdom Domains. Replace the usual Armor, Weapon, Tool, and Skill proficiencies granted by your cleric Proficiencies feature with the following:

Armor: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: Calligrapher's Supplies

Skills: Choose three from Arcana, History, Insight, Investigation, Medicine, Nature, Persuasion, and Religion

You gain either the Cloistered Scholar or Divine Recovery feature at 1st level and alter some Bonus Proficiencies (if any) from your Divine Domain. If their Divine Domain grants the Divine Strike feature, you must replace it with either the Potent Spellcasting or Scholarly Advancement feature, or an alternate feature offered by your Domain. Any cloistered

cleric can replace their Potent Spellcasting feature with the Scholarly Advancement feature.

CLOISTERED SCHOLAR

1st-level Cloistered Cleric feature

Your clerical order emphasizes scholarship and divine knowledge, you learn two additional languages of your choice and one additional cleric cantrip of your choice.

DIVINE RECOVERY

1st-level Cloistered Cleric feature (replaces Cloistered Scholar)

You have learned to regain some of your magical energy by spending time in meditation and prayer. Once per day when you finish a short rest, you can choose expended spell slots to recover if you spend at least 10 minutes of the rest in prayer and meditation. The spell slots can have a combined level that is equal to or less than half your cleric level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level cleric, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

BONUS PROFICIENCIES

1st-level Cloistered Cleric feature (alters Bonus Proficiency or Proficiencies)

If you would gain either Martial Weapon proficiency or Heavy Armor proficiency from the Bonus Proficiency or Proficiencies feature granted by your Divine Domain, you must replace each proficiency with a skill, tool, or language proficiency of your choice or a bonus cleric cantrip known of your choice.

POTENT SPELLCASTING

8th-level Cloistered Cleric feature (replaces Divine Strike)

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

SCHOLARLY ADVANCEMENT

8th-level Cloistered Cleric feature (replaces Divine Strike or Potent Spellcasting)

You gain proficiency with three skills or tools of your choice. If you choose a skill or tool with which you are already proficient, you instead gain expertise with the skill or tool: You add double your proficiency bonus to checks you make using it.



DIVINE ASCETIC

Your clerical order practices a style of martial arts that combines divine spellcasting with unarmed fighting styles. This is a common variant for clerics with the Freedom, Strength, and War domains, and a required variant for clerics with the Enlightenment domain. You replace the usual Armor, Weapon, Tool, and Skill proficiencies granted by your cleric **Proficiencies** feature with the following:

Armor: None

Weapons: Simple weapons

Tools: None

Skills: Choose two from Acrobatics, Athletics, History, Insight, Medicine, Persuasion, Religion, and Stealth.

You gain the Unarmored Defense and Divine Martial Arts features at 1st level and alter some Bonus Proficiencies (if any) from your Divine Domain.

UNARMORED DEFENSE

1st-level Divine Ascetic feature

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

DIVINE MARTIAL ARTS

1st-level Divine Ascetic feature

Your practice of divine martial arts gives you mastery of combat styles that use unarmed strikes and simple weapons. You gain the following benefits while you are unarmed or wielding only simple melee weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and simple weapons that don't have the heavy or two-handed property.
- You can roll a d4 in place of the normal damage of your unarmed strike or a simple weapon. This die changes as you gain cleric levels, to a d6 at 11th level, and to a d8 at 17th level.
- You can use an unarmed strike in place of a weapon attack required by a spell or class feature.
- Once per action, when you cast or attack with a spell requiring a melee spell attack targeting a creature within your reach, you may make a single unarmed strike or simple weapon attack. On a hit, you hit with both the spell attack and the unarmed strike or simple weapon attack.

BONUS PROFICIENCIES

1st-level Divine Ascetic feature (alters Bonus Proficiency or Proficiencies)

If you would gain either Martial Weapon proficiency or Heavy Armor proficiency from the Bonus Proficiency or Proficiencies feature granted by your Divine Domain, you must replace each proficiency with either a skill, tool, or language proficiency of your choice, a bonus cleric cantrip known of your choice, or the Martial Ascetic feature.

MARTIAL ASCETIC

1st-level Divine Ascetic feature (replaces either proficiency with Martial Weapons or Heavy Armor)

While you are unarmed or wielding only simple melee weapons and you aren't wearing armor or wielding a shield, you can make one unarmed strike or a grapple or shove attempt as a bonus action on each of your turns. A cleric with the War Priest feature can expend a use of that feature to make an additional unarmed strike as part this bonus action.



TRAVELING PRIEST

You are not a member of a typical priestly order; you make your way in the world using a combination of faith and guile. This is a common variant for clerics with the Air, Freedom, Luck, Nature, Trade, Travel, Trickery, and Water domains. Replace the usual Armor, Weapon, Tool, and Skill proficiencies granted by your cleric **Proficiencies** feature with the following:

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longbows, longswords, rapiers, shortswords

Tools: Choose one from Cartographer's Tools, Herbalism Kits, Navigator's Tools, Thieves' Tools, Tinker's Tools, and Vehicle (any)

Skills: Choose three from Acrobatics, Athletics, Deception, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Performance, Persuasion, Religion, Sleight of Hand, Stealth, and Survival

You gain the Divine Wanderer feature at 1st level and alter some Bonus Proficiencies (if any) from your Divine Domain.

DIVINE WANDERER

1st-level Traveling Priest feature

Whenever you make an ability check that lets you add your proficiency bonus, you can roll a d4 and add the result to the check. Once you use this feature, you cannot do so again until the start of your next turn.

BONUS PROFICIENCIES

1st-level Traveling Priest feature (alters Bonus Proficiency or Proficiencies)

If you would gain Heavy Armor proficiency from the Bonus Proficiency or Proficiencies feature granted by your Divine Domain, you must replace the proficiency with a skill, tool, or language proficiency of your choice or a bonus cleric cantrip known of your choice.

CLERIC CLASS

FEATURE OPTIONS

These are new options for the core cleric class features.

SPELLCASTING

1st-level cleric feature (enhances Spellcasting)

Prepared Cantrips. When you prepare spells for the day, you can prepare a cantrip from the cleric spell list in place of a spell of 1st level or higher. The maximum number of cantrips that you can prepare in place of spells of 1st level or higher is equal to half your cleric level (round up).

CHANNEL DIVINITY

2nd-level cleric feature (enhances Channel Divinity)

When you gain a **Channel Divinity** effect you can choose a different **Channel Divinity** effect in place of the effect granted by your Domain, the **Turn Undead** effect, and/or at 5th level the **Destroy Undead** effect. Some Domains also gain an additional Channel Divinity effect at 6th level that can be replaced with an effect of your choice. See the **Channel Divinity Effects Descriptions** section at the end of this chapter for new options for this feature.

When you gain a cleric level you can replace a Channel Divinity effect you know with one of the following new Channel Divinity effects or one offered at your class level or lower by your Domain. Several of the effects have prerequisites, when a level is listed it refers to your level in the cleric class.

The **Channel Divinity: Compel Truth, Domain Magic, Exorcism, Halo, Mark of Darkness, Spirit Legion, Spiritual Smite, Turn Aberration, Turn Celestial, Turn Fiend, Turn Undead, Destroy Aberration, Destroy Celestial, Destroy Fiend, and Destroy Undead** effects are available to clerics of any domain. The **Domain Strike** and **Sanctify Arms** effects are available to any domain that offers the **Divine Strike** feature.

HARNESS DIVINE POWER*

2nd-level cleric feature

You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on the level you've reached in this class: 2nd level, once; 6th level, twice; and 18th level, thrice. You regain all expended uses when you finish a long rest.

Note: This use of Channel Divinity cannot be replaced with a different effect.

CANTRIP VERSATILITY*

4th-level cleric feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the cleric spell list.

BLESSED STRIKES*

8th-level cleric feature, (replaces the Divine Strike or Potent Spellcasting feature) (enhancement)

You are blessed with divine might in battle. When a creature takes damage from one of your spells or weapon attacks, you can also deal 1d8 radiant damage to that creature. Once you deal this damage, you can't use this feature again until the start of your next turn.

If you replace the Divine Strike feature, you can choose to instead inflict damage of a type inflicted by your Domain's Divine Strike.

BLESSING OF THE DIVINE

8th-level Divine Domain feature (replaces the Divine Strike or Potent Spellcasting feature)

You learn one additional Channel Divinity Effect available to your Divine Domain. Additionally, you gain the ability to use your Channel Divinity once without expending a use of that feature. Once you do so, you cannot do so again until you finish a long rest.

DIVINE DOMAIN FEATURES

This section describes new options available to any cleric Divine Domain.

DOMAIN CANTRIPS

1st-level Cleric feature

When you choose your Divine Domain, you also gain a selection of cantrips that are added to the cleric spell list for you. You can select one of these cantrips as a cantrip known whenever you learn a cleric cantrip.

This feature is intended to give a more unique feel to the clerics of different domains, taking advantage of the variety of new cantrips contained in the [Arcane Mysteries: The Secrets of the Arcanum](#) sourcebook.

DOMAIN SPELLS

1st-level Cleric feature (enhancement)

Whenever you gain a cleric level, you can replace one spell you gained from this feature with another spell of the same level. The new spell can be from any spell list but is subject to your DM's approval and must be thematically appropriate your chosen domain and your deity or faith. This gives you the option to tailor the domain more closely to your character. For example, if your concept leads more toward the greed side of the Trade domain, you might exchange *detect thoughts* for *suggestion* to bamboozle the unsuspecting.

DIVINE DOMAIN OPTIONS

This section contains additional rules, variant class features, and options for existing published Divine Domains.

ARCANA DOMAIN

The Arcana Domain is described in the *Sword Coast Adventurer's Guide*. If beginning as a cleric at 1st level, many clerics that choose this domain also use the Cloistered Cleric Variant.

DOMAIN CANTRIPS

1st-level Arcana Domain feature

The following cantrips are added to the cleric spell list for you: *mage hand*, *magic dart*, *prestidigitation*, and *spellstrike*.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Arcana Domain learns two Channel Divinity effects at 2nd level and two at 5th level. By default, these are the **Tun Undead** and **Arcane Abjuration** effects at 2nd level and the **Destroy Undead** and **Arcane Banishment** effect at 5th level. A cleric of the Arcana Domain can choose other effects available to their domain to replace these default choices, common effects include **Arcane Secrets**, **Dominate Undead**, **Divine Wings**, **Domain Magic**, **Forbidden Knowledge**, **Reveal Magic**, **Sanctify Arms**, and **Spirit Legion**.



DEATH DOMAIN

The Death Domain is presented in the *Dungeon Master's Guide*.

DOMAIN CANTRIPS

1st-level Death Domain feature

The following cantrips are added to the cleric spell list for you: *bone weapon*, *death strike*, *drain life*, and *spectral scourge*.

DOMAIN SPELLS

1st-level Death Domain feature (enhancement)

You can replace one of your 1st level Domain Spells, with the *shadow touch* spell, you can replace one of your 2nd level Domain Spells that you receive at 3rd level with the *dark reaper* spell, and you can replace one of your 5th level Domain Spells that you receive at 9th level with the *wraith touch* spell.

DEATH DEALER

1st-level Death Domain feature (replaces Reaper)

You deal death with necromantically infused weapons rather than directly with magic. You gain the *death strike* cantrip as an additional cleric cantrip known. The damage die of your *death strike* cantrip increases to d8s for you.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Death Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Touch of Death** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Dominate Undead**, **Turn Undead**, **Dark Reaper**, **Death's Embrace**, **Night Terrors**, **Spirit Legion** and **Touch of Death**.

INESCAPABLE DESTRUCTION

6th-level Death Domain feature (enhancement)

The cleric's ability to channel negative energy becomes more potent. Necrotic damage dealt by the character's cleric spells and Channel Divinity effects ignores resistance to necrotic damage. In addition, when you roll damage for a spell you cast or a Channel Divinity effect you used that deals necrotic damage, you can treat any 1 on a damage die as a 2.

POTENT SPELLCASTING

8th-level Death Domain feature (replaces Divine strike)

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

IMPROVED DEATH DEALER

17th-level Death Domain feature (replaces Improved Reaper)

Prerequisite: Death Dealer feature

The damage die of your *death strike* cantrip and of your **Divine Strike** feature increases to d10s. While you maintain concentration on a necromancy spell, your concentration cannot be disrupted as a result of suffering damage.

FORGE DOMAIN

The Forge Domain can be found in *Xanathar's Guide to Everything*.

DOMAIN CANTRIPS

1st-level Forge Domain feature

The following cantrips are added to the cleric spell list for you: *adamantine edge*, *adamantine fortification*, *control flame*, and *smelting smite*.

DOMAIN SPELLS

1st-level Forge Domain feature (enhancement)

You can replace one of your 3rd level Domain Spells that you receive at 5th level with the *magic armor* spell. You can replace one of your 5th level Domain Spells that you receive at 9th level with the *bane weapon* spell.

BONUS PROFICIENCIES

1st-level Forge Domain feature (enhancement)

When you choose this domain at 1st level, you gain proficiency with heavy armor and smith's tools. If you are already proficient with smith's tools you can gain proficiency with Martial Weapons instead.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Forge Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Artisan's Blessing** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Artisan's Blessing**, **Domain Strike**, **Forge Hammer**, **Maker's Infusion**, and **Sanctify Arms**.

SOUL OF THE FORGE

6th-level Forge Domain Feature (enhancement)

If you already have resistance to fire damage you can instead learn the *smelting smite* cantrip as an additional cleric cantrip known. If you already know this cantrip, you can learn a cantrip of your choice instead.

GRAVE DOMAIN

The Grave Domain can be found in *Xanathar's Guide to Everything*.

DOMAIN CANTRIPS

1st-level Grave Domain feature

The following cantrips are added to the cleric spell list for you: *bone weapon*, *chill touch*, *disrupt undead*, and *spectral scourge*.

EYES OF THE GRAVE

1st-level Grave Domain feature (enhancement)

You can expend a spell slot to use this feature without expending one of its uses. If you expend a spell slot of 2nd level or higher, the feature lasts for 1 minute per slot level above 1st.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Grave Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Path to the Grave** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Dark Reaper**, **Earthen Grasp**, **Earth Stride**, **Grave Sense**, **Night Terrors**, **Path to the Grave**, **Salvation of Life**, and **Spirit Legion**.

SENTINEL AT DEATH'S DOOR

6th-level Grave Domain feature (enhancement)

You can also use this feature as a reaction when you or a creature you can see fails a saving throw to cause them to suffer half the normal damage inflicted on a failed saving throw. They still suffer all other effects of the failed save. You can expend a spell slot of 3rd level or higher to use this feature without expending one of its uses. If you expend a spell slot of 4th level or higher, the target also gains 5 temporary hit points per slot level above 3rd, the target receives these temporary hit points before the damage from the attack is applied.

KNOWLEDGE DOMAIN

This domain can be found in the *Player's Handbook*. If beginning as a cleric at 1st level, many clerics that choose this domain also use the Cloistered Cleric Variant.

DOMAIN CANTRIPS

1st-level Knowledge Domain feature

The following cantrips are added to the cleric spell list for you: *awareness*, *critical insight*, *daze*, and *empathic sense*.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Knowledge Domain learns two Channel Divinity effects at 2nd level, one at 5th level, and one at 6th level. By default, these are the **Tun Undead** and **Knowledge of the Ages** effects at 2nd level, the **Destroy Undead** effect at 5th level, and the **Read Thoughts** effect at 6th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Arcane Secrets**, **Dominate Undead**, **Divine Multitude**, **Divine Tongue**, **Divine Understanding**, **Domain Magic**, **Forbidden Knowledge**, **Influence**, **Knowledge of the Ages**, **Maker's Infusion**, **Natural Secrets**, **Read Thoughts**, and **Reveal Magic**.

WISE INSIGHT

8th-level Knowledge Domain feature (replaces Potent Spellcasting)

You gain a bonus to Intelligence checks and Intelligence saving throws equal to your Wisdom modifier. Additionally, when you use **Channel Divinity: Knowledge of the Ages**, you retain the chosen skill or tool proficiency until you use that effect again.

VISIONS OF THE PAST

17th-level Knowledge Domain feature (enhancement)

You can expend a spell slot of 5th level or higher to use Visions of the Past additional times between short or long

rests. If you expend a spell slot of 6th level or higher, you can meditate to use this feature for five additional minutes per slot level above 5th.

Additionally, you gain another option when you use your **Visions of the Past** feature:

Echoes of the Future Past. You can meditate to gain visions that explore possible future events arising from a specific contemplated action (such as opening a door). You can explore one minute in the future for each minute you meditate. Any dangerous or chaotic event (such as combat or a deadly trap, essentially anything that requires attack rolls or saving throws) ends the vision, though you get the first moments of the event, enough to see the attackers or dangerous occurrence that caused the vision to end. If such an event ends the current vision, you can start over meditating on new choices if you have the time remaining.

LIFE DOMAIN

This domain can be found in the *Player's Handbook*.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Life Domain learns two Channel Divinity effects at 2nd level, and one at 5th level. By default, these are the **Tun Undead** and **Preserve Life** effects at 2nd level, and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Blessed Inundation**, **Blessing of Beauty**, **Blessing of Fertility**, **Brightglaive**, **Preserve Life**, **Domain Magic**, **Salvation of Life**, and **Sun Sliver**.

POTENT HEALER

8th-level Life Domain feature (replaces Divine Strike)

You gain proficiency with the Medicine skill. If you are already proficient with this skill, you add double your proficiency bonus to checks you make using it. Moreover, when you restore hit points to a creature, you can restore additional hit points to that creature equal to your proficiency bonus with the Medicine skill. Once you restore these additional hit points, you cannot do so again until the start of your next turn.

LIGHT DOMAIN

This domain can be found in the *Player's Handbook*.

DOMAIN CANTRIPS

1st-level Light Domain feature

The following cantrips are added to the cleric spell list for you: **burning blade**, **dancing lights**, **fire blast**, and **moon strike**.

WARDING FLARE

1st-level Light Domain feature (enhancement)

You can expend a spell slot to use this feature without expending one of its uses. If you expend a spell slot of 2nd level or higher, the attacker also suffers 1d6 radiant damage per slot level above 1st.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Light Domain learns two Channel Divinity effects at 2nd level, and one at 5th level. By default, these are the **Tun Undead** and **Radiance of the Dawn** effects at 2nd level, and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Blessing of Beauty**, **Blessing of Fertility**, **Brightglaive**, **Flamebrand**, **Lightbringer**, **Moon Sliver**, **Radiance of the Dawn**, **Radiant Bulwark**, and **Sun Sliver**.

NATURE DOMAIN

This domain can be found in the *Player's Handbook*. If beginning as a cleric at 1st level, many clerics that choose this domain also use the Traveling Priest Variant.

DOMAIN CANTRIPS

1st-level Nature Domain feature

The following cantrips are added to the cleric spell list for you: **crushing blow**, **booming blade**, **burning blade**, **mordant blade**, **rime blade**, and **storm hammer**.

BONUS PROFICIENCY

1st-level Nature Domain feature (enhancement)

You gain proficiency with heavy armor, martial weapons, or two of the following skills or tools: Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, Survival, or Herbalism Kits.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Nature Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Charm Animals and Plants** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Blessing of Fertility**, **Blessing of the Hunt**, **Charm Animals and Plants**, **Domain Strike**, **Earth Hammer**, **Flame Brand**, **Ice Spar**, **Mark of the Holy Hunt**, **Moon Sliver**, **Ooze Whip**, **Skybreaker**, **Traceless Path**, **Turn Elemental**, **Banish Elemental**, **Wild Shape**, and **Windbow**.

NATURE'S AVATAR

17th-level Nature Domain feature (replaces Master of Nature)

You are immune to poison and disease. Additionally, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast, elemental, or plant creature attacks you, that creature must make a Wisdom saving throw against your cleric spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

ORDER DOMAIN

This domain is described in *Tasha's Cauldron of Everything*.

DOMAIN CANTRIPS

1st-level Order Domain feature

The following cantrips are added to the cleric spell list for you: *critical insight*, *daze*, *message*, and *momentary compulsion*.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Order Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Order's Demand** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Battle Command**, **Divine Authority**, **Divine Wings**, **Domain Strike**, **Order's Demand**, and **Peacekeeper**.

PEACE DOMAIN

This domain is described in *Tasha's Cauldron of Everything*.

DOMAIN CANTRIPS

1st-level Peace Domain feature

The following cantrips are added to the cleric spell list for you: *blade ward*, *empathic sense*, *graceful escape*, and *message*.

EMBOLDENING BOND

1st-level Peace Domain feature (enhancement)

You can expend a spell slot to use this feature additional times. If you expend a spell slot of 2nd level or higher, the duration increases by 10 minutes per slot level above 1st.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Peace Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Balm of Peace** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Balm of Peace**, **Divine Tongue**, **Divine Wings**, **Domain Magic**, **Harmony**, **Peacekeeper**, and **Salvation of Life**.

WORDS OF PEACE

8th-level Peace Domain feature (Replaces Potent Spellcasting)

You learn three languages of your choice and you gain a bonus to Charisma (Persuasion) and Charisma (Performance) checks equal to your Wisdom modifier.

TEMPEST DOMAIN

This domain can be found in the *Player's Handbook*.

DOMAIN CANTRIPS

1st-level Tempest Domain feature

The following cantrips are added to the cleric spell list for you: *booming blade*, *rime blade*, *storm hammer*, and *thunderbolt*.

WRATH OF THE STORM

1st-level Tempest Domain feature (enhancement)

You can expend a spell slot to use this feature without expending one of its uses. If you spend a spell slot of 2nd level or higher, the damage increases by 1d8 per slot level above 1st.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Tempest Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Destructive Wrath** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Destructive Wrath**, **Divine Fury**, **Divine Wings**, **Domain Magic**, **Domain Strike**, **Ice Spar**, **Skybreaker**, and **Windbow**.

THUNDERBOLT STRIKE

6th-level Tempest Domain feature (enhancement)

When you deal Lightning or Thunder damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

DIVINE STRIKE

8th-level Tempest Domain feature (enhancement)

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 lightning or thunder damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

STORMBORN

17th-level Tempest Domain feature (enhancement)

You have a flying speed equal to your current walking speed whenever you are not underground or indoors. If you already have a flying speed, it increases by 30 feet whenever you are not underground or indoors.

TRICKERY DOMAIN

This domain can be found in the *Player's Handbook*. If beginning as a cleric at 1st level, many clerics that choose this domain also use the Traveling Priest Variant.

DOMAIN CANTRIPS

1st-level Trickery Domain feature

The following cantrips are added to the cleric spell list for you: *glamour*, *phantom strike*, *serpent strike*, and *veil*.

BLESSING OF THE TRICKSTER

1st-level Trickery Domain feature (enhancement)

You have advantage on Dexterity (Stealth) checks. You can use your action to touch a willing creature other than yourself to transfer your advantage on such checks to that creature. This blessing lasts for 1 hour or until you use your action to use this feature again or reclaim the blessing for yourself.

BONUS PROFICIENCIES

1st-level Trickery Domain feature (additional feature)

You gain proficiency in one of the following skills or tools: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth, or Thieves' Tools.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Trickery Domain learns two Channel Divinity effects at 2nd level, one at 5th level, and one at 6th level. By default, these are the **Tun Undead** and **Invoke Duplicity** effects at 2nd level, the **Destroy Undead** effect at 5th level, and the **Cloak of Shadows** effect at 6th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Blessing of Grace**, **Cloak of Shadows**, **Divine Authority**, **Domain Magic**, **Escape Fate**, **Incite**, **Inspired Grace**, **Invoke Duplicity**, **Shadow Blade**, and **Traceless Path**.

CHANNEL DIVINITY: CLOAK OF SHADOWS

6th-level Trickery Domain feature (enhancement)

You can use your Channel Divinity to vanish as an action or bonus action. As an action, you become invisible for 1 minute. As a bonus action, you become invisible until the end of your next turn. You become visible if you attack or force a creature to make a saving throw.

DIVINE STRIKE

8th-level Trickery Domain feature (enhancement)

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 damage to the target. When you reach 14th level, the extra damage increases to 2d8. The extra damage is poison damage, psychic damage, or additional damage of the weapon's damage type (your choice).

AVATAR OF TRICKERY

17th-level Trickery Domain feature (replaces Improved Duplicity)

When you make a Wisdom, Charisma, or Dexterity check, you can treat a d20 roll of 9 or lower as a 10. When another creature makes a Wisdom (Insight) check or Wisdom (Perception) check in a contest with you (or against your passive score), they must replace any d20 roll of 11 or higher with a 10 (in essence, the maximum they can achieve on the check equals their passive score).

Additionally, any magic used to read your thoughts or determine your truthfulness instead reads or determines only what you wish it to.

TWILIGHT DOMAIN

This domain is described in *Tasha's Cauldron of Everything*.

DOMAIN CANTRIPS

1st-level Twilight Domain feature

The following cantrips are added to the cleric spell list for you: *dancing lights*, *penumbra*, *moon strike*, and *somnolence*.

EYES OF NIGHT

1st-level Twilight Domain feature (enhancement)

If you expend a spell slot of 2nd level or higher to share the darkvision granted by your Eyes of Night, the duration increases by 1 hour per slot level above 1st.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Twilight Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Twilight Sanctuary** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Dark Reaper**, **Domain Magic**, **Moon Sliver**, **Night Terrors**, **Reveal Magic**, and **Twilight Sanctuary**.

STEPS OF NIGHT

6th-level Twilight Domain feature (enhancement)

You can expend a spell slot of 2nd level or higher to use your Steps of Night feature additional times. If you expend a spell slot of 3rd level or higher to use this feature, you can either increase the duration by 1 minute or the fly speed by 10 feet per slot level above 3rd.

WAR DOMAIN

This domain can be found in the *Player's Handbook*.

"I'M A MANDALORIAN. WEAPONS ARE PART OF MY RELIGION."
-DIN DJARIN, THE MANDALORIAN

DOMAIN CANTRIPS

1st-level War Domain feature

The following cantrips are added to the cleric spell list for you: *anticipatory attack*, *crushing blow*, *forceful blow*, and *momentous rush*.

WAR PRIEST

1st-level War Domain feature (enhancement)

Your god delivers bolts of inspiration to you while you are engaged in battle. You can make one weapon attack as a bonus action.

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. You can expend a spell slot to use this feature additional times. If you expend a spell slot of 2nd level or higher, the attack inflicts an additional 1d8 damage per slot level above 1st on a hit.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The War Domain learns two Channel Divinity effects at 2nd level, one at 5th level, and one at 6th level. By default, these are the **Tun Undead** and **Guided Strike** effects at 2nd level, the **Destroy Undead** effect at 5th level, and the **War God's Blessing** effect at 6th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Battle Command**, **Brightglave**, **Dark Reaper**, **Divine Fury**, **Earth Hammer**, **Guided Strike**, **Hero's Prowess**, **Radiant Bulwark**, **Sanctify Arms**, **Sun Sliver**, and **War God's Blessing**.

NEW DIVINE DOMAINS

The following are new divine domains that can be selected when you choose cleric as a class.

AIR DOMAIN

Gods associated with the Air Domain include deities of avian races, those promoting freedom and travel, and lords of the Sky. Akadi, Aerdrie Faenya, Sheela Peryroyl, and Zeus are notable Deities of the air and sky.

AIR DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>air burst, feather fall</i>
3rd Level	<i>conjure wind spirit, gust of wind</i>
5th Level	<i>fly, gaseous form</i>
7th Level	<i>air dance, wind blades</i>
9th Level	<i>control winds, updraft</i>

DOMAIN CANTRIPS

1st-level Air Domain feature

The following cantrips are added to the cleric spell list for you: *impel weapon, thunderbolt, thunderclap, and wind leap*.

DISCIPLE OF AIR

1st-level Air Domain feature

You learn the *gust* cantrip as an additional cleric cantrip known and can cast it as a bonus action. Additionally, all spells from any spell list that creates, controls, or manipulates wind or the weather, allows flight, enhances movement, or inflicts thunder or lightning damage are added to the cleric spell list for you and when you cast a spell or use a Channel Divinity effect that would inflict radiant damage, you can choose to inflict lightning damage instead.

BONUS PROFICIENCIES

1st-level Air Domain feature

You gain proficiency with all ranged weapons, air vehicles, and any vehicle powered by the wind. If you are already proficient with the vehicle, you instead gain expertise: you add double your proficiency bonus to checks you make using it.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Air Domain learns two Channel Divinity effects at 2nd level, one at 5th level, and one at 6th level. By default, these are the *Tun Undead* and *Blessing of the Sky* effects at 2nd level, the *Destroy Undead* effect at 5th level, and the *Windbow* effect at 6th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include *Blessing of Flight, Blessing of the Sky, Breath of Life, Divine Wings, Domain Magic, Domain Strike, Skybreaker, and Windbow*.

CHANNEL DIVINITY: BLESSING OF THE SKY

2nd-level Air Domain feature

You can use your Channel Divinity as a bonus action on your turn to grant the *Blessing of the Sky* to yourself and a number of willing creatures within 30 feet equal to your Wisdom modifier. All affected creatures can see normally in

clouds, fog, smoke, and other atmospheric conditions out to 60 feet and can see twice as far as normal in such conditions beyond this range and extreme wind and weather imposes no penalties on affected creatures' movement or attacks. In addition, affected creatures are protected by a *feather fall* spell if they fall more than 10 feet and double their jump distance. The *Blessing of the Sky* lasts for 10 minutes per cleric level.

CHANNEL DIVINITY: WINDBOW

6th-level Air Domain feature

You can use your Channel Divinity to create a weapon of the primal storm. As a bonus action you can use your Channel Divinity to cast *windbow* without using a spell slot. The spell is cast as if using a spell slot equal to 1/3rd your cleric level (round up). When you learn this effect, you also learn the *impel weapon* cantrip as an additional cleric cantrip known and you gain the *windbow* spell as an additional Domain Spell.

DIVINE STRIKE

8th-level Air Domain feature

You gain the ability to infuse your weapon strikes with thunderous force. 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 thunder damage to the target. When you reach 14th level, the extra damage increases to 2d8.

WINDBORNE

17th-level Air Domain feature

Whenever you are not underground or indoors you have a flying speed of 60 feet or increase your fly speed by 60 feet if you already have a fly speed.

ANCESTOR DOMAIN

"LO, THERE DO I SEE MY FATHER,
LO, THERE DO I SEE MY MOTHER,
AND MY SISTERS, AND MY BROTHERS.
LO, THERE DO I SEE THE LINE OF MY PEOPLE,
BACK TO THE BEGINNING
LO, THEY DO CALL TO ME.
THEY BID ME TAKE MY PLACE AMONG THEM,
IN THE HALLS OF VALHALLA,
WHERE THE BRAVE MAY LIVE FOREVER!"
-THE 13TH WARRIOR

Many faiths incorporate the veneration of one's ancestors, believing that the spirits of their departed progenitors watch over and guide them from the beyond. A core concept is the belief is that, if one lives a worthy life, one may join their honored dead in the afterlife. This faith may be in addition to or in place of the veneration of a pantheon of deities.

ANCESTOR DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>bless, find familiar</i>
3rd Level	<i>augury, spiritual weapon</i>
5th Level	<i>speak with dead, spirit guardians</i>
7th Level	<i>divination, spiritual phalanx</i>
9th Level	<i>commune, dispel evil and good</i>

DOMAIN CANTRIPS

1st-level Ancestor Domain feature

The following cantrips are added to the cleric spell list for you: *awareness, mage hand, message, and prestidigitation.*

ACOLYTE OF THE ANCESTORS

1st-level Ancestor Domain feature

Starting when you choose this Domain, you gain proficiency in the History skill and learn two cantrips chosen from your Domain Cantrips or the following list as additional cleric cantrips known: *blessed strike, critical insight, guidance, spiritual armament, or spiritual strike.* Additionally, when you cast a cleric spell or use a Channel Divinity option that would inflict radiant or necrotic damage, you can choose to inflict force damage instead.

BONUS PROFICIENCIES

1st-level Ancestor Domain feature

You gain proficiency with martial weapons and heavy armor.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Ancestor Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Blessing of the Ancestors** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Arcane Secrets**, **Blessing of the Ancestors**, **Dark Reaper**, **Dominate Undead**, **Forbidden Knowledge**, **Forewarning**, and **Hero's Prowess**.

CHANNEL DIVINITY: BLESSING OF THE ANCESTORS

2nd-level Ancestor Domain feature

You can use your Channel Divinity as a bonus action on your turn to grant the Blessing of the Ancestors to yourself and a number of willing creatures within 30 feet equal to your Wisdom modifier (minimum 1). Each affected creature gains temporary hit points equal to $2d6 + \text{double your cleric level}$ and an Ancestor Die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, saving throw, or damage roll it makes. The creature can wait until after it rolls before deciding to use the Ancestor Die but must decide before the DM says whether the roll succeeds or fails, or the damage is applied. Once rolled, the die is expended.

The Ancestor Die becomes a d8 when you reach 5th level in this class, a d10 when you reach 10th level, and a d12 when you reach 15th level.

GUIDED BY THE SPIRITS

6th-level Ancestor Domain feature

The spirits of your departed ancestors offer you ready guidance. When you cast a spell of the divination school, you can change the spell's casting time to 1 bonus action for this casting, provided the spell's casting time is normally 1 action or the spell can be cast as a ritual. The spell requires no material or other components, and if the spell offers a discrete piece of information or answers to a set of questions, you instantly receive the information provided by the spell as the ancestor spirits whisper secrets to you. Any divination spell that has a chance of failure or misinformation after

the first successive casting within a time period does not have a chance of failure or misinformation when cast using this feature.

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

DIVINE STRIKE

8th-level Ancestor Domain feature

You gain the ability to infuse your weapon strikes with spiritual 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 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

FAVORED BY THE ANCESTORS

17th-level Ancestor Domain feature

When you use your Guided by the Spirits class feature to cast a spell that can be cast as a ritual, it does not require a spell slot to cast. Additionally, you regain all expended uses of your Guided by the Spirits feature when you finish a short or long rest.



CREATION DOMAIN

Deities of invention and the forge are often associated with this Domain. Onatar, Gond, Moradin, Flandal Steelskin, Goibhniu, Lugh, Hephaestus, and Imhotep are all deities granting this Domain. This domain is broader than the Forge domain and encompasses all forms of creation, not just metalwork.

CREATION DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>implement animation, identify</i>
3rd Level	<i>animate armament, magic weapon</i>
5th Level	<i>animate construct, magic armor</i>
7th Level	<i>fabricate, stone shape</i>
9th Level	<i>animate object, wall of stone</i>

DOMAIN CANTRIPS

1st-level Creation Domain feature

The following cantrips are added to the cleric spell list for you: *adamantine edge, adamantine fortification, arcane tinkering, and minor animation.*

INSPIRED ARTISAN

1st-level Creation Domain feature

You learn the *mending* cantrip as an additional cleric cantrip known. Additionally, all spells from any spell list that create, control, animate, repair, destroy, or enhance an object, structure, or construct are added to the cleric spell list for you. You can craft items, structures, and constructs (magical or mundane) for which you have a related artisan tool proficiency at half the normal cost and in one quarter the normal time.

You can use artisan tools with which you are proficient as a spellcasting focus for your cleric spells.

BONUS PROFICIENCIES

1st-level Creation Domain feature

You gain proficiency with martial weapons and with two artisan tools of your choice. Additionally, if the campaign contains firearms, you are proficient in their use.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Creation Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Turn Undead** and **Maker's Infusion** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Maker's Infusion**, **Turn Construct**, **Dominate Construct**, **Divine Runecraft**, **Divine Wings**, and **Weaken Structure**.

CHANNEL DIVINITY: MAKER'S INFUSION

2nd-level Creation Domain feature

In a process that takes one minute you can use your Channel Divinity to infuse an item with divine magic, turning it into a temporary magical item. The item is affected by an Artificer Infusion of your choice. You must meet the prerequisites for the infusion you choose, your cleric levels count as artificer levels for this purpose and to determine the infusion's effects.

The duration of this infusion is not indefinite, it lasts for a number of hours equal to half your cleric level before ceasing to function.

You can have a maximum number of items affected by this feature equal to half your proficiency bonus.

DIVINE ENCHANTMENT

6th-level Creation Domain feature

When you cast a spell that targets or creates a physical object or structure you can choose to enhance the spell in one of the following ways:

- You can double the spell's duration.
- You can cause the spell to not require concentration.
- You can cause the spell to be cast as a spell two levels higher than the spell slot you expended.

You can use this feature a number of times equal to your Wisdom modifier, you regain all expended uses when you finish a long rest.

DIVINE STRIKE

8th-level Creation Domain feature

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you damage a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

POTENT SPELLCASTING

8th-level Creation Domain feature (replaces Divine Strike)

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

MASTER MAKER

17th-level Creation Domain feature

You can become attuned to one additional magical item, so long as it is an item you created or infused. Additionally, if you are attuned to an item affected by your **Channel Divinity: Maker's Infusion** feature, the effect lasts for as long as you remain attuned to the item.

DESTRUCTION DOMAIN

Clerics of this domain worship an elemental force of destruction. Some of these clerics embrace the philosophy that destruction is required for renewal, others just want to watch the world burn. Deities that grant this domain include Shiva, Perses, Nergal, Talos, Erythnul, Zeboim, The Devourer, Shevarash, and Gelf Darkhearth.

DESTRUCTION DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>burning hands, thunderwave</i>
3rd Level	<i>acid jet, shatter</i>
5th Level	<i>fireball, lightning bolt</i>
7th Level	<i>vitriolic sphere, wall of fire</i>
9th Level	<i>arcane hand, destructive wave</i>

DOMAIN CANTRIPS

1st-level War Domain feature

The following cantrips are added to the cleric spell list for you: *booming blade*, *burning blade*, *forceful blow*, *mordant blade*, *storm hammer*, and *sundering touch*.

BONUS PROFICIENCIES

1st-level Destruction Domain feature

You gain proficiency with martial weapons and heavy armor.

SIEGE PRIEST

1st-level Destruction Domain feature

You deal double damage to objects and structures. Any cleric spell you cast that inflicts acid, fire, force, lightning, or thunder damage that normally targets only creatures can also target and damage objects and structures.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Destruction Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the *Tun Undead* and *Devastation* effects at 2nd level and the *Destroy Undead* effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include *Devastation*, *Divine Fury*, *Domain Magic*, *Earth Hammer*, *Flame Brand*, *Incite*, *Ooze Whip*, *Provoke Devastation*, *Skybreaker*, and *Weaken Structure*.

CHANNEL DIVINITY: DEVASTATION

2nd-level Destruction Domain feature

When you roll damage for a weapon attack or a spell that inflicts acid, fire, force, lightning, or thunder damage, you can use Channel Divinity to deal extra damage to one target of the attack or spell. Roll 1d8 for every two cleric levels, the extra damage equals the result.

APPETITE FOR DESTRUCTION

6th-level Destruction Domain feature

Once per turn, when you reduce a creature or object to 0 hit points with an attack or spell, you can use a bonus action or a reaction to immediately make one weapon attack or cast one cantrip.

DIVINE STRIKE

8th-level Destruction Domain feature

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a target with a weapon attack, you can cause the attack to deal an extra 1d8 acid, fire, force, lightning, or thunder damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

AVATAR OF DESTRUCTION

17th-level Destruction Domain feature

When roll damage for an attack or spell, you can cause a target with immunity to the damage to still suffer half damage from the roll, a target with resistance to the damage to suffer full damage from the roll, and a target without immunity or resistance to become vulnerable to the damage.

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

DREAD DOMAIN

"FEAR IS THE PATH TO THE DARK SIDE. FEAR LEADS TO ANGER. ANGER LEADS TO HATE. HATE LEADS TO SUFFERING."

-MASTER YODA, *STAR WARS: THE PHANTOM MENACE*

Dread dwells in the heart of all creatures. Deities that revel in fear, nightmare, madness, hate, and wrath offer this domain. While many clerics who embrace this domain are at best immoral, if not outright evil, there are some who simply seek master and use fear and terror for their own purposes.

Deities that offer this domain include Deimos, Phobos, Morpheus, The Maniae, Apep, Kali, Cyric, Malar, Shar, Ghaunadaur, Iuz, Tharizdun, The Fury, Kurtulmak, and The Raven Queen.

"TO CONQUER FEAR, YOU MUST BECOME FEAR."

-HENRI DUCARD, *BATMAN BEGINS*

DREAD DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>dissonant whispers</i> , <i>phantasmal phobia</i>
3rd Level	<i>crown of madness</i> , <i>phantasmal force</i>
5th Level	<i>enemies abound</i> , <i>fear</i>
7th Level	<i>confusion</i> , <i>phantasmal killer</i>
9th Level	<i>geas</i> , <i>mass phantasm</i>

Additionally, all spells from any spell list that cause or mimic the effects of fear, anger, confusion, or insanity are added to the cleric spell list for you.

DOMAIN CANTRIPS

1st-level Dread Domain feature

The following cantrips are added to the cleric spell list for you: *dread blade*, *minor phantasm*, *momentary compulsion*, and *vicious mockery*.

FEED ON FEAR

1st-level Dread Domain feature

You gain proficiency with the Intimidate skill and learn the *terrorizing onslaught* cantrip as an additional cleric cantrip known. If you are already proficient with intimidate you add double your proficiency bonus to checks you make using it.

Additionally, when you cause a creature to become frightened, you gain temporary hit points equal to your Wisdom modifier + your cleric level (minimum of 1 temporary hit point).

DREAD VISAGE

1st-level Dread Domain feature

As a reaction when a creature you can see starts its turn within 30 feet of you, you can assume a visage of dread that only that creature can see. If the creature can see you, it must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.

You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest. You can expend a spell slot to use this

feature additional times. If you expend a spell slot of 2nd level or higher, you can cause a target frightened by this effect to suffer 1d8 psychic damage per slot level above 1st. This damage never disrupts or ends a fear effect.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Dread Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Unreasoned Terror** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Daunting Entrance**, **Divine Wings**, **Domain Magic**, **Incite**, **Night Terrors**, **Shadow Blade**, **Terrifying Awe**, and **Unreasoned Terror**.

CHANNEL DIVINITY: UNREASONED TERROR

2nd-level Dread Domain feature

As an action, you can present your holy symbol and force all hostile creatures that can see or hear you within 30 feet of you to make a Wisdom saving throw. If the creature fails its saving throw, it becomes frightened of you for 1 minute or until it takes any damage.

A creature frightened by this effect must spend its turns trying to move as far away from you as it can. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If a creature that is already frightened fails a saving throw against this effect or if a creature frightened by this effect fails a saving throw that would cause it to become frightened, it becomes paralyzed with dread until it is no longer frightened.

FEARMONGER

6th-level Dread Domain feature

You become immune to the frightened condition. Additionally, you have advantage on attack rolls and ability checks versus frightened creatures, and when you force a frightened creature to make a saving throw it suffers disadvantage on the roll. Additionally, a frightened target now suffers an additional 1d10 damage from your *terrorizing onslaught* cantrip.

POTENT SPELLCASTING

8th-level Dread Domain feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

TRUE TERROR

17th-level Dread Domain feature

You regain all expended all expended uses of your Dread Visage feature when you finish a short or long rest. When you cause a creature to become frightened, you can cause the creature to suffer psychic damage equal to your Wisdom modifier + your cleric level. This damage never disrupts or ends a fear effect.



EARTH DOMAIN

Grumbar, Dumathoin, Rillifane Rallathil, Urogalan, Callarduran Smoothhands, Segojan Earthcaller, Skoraeus Stonebones, Dunatis, and Skadi are all deities of the Earth Domain. Elemental powers of mountains, the earth, nature, stonework, and mining are representations of this Domain, including personifications of the earth, such as the Earth Mother.

EARTH DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>earth stomp, earthstrider</i>
3rd Level	<i>conjure earth spirit, earth shield</i>
5th Level	<i>earthsense, meld into stone</i>
7th Level	<i>stone shape, stoneskin</i>
9th Level	<i>transmute rock, wall of stone</i>

DOMAIN CANTRIPS

1st-level Earth Domain feature

The following cantrips are added to the cleric spell list for you: *crushing blow, granite grasp, magic stone, stone breaker, and stone fist*.

DISCIPLE OF THE EARTH

1st-level Earth Domain feature

You learn the *meld earth* cantrip as an additional cleric cantrip known and can cast it as a bonus action. Additionally, all spells from any spell list that creates, controls, or manipulates earth, stone, or metal or spells that enhance endurance or grant resistance to damage are added to the cleric spell list for you. If you use a spell or class feature that grants a resistance to bludgeoning, piercing, and slashing damage that can be overcome with a magical weapon, it can instead only be overcome by an adamantite weapon.

BONUS PROFICIENCIES

1st-level Earth Domain feature

You gain proficiency with martial weapons, heavy armor, and mason's tools.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Earth Domain learns two Channel Divinity effects at 2nd level, one at 5th level, and one at 6th level. By default, these are the **Tun Undead** and **Endurance of Earth** effects at 2nd level, the **Destroy Undead** effect at 5th level, and the **Earth Hammer** effect at 6th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Blessing of Fertility**, **Earthen Grasp**, **Earth Hammer**, **Earth Stride**, **Endurance of Earth**, and **Traceless Path**.

CHANNEL DIVINITY: ENDURANCE OF EARTH

2nd-level Earth Domain feature

You can use your Channel Divinity as a bonus action on your turn to grant yourself and a number of creatures of your choice within 30 feet equal to your Wisdom modifier the **Endurance of Earth**. Affected creatures standing upon Earth or Stone gain advantage on Constitution checks and resistance to bludgeoning, piercing, and slashing damage

from nonmagical weapons that are not adamantite for 10 minutes per cleric level. You can use a bonus action to end this effect early for any affected creature.

CHANNEL DIVINITY: EARTH HAMMER

6th-level Earth Domain feature

You can use your Channel Divinity to create a weapon of primal elemental stone. As a bonus action you can use your Channel Divinity to cast *earth hammer* without using a spell slot. The spell is cast as if using a spell slot equal to 1/3rd your cleric level (round up). When you learn this effect, you also learn the *crushing blow* cantrip as an additional cleric cantrip known and you gain the *earth hammer* spell as an additional Domain Spell.

DIVINE STRIKE

8th-level Earth Domain feature

You gain the ability to infuse your weapon strikes with the strength of the earth. Once on each of your turns when you hit a creature with a weapon attack or unarmed strike, you can cause the attack to deal an extra 1d8 magical bludgeoning damage to the target. When you reach 14th level, the extra damage increases to 2d8.

STRENGTH OF STONE

17th-level Earth Domain feature

You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that are not adamantite. While you are affected by your **Channel Divinity: Endurance of Earth**, you gain resistance to all damage and a bonus to weapon damage rolls that use Strength equal to your Wisdom modifier and a bonus to weapon damage rolls that use Wisdom equal to your Strength modifier. Additionally, the resistance granted to others by **Endurance of Earth** is not bypassed by magical weapons.

ELDRITCH DOMAIN

The eldritch entities that commonly grant this domain are deities of thought and the mind, or in some cases, no mere god but an eldritch being from beyond time and space. These eldritch divinities awaken powerful gifts of the mind within their truest disciples. Other clerics that follow a path of mental awakening, such as the kalashtar of the world of Eberron that follow the Path of Light, are also known to embrace this domain.

ELDRITCH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>dissonant whispers, hideous laughter</i>
3rd	<i>detect thoughts, tasha's mind whip</i>
5th	<i>intellect fortress, sending</i>
7th	<i>dominate beast, raulothim's psychic lance</i>
9th	<i>dominate person, synaptic static</i>

DOMAIN CANTRIPS

1st-level Earth Domain feature

The following cantrips are added to the cleric spell list for you: *daze, empathic sense, mind sliver, and psychic thrust*.

ELDRITCH ACOLYTE

1st-level Eldritch Domain feature

Starting when you choose this Domain, you gain one Eldritch Invocation from the warlock feature. If the invocation has prerequisites, you must meet them; you are considered a warlock of The Great Old Ones patron of your cleric level for this purpose. You gain an additional invocation from this feature when you reach 10th level in this class.

You can use Wisdom in place of Charisma for any invocation gained using this feature and you can replace an invocation you know with a new one whenever you gain a cleric level. If an invocation grants a spell, it becomes a cleric spell for you.

Additionally, whenever you cast a cleric spell that would inflict necrotic or radiant damage, you can choose to cause the spell to inflict psychic damage instead.

TELEPATHY

1st-level Eldritch Domain feature

You gain Telepathy (as described in the *Monster Manual*) with a range of 30 feet.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Eldritch Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Gift of the Awakened Mind** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Daunting Entrance**, **Divine Authority**, **Domain Magic**, **Eldritch Link**, **Gift of the Awakened Mind**, **Forbidden Knowledge**, **Read Thoughts**, **Turn Aberration**, **Dominant Aberration** and **Terrifying Awe**.

CHANNEL DIVINITY: GIFT OF THE AWAKENED MIND

2nd-level Eldritch Domain feature

You can use your Channel Divinity as a bonus action on your turn to grant the Gift of the Awakened Mind to yourself and a number of creatures you can see or with whom you have telepathic contact equal to your Wisdom modifier (minimum 1). The Gift lasts for a number of hours equal to half your cleric level, or until you are incapacitated or die.

For the duration of this effect all affected creatures can communicate telepathically with other affected creatures within 1 mile per cleric level. Creatures need not share a language to communicate this way but must know at least one language to communicate beyond broad impressions and emotions.

Additionally, when an affected creature makes a saving throw or ability check using Intelligence, Wisdom, or Charisma they can roll a d4 and gain a bonus equal to the result.

MAGUS OF THE AWAKENED MIND

6th-level Eldritch Domain feature

Prerequisite: Channel Divinity: Gift of the Awakened Mind

You gain one additional Eldritch Invocation of your choice, as described in the Eldritch Acolyte feature and the range of your Telepathy increases to 60 feet.

Additionally, creatures affected by your **Gift of the Awakened Mind** can communicate telepathically across any distance while on the same plane of existence and the bonus die granted by that feature increases to a d6.

MAGUS OF THE UNKNOWABLE

6th-level Eldritch Domain feature (replaces Magus of the Awakened Mind)

You gain one additional Eldritch Invocation of your choice, as described in the Eldritch Acolyte feature.

Additionally, you can choose two cantrips from the cleric or warlock spell list, you gain these cantrips as additional cleric cantrips known.

POTENT SPELLCASTING

8th-level Eldritch Domain feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

ELDRITCH AWAKENING

17th-level Eldritch Domain feature

Prerequisite: Magus of the Awakened Mind

You gain one additional Eldritch Invocation of your choice, as described in the Eldritch Acolyte feature and the range of your Telepathy increases to 120 feet.

Additionally, creatures affected by your **Gift of the Awakened Mind** can communicate telepathically, even across the planes, and the bonus die granted by that feature increases to a d8.

UNKNOWABLE KNOWLEDGE

17th-level Eldritch Domain feature (replaces Eldritch Awakening)

Prerequisite: Magus of the Unknowable

You gain one additional Eldritch Invocation of your choice, as described in the Eldritch Acolyte feature.

Additionally, each time you finish a short or long rest, you can choose two spells from the cleric or warlock spell list. You gain these spells as additional domain spells or additional cleric cantrips known until you choose new spells using this feature.



ENLIGHTENMENT DOMAIN

Prerequisite: You must use the *Divine Ascetic cleric variant* to choose this domain and may not multiclass if you choose this domain

You are part of a mystic tradition that believes all sentient beings contain a spark of the divine, and thus the potential to ascend, becoming a divine immortal being. While many such faiths venerate a founder of their tradition that first accomplished this ascension, they offer no worship to any god or goddess, though they may respect or venerate the teachings of a deity. Most of these traditions also believe in the concept of reincarnation, if you do not find enlightenment in this life, you will be born again to strive for ascension in the next. Followers of the Path of Light of the world of Eberron is one known tradition that embraces this domain, with the followers of the Blood of Vol on the same world representing a darker path to divinity.

Enlightenment and the Gods. Followers of the path of enlightenment see divine beings as simply another stage on the road to true enlightenment, believing that there is a state of being beyond the divine state that is as unknowable to a deity as godhood is to a mortal.

ENLIGHTENMENT DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>bles</i> , <i>enlightened divinity</i>
3rd Level	<i>detect thoughts</i> , <i>enhance ability</i>
5th Level	<i>aura of vitality</i> , <i>prayer</i>
7th Level	<i>aura of life</i> , <i>skill empowerment</i>
9th Level	<i>paragon</i> , <i>reincarnate</i>

HOLY BEING

1st-level Enlightenment Domain feature

You understand that you are yourself a holy being. You are always considered to be wielding a holy symbol but cannot benefit from wielding a holy symbol other than you own being. You never need material components to cast your cleric spells. As you gain levels you gain a bonus to spell attack rolls, spellcasting ability checks, and the saving throw DCs of your spells. A +1 bonus starting at 5th level, +2 at 11th level, and a +3 bonus at 17th level, but you cannot benefit from such bonuses from others sources. Additionally, when you cast *enlightened divinity*, you can choose any Channel Divinity effect from any Domain for which you meet all other prerequisites.



ASCETIC TRADITION

1st-level Enlightenment Domain feature

You learn an additional cleric cantrip of your choice and gain either proficiency with a skill from the following list: Acrobatics, Athletics, History, Insight, Medicine, Persuasion, Religion, and Stealth; OR the **Martial Ascetic** feature of the Divine Ascetic cleric variant.

MARTIAL ASCETIC

1st-level Divine Ascetic feature (replaces the bonus proficiency from the Ascetic Tradition feature)

While you are unarmed or wielding only simple melee weapons and you aren't wearing armor or wielding a shield, you can make one unarmed strike or a grapple or shove attempt as a bonus action on each of your turns.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Enlightenment Domain learns two Channel Divinity effects at 2nd level, one at 5th level, and one at 6th level. By default, these are the **Tun Undead** and **Enlightened Meditation** effects at 2nd level, the **Destroy Undead** effect at 5th level, and the **Enlightened Miracle** effect at 6th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Daunting Entrance**, **Divine Multitude**, **Divine Wings**, **Domain Magic**, **Enlightened Meditation**, **Enlightened Miracle**, **Forewarning**, **Halo**, and **Radiant Bulwark**.

CHANNEL DIVINITY: ENLIGHTENED MEDITATION

2nd-level Enlightenment Domain feature

You perform a ritual meditation that can evoke a magical effect. You can use your channel divinity in a meditation that takes 10 minutes plus the casting time of the spell to cast any spell with the ritual tag from any spell list of a level equal to or less than half your cleric level (round up) without requiring components. The spell is cast as a cleric spell. Alternatively, you can use your channel divinity as part of casting a cleric spell that you have prepared and that has the ritual tag as a ritual without requiring components and using the spell's normal casting time, instead of adding 10 minutes to it.

CHANNEL DIVINITY: ENLIGHTENED MIRACLE

6th-level Enlightenment Domain feature

You become aware that the limitations placed on your understanding are simply constructs of your mortal existence. You can use your Channel Divinity and expend a spell slot as an action to cast any spell from any spell list of a level lower than the spell slot you expended that has a casting time of 1 action or 1 bonus action without requiring components. The spell is cast as a cleric spell.

DIVINE STRIKE

8th-level Enlightenment Domain feature

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 damage to the target. When you reach 14th level, the extra damage increases to 2d8. Each time you use this feature you can choose if the damage is force, necrotic, psychic, or radiant damage.

POTENT SPELLCASTING

8th-level Enlightenment Domain feature (replaces Divine Strike)

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

UNIVERSAL ENLIGHTENMENT

17th-level Enlightenment Domain feature

You no longer age and cannot be magically aged. If you are suffering any effects of advanced age, you are returned to the peak of your adult vigor. Additionally, you cannot become undead, and your soul cannot be destroyed, consumed, captured, or otherwise prevented from either being returned to life or continuing on its journey according to your wishes.

You also gain the *universal knowledge* spell as an additional cleric Domain Spell. When you cast this spell to gain an additional cantrip or prepared spell, the spell can be from any spell list and is a cleric spell for you. Additionally, you can use your Channel Divinity to cast this spell once, without expending a spell slot; you regain the ability to do so when you finish a long rest.

Do you seek enlightenment O child of mortals? Transcendence? Ascendance? Or seek you only what you think of a path to power? For though it be that, seeking it thus will bring only failure, despair, and suffering. The quest for enlightenment is the end, not the reason child of mortals.
-Atu Atoth, the Sought Seeker

FIRE DOMAIN

Elemental deities of fire, forging, volcanoes, and destruction hold sway over this Domain. These include Amaunator, Kossuth, Moradin, Tharmekhul, Flandal Steelskin, Belenus, Goibhniu, Hephaestus, and Surtur.

FIRE DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>burning hands, hellish rebuke</i>
3rd Level	<i>conjure fire spirit, pyrotechnics</i>
5th Level	<i>fireball, heat stroke</i>
7th Level	<i>pyromancy, wall of fire</i>
9th Level	<i>flamestrike, immolation</i>

DOMAIN CANTRIPS

1st-level Fire Domain feature

The following cantrips are added to the cleric spell list for you: *burning blade, create bonfire, flame blast, and strike of living flame.*

DISCIPLE OF THE FLAME

1st-level Fire Domain feature

You learn the *control flames* cantrip as an additional cleric cantrip known and can cast it as a bonus action. You are also naturally acclimated to hot climates and do not suffer the environment effects of extreme heat. Additionally, all spells from any spell list that create, control, or manipulate fire or inflict fire damage are added to the cleric spell list for you and when you cast a spell or use a Channel Divinity effect that would inflict radiant damage, you can choose to inflict fire damage instead.

BONUS PROFICIENCIES

1st-level Fire Domain feature

You gain proficiency with martial weapons and heavy armor.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Fire Domain learns two Channel Divinity effects at 2nd level, one at 5th level, and one at 6th level. By default, these are the **Tun Undead** and **Flame Guard** effects at 2nd level, the **Destroy Undead** effect at 5th level, and the **Flame Brand** effect at 6th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Destroy Undead, Divine Wings, Domain Magic, Domain Strike, Fiery Wrath, Flame Brand, Flame Guard, Forge Hammer, and Turn Undead.**

CHANNEL DIVINITY: FLAME GUARD

2nd-level Fire Domain feature

You can use a bonus action on your turn use your Channel Divinity to grant **Flame Guard** to yourself and a number of creatures of your choice within 30 feet equal to your Wisdom modifier. Affected creatures gain fire resistance for a number of hours equal to half your cleric level, during this time they are immune to fire damage from spells you cast. You can use a bonus action to end this effect early for any affected creature.

CHANNEL DIVINITY: FLAME BRAND

6th-level Fire Domain feature

You can use your Channel Divinity to create a weapon of primal elemental fire. As a bonus action you can use your Channel Divinity to cast *flame brand* without using a spell slot. The spell is cast as if using a spell slot equal to 1/3rd your cleric level (round up). When you learn this effect, you also learn the *burning blade* cantrip as an additional cleric cantrip known and you gain the *flame brand* spell as an additional Domain Spell.

DIVINE STRIKE

8th-level Fire Domain feature

You gain the ability to infuse your weapon strikes with elemental fire. 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.

FURY OF FIRE

17th-level Fire Domain feature

You gain resistance to fire damage. While you are affected by your **Channel Divinity: Flame Guard**, you are immune to fire damage and when you inflict fire damage you ignore resistance to fire damage possessed by hostile creatures, and hostile creatures normally immune to the fire damage still suffer half damage.

FREEDOM DOMAIN

All beings should be free live their lives as they will, so long as they do not interfere with the right of others to do the same. This is the ideal of freedom, which is at times worshiped as an ideal in its own right. Deities that offer this domain include Eleutheria, Libertas, The Winds, Mielikki, Trithereon, Selune, Gadhelyn, Sehanine Moonbow, Eilistraee, Marthammor Duin, Brandobaris, Baervan Wildwanderer, Kol Korran, and The Traveler. Most deities of the air, storms, liberation, or chaos have freedom as at least an aspect of their portfolio. One known tenant of most religions that embrace this domain is an abhorrence of charm spells and similar magics that infringe upon free will.

FREEDOM DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>heroism, rectitude</i>
3rd Level	<i>aid, knock</i>
5th Level	<i>counterspell, dispel magic</i>
7th Level	<i>aura of purity, freedom of movement</i>
9th Level	<i>dispel evil and good, destructive wave</i>

DOMAIN CANTRIPS

1st-level Freedom Domain feature

The following cantrips are added to the cleric spell list for you: *boost, graceful escape, insightful dodge, and water dance.*

UNFETTERED ACTION

1st-level Freedom Domain feature

When you fail a saving throw or check to avoid becoming charmed, frightened, restrained, paralyzed, or grappled or a saving throw or check to escape one of these conditions, you can use this class feature to reroll the saving throw or check with advantage. Alternatively, you can grant the benefits of this feature as a reaction when another creature you can see fails such a saving throw or check.

You can use this feature a number of times equal to your Proficiency Bonus. You regain all expended uses when you finish a long rest. You can expend a spell slot to use this feature additional times. If you expend a spell slot of 2nd level or higher, the affected saving throw or check gains a +2 bonus per slot level above 1st.

BONUS PROFICIENCIES

1st-level Freedom Domain feature

You gain proficiency with martial weapons and one skill, tool, or language of your choice.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Freedom Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Release** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include *Escape Fate*, *Domain Magic*, *Divine Wings*, *Exorcism*, *Hero's Prowess*, *Radiant Bulwark*, and *Release*.

CHANNEL DIVINITY: RELEASE

2nd-level Freedom Domain feature

You can use your Channel Divinity to free creatures from physical or mental restraints.

As a Bonus Action you can present your holy symbol and each creature of your choice within 30 feet can make an immediate saving throw or check with a bonus equal to your Wisdom modifier to remove the charmed, frightened, restrained, paralyzed, or grappled condition. In addition, all mundane locks and physical restraints (such as manacles) of your choice within range are immediately unlocked or broken.

FREE CHOICE

6th-level Freedom Domain feature

You gain an additional Ability Score Improvement: You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You can forgo increasing your ability scores using this feature to take a feat of your choice instead.

DIVINE STRIKE

8th-level Freedom Domain feature

You gain the ability to infuse your weapon strikes with chaotic 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 damage to the target. When you reach 14th level, the extra damage increases to 2d8. Each time you use

this feature you can choose if the damage is force, necrotic, psychic, or radiant damage.

FREE ACTION

17th-level Freedom Domain feature

Your movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.

You can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled. Finally, being underwater imposes no penalties on your movement or attacks.

In addition, you can now use your Unfettered Action to reroll any failed saving throw.

FURY DOMAIN

Deities of vengeance, fury, madness, wrath, and retribution are the patrons of this domain. Talos, Auril, Malar, Umberlee, Shevarash, Tharmekkul, Gelf Darkheart, Trithereon, Nemesis, Adrestia, Vidar, and The Furies, all have this domain as part of their portfolio. Clergy of such deities vary widely on the spectrum from just retribution to furious vengeance.

"DON'T MAKE ME ANGRY. YOU WOULDN'T LIKE ME WHEN I'M ANGRY."

– DR. DAVID BANNER; THE INCREDIBLE HULK

FURY DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>armor of menace, maddening whisper</i>
3rd Level	<i>malicious invective, enrage</i>
5th Level	<i>bestow curse, spirit guardians</i>
7th Level	<i>confusion, whispering madness</i>
9th Level	<i>debilitating curse, destructive wave</i>

DOMAIN CANTRIPS

1st-level Fury Domain feature

The following cantrips are added to the cleric spell list for you: *enraging attack*, *forceful blow*, *sundering touch*, and *vicious mockery*

ENRAGED RETRIBUTION

1st-level Fury Domain feature

When a creature you can see inflicts damage on a creature within 30 feet of you or insults a creature within 30 feet of you, you can grant the target of the damage or insult or yourself the ability to use a reaction to make a weapon attack or cast a cantrip targeting the creature that inflicted the damage or made the insult.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest. You can expend a spell slot to use this feature additional times. If you expend a spell slot of 2nd level or higher, the affected attack or cantrip inflicts an additional 1d8 damage per slot level above 1st.

ACOLYTE OF RAGE

1st-level Fury Domain feature

You can choose to either gain proficiency with Martial weapons or learn an additional cleric cantrip of your choice that inflicts damage.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Fury Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Righteous Fury** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Compel Truth**, **Daunting Entrance**, **Divine Fury**, **Domain Magic**, **Domain Strike**, **Incite**, **Spirit Legion**, and **Righteous Fury**.

CHANNEL DIVINITY: RIGHTEOUS FURY

2nd-level Fury Domain feature

As a bonus action you use your Channel Divinity to swear an oath of righteous fury against a creature you can see that has wronged you or an ally. For the next minute, you, and creatures within 30 feet of you gain a bonus to damage rolls equal to your proficiency bonus when damaging that target. If the target dies during the duration of this effect, you can use a bonus action to choose a new target for the oath.

DISCIPLE OF WRATH

6th-level Fury Domain feature

You and any friendly creature within 10 feet of you, along with any friendly creature affected by one of your Channel Divinity effects, are immune to the Charmed condition.

“THAT’S MY SECRET, CAPTAIN. I’M ALWAYS ANGRY.”
– BRUCE BANNER, THE AVENGERS

DIVINE STRIKE

8th-level Fury Domain feature

You gain the ability to infuse your weapon attacks and unarmed strikes with furious energy. Once on each of your turns when you hit a target with a weapon attack or unarmed strike, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the attack to the target. When you reach 14th level, the extra damage increases to 2d8.

POTENT SPELLCASTING

8th-level Fury Domain feature (replaces Divine Strike)

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

AVATAR OF FURY

17th-level Fury Domain feature

When you use your Enraged Retribution feature, the affected attack or cantrip inflicts an additional 2d8 damage.

HEARTH DOMAIN

Deities of hearth, home, hospitality, and baking grant access to this domain. Many also offer the fire subdomain as patrons of the hearth. These divinities are often also patrons of the simple crafts of home and garden. Hestia, Hera, Bes, Bastet, Brigid, Cerridwen, Chauntea, Boldrei, Elebrin Liothiel, Berronar Truesilver, Mya, and Cyrrollalee.

The Subdomain Class Feats

HEARTH DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>goodberry, alarm</i>
3rd Level	<i>endure elements, arcane lock</i>
5th Level	<i>create food and water, humble homestead</i>
7th Level	<i>banishment, faithful hound</i>
9th Level	<i>dispel evil and good, hallow</i>

DOMAIN CANTRIPS

1st-level Hearth Domain feature

The following cantrips are added to the cleric spell list for you: *create bonfire, druidcraft, mage hand* and *mold earth*.

SKILLS OF HEARTH AND HOME

1st-level Hearth Domain feature

You learn the *prestidigitation* and *mending* cantrips as additional cleric cantrips known. You also gain proficiency with improvised weapons and two tool proficiencies of your choice.

PEACEFUL REPOSE

1st-level Hearth Domain feature

When you start a short or long rest you can bless a number of creatures equal your Wisdom modifier + your cleric level. The rest of the affected creatures remains undisturbed by nightmare, environment, or privation. Affected creatures can always benefit from the short or long rest, even if a condition or magic would normally prevent them from gaining the benefits of a rest.

Affected creatures only need to sleep, trance, or enter other required similar states for half the normal amount of time during a long rest to gain the benefits of a rest. The remaining portion of the rest can be light activity, such as reading, talking, eating, or standing watch.

Each time a creature completes a rest affected by this feature they gain temporary hit points equal to your cleric level + your Wisdom modifier and reduce their exhaustion level by one (or by one additional level if the rest would already reduce the creature’s exhaustion).

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Hearth Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Hearth Guard** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Blessing of Fertility**, **Divine Tongue**, **Domain Magic**, **Flame Brand**, and **Hearth Guard**.

CHANNEL DIVINITY: HEARTH GUARD

2nd-level Hearth Domain feature

In a quiet ritual that takes one minute, you can use your Channel Divinity to bless an area no larger than a 40-foot cube or an area of a structure that can be warmed by a single hearth. You and friendly creatures within the area cannot be surprised and are magically awakened to any danger.

Additionally, aberrations, celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect.

A hostile creature other than one of these types that attempts to enter the protected area must use its action to attempt a Charisma saving throw. On a failed saving throw the creature cannot enter the protected area. It can use its Action on subsequent turns to repeat the saving throw. On a successful save, a hostile creature is immune to the effect for 1 hour.

Hearth Guard lasts for 1 hour, or for 8 hours if the area contains a lit campfire or hearth. In addition, a hearth fire or campfire will remain burning for the duration of the effect, consuming only its existing fuel.

HUMBLE MAGIC

6th-level Hearth Domain feature

You learn two additional cleric cantrips of your choice and when you cast a spell that requires a material component with a gold piece cost, you can substitute other simple components with no cost instead.

POTENT SPELLCASTING

8th-level Hearth Domain feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

FEAST OF PLENTY

17th-level Hearth Domain feature

You gain *heroes' feast* as an additional domain spell. You can cast *hero's feast* once using this class feature without expending a spell slot or material components, you regain the ability to do so when you finish a long rest.

Additionally, when a creature partaking of the feat spends hit dice to regain hit points during the next 24 hours, they can regain the maximum number of hit points instead of rolling.

HUNT DOMAIN

Gods of the hunt, beasts, and the wild offer this domain and include Cernunnos, Arawn, Pakhet, Mielikki, Artemis, Ullr, Malar, Ehlonna, Balinor, Solonor Thelandira, Thard Harr, and Baervan Wildwanderer. Clerics that venerate the 'Wild Hunt' as an ideal

will also choose this domain. Among some devotees of this domain the dark aspects of slaughter and domination are manifest, but most teach respect for the prey and the natural world.

HUNT DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>hunter's mark, longstrider</i>
3rd Level	<i>find animals and plants, pass without trace</i>
5th Level	<i>conjure animals, tiny hut</i>
7th Level	<i>freedom of movement, locate creature</i>
9th Level	<i>commune with nature, swift quiver</i>

DOMAIN CANTRIPS

1st-level Hunt Domain feature

The following cantrips are added to the cleric spell list for you: *druidcraft, impel weapon, springing spear, and sprout weapon.*

BONUS PROFICIENCIES

1st-level Hunt Domain feature

You gain proficiency with Martial Weapons and the Survival skill. If you are already proficient with Survival, you add double your proficiency bonus to checks you make using it.

LIVE FOR THE HUNT

1st-level Hunt Domain feature

When you prepare the list of cleric spells that are available for your to cast, you can choose the spells from the cleric and ranger spell lists. These are cleric spells for you. Additionally, you are skilled at traveling the wilderness. You gain the following benefits when traveling for an hour or more.

- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- Moving at a fast pace does not impose a penalty to your Wisdom (Perception) score.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Hunt Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the *Tun Undead* and *Mark of the Hunt* effects at 2nd level and the *Destroy Undead* effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include *Blessing of the Hunt, Divine Wings, Domain Magic, Mark of the Holy Hunt, Moon Sliver, Natural Secrets, Traceless Path, and Windbow.*



CHANNEL DIVINITY: MARK OF THE HOLY HUNT

2nd-level Hunt Domain feature

You can use your Channel Divinity when you cast *hunter's mark*. If you do so, the spell does not require components or concentration and you may choose a number of friendly creatures within 90 feet equal to your Wisdom modifier, for the duration of the spell, those creatures gain the same benefits as you from the *hunter's mark*. The spell immediately ends if you cast it again or become Incapacitated.

SKILLS OF THE HUNT

6th-level Hunt Domain feature

Your movement is not slowed by nonmagical difficult terrain. In addition, choose two skills from the following list: Animal Handling, Athletics, History, Insight, Investigation, Medicine, Nature, Perception, Stealth, or Survival. You gain proficiency in the chosen skill. Alternatively, you may choose a skill in which you are already proficient and gain expertise with the skill, you may double your proficiency bonus for any check you make using that skill.

DIVINE STRIKE

8th-level Hunt Domain feature

You gain the ability to infuse your weapon strikes with spiritual 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 damage of the weapon's type to the target. When you reach 14th level, the extra damage increases to 2d8.

BLESSINGS OF THE HUNT

17th-level Hunt Domain feature

You can cast *hunter's mark* and *pass without trace* at will, without expending a spell slot or requiring components. In addition, you inflict an additional 1d8 damage when you use your Divine Strike on a creature affected by your *hunter's mark* and the movement speed of all creatures affected by your *pass without trace* is increased by 10 feet.

LOCUS DOMAIN

A cleric that chooses the Locus or place domain is often a shaman that venerates many local gods and spirits instead of dedicating themselves to one deity. They act as emissaries and intercessors with between these local gods and those living within their domains and, in exchange, the small rituals and sacrifices they practice bring an additional measure of power and awareness to these entities. Additionally, such minor powers are often more present in the world allowing these clerics to use their magic to summon manifestations of such beings more easily.

LOCUS DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>detect evil and good, find familiar</i>
3rd Level	<i>animal messenger, summon beast</i>
5th Level	<i>spirit guardians, summon fey</i>
7th Level	<i>divination, summon elemental</i>
9th Level	<i>commune with nature, summon celestial</i>

DOMAIN CANTRIPS

1st-level Locus Domain feature

The following cantrips are added to the cleric spell list for you: *awareness, druidcraft, familiar foray, and message*.

LOCAL DOMAIN

1st-level Locus Domain feature

When you finish a short or long rest you can commune with the local spirits and minor gods of a locus, which grants you a measure of their power.

Choose one Subdomain feat appropriate to the location, you gain that subdomain until you use this feature again or finish a long rest in a different type of location. Air, beast, earth, fertility, life, nature, plant, protection, and water subdomains are most common in areas of the natural world, depending upon the predominate natural features of the locale. In an area where sentient creatures dwell, the domain



is most often representative of some aspect of the local peoples: among a tribe of savage orcs, one might be graced by the Fury domain, in a hive of scum and villainy, the Trickery domain, and among the palace quarter the Nobility domain.

The DM may also suggest a domain that might give a clue to a local theme. For example, if you find yourself in a very regimented city, the DM might suggest the Freedom domain to represent a rising undercurrent of revolution against the local tyrant.

Additionally, each time you use this feature you can replace your **Channel Divinity: Turn Undead** and **Channel Divinity: Destroy Undead** effects with different effects available to either the Locus Domain or your chosen Subdomain.

EMISSARY OF THE SPIRITS

1st-level Locus Domain feature

You gain proficiency with one of the following skills: Arcana, Insight, Nature, Persuasion, or Religion. Additionally, you can cast *find familiar* as a ritual without requiring components as part of choosing a domain with your **Local Domain** feature. When you do so, the form of your familiar changes to one suitable to the chosen domain and locale.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Locus Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Turn Undead** and **Manifest Domain Spirit** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Divine Wings**, **Domain Magic**, **Manifest Domain Spirit**, **Spirit Legion**, **Turn Aberration**, **Turn Celestial**, **Turn Elemental**, **Turn Fey**, **Turn Fiend**, **Turn Undead**, **Destroy Aberration**, **Destroy Celestial**, **Destroy Fey**, **Destroy Fiend**, and **Destroy Undead**. At 6th level, you may choose an additional effect granted by the Subdomain feat you choose for your **Local Domain** feature.

CHANNEL DIVINITY: MANIFEST DOMAIN SPIRIT

2nd-level Locus Domain feature

You can use your Channel Divinity when you cast a domain spell that summons or creates a creature to cause the spell to not require concentration and the creature to manifest with temporary hit points equal to your cleric level. The spell lasts for its full duration unless the creature is reduced to 0 hit points or is banished before the spell ends. If the creature receives no commands from you it acts to defend you. If you know this effect, a creature summoned by your *find familiar* spell gains temporary hit points equal to your cleric level each time it completes a rest.

EMPOWERED DOMAIN

6th-level Locus Domain feature

Your veneration and rituals empower the spirits of the local domain, this is especially evident when you cause those spirits to become manifest. Any creature you create or summon using a cleric spell can add your proficiency bonus to its damage rolls and its attacks are considered magical for the purposes of overcoming resistance or immunity to damage.

POTENT SPELLCASTING

8th-level Locus Domain feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

LOCUS AVATAR

17th-level Locus Domain feature

You can become an avatar for the spirit of the local domain. As an action you can cast *summon beast*, *summon fey*, *summon elemental*, or *summon celestial* as if you had expended an 8th level spell slot without requiring components. Instead of summoning the creature you become an avatar for the spirit, transforming into it. The spell lasts for a number of hours equal to half your cleric level without concentration, but ends if you fall unconscious, drop to 0 hit points, or die or dismiss it as a bonus action.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the creature, but you retain your alignment, personality, and you use your Intelligence, Wisdom, and Charisma scores, or that of the creature, whichever is higher. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature.
- You add your current hit points to the hit points of the new form, and when you revert to your normal form, you return to the number of hit points you had before you transformed or your current hit points, whichever is lower. If you revert as a result of dropping to 0 hit points, you are unconscious.
- The form gains the benefits of your Empowered Domain feature.
- You are limited in the actions you can perform by the nature of your new form, and can't speak, cast spells, or take any other action that requires hands or speech, unless the new form is capable of such actions.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so.
- Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from any of its equipment, except if you are attuned to a spellcasting focus that grant's a bonus to spell attack rolls and save DC, the avatar form gains that bonus and is considered to be wielding the focus.

Once you transform in this manner you cannot do so again until you finish a long rest or you expend a spell slot of 8th level or higher.



LOVE DOMAIN

The deities that most often provide this domain are champions of love and beauty, however the darker aspects of lust and jealousy are at times also present with these powers. Aphrodite, Frigga, Hathor, Parvati, Sune, Lliira, Hanali Celanil, Zandilar, Sharindlar, Cyrollalee, and Sheyanna Flaxenstrand are common deities that offer this domain.

LOVE DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>charm person, unnatural desire</i>
3rd Level	<i>hold person, suggestion</i>
5th Level	<i>hypnotic pattern, tongues</i>
7th Level	<i>aura of purity, charm monster</i>
9th Level	<i>hold monster, modify memory</i>

DOMAIN CANTRIPS

1st-level Love Domain feature

The following cantrips are added to the cleric spell list for you: *allure, empathic sense, minor glamour, and prestidigitation.*

THE POWER OF LOVE

1st-level Love Domain feature

You may use Charisma instead of Wisdom for your cleric Spellcasting Ability and for any cleric class features. Additionally, you gain proficiency in the Performance and Persuasion skills. Your proficiency bonus is doubled for any ability check you make that uses either of those skills and you can add half your proficiency bonus, rounded down, to any Charisma check you make that doesn't already include your proficiency bonus.

CHARISMATIC AURA

1st-level Love Domain feature

As a Reaction when a creature you can see approaches to within 15 feet of you or starts its turn there you can force it to make a Charisma saving throw. On a failed saving throw the creature is Charmed by you until the end of your next turn. If a creature fails this saving throw by 5 or more, it is stunned by your beauty until the end of your next turn or it suffers any damage.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.



CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Love Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Beguile** effects at 2nd level and the **Destroy Undead** effect at 5th level. They also have the option to learn the **Inspired Grace** effect in place of their Divine Influence feature at 6th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Beguile**, **Blessing of Beauty**, **Blessing of Fertility**, **Blessing of Grace**, **Daunting Entrance**, **Divine Authority**, **Divine Tongue**, **Divine Wings**, **Harmony**, **Inspired Grace**, and **Terrifying Awe**.

CHANNEL DIVINITY: BEGUILÉ

2nd-level Love Domain feature

You can use your Channel Divinity to enhance your influence on a creature charmed by you.

As an Action you can choose one creature charmed by you within 30 feet, the target becomes charmed for 24 hours. The charmed target obeys your spoken commands. If the target suffers any harm from you or receives a suicidal command from you, it can make a Wisdom saving throw, ending the effect on itself on a success. If a target's saving throw to remove the effect is successful, the creature is immune to your **Channel Divinity: Beguile** for the next 24 hours.

CHANNEL DIVINITY: BLESSING OF GRACE

2nd-level Love Domain feature (replaces Channel Divinity: Beguile)

When you make an ability check, attack roll, or saving throw using Dexterity or Charisma, you can use your Channel Divinity to gain a +10 bonus to the roll. Additionally you gain the effects of the Disengage action for that turn. Alternatively, when you make a damage roll for an attack using Dexterity you can increase the damage by an amount equal to 6 + twice your cleric level. You make this choice after you see the roll, but before the DM announces the result.

DIVINE INFLUENCE

6th-level Love Domain feature

You double the duration of any spell or class feature that imposes the Charmed condition or any spell of the Enchantment school, so long as that spell or feature has a normal duration of 1 minute or longer. In addition, creatures charmed or influenced by a spell cast by you only become hostile upon becoming aware of the spell if they were hostile before being charmed by you.

CHANNEL DIVINITY: INSPIRED GRACE

6th-level Love Domain feature (replaces Divine Influence)
Prerequisite: Blessing of Grace

When a creature within 30 feet of you makes an ability check, attack roll, or saving throw using Dexterity or Charisma, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. Additionally, the creature gains the effects of the Disengage action that turn. Alternatively, when such a creature makes a damage roll for an attack using Dexterity you can increase the damage by an amount equal to 6 + twice your cleric level.

You make this choice after you see the roll, but before the DM announces the result.

POTENT SPELLCASTING

8th-level Love Domain feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

LOVE AND DEVOTION

8th-level Love Domain feature (replaces Potent Spellcasting)

While charmed by you, creatures become friendly and completely devoted to you, willing to risk life, limb, and reputation to protect you. Such creatures gain advantage on attack rolls and ability checks while acting to defend or assist you.

AVATAR OF LOVE

17th-level Love Domain feature

You become the embodiment of love and beauty. Your Charisma score increases by 4. Your maximum for this score also increases by 4.

LUCK DOMAIN

Gods and Goddesses of the Luck Domain watch over gamblers, wanderers, merchants, and rogues. Tymora, Waukeen, Haela Brightaxe, Vergadain, Erevan Ilesere, Vhaeraun, Brandobaris, Garl Glittergold, Lugh, Tyche, Bes, and Hermod are all deities of Luck.

If beginning as a cleric at 1st level, many clerics that choose this domain also use the Traveling Priest Variant.

LUCK DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>bless, intuition</i>
3rd Level	<i>aid, jinx</i>
5th Level	<i>beacon of hope, remove curse</i>
7th Level	<i>prescience, freedom of movement</i>
9th Level	<i>circle of power, skill empowerment</i>

DOMAIN CANTRIPS

1st-level Luck Domain feature

The following cantrips are added to the cleric spell list for you: *anticipatory attack, critical insight, graceful escape, and insightful dodge*.

GAMES OF CHANCE

1st-level Luck Domain feature

You gain proficiency with three types of gaming sets, when you play a game in which you have proficiency you add double your proficiency bonus to the check. If you play a game in which you do not have proficiency you add your normal proficiency bonus to the check.

BLESSING OF LUCK

1st-level Luck Domain feature

You are blessed with good luck; you gain the Lucky feat:

LUCKY

You have inexplicable luck that seems to kick in at just the right moment.

- You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.
- You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.
- You regain your expended luck points when you finish a long rest.

Additionally, as an action you can spend one luck point to grant the Lucky feat, with a single luck point, to a creature you touch. This benefit is lost if not used before the end of the creature's next rest.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Luck Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Run of Luck** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Coin of Fate**, **Domain Magic**, **Escape Fate**, **Forewarning**, and **Run of Luck**.

CHANNEL DIVINITY: RUN OF LUCK

2nd-level Luck Domain feature

When you make an attack roll, ability check, or saving throw, you can use your Channel Divinity to gain advantage on that roll. If you hit with the attack or succeed on the ability check or saving throw, you, plus a number of creatures of your choice within 30 feet of you equal to your Wisdom modifier gain Run of Luck. Affected creatures can gain advantage on one attack roll, ability check, or saving throw they make within the next minute.

LUCK FAVORS THE BOLD

6th-level Luck Domain feature

When you grant advantage on a roll with a cleric spell or class feature, the roll is made with advantage, even if the roll would otherwise have had disadvantage.

Additionally, you regain one expended Luck point from your Blessing of Luck feature when you finish a short rest.

DIVINE STRIKE

8th-level Luck Domain feature

You gain the ability to infuse your weapon strikes with spiritual 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 damage of the weapon's type to the target. When you reach 14th level, the extra damage increases to 2d8.

LUCKY STRIKE

8th-level Luck Domain feature (replaces Divine Strike)

Luck guides your blows, allowing you to strike with greater effect. When you hit with an attack, and you have advantage on the attack roll or used your Lucky feat to affect the roll, if both d20 results would be a hit, the hit is a critical hit. When you reach 14th level, when you hit with an attack, and you have advantage on the attack roll or used your Lucky feat to affect the roll, you inflict an additional 1d8 damage.

AVATAR OF FORTUNE

17th-level Luck Domain feature

As a bonus action you can invoke Luck to intercede on your behalf. For the next hour, you can't be surprised, you have advantage on attack rolls, ability checks, and saving throws, and attack rolls and ability checks against you have disadvantage. Once you use this feature you can't use it again until you finish a short or long rest or you expend a spell slot of 6th level or higher to use it.

NIGHT DOMAIN

"NOW THEY WILL KNOW WHY THEY ARE AFRAID OF THE DARK. NOW THEY LEARN WHY THEY FEAR THE NIGHT."

– **THULSA DOOM. JOHN MILIUS, CONAN THE BARBARIAN**

Deities with portfolios that include night, darkness, concealment, and senselessness offer the dark power of this domain to their worshipers. Nyx, Thanatos, Hypos, Nox, Somnus, Ratri, Nott, Shar, Tharizdun, Takhisis, The Shadow, Zinzerena, Thautam, Urogalan, and Baravar Cloakshadow are among the powers known to offer this domain.

NIGHT DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>death knell, sleep</i>
3rd Level	<i>blindness/deafness, darkness</i>
5th Level	<i>hunger of hadar, nondetection</i>
7th Level	<i>wall of darkness, shadow of moil</i>
9th Level	<i>dream, midnight</i>

Additionally, all spells from any spell list that create, control, or manipulate darkness or conceal creatures or objects are added to the cleric spell list for you.

DOMAIN CANTRIPS

1st-level Night Domain feature

The following cantrips are added to the cleric spell list for you: *dark shard*, *dread blade*, *somnolence*, and *veil*.

DARKSIGHT

1st-level Night Domain feature

You can see normally in dim light and darkness, both magical and nonmagical, to a distance of 300 feet. This sight is blocked by any area of bright light and does not extend beyond it. Additionally, if you possess darkvision, the range of your darkvision is extended by the range of your darksight.

DISCIPLE OF SHADOW

1st-level Night Domain feature

You learn the *penumbra* and *toll the dead* cantrips. If the target of your *toll the dead* cantrip is in an area of dim light or darkness, on a failed save it suffers the increased damage from the cantrip as if it were missing hit points.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Night Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Blessing of Night** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Blessing of Night**, **Darkest Night**, **Divine Wings**, **Domain Magic**, **Night Terrors**, and **Shadow Blade**.

CHANNEL DIVINITY: BLESSING OF NIGHT

2nd-level Night Domain feature

As a bonus action while in dim light or darkness you can grant yourself and a number of creatures of your choice within 30 feet equal to your Wisdom modifier the Blessing of Night. The blessing lasts for a number of hours equal to half your cleric level (round up) and grants the following benefits to affected creatures:

- They gain the benefits of your Darksight feature, and the range of that feature for you is doubled.
- While in dim light or darkness, they can take the Hide action as a bonus action and can try to hide while only lightly obscured from the creature from which they are hiding.

DEADLY NIGHT

6th-level Night Domain feature

The night and darkness lend power to your attacks. You gain the following benefits when both you and a target you are attacking are in dim light or darkness:

- When you are unseen by a creature, and you have advantage on the attack roll, if the lower of the d20 rolls would be a hit, the hit is a critical hit.
- If you are unseen by a creature and force it to make a saving throw, it suffers disadvantage on the saving throw and, if the higher of the d20 rolls would also have failed, it suffers double damage from the effect.

You can use this feature only once per turn.

POTENT SPELLCASTING

8th-level Night Domain feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

COVER OF DARKNESS

17th-level Night Domain feature

The darkness around you reveals its secrets while sheltering you from harm. While in an area of dim light you have half cover, while in an area of darkness you have three-quarters cover. Additionally, you have blindsight while within an area of dim light or darkness. This sense has a range of 90 feet but is blocked by any area of bright light.



NOBILITY DOMAIN

Monarchs, sultans, barons, rajahs, god-kings, moguls, and potentates, the clerics of this Domain are most often rulers or nobility who believe in the concept of divine right, the idea that right and responsibility of a sovereign to rule is a divine mandate from a deity, the people, or the land itself. A cleric of this Domain may be a deposed rightful monarch, in the line of succession of for an imperial throne, a member of a secret organization that manipulates kingdoms and empires, or part of a religious theocracy.

Most that follow these ideals view the privileges and responsibilities of a ruler as equal in importance. Many such adherents that do not stand in the immediate line of succession for their realm take up the adventuring life, believing that the experience they gain would be useful if called upon to rule. Others seek to carve out their own realm, be it as the lord of a land, general of a mercenary company, or as a magnate of a merchant empire.

Clerics of the Nobility Domain do not gain the Domain Spells feature. If another class feature, ability, or feat grants a character Domain Spells from the Nobility Domain, they may instead choose one Trapping of Nobility each time they would gain a new level of Domain spells.

TRAPPINGS OF NOBILITY

1st-level Nobility Domain feature (replaces Domain Spells)

You gain two of the following Trappings of Nobility as befits your rightful station. You gain an additional Trapping when you reach the following levels in this class: 3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th, & 19th. You can exchange one trapping for a different one when you gain a level in this class.

Absolute Authority. (Prerequisite: 3rd-level) You gain *hold person* as a Domain spell. When you reach 11th-level you also gain *hold monster* as a Domain spell and when you reach 17th level you gain *mass hold* as a Domain spell.

Benevolent Monarch. You gain *cure wounds* as a Domain spell. When you reach 5th-level you also gain *beacon of hope* as a Domain spell and when you reach 11th-level you gain *mass cure wounds* as a Domain spell.

Devoted Servants. (Prerequisite: 7th-level; *Royal Servants trapping*) The number of times you can summon a servant as a bonus action using your Royal Servants trapping increases to double your proficiency bonus. You also gain the **Channel Divinity: Summon Servants** option: You can use your Channel Divinity as a bonus action to summon a number of *unseen servants* (or *unseen valets* if you have the Royal Retinue trapping) equal to double your proficiency bonus without expending a use of this trapping.

Divine Presence. To determine your Charisma modifier, you can treat your Charisma modifier as being the sum of your Charisma modifier plus your Wisdom modifier, to a maximum of a +5 modifier.

Hidden Lord. You gain proficiency with the Deception skill. If you are already proficient with this skill, you add double your proficiency bonus to checks using it. When you reach 5th-level you gain the *nondetection* spell as a Domain spell and can cast it without requiring components. You can

use your Channel Divinity to cast *nondetection* on yourself and each of your Entitled within 100 feet without expending a spell slot.

Imperial Guardian. (Prerequisite: 13th-level) You gain the *summon celestial* spell as a Domain spell and can cast it without requiring components. You can expend your Channel Divinity to cast this spell without requiring concentration, the celestial remains for its full duration, or until slain. The celestial also gains the Guardian title from your Entitle feature if you are not at your maximum number of titles bestowed.

Insightful Leader. (Prerequisite: 3rd-level) You gain proficiency with the Insight skill and gain *zone of truth* as a Domain spell. When you reach 5th-level you also gain *purge deception* as a Domain spell. If you are already proficient with Insight, you add double your proficiency bonus to checks you make using it.

King of Peace. You gain the *sanctuary* spell as a Domain spell. Starting at 7th-level, when you finish a short or long rest, you gain the effect of a *sanctuary* spell that lasts until the end of your next rest (the spell can end early as normal).

Lord of the Land. You gain the *druidcraft* cantrip as an additional cleric cantrip known and proficiency with Animal Handling. When you reach 6th-level, you also gain the **Channel Divinity: Blessing of Fertility** effect.

Magnificent Palace. (Prerequisite: 15th-level; *Royal Entourage trapping*) You gain the *magnificent mansion* spell as a Domain spell and can cast it without requiring components. You can use your Channel Divinity to cast this spell once without expending a spell slot, you regain the ability to do so when you finish a long rest. If you instead expend two uses of your Channel Divinity when you create the palace, all creatures that spend a long rest within the palace gain the benefits of a *heroes' feast* spell.

Mystic Guide. You gain the *find familiar* spell as a Domain spell and gain proficiency with the Arcana skill. If you are already proficient with Arcana, you can add double your proficiency bonus to checks you make using it.

Narcissism. (Prerequisite: Entitle feature) You can use your Entitle feature to bestow a single title upon yourself.

Noble Privilege. While living openly in any civilized society you gain the benefits of a Wealthy lifestyle without any expenditure of gold. When you reach 10th level this becomes an Aristocratic lifestyle. Living in such a manner assumes you comply with the usual social obligations of your station.

Noble Steed. (Prerequisite: 3rd-level) You gain the *find steed* spell as a Domain spell. When you reach 7th-level you gain *find greater steed* as a Domain spell. You can use your Channel Divinity as a bonus action to cast either spell without requiring components or expending a spell slot.

Philosopher King. You gain proficiency with two skills, two artisan tools, and two languages of your choice. Additionally, you gain *comprehend languages* as a Domain spell.

Righteous Command. You gain expertise with the Persuasion skill and gain *command* as a Domain spell. When you reach 3rd level you gain *commanding strike* as a domain spell and when you reach 9th level, you gain *mass command* as a Domain spell. If you already have expertise

with Persuasion, you gain proficiency with a skill of your choice instead.

Righteous Anger. (Prerequisite 3rd-level) You gain proficiency with the Intimidate skill and gain *word of obeisance* as a Domain spell. When you reach 13th-level, you gain *mass obeisance* as a Domain spell. If you are already proficient with Intimidate, you can add double your proficiency bonus to checks you make using it.

Royal Court. (Prerequisite: 9th-level; Royal Retainers trapping) You gain the **Channel Divinity: Royal Court** option: You can use your Channel Divinity as a bonus action to cast *unseen valet* without requiring components or expending a spell slot to summon a servant with one of the following additional abilities:

- **Royal Coachman.** It can cast *phantom carriage* at a level equal to half your cleric level (round up) once during the duration without requiring components. The carriage is magnificently appointed, and the servant remains as a driver for the duration using your Spell Attack modifier for any check it makes.
- **Royal Craftsman.** It can cast *fabricate* as a ritual without requiring components. It is considered to have an artisan tool proficiency appropriate to the object fabricated with a bonus equal to your Spell Attack modifier.
- **Royal Treasurer.** It has the ability to summon or dismiss an extradimensional strongbox that with a capacity of 100 pounds per cleric level. It can also advise you on financial matters with a bonus equal to your Spell Attack modifier.
- **Royal Vizier.** The royal vizier has a constant *detect magic* effect and can advise you on magical, legal, and historical matters with a bonus equal to your Spell Attack modifier. Once during its duration, it can assist you in casting one cleric spell in one of the following ways: It can allow you to cast a single ritual spell of a level you can cast without having the spell prepared or requiring any additional casting time; or it can cause one spell to not require material components.

Royal Entourage. (Prerequisite: 5th-level; Royal Retainers trapping) You gain the **Channel Divinity: Royal Entourage** option: You can use your Channel Divinity as a bonus action to cast *unseen valet* without requiring components or expending a spell slot to summon a servant with one of the following additional abilities:

- **Royal Chef.** Cast *create food and water* as a ritual during its duration without requiring components, except that the food and drink can be of any variety and is always pleasing and flavorful.
- **Royal Seneschal.** Once during the duration, over the course of 1 minute, it can conjure luxuriously appointed magical pavilions and accommodations for a number of humanoids and their mounts equal to three times your cleric level plus a dedicated *unseen valet* to serve each. The accommodations are affected by an *endure elements* spell, last for 24 hours, and are obviously magical. Items and additional servants disappear if taken more than 100 feet from where they are conjured.

- **Royal Entertainer.** The servant acts as a jester, singer, or musician for 1 hour, summoning additional servants to accompany it if necessary. The performance grants the benefits of a *restorative rest* spell to a maximum number of creatures equal to three times your cleric level. The servant can also cast *dancing lights* at will.
- **Royal Tailor.** Over the course of 1 minute, it can conjure rich, though obviously magical, clothing, jewelry, and accessories for a maximum number of creatures equal to three times your cleric level that last for up to 24 hours. A conjured item disappears if it is more than 5 feet away from its wearer for 1 minute or more. Alternatively, it can affect a creature with an illusion similar to a *disguise self* spell that affects only the appearance of its clothing and equipment for the same duration.

Royal Purveyor. (Prerequisite: 3rd-level) You gain the **Channel Divinity: Royal Purveyor** option: You can use your Channel Divinity as an action to summon a purveyor of exotic and mystical goods from another plane for 1 hour. The merchant is usually a djinn, celestial, or fiend, is scrupulously honest and will buy and sell items, including all types of adventuring gear and magical items of up to uncommon rarity. The merchant has a 25% chance of having a specific rare item, or a 10% chance of a very rare item. At the DM's option the merchant may be able to acquire a specifically requested rare or very rare magical item over the course of some days or weeks. The merchant will also *identify* magical items for a fee of 10gp per item. The merchant and its goods immediately disappear if attacked.

Royal Retainers. (Prerequisite: 3rd-level; Royal Servants trapping) You gain the *unseen valet* spell as a Domain spell and can cast it without requiring components. You can also use the bonus action granted by your Royal Servants trapping to cast this spell in place of the *unseen servant* spell. Additionally, servants summoned by you are summoned with any tools necessary to perform their function and can cast the *mending* cantrip without requiring components at will.

Royal Servants. You gain the *unseen servant* spell as a Domain spell and can cast it without requiring components. Servants created by you can cause effects similar to a *prestidigitation* spell at will. You can use this trapping to cast *unseen servant* as a bonus action without expending a spell slot. You can use this bonus action a number of times equal to your proficiency bonus, you regain all expended uses when you finish a long rest.

Sovereign of Battle. You gain the *heroism* spell as a Domain spell. When you reach 6th level, you and friendly creatures within 20 feet of you, or your entitled within 100 feet of you, can't be frightened while you are conscious.

Warrior Nobility. (Prerequisite: Proficiency with medium armor, shields, and simple weapons) You gain proficiency with heavy armor and martial weapons.

Warrior of the Court. You gain the *rectitude* spell as a Domain spell. When you reach 6th level, you and friendly creatures within 20 feet of you, or your entitled within 100 feet of you, can't be charmed while you are conscious.

BONUS PROFICIENCIES

1st-level Nobility Domain feature

You gain proficiency with the History and Persuasion skills. If you are already proficient with a skill, you add double your proficiency bonus to checks you make using it.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Nobility Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Righteous Battle** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Battle Command**, **Divine Authority**, **Divine Multitude**, **Divine Wings**, **Hero's Prowess**, **Radiant Bulwark**, **Righteous Battle**, and **Sun Sliver**.

Clerics with the Nobility Domain can also gain uses for their Channel Divinity from the Trappings of Nobility they choose and from their Entitle feature but cannot make alternate choices for these effects.

CHANNEL DIVINITY: RIGHTEOUS BATTLE

2nd-level Nobility Domain feature

As a bonus action you use your Channel Divinity as you utter an exhortation to your allies promising them succor as they destroy your enemies. For the next minute, once per turn when you or an ally within 50 feet of you or one of your Entitled within 100 feet of you hits a creature with an attack, you can grant them temporary hit points equal to your cleric level. You must be conscious to grant these hit points. Creatures with temporary hit points granted by this feature are immune to the frightened condition.

ENTITLE

6th-level Nobility Domain feature

You bestow a title upon a willing companion granting them a fraction of the inherent power that is yours by divine right. When you finish a short or long rest you can touch a willing creature and bestow one of the titles listed below. You can entitle more than one creature at the end of a rest; the maximum number of titles you can grant is equal to your proficiency bonus. No creature can bear more than one title from you. If you attempt to grant a title beyond this number, you must choose one of your titles to revoke. You can revoke any number of titles as a bonus action at any time. A creature retains the title indefinitely, but when you die, the benefits of the title vanish after a number of days have passed equal to your Wisdom modifier (minimum of 1 day).

- **Advisor.** The entitled can cast *identify* or *augury* without expending a spell slot or requiring components. Alternatively, the entitled can gain a bonus to an Intelligence or Wisdom check or Saving Throw equal to your Wisdom modifier.
- **Castellan.** The entitled can use any of the following Trappings of Nobility you possess without expending a use of that trapping or the use of a Channel Divinity: Royal Servants, Royal Entourage, Royal Retainers, Royal Court, Royal Purveyor, Devoted Servants, or Magnificent Mansion. Using one of these trappings

that requires the use of Channel Divinity expends two uses of the title. Alternatively, the entitled can gain a bonus to an Intelligence or Charisma check or Saving Throw equal to your Wisdom modifier.

- **Champion.** The entitled can cast *compelled duel* without expending a spell slot or requiring concentration. Alternatively, the entitled can gain a bonus equal to your Wisdom Modifier to a Strength check, Strength Saving throw, or to the attack and damage roll of a weapon attack using Strength.
- **Duelist.** The entitled can cast *compelled duel* without expending a spell slot or requiring concentration. Alternatively, the entitled can gain a bonus equal to your Wisdom modifier to a Dexterity check, Dexterity Saving Throw, or to the attack and damage roll of a weapon attack using Dexterity.
- **Guardian.** The guardian can cast *warding bond* without expending a spell slot or requiring components. Alternatively, as a reaction when the Guardian or an ally within 5 feet of the Guardian is hit by an attack or fails a saving throw the Guardian can gain or grant a bonus to the target's AC or Saving Throw result equal to your Wisdom modifier, potentially changing the result.
- **Herald.** The entitled can cast *charm person* or *suggestion* without expending a spell slot or requiring components. Alternatively, the entitled can gain a bonus to a Charisma or Wisdom check or Saving Throw equal to your Wisdom modifier.
- **Huntsman.** The entitled can cast *hunter's mark* or *pass without trace* without expending a spell slot or requiring components. Alternatively, the entitled can gain a bonus to a Dexterity or Wisdom check or Saving Throw equal to your Wisdom modifier.
- **Magus.** The entitled can gain a bonus equal to your Wisdom modifier to a Spellcasting Ability check or to a spell damage or healing roll. Alternatively, when the entitled casts a spell it can cause you and each of your entitled to automatically succeed on any Saving Throw required by the spell and take no damage caused by the spell.
- **Spymaster.** The entitled can cast *disguise self* or *invisibility* without expending a spell slot or requiring components. Alternatively, the entitled can gain a bonus to a Dexterity or Charisma check or Saving Throw equal to your Wisdom modifier.

An entitled can use the benefits of their title a number of times equal to your proficiency bonus, they regain all expended uses when they finish a long rest. They can choose whether to use their title after a roll is made. Spells cast using a title use your Spellcasting Ability and Spell Save DC.

Additionally, you are aware of the location and status of any of your entitled within 100 feet can cast spells upon entitled within this range, regardless of the spell's normal range. You also gain the **Channel Divinity: Confirm Title** option: As an Action you can use your Channel Divinity to cause all of your entitled within 100 feet to regain all expended uses of their title abilities.

DIVINE STRIKE

8th-level Nobility Domain feature

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 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

ROYAL PREROGATIVES

8th-level Nobility Domain feature (replaces Divine Strike)

You gain two bonus Trappings of Nobility of your choice. You gain an additional bonus Trapping when you reach 14th level. You must meet the prerequisites for the Trappings you choose as normal.

IMMORTAL SOVEREIGN

17th-level Nobility Domain feature

You no longer age and cannot be magically aged. If you are suffering any effects of advanced age, you are returned to the peak of your adult vigor.

If you die, creatures you have entitled retain all benefits of their title for 10 days and are aware of the location of your body or the location where you died. So long as at least one of your entitled is standing vigil over your body or the location where you fell at dawn during one of these 10 days, you are returned to life as if a *true resurrection* spell had been cast on you.



PANTHEON DOMAIN

You worship a unified pantheon of deities instead of a single power, invoking individual deities of the pantheon as the need arises. This domain can also be used to represent the worship of a singular deity with multiple disparate aspects, or the veneration of a host of saints or minor powers incorporated into one faith.

DEIFIC INVOCATION

1st-level Pantheon Domain feature (Replaces Domain Spells & Domain Cantrips)

When you finish a short or long rest you can invoke the power of one of your pantheon's deities. Choose one Divine Domain offered by that deity. You gain the Domain Spells granted by that domain to a cleric of your level and learn one additional cleric cantrip of your choice, which can be chosen from that domain's Domain Cantrips. You regain these benefits until you use this feature again. You cannot choose the Enlightenment, Locus, or Nobility domain with this feature.

PANTHEISTIC KNOWLEDGE

1st-level Pantheon Domain feature

You gain proficiency with the Religion skill. If you are already proficient with Religion, you gain expertise with the skill: you add double your proficiency bonus to checks you make using it. Additionally, you gain the *divine blessing* and *enlightened divinity* spells as additional Domain Spells. When you cast *divine blessing*, you can invoke the favor of any deity of your pantheon. When you cast *enlightened divinity*, you can choose any Channel Divinity effect from any Domain for which you meet all other prerequisites.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Pantheon Domain learns one **Channel Divinity** effect at 2nd level and one at 5th level. By default, these are the **Turn Undead** effect at 2nd level and the **Destroy Undead** effect at 5th level. In addition, each time they use their Deific Invocation feature they learn one **Channel Divinity** effect available to their chosen Divine Domain, plus two additional effects when they gain the **Favored of the Pantheon** feature at 6th level. You retain these divinity effects until you use Deific Invocation again.

CHANNEL DOMAIN

2nd-level Pantheon Domain feature

When you use your **Deific Invocation** feature you may choose one **Channel Divinity** effect available to the chosen domain. You retain this effect until you choose a different **Divine Domain** with that feature. You may also exchange your **Turn Undead** and/or **Destroy Undead** effects for effects available to the chosen **Divine Domain** each time you use your **Deific Invocation** feature. You must still meet the prerequisites for your chosen **Channel Divinity** effects.

Additionally, you regain all expended uses of your **Harness Divine Power** feature when you finish a short or long rest.

FAVORED OF THE PANTHEON

6th-level Pantheon Domain feature

You gain the **Favored of the Gods** feat. If you already have this feat, you gain a feat of your choice instead. When you use your **Deific Invocation** feature, you must exchange the additional **Channel Divinity** effects granted by this feat for effects available to the chosen domain.

FAVORED OF THE GODS

Prerequisite: Cleric Class; Divine Domain and Channel Divinity class features

You are a favored servant of your deity, granted greater facility with channeling divine power. You gain the following benefits:

- You gain a number of additional uses of your Channel Divinity equal to half your proficiency bonus. You regain these additional Channel Divinity uses when you finish a long rest.
- You learn two additional Channel Divinity effects from among those available to your Divine Domain. You must meet the prerequisites for these effects. You may exchange one of these effects for a different one each time you gain a cleric level.

FERVENT INVOCATION

8th-level Pantheon Domain feature

As an action or bonus action, you can use your **Deific Invocation** feature at any time. You must finish a long rest before using this action or bonus action again.

Additionally, when you use your **Harness Divine Power** feature, you may add 1 to the maximum level of the spell slot you can regain. This increases to 2 when you reach 17th level.

INVOKE THE PANTHEON

17th-level Pantheon Domain feature

When you use your **Deific Invocation** feature you can invoke a second deity or a secondary aspect of the same deity and choose a second **Divine Domain**. You gain the benefits of a Subdomain feat of the chosen domain.

Additionally, you regain the use of the action or bonus action granted by your **Fervent Invocation** feature when you finish a short or long rest.

SUBDOMAIN: (ANY)

Prerequisite: Cleric Class; Divine Domain feature

Choose a Divine Domain with an appropriate thematic connection to your chosen Divine Domain, deity, faith or religion.

- You add the chosen Divine Domain's Domain Cantrips and Domain Spells to the cleric spell list for you.
- Choose a thematically appropriate cleric cantrip, often from the chosen domain's Domain Cantrip list, you gain that cantrip as a bonus cleric cantrip known.
- When you reach 1st, 3rd, 5th, 7th and 9th level you can add a 1st, 2nd, 3rd, 4th, and 5th level spell from the chosen domain's Domain Spells list of that level as an additional Domain Spell known for you.
- When you reach 6th level you gain a Channel Divinity effect available to the chosen Divine Domain as an additional Channel Divinity effect known.

PROTECTION DOMAIN

Just about every faith has a sect or aspect of their deity that is devoted to the protection of the faithful. Among more organized religious hierarchies, clerics of this domain will act as captains of temple guards or be members of militant orders dedicated to defending the faith.

PROTECTION DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>protection from evil and good, shield of faith</i>
3rd Level	<i>aid, arcane lock</i>
5th Level	<i>dispel magic, protection from energy</i>
7th Level	<i>banishment, death ward</i>
9th Level	<i>circle of power, wall of force</i>

DOMAIN CANTRIPS

1st-level Protection Domain feature

The following cantrips are added to the cleric spell list for you: *blade ward, disruptive strike, mystic talisman, and spell ward*

SHIELD THE FAITHFUL

1st-level Protection Domain feature

If you cast a spell of 1st level or higher and target yourself or an ally with the spell, you can grant targets of the spell temporary hit points equal to three times the level of the spell + your Wisdom modifier divided as you wish among the spell's targets. If the spell already grants temporary hit points, add the temporary hit points granted by the spell to those granted by this feature.

BONUS PROFICIENCIES

1st-level Protection Domain feature

You gain proficiency with heavy armor and Constitution saving throws.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Protection Domain learns two Channel Divinity effects at 2nd level, one at 5th level, and one at 6th level. By default, these are the **Tun Undead** and **Blessing of Protection** effects at 2nd level, the **Destroy Undead** effect at 5th level, and the **Protective Rebuke** effect at 6th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Blessing of Protection, Domain Magic, Divine Wings, Exorcism, Protective Rebuke, Radiant Bulwark, Salvation of Life, and Sun Sliver.**

CHANNEL DIVINITY: BLESSING OF PROTECTION

2nd-level Protection Domain feature

As an action you can use your Channel Divinity to invoke the Blessing of Protection which lasts for 1 minute, or until you are incapacitated or die. The blessing grants a pool of hit points equal to five times your cleric level. Whenever you or a target within 30 feet of you suffers damage, you can expend up to your cleric level in hit points from this pool and reduce the damage suffered by the target by that amount.

CHANNEL DIVINITY: PROTECTIVE REBUKE

6th-level Protection Domain feature

Starting at 6th level, each time you use your Blessing of Protection to reduce damage inflicted by a creature within 30 feet of you, you can cause that creature to suffer force damage equal to the amount of damage you prevented.

DIVINE STRIKE

8th-level Protection Domain feature

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 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

HOLY AEGIS

17th-level Protection Domain feature

While a creature has temporary hit points granted by you, it has resistance to all damage and any creature that hits it with a melee attack suffers force damage equal to your Wisdom modifier.

REVELRY DOMAIN

Deities of revelry, joy, celebration, festivity, wine, drunkenness, and song grant this domain. These deities include Dionysus, Comus, The Muses, Bacchus, Aegir, Bes, Hathor, Goibniu, Cerridwen, Brigid, Lliira, Milil, Olidammara, Branchala, Alobal Lorfiril, Melira Taralen, Ye'Cind, Hanseath, Yondalla, and Sheyanna Flaxenstrand. There are also clerics of this domain that worship the ideal of the Unending Revel, doing their best to bring joy and revelry to all sentients.

If beginning as a cleric at 1st level, many clerics that choose this domain also use the Traveling Priest Variant.

REVELRY DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>cacophony, hideous laughter</i>
3rd Level	<i>compelling waltz, Nathair's mischief</i>
5th Level	<i>hypnotic pattern, luring song</i>
7th Level	<i>charm monster, confusion</i>
9th Level	<i>modify memory, seeming</i>

DOMAIN CANTRIPS

1st-level Revelry Domain feature

The following cantrips are added to the cleric spell list for you: *dancing lights, minor glamour, prestidigitation, and thunderous tune*

BONUS PROFICIENCIES

1st-level Revelry Domain feature

You gain proficiency with the Persuasion and Performance skills, two with musical instruments of your choice, and one of the following tools of your choice: cook's utensils, brewer's supplies, or herbalism kits. If you are already proficient with a chosen skill or tool you gain expertise with it; you add double your proficiency bonus to checks you make using it.

JOYOUS SONG

1st-level Revelry Domain feature

You may use Charisma instead of Wisdom for your cleric Spellcasting Ability and for any cleric class features. You can also use musical instruments as holy symbols, and can become attuned to magical instruments as if you were a bard.

LIFE OF THE PARTY

1st-level Revelry Domain feature

You are a boon to any celebration and are generally welcome at any gathering. You gain the following benefits:

- In any non-hostile community, you can maintain a wealthy lifestyle while engaged in the Carousing downtime activity without any expenditure of gold. Additionally, you can generally gain admittance to almost any non-hostile social gathering.
- If you cast *divine blessing* to affect a social event or the Carousing downtime activity, the spell is considered to be cast as a spell one level higher and does not require a material component.
- If you spend 1 hour or more engaged in revelry with a group of non-hostile creatures, you gain advantage on Charisma checks made to interact socially with those creatures for the next 24 hours.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Revelry Domain learns two Channel Divinity effects at 2nd level, one at 5th level, and one at 6th level. By default, these are the **Tun Undead** and **Sacred Revelry** effects at 2nd level, the **Destroy Undead** effect at 5th level, and the **Enticing Revelry** effect at 6th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Blessing of Grace**, **Domain Magic**, **Divine Tongue**, **Divine Wings**, **Enticing Revelry**, **Harmony**, **Inspired Grace**, and **Sacred Revelry**.

CHANNEL DIVINITY: SACRED REVELRY

2nd-level Revelry Domain feature

As an action, you can use your channel Divinity to invoke the protection afforded to drunkards and fools for you and your fellow revelers. For the next hour, you and a number of additional willing creatures within 60 feet of you equal to double your cleric level gain a mystical effect akin to mild inebriation, becoming immune to the frightened condition, suffering disadvantage on ability checks using abilities other than Charisma, and gaining a mystical protection that forces any creature attempting to attack or target such a creature with a harmful effect to first make a Wisdom saving throw. On a failed save, the creature becomes charmed by all affected creatures until the start of its next turn.

If an affected creature makes an attack, casts a harmful spell that affects an enemy, or deals damage to another creature, the effect ends for that creature.

If at any point during the duration you are not affecting the maximum number of revelers, you can use an action to invite new willing creatures within range to join the revelry, these creatures must be creatures not previously affected by this use of the effect.

CHANNEL DIVINITY: ENTICING REVELRY

6th-level Revelry Domain feature

When you reach 6th level, if a creature within 60 feet of you fails its saving throw versus your Sacred Revelry effect, it must repeat the saving throw at the start of its next turn. On a failed saving throw it remains charmed by all affected creatures for the remaining duration, becomes friendly to the affected creatures while charmed by this effect, and joins the revelry. Such charmed creatures do not count against your maximum number of revelers.

DIVINE ROYSTERER

8th-level Revelry Domain feature

It is anathema to interrupt a divine roysterer at their revels. Any creature that deals damage to you suffers 2d8 psychic damage. If you take an action that deals damage to a creature, you lose the benefits of this feat until you finish a short or long rest.

UNENDING REVEL

17th-level Revelry Domain feature

You gain the *heroes' feast* and *magnificent mansion* spells as additional domain spells. You can cast either spell once without expending a spell slot or requiring components. Once you cast a spell using this feature, you cannot do so again until you finish a long rest.

STRENGTH DOMAIN

Deities that offer the Strength domain tend to be simple powers that extol their worshipers for being strong of limb and sturdy of character and include Strength, Athletics, Endurance, and Sport in their portfolio. These powers are often ascended human demigods and include Alke, Kratos, Bia, Heracles, Nike, Segomo, Tyr, Ullr, Ilmater, Kord, Dol Dorn, Tethrin Veralde, and Haela Brightaxe.

STRENGTH DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>earthen durability, thunderous smite</i>
3rd Level	<i>enhance ability, enlarge/reduce</i>
5th Level	<i>aura of vitality, giant form</i>
7th Level	<i>staggering smite, stonemin</i>
9th Level	<i>arcane hand, banishing smite</i>

DOMAIN CANTRIPS

1st-level Strength Domain feature

The following cantrips are added to the cleric spell list for you: *boost*, *crushing blow*, *granite grasp*, and *momentous rush*.

BLESSED STRENGTH

1st-level Strength Domain feature

You can gain a bonus equal to your Wisdom modifier to a Strength check, Strength saving throw, or the attack and damage roll of an attack using Strength. You can gain this bonus after you see the roll, but before the DM announces the result.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

BONUS PROFICIENCIES

1st-level Strength Domain feature

You gain proficiency with the Athletics skill and with Strength saving throws. If you are already proficient in Athletics, you gain expertise in the skill: You add double your proficiency bonus to checks you make using it.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Strength Domain learns two Channel Divinity effects at 2nd level, one at 5th level, and one at 6th level. By default, these are the **Tun Undead** and **Blessing of Might** effects at 2nd level, the **Destroy Undead** effect at 5th level, and the **Inspired Force** effect at 6th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Blessing of Might**, **Domain Magic**, **Divine Fury**, **Earth Hammer**, **Hero's Prowess**, and **Inspired Force**.

CHANNEL DIVINITY: BLESSING OF MIGHT

2nd-level Strength Domain feature

When you make an ability check, attack roll, or saving throw using Strength or Constitution, you can use your Channel Divinity to gain a +10 bonus to the roll. Additionally, until the end of your next turn, you count as two sizes larger to determine your carrying capacity and the weight you can push, drag, or lift, and the size of creature you can grapple or shove. Alternatively, when you make a damage roll for an attack using Strength you can increase the damage by an amount equal to 6 + twice your cleric level. You make this choice after you see the roll, but before the DM announces the result.

CHANNEL DIVINITY: INSPIRED FORCE

6th-level Strength Domain feature

When a creature within 30 feet of you makes an ability check, attack roll, or saving throw using Strength or Constitution, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. Additionally, until the end of its next turn, the target counts as two sizes larger to determine their carrying capacity and the weight they can push, drag, or lift, and the size of creature they can grapple or shove. Alternatively, when such a creature makes a damage roll for an attack using Strength you can increase the damage by an amount equal to 6 + twice your cleric level. You make this choice after you see the roll, but before the DM announces the result.

DIVINE STRIKE

8th-level Strength Domain feature

You gain the ability to infuse your weapon attacks and unarmed strikes with divine energy. Once on each of your turns when you hit a target with a weapon attack or unarmed strike, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the attack to the target. When you reach 14th level, the extra damage increases to 2d8.

DIVINE MIGHT

17th-level Strength Domain feature

Your Strength score increases by 2. Your maximum for this score also increases by 2. Additionally, when you make a Strength check or Strength saving throw, you can treat a d20 roll of 9 or lower as a 10.



TIME DOMAIN

Deities that control fate, time, and space often grant this domain to their followers. As a more esoteric concept, such deities tend to attract the devotion of thinkers and philosophers rather than the warrior clergy of other deities. Deities that grant this domain include Aion, Chronos, The Moirae, the Norns, Savras, Istus, Labelas Enoreth, and Thautam. This domain also attracts those who devote themselves to the study of the cosmos and their place in it or who pursue knowledge of certain prophecies, such as the Draconic Prophecy of Eberron.

TIME DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>intuition, longstrider</i>
3rd Level	<i>augury, misty step</i>
5th Level	<i>haste, slow</i>
7th Level	<i>divination, prescience</i>
9th Level	<i>far step, hold monster</i>

All spells from any spell list that manipulate time or allow knowledge of the future or past or teleportation are added to the cleric spell list for you. If your campaign includes the spells from the *Explorer's Guide to Wildemount*, all Chronurgy spells are added to the cleric spell list for you, and you can replace any of your Domain Spells with a Chronurgy spell of the appropriate level.

DOMAIN CANTRIPS

1st-level Time Domain feature

The following cantrips are added to the cleric spell list for you: *anticipatory attack, awareness, insightful dodge, and prognosticative readiness*.

FOREKNOWLEDGE

1st-level Time Domain feature

You can see a few brief moments into the future. You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier. If you are surprised at the beginning of a combat, you can forgo this bonus to negate the surprise against you.

CHRONAL MANIPULATION

1st-level Time Domain feature

You can alter the flow of time around creatures you affect with a spell.

- If you cast a spell with a spell slot of 1st level or higher and target an ally with the spell, choose one ally targeted by the spell, that ally can immediately use their reaction to either move up to their speed or make one attack.
- If you cast a spell with a spell slot of 1st level or higher and target an enemy with the spell, choose one enemy that failed its saving throw or was hit by the spell, that enemy cannot use reactions until the start of your next turn.

If the spell targets more than one ally or enemy, you choose one ally or enemy per level of the spell to be affected by this feature.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Time Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Reweave Time** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Divine Multitude, Domain Magic, Escape Fate, Forewarning, Reweave Time, Temporal Manipulation, and Temporal Respite**.

CHANNEL DIVINITY: REWEAVE TIME

2nd-level Time Domain Feature

You can use your Channel Divinity to reweave the strands of time, choosing a different outcome for a random event. When you or another creature makes an ability check, attack roll, or saving throw, after seeing the result, but before the outcome is determined, you can use a reaction to roll your own d20, imposing advantage or disadvantage on the roll if you wish, and choose which result to use.

TEMPORAL DISPLACEMENT

6th-level Time Domain feature

As a reaction when a creature you can see within 30 feet of you starts their turn, you push them momentarily outside the flow of time. The creature disappears, reappearing in their current location at the start of their next turn. If the space they disappeared from is occupied, they reappear in the nearest unoccupied space of your choice. Once you use this feature on a creature, the temporal resonance present on the creature renders them immune to the effect for 1 hour.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

POTENT SPELLCASTING

8th-level Time Domain feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

CHRONAL CONTROL

8th-level Time Domain feature (replaces Potent Spellcasting)

You become an expert at speeding and slowing time. You can cast either *haste* or *slow* once, without expending a spell slot. You regain the ability to do so when you finish a short or long rest. Additionally, you gain the following benefits when casting these spells:

Haste. The spell no longer causes lethargy when it ends, and targets can use the additional Action granted by the spell each turn to take the Cast a Spell action (one cantrip only). Additionally, you can change the target of the spell as a bonus action during the duration.

Slow. If at any point during the duration you are not affecting the maximum number of targets allowed by the spell, you can use your Action to choose additional targets as if you had just cast the spell again, selecting a number of new targets to bring the spell up to its maximum.

VISIONS OF FUTURES PAST

17th-level Time Domain feature

You can call up visions of the past that relate to an object you hold or your immediate surroundings. You spend at least 1 minute in meditation and prayer, then receive dreamlike, shadowy glimpses of recent events. You can meditate in this way for a number of minutes equal to your Wisdom score and must maintain concentration during that time, as if you were casting a spell.

Object Reading. Holding an object as you meditate, you can see visions of the object's previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your Wisdom score), you can spend 1 additional minute for each owner to learn the same information about that creature.

Area Reading. As you meditate, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 50-foot cube), going back a number of days equal to your Wisdom score. For each minute you meditate, you learn about one significant event, beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more mundane events that are nevertheless important in your current situation.

Echoes of the Future Past. You can meditate to gain visions that explore possible future events arising from a specific contemplated action (such as opening a door). You can explore one minute in the future for each minute you meditate. Any dangerous or chaotic event (such as combat or a deadly trap, essentially anything that requires attack rolls or saving throws) ends the vision, though you get the first moments of the event, enough to see the attackers or dangerous occurrence that caused the vision to end. If such an event ends the current vision, you can start over meditating on new choices if you have the time remaining. Once you use this feature, you can't use it again until you finish a short or long rest, unless you expend a spell slot of 5th level or higher to use it again. If you expend a spell slot of 6th level or higher, you can meditate to use this feature for five additional minutes per slot level above 5th.

TIME LORD

17th-level Time Domain feature (replaces Visions of Futures Past)

You regain one expended uses of your Temporal Displacement feature when you finish a short rest. Additionally, you no longer age and cannot be magically aged. If you are suffering any effects of advanced age, you are returned to the peak of your adult vigor. If you die by any means and are not returned to life within 1d8 days you are affected by a *reincarnate* spell, your old body disappears (if it still exists), and your new body appears in a location of the DM's choice as appropriate to current events.

TRADE DOMAIN

Gods and Goddesses associated with the wealth, trade, greed, and prosperity offer this domain. Some examples include Hermes, Plutus, Lakshmi, Fortuna, Janus, Waukeen, Shinare, Hiddukel, Vergadin, Abbathor, Urdlen, Bleredd, and Kol Korran. The churches of deities that offer this domain are often organized much like mercantile ventures.

TRADE DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st Level	<i>alarm, comprehend languages</i>
3rd Level	<i>arcane lock, detect thoughts</i>
5th Level	<i>sending, tongues</i>
7th Level	<i>fabricate, secret chest</i>
9th Level	<i>skill empowerment, teleportation circle</i>

DOMAIN CANTRIPS

1st-level Trade Domain feature

The following cantrips are added to the cleric spell list for you: *empathic sense, mage hand, message, and prestidigitation.*

ART OF THE DEAL

1st-level Trade Domain feature

Your deity blesses the pursuit of profit. You can gain a bonus equal to your Wisdom modifier to any check made to bargain, haggle, appraise values, or engage in similar mercantile activities. Additionally, when you make an ability check to appraise the potential value of something, you are considered proficient and add double your proficiency bonus to the check.

BONUS PROFICIENCIES

1st-level Trade Domain feature

You gain proficiency with the Insight skill and either the Deception or Persuasion skill. If you are already proficient in a skill, you gain expertise with the skill: you add double your proficiency bonus to checks you make using it.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Trade Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Sense Wealth** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Celestial Strongbox**, **Coin of Fate**, **Divine Tongue**, **Divine Wings**, **Domain Magic**, and **Sense Wealth**.

CHANNEL DIVINITY: SENSE WEALTH

2nd-level Trade Domain feature

You can use your Channel Divinity as a bonus action to gain the ability to sense precious items. For 10 minutes per cleric level, you can pinpoint the location of precious metals and stones, such as coins or gems, or even more esoteric items of value such as works of art, magical items, and antiquities within 60 feet of you. This sense is not blocked by total cover, and you gain an innate sense of the value of objects sensed in this manner. The sense can penetrate barriers, but

2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you.

DIVINE BARGAIN

6th-level Trade Domain feature

When you haggle over the sale price of an object you are selling, the resulting price is always 10% higher than normal, and when bargaining over a purchase price of an item you are buying, the resulting price is always 10% lower than normal.

Additionally, you can always use the equivalent value of gold coins or gemstones in place of any material component of your cleric spells that is consumed in the casting, and you can use your divine bargaining skills in one of the following ways when you cast a cleric spell:

- When you cast a domain spell, you can expend 50gp per spell level as an additional material component consumed in the casting in place of expending a spell slot.
- When you cast any spell with the ritual tag as a ritual, you can do so without increasing the casting time.
- When you cast a spell with a costly material component that is consumed in the casting, you can cause the spell to consume half the usual value of components.

You can use this ability a number of times equal to your proficiency bonus, you regain all expended uses when you finish a long rest.

POTENT SPELLCASTING

8th-level Trade Domain feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

BUY LOW, SELL HIGH

8th-level Trade Domain feature (replaces Potent Spellcasting)

Whenever a damage roll is made against you, you can roll a d4 and subtract the result from the damage you suffer (minimum 1 damage). Whenever you make a damage roll, you can roll a d4 and add the result to the damage you inflict.

MASTER OF THE DEAL

17th-level Trade Domain feature

The *glibness* and *mind blank* spells are added to your list of Domain Spells and do not require components when cast by you. You can use this feature to cast either spell once, without expending a spell slot, you regain the ability to do so when you finish a long rest.



TRAVEL DOMAIN

The travel domain is granted by deities of roads, travel, journey, crossroads, messengers, and adventurers. These powers include Hermes, Enodia, Meili, Gna, Lugh, Celestian, Fharlanghn, Fenmarel Mestarine, Muamman Duathal, Brndobaris, and Baervan Wildwanderer.

TRAVEL DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>comprehend languages, longstrider</i>
3rd Level	<i>endure elements, find steed</i>
5th Level	<i>fly, tiny hut</i>
7th Level	<i>find greater steed, freedom of movement</i>
9th Level	<i>passwall, teleportation circle</i>

DOMAIN CANTRIPS

1st-level Travel Domain feature

The following cantrips are added to the cleric spell list for you: *boost, graceful escape, message, and water dance.*

BONUS PROFICIENCIES

1st-level Travel Domain feature

You gain proficiency with all vehicles, cartographer's tools, and navigator's tools. Your proficiency bonus is doubled for any ability check that uses your proficiency with these tools or vehicles.

BLESSED TRAVELER

1st-level Travel Domain feature

The blessings of your deity guide your feet and guard your path, you gain proficiency in the Survival skill and gain the following benefits:

- You ignore difficult terrain.
- You cannot become lost, except by magical means.
- Moving at a fast pace causes no penalty to your Perception checks.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Travel Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Blessings of the Road** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Blessings of the Road, Divine Tongue, Divine Wings, Domain Magic, and Traceless Path.**

CHANNEL DIVINITY: BLESSING OF THE ROAD

2nd-level Travel Domain feature

As an action you can use your Channel Divinity to bless all creatures and vehicles of your choice within 10 feet of you per cleric level. Creatures and vehicles affected by this blessing increase their movement speed by 10 feet, increase their carrying capacity and the weight they can push or drag by 50%, ignore difficult terrain, and automatically succeed on

saving throws to avoid exhaustion from a forced march for the next 4 hours.

WANDERER'S STEP

6th-level Travel Domain feature

Whether mounted or on foot, your travel pace is doubled, as is the travel pace of up to ten companions while they're within 60 feet of you and you're not incapacitated.

If you are proficient with a vehicle, this also applies to a vehicle you pilot or command.

DIVINE STRIKE

8th-level Travel Domain feature

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 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

CELESTIAL TRAVELER

17th-level Travel Domain feature

You can cast either *teleport* or *planeshift* without expending a spell slot or requiring components. If you have visited the location you are traveling to at least once, you can always travel to that exact location with no chance of failure using these spells. Once you cast a spell using this feature, you cannot do so again until you finish a long rest, or you expend a spell slot of 7th level or higher.



TRUTH DOMAIN

Deities of truth, law, and justice offer this domain. Examples include Apollo, Themis, Veritas, Maat, Tyr, Pholtus, Aureon, Gorm Gulthyn, Arvoreen, and Rill Cleverthrush. Other deities may grant this domain to clerics that act as inquisitors of their religion. Commonly known as Truthseekers, clerics of this domain often act as judges and arbiters to societies that value truth and justice.

TRUTH DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>command, comprehend languages</i>
3rd Level	<i>see invisibility, zone of truth</i>
5th Level	<i>clairvoyance, purge deception</i>
7th Level	<i>arcane eye, divination</i>
9th Level	<i>commune, scrying</i>

DOMAIN CANTRIPS

1st-level Truth Domain feature

The following cantrips are added to the cleric spell list for you: *awareness, critical insight, insightful dodge, and true strike*.

TRUTHSEEKER

1st-level Truth Domain feature

You gain proficiency with the Investigation and Insight skills. Your proficiency bonus is doubled for any ability check you make that uses either of those skills. Additionally, you always know if you succeed or fail a Wisdom (Insight) check and a failed insight check never yields a false result, only an uncertain result. You also always know if magic is being used to affect your ability to determine a creature's truthfulness and you always know if divination magic you use (such as *augury*) is giving a misleading or false result.

COMMAND TRUTH

1st-level Truth Domain feature

You can cast the *command* spell a number of times equal to your Wisdom modifier without expending a spell slot. You regain all expended uses of this feature when you finish a long rest.

Additionally, you can give the command "Truth" followed by a question when you cast *command*. On a failed saving throw the target takes no action on its next turn other than to answer the question as truthfully and completely as it is able. You know if a creature succeeded or failed on its saving throw versus this effect.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Truth Domain learns two Channel Divinity effects at 2nd level, one at 5th level, and one at 6th level. By default, these are the *Tun Undead* and *Detect Untruth* effects at 2nd level, the *Destroy Undead* effect at 5th level, and the *Purge Deception* effect at 6th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include *Compel Truth, Detect Untruth, Domain Magic, Divine Authority, Divine Tongue, Divine Wings, Exorcism, and Purge Deception*. A cleric of this

domain almost never replaces their *Detect Untruth* or *Purge Deception* effects.

CHANNEL DIVINITY: DETECT UNTRUTH

2nd-level Truth Domain feature

As a bonus action you can use your Channel Divinity to detect untruths in your presence. For the next minute you know if a word spoken in your presence or writing read by you is a lie, an omission, or an attempt to mislead as determined by the intent of the speaker or author. You also know if magic or art of disguise is concealing the true form of any creature or object you can see.

CHANNEL DIVINITY: PURGE DECEPTION

6th-level Truth Domain feature

You can expend a use of your Channel Divinity to cast *purge deception* at a level equal to half your cleric level without expending a spell slot. For the duration of this spell, you also gain the effects of your *Channel Divinity: Detect Untruth*.

POTENT SPELLCASTING

8th-level Truth Domain feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

UNIVERSAL TRUTH

17th-level Truth Domain feature

You gain the ability to detect the absolute objective truth of the universe, unvarnished by perception or subjectivity. During the duration of your *Channel Divinity: Detect Untruth* or *Channel Divinity: Purge Deception*, you become aware if a word you hear or writing you read is the actual objective truth and you become aware if the speaker or author was intentionally mislead or is simply unaware of the truth.

VALOR DOMAIN

The deities that offer this domain emphasize and encourage bravery and heroism over pure battle lust and war. These faiths emphasize honor in combat, skill at arms, and respect for noble foes. Deities such as Tyr, Alke, Nike, Virtus, Torm, Heironeous, Kord, Dol Dorn, Haela Brightaxe, Tethrin Veralde, Eilistraee, and Avoreen may offer this domain as opposed to the War domain. Clerics of this domain are known for their use of the *martyr's strike* cantrip in combat.

VALOR DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>bless</i> , <i>heroism</i>
3rd Level	<i>aid</i> , <i>magic weapon</i>
5th Level	<i>aura of vitality</i> , <i>crusader's mantle</i>
7th Level	<i>aura of life</i> , <i>death ward</i>
9th Level	<i>circle of power</i> , <i>final strike</i>

DOMAIN CANTRIPS

1st-level War Domain feature

The following cantrips are added to the cleric spell list for you: *adamantine edge*, *anticipatory attack*, *momentous rush*, and *spell ward*.

BONUS PROFICIENCIES

1st-level Valor Domain feature

You gain proficiency with Martial weapons and the Athletics skill. If you are already proficient with Athletics, you can either choose a different skill to gain proficiency with or gain Expertise with Athletics: you add double your proficiency bonus to checks you make using it.



BLESSINGS OF COURAGE

1st-level Valor Domain feature

When you cast *bless* or *heroism*, you are also affected by the spell for the duration. Additionally, as a bonus action you can cast either spell once, without expending a spell slot or requiring components. You can use this bonus action a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Valor Domain learns two Channel Divinity effects at 2nd level and one at 5th level. By default, these are the **Tun Undead** and **Honor and Valor** effects at 2nd level and the **Destroy Undead** effect at 5th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Brightglave**, **Divine Fury**, **Hero's Prowess**, **Honor and Valor**, **Radiant Bulwark**, **Salvation of Life**, and **Sun Sliver**.

CHANNEL DIVINITY: HONOR AND VALOR

2nd-level Valor Domain feature

You can use your Channel Divinity when you roll initiative to ensure an honorable combat, unleashing a battle cry of "Honor and Valor". For the duration of the combat, ranged attack rolls made by you or against you are made with disadvantage and all saving throws made by you or imposed by you are made with advantage. You cannot use this effect if you are surprised, and you cannot attack any creature while it is Surprised during the first turn of the combat. When you use this effect, each friendly creature within 30 feet of you participating in the same battle that is not surprised can choose to gain the same effects for the combat by echoing your battle cry.

AURA OF VALOR

6th-level Valor Domain feature

You and friendly creatures within 10 feet of you can't be frightened while you are conscious.

DIVINE STRIKE

8th-level Valor Domain feature

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 damage of the weapon's type to the target. When you reach 14th level, the extra damage increases to 2d8.

SHIELD OF VALOR

17th-level Valor Domain feature

The range of your Aura of Valor increases to 30 feet and attack rolls against creatures affected by your Aura of Valor are never made with Advantage.

WATER DOMAIN

The more benevolent deities of water, sea, and river offer this Domain. Eldath, Istishia, Deep Sashelas, Manannan mac Lir, Poseidon, Sobek, Aegir, and Njord all have dominion over the water domain. A cleric that venerates the sea or river as a life-giving force might also choose this domain.

WATER DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>create or destroy water, fog cloud</i>
3rd Level	<i>conjure water spirit, watery escape</i>
5th Level	<i>tidal wave, water walk</i>
7th Level	<i>control water, watery sphere</i>
9th Level	<i>commune with nature, maelstrom</i>

DOMAIN CANTRIPS

1st-level Water Domain feature

The following cantrips are added to the cleric spell list for you: *conjure mist*, *torrent*, *water dance*, and *watery weapon*.

DISCIPLE OF WATER

1st-level Water Domain feature

You learn the *shape water* cantrip as an additional cleric cantrip known and can cast it as a bonus action. Additionally, all spells from any spell list that create, control, or manipulate water, mist, fog or weather, or assist moving, seeing, or breathing in water, mist, or fog are added to the cleric spell list for you.

BONUS PROFICIENCIES

1st-level Water Domain feature

You gain proficiency with martial weapons, the Athletics skill, and water vehicles. If you are already proficient with the skill or vehicle, you instead gain expertise: you add double your proficiency bonus to checks you make using it.

BONUS PROFICIENCIES

1st-level Fire Domain feature

You gain proficiency with martial weapons and heavy armor.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Water Domain learns two Channel Divinity effects at 2nd level, one at 5th level, and one at 6th level. By default, these are the **Tun Undead** and **Blessing of the Waves** effects at 2nd level, the **Destroy Undead** effect at 5th level, and the **Wavespike** effect at 6th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Blessed Inundation**, **Blessing of the Waves**, **Cleansing Inundation**, **Domain Magic**, **Domain Strike**, **Ice Spar**, and **Wavespike**.

CHANNEL DIVINITY: BLESSING OF THE WAVES

2nd-level Water Domain feature

You can use a bonus action to grant yourself and a number of creatures of your choice within 30 feet equal to your Wisdom modifier the **Blessing of the Waves**. The blessing lasts for a number of hours equal to your cleric level. Creatures affected by the blessing gain the ability to breath air and water and a swim speed of 30 feet (or increase their

swim speed by 30 feet if they already have a swim speed) for the duration. Additionally, water, tides, and currents impose no penalties on affected creatures' movement or attacks, and they can see clearly through water, mist, and fog out to 60 feet and can see twice as far as normal in such conditions beyond this range. You can use a bonus action to end this effect early for any affected creature.

CHANNEL DIVINITY: WAVESPIKE

6th-level Water Domain feature

You can use your Channel Divinity to create a weapon of primal elemental water. As a bonus action you can use your Channel Divinity to cast *wavespike* without using a spell slot. The spell is cast as if using a spell slot equal to 1/3rd your cleric level (round up). When you learn this effect, you also learn the *critical insight* cantrip as an additional cleric cantrip known and you gain the *wavespike* spell as an additional Domain Spell.

DIVINE STRIKE

8th-level Water Domain feature

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 acid, bludgeoning, or cold damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

WILL OF THE WAVES

17th-level Water Domain feature

You gain the ability to breath air and water and a swim speed equal to you walking speed (or increase your swim speed by 20 feet if you already have a swim speed). Additionally, during the duration of your **Channel Divinity: Blessing of the Waves** hostile creatures within 30 feet of you must spend 2 feet of movement for every foot they attempt to move in water.

WINTER DOMAIN

Deities with winter as their sole aspect are rare, some few examples might include Boreas, Skathi, Beira, and Auril. The shamans of more primitive peoples, such as frost giants and goliaths living in near arctic or high-altitude locales might make offerings simply to Winter as a personified concept. Some might also venerate the fey Unseelie or Winter Court, using the names Mab, Queen of Winter or simply Mother Winter.

WINTER DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>armor of agathys, ice knife</i>
3rd Level	<i>cold wave, freeze</i>
5th Level	<i>gelid sloth, sleet storm</i>
7th Level	<i>arctic chill, boreas</i>
9th Level	<i>avalanche, cone of cold</i>

DOMAIN CANTRIPS

1st-level War Domain feature

The following cantrips are added to the cleric spell list for you: *frostbite, grip of bitter frost, ray of frost, and rime blade*.

DISCIPLE OF WINTER

1st-level Winter Domain feature

You learn the *create ice* cantrip as an additional cleric cantrip known and you are naturally acclimated to cold climates and do not suffer the environment effects of extreme cold. Additionally, all spells from any spell list that create, control, or manipulate ice or snow or inflict cold damage are added to the cleric spell list for you. When you cast a spell or use a Channel Divinity effect that would inflict necrotic damage, you can choose to inflict cold damage instead.

BONUS PROFICIENCIES

1st-level Winter Domain feature

You gain proficiency with martial weapons and heavy armor.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Winter Domain learns two Channel Divinity effects at 2nd level, one at 5th level, and one at 6th level. By default, these are the **Tun Undead** and **Ice Guard** effects at 2nd level, the **Destroy Undead** effect at 5th level, and the **Ice Spar** effect at 6th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Divine Fury, Divine Wings, Domain Magic, Domain Strike, and Winter's Wrath**.

CHANNEL DIVINITY: ICE GUARD

2nd-level Winter Domain feature

You can use a bonus action on your turn use your Channel Divinity to grant Ice Guard to yourself and a number of creatures of your choice within 30 feet equal to your Wisdom modifier. Affected creatures gain cold resistance for a number of hours equal to half your cleric level, during this time they are immune to cold damage from spells you cast and ignore difficult terrain composed of ice or snow. You can use a bonus action to end this effect early for any affected creature.

CHANNEL DIVINITY: ICE SPAR

6th-level Winter Domain feature

You can use your Channel Divinity to create a weapon of primal elemental ice. As a bonus action you can use your Channel Divinity to cast *ice spar* without using a spell slot. The spell is cast as if using a spell slot equal to 1/3rd your cleric level (round up). When you learn this effect, you also learn the *rime blade* cantrip as an additional cleric cantrip known and you gain the *ice spar* spell as an additional Domain Spell.

DIVINE STRIKE

8th-level Winter Domain feature

You gain the ability to infuse your weapon strikes with bitter cold. 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.

WINTER'S CHILL

8th-level Winter Domain feature (replaces Divine Strike)

Once per turn, when you deal cold damage to a creature, you can increase the cold damage by 1d8 and decrease the target's movement speed by 10 feet until the start of your next turn.

WINTERBORN

17th-level Winter Domain feature

You gain resistance to cold damage. While you are affected by your **Channel Divinity: Ice Guard**, you are immune to cold damage and when you inflict cold damage you inflict additional damage equal to your Wisdom modifier.



WISDOM DOMAIN

“THE ONLY TRUE WISDOM IS IN KNOWING YOU KNOW NOTHING.”
— SOCRATES

Deities dedicated to Wisdom include Thoth, Isis, Quetzalcoatl, Athena, Mimir, Odin, Oghma, Deneir, Istus, St. Cuthbert, Angharradh, Mya, Yondalla, Rill Cleverthrush. Wisdom is also a common domain of those clerics that venerate a philosophical Ideal.

WISDOM DOMAIN SPELLS

Cleric Level	Spells
1st Level	<i>bless, command</i>
3rd Level	<i>augury, calm emotions</i>
5th Level	<i>beacon of hope, tongues</i>
7th Level	<i>aura of purity, divination</i>
9th Level	<i>commune, legend lore</i>

DOMAIN CANTRIPS

1st-level War Domain feature

The following cantrips are added to the cleric spell list for you: *awareness, empathic sense, insightful dodge, and message.*

TOUCH OF WISDOM

1st-level Wisdom Domain feature

You have advantage on Wisdom checks. You can use your action to touch a willing creature other than yourself to transfer your advantage on Wisdom checks to that creature. This blessing lasts until the end of your next rest or until you use an action to use this feature again or reclaim the blessing for yourself.

BONUS PROFICIENCIES

1st-level Wisdom Domain feature

You gain proficiency with the Insight and Perception skills. If you are already proficient with a skill, you gain expertise with the skill: you add double your proficiency bonus to checks you make using it.

CHANNEL DIVINITY EFFECTS

2nd-level Cleric feature (enhancement)

The Wisdom Domain learns two Channel Divinity effects at 2nd level, one at 5th level, and one at 6th level. By default, these are the **Tun Undead** and **Blessing of Sagacity** effects at 2nd level, the **Destroy Undead** effect at 5th level, and the **Inspired Sagacity** effect at 6th level. A cleric of this Domain can choose other effects available to their domain to replace these default choices, common effects include **Blessing of Sagacity**, **Divine Authority**, **Divine Tongue**, **Domain Magic**, **Divine Wings**, **Exorcism**, and **Inspired Sagacity**.

CHANNEL DIVINITY: BLESSING OF SAGACITY

2nd-level Wisdom Domain feature

When you make an ability check, attack roll, or saving throw using Wisdom or Intelligence, you can use your Channel Divinity to gain a +10 bonus to the roll. If you grant a bonus to a saving throw using this effect, if you would normally suffer half damage on a successful saving throw, you instead suffer no damage on a successful saving throw and half damage on a failure. You make this choice after you see the roll, but before the DM announces the result.

CHANNEL DIVINITY: INSPIRED SAGACITY

6th-level Wisdom Domain feature

When a creature within 30 feet of you makes an ability check, attack roll, or saving throw using Wisdom or Intelligence, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. If you grant a bonus to a saving throw using this effect, if the target would normally suffer half damage on a successful saving throw, it instead suffers no damage on a successful saving throw and half damage on a failure. You make this choice after you see the roll, but before the DM announces the result.

POTENT SPELLCASTING

8th-level Wisdom Domain feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

DIVINE STRIKE

8th-level Winter Domain feature

You gain the ability to infuse your weapon strikes with bitter cold. 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 weapon damage to the target. When you reach 14th level, the extra damage increases to 2d8.

TRUE WISDOM

8th-level Wisdom Domain feature (replaces Potent Spellcasting)

When you finish a short or long rest you can choose one skill, tool, weapon, or language proficiency that you do not possess. Alternatively, you can choose one cleric spell of a level you can cast, but do not have prepared, or one Channel Divinity effect for which you meet the prerequisites, but do not know.

You gain the chosen proficiency or language, gain the chosen spell as an additional domain spell, or gain the ability to use the chosen Channel Divinity effect.

You retain the knowledge granted by this feature until you use it again.

DIVINE WISDOM

17th-level Wisdom Domain feature

Your Wisdom score increases by 2. Your maximum for this score also increases by 2. Additionally, when you make a Wisdom check or Wisdom saving throw, you can treat a d20 roll of 9 or lower as a 10.



CLERIC CHANNEL DIVINITY EFFECT DESCRIPTIONS

When you learn a new Channel Divinity effect or gain a cleric level you can replace a Channel Divinity effect you know with one of the following new Channel Divinity effects or one offered at your class level or lower by your Divine Domain. Several of the effects have prerequisites, when a level is listed it refers to your level in the cleric class.

The **Channel Divinity: Compel Truth, Domain Magic, Exorcism, Halo, Mark of Darkness, Spirit Legion, Spiritual Smite, Turn Aberration, Turn Celestial, Turn Fiend, Turn Undead, Destroy Aberration, Destroy Celestial, Destroy Fiend, and Destroy Undead** effects are available to clerics of any domain. The **Domain Strike** and **Sanctify Arms** effects are available to any domain that offers the **Divine Strike** feature.

The table in [Appendix I](#) contains a complete list of clerical Channel Divinity effects and their prerequisites.

CHANNEL DIVINITY: ARCANIC ABJURATION

Prerequisite: Arcana Domain

You can use your Channel Divinity to abjure otherworldly creatures. As an action, you present your holy symbol, and one celestial, elemental, fey, or fiend of your choice that is within 30 feet of you must make a Wisdom saving throw, provided that the creature can see or hear you. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly end its move in a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

CHANNEL DIVINITY: ARCANIC BANISHMENT

Prerequisite: 5th level; Channel Divinity: Arcane Abjuration, Arcana Domain

When a creature fails its saving throw against your **Arcane Abjuration** feature, the creature is banished for 1 minute (as in the banishment spell, no concentration required) if it isn't on its plane of origin and its challenge rating is at or below a certain threshold, as shown on the Arcane Banishment table.

ARCANIC BANISHMENT

Cleric Level	Banishes Creatures of CR ...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

CHANNEL DIVINITY: ARCANIC SECRETS

Prerequisite: Ancestor, Arcana, or Knowledge Domain

As an action, you can use your Channel Divinity to gain the knowledge of one cantrip or spell of a level you can cast from the Bard, Sorcerer, Warlock, or Wizard spell list. For 1 hour per cleric level, you know the spell and can cast

it at will, using your spell slots if required. The cantrip or spell becomes a Cleric spell for you and uses Wisdom as its spellcasting ability. When you learn this effect you gain proficiency with the Arcana skill, if you are already proficient with Arcana you can add double your proficiency bonus to checks you make using it.

CHANNEL DIVINITY: ARTISAN'S BLESSING

Prerequisite: Forge Domain

You can use your Channel Divinity to create simple items.

You conduct an hour-long ritual that crafts a nonmagical item that must include some metal: a simple or martial weapon, a suit of armor, ten pieces of ammunition, a set of tools, or another metal object. The creation is completed at the end of the hour, coalescing in an unoccupied space of your choice on a surface within 5 feet of you.

The thing you create can be something that is worth no more than 100gp. As part of this ritual, you must lay out metal, which can include coins, with a value equal to the creation. The metal irretrievably coalesces and transforms into the creation at the ritual's end, magically forming even nonmetal parts of the creation.

The ritual can create a duplicate of a nonmagical item that contains metal, such as a key, if you possess the original during the ritual.

Divine Synergy. You can use Channel Divinity: Artisan's Blessing to aid you in crafting a normal or magical item using the standard crafting rules. In a day spent crafting, you make 400gp worth of progress in crafting an item. When you reach 6th level this increases to 800gp, and to 1600gp at 18th level.

CHANNEL DIVINITY: BALM OF PEACE

Prerequisite: Peace Domain

You can use your Channel Divinity to make your very presence a soothing balm. As an action, you can move up to your speed, without provoking opportunity attacks, and when you move within 5 feet of any other creature during this action, you can restore a number of hit points to that creature equal to 2d6 + your Wisdom modifier (minimum of 1 hit point). A creature can receive this healing only once whenever you take this action.

CHANNEL DIVINITY: BANISH ELEMENTAL

Prerequisite: 5th level; Channel Divinity: Turn Elemental; Nature Domain

When a creature fails its saving throw against your **Turn Elemental** feature, the creature is banished for 1 minute (as in the banishment spell, no concentration required) if it isn't on its plane of origin and its challenge rating is at or below a certain threshold, as shown on the Banish Elemental table.

BANISH ELEMENTAL

Cleric Level	Banishes Creatures of CR ...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

CHANNEL DIVINITY: BATTLE COMMAND

Prerequisite: Nobility, Order, War Domain

When you hit with an attack, you can use your Channel Divinity to issue a command to a single friendly creature within 60 feet that can hear you. That creature can immediately use their Reaction to move up to their speed and make an attack.

For next minute, once on each of your subsequent turns you can issue this command again when you hit with an attack.

CHANNEL DIVINITY: BEGUILÉ

Prerequisite: Love Domain

You can use your Channel Divinity to enhance your influence on a creature charmed by you.

As an Action you can choose one creature charmed by you within 30 feet, the target becomes charmed for 1 day. The charmed target obeys your spoken commands and treats you as a cherished friend. If the target suffers any harm from you or receives a suicidal command from you, it can make a Wisdom saving throw, ending the effect on itself on a success. If a target's saving throw is successful, the creature is immune to your Channel Divinity: Beguile for the next 24 hours.

CHANNEL DIVINITY: BLESSED INUNDATION

Prerequisite: Life or Water Domain

You can use your Channel Divinity to bless the resulting rain when you cast *create or destroy water* to cause rain to fall in an area. The spell is cast as a spell 2 levels higher than the spell slot you expended and friendly living creatures in the area regain hit points equal 1d6 per spell level + your Wisdom modifier while any fiends or undead in the area suffer radiant damage equal to 1d6 per spell level + your Wisdom modifier as they are doused with holy water. This effect also extinguishes magical flame within the area unless created by a spell of a higher level than your spell. The water created by the spell is normal clean water after it falls.

CHANNEL DIVINITY: BLESSING OF BEAUTY

Prerequisite: Life, Light, or Love Domain

As an Action you touch a creature with your holy symbol and bless the target with divine beauty for a number of hours equal to half your cleric level (round down). This effect doesn't make any major changes to the target's appearance, but it cleanses the target, permanently removes any minor cosmetic blemishes, causes the target's garments to appear as the height of fashion, and allows its inner beauty to shine through. In some cases, this might simply be that the target is so ugly it is cute. The target gains advantage on Charisma checks for the duration.

CHANNEL DIVINITY: BLESSING OF FERTILITY

Prerequisite: Earth, Life, Light, Love, Nobility, Hearth, or Nature Domain

In a ritual that takes 1 minute you can use your Channel Divinity to cause one of the following effects:

- All plants in a half-mile radius of you become enriched for 1 year. The plants are protected from nonmagical disease and pestilence and yield twice the normal amount of food when harvested.

- All beasts within 100 feet of you are blessed for one year. The beasts are immune to nonmagical disease and become especially fertile, producing twins if a single birth is the norm or two additional offspring if multiple births are normal.
- One willing humanoid you touch is cured of any disease or condition preventing procreation and will produce offspring the next time it engages in sexual activity with a fertile partner of the appropriate gender.

CHANNEL DIVINITY: BLESSING OF FLIGHT

Prerequisite: 5th level; Channel Divinity: Blessing of the Sky

When you reach 5th level, when you use Channel Divinity: Blessing of the Sky, or as a bonus action while it lasts, you can grant all affected creatures within 30 feet of you a fly speed equal to their walking speed while they remain within 30 feet of you and you maintain concentration on the effect. If a creature already has a fly speed its fly speed is increased by 30 feet during this effect.

CHANNEL DIVINITY: BLESSING OF GRACE

Prerequisite: Love or Trickery Domain

When you make an ability check, attack roll, or saving throw using Dexterity or Charisma, you can use your Channel Divinity to gain a +10 bonus to the roll. Additionally you gain the effects of the Disengage action for that turn. Alternatively, when you make a damage roll for an attack using Dexterity you can increase the damage by an amount equal to 6 + twice your cleric level. You make this choice after you see the roll, but before the DM announces the result.

CHANNEL DIVINITY: BLESSING OF MIGHT

Prerequisite: Strength Domain

When you make an ability check, attack roll, or saving throw using Strength or Constitution, you can use your Channel Divinity to gain a +10 bonus to the roll. Additionally, until the end of your next turn, you count as two sizes larger to determine your carrying capacity and the weight you can push, drag, or lift, and the size of creature you can grapple or shove. Alternatively, when you make a damage roll for an attack using Strength you can increase the damage by an amount equal to 6 + twice your cleric level. You make this choice after you see the roll, but before the DM announces the result.

CHANNEL DIVINITY: BLESSING OF NIGHT

Prerequisite: Night Domain

As a bonus action while in dim light or darkness you can grant yourself and a number of creatures of your choice within 30 feet equal to your Wisdom modifier the Blessing of Night. The blessing lasts for a number of hours equal to half your cleric level (round up) and grants the following benefits to affected creatures:

- They gain the benefits of your Darksight feature, and the range of that feature for you is increased by 60 feet.
- While in dim light or darkness, they can take the Hide action as a bonus action and can try to hide while only lightly obscured from the creature from which they are hiding.

CHANNEL DIVINITY: BLESSING OF PROTECTION

Prerequisite: Protection Domain

As an action you can use your Channel Divinity to invoke the Blessing of Protection which lasts for 1 minute, or until you are incapacitated or die. The blessing grants a pool of hit points equal to five times your cleric level. Whenever you or a target within 30 feet of you suffers damage, you can expend up to your cleric level in hit points from this pool and reduce the damage suffered by the target by that amount. You can expend a spell slot as an action during the duration to cause the pool to regain 5 hit points per level of the spell slot.

CHANNEL DIVINITY: BLESSING OF SAGACITY

Prerequisite: Wisdom Domain

When you make an ability check, attack roll, or saving throw using Wisdom or Intelligence, you can use your Channel Divinity to gain a +10 bonus to the roll. If you grant a bonus to a saving throw using this effect, if you would normally suffer half damage on a successful saving throw, you instead suffer no damage on a successful saving throw and half damage on a failure. You make this choice after you see the roll, but before the DM announces the result.



CHANNEL DIVINITY: BLESSING OF THE ANCESTORS

Prerequisite: Ancestor Domain

You can use your Channel Divinity as a bonus action on your turn to grant the Blessing of the Ancestors to yourself and a number of willing creatures within 30 feet equal to your Wisdom modifier (minimum 1). Each affected creature gains temporary hit points equal to $2d6 +$ double your cleric level and an Ancestor Die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, saving throw, or damage roll it makes. The creature can wait until after it rolls before deciding to use the Ancestor Die but must decide before the DM says whether the roll succeeds or fails, or the damage is applied. Once rolled, the die is expended.

The Ancestor Die becomes a d8 when you reach 5th level in this class, a d10 when you reach 10th level, and a d12 when you reach 15th level.

CHANNEL DIVINITY: BLESSING OF THE HUNT

Prerequisite: Hunt or Nature Domain

You can use an Action to grant yourself and a number of creatures of your choice within 30 feet equal to your Wisdom modifier the Blessing of the Hunt. Blessing of the Hunt lasts for a number of hours equal to half your cleric level (round down). Creatures affected by the blessing increase their movement speed, and the movement of any mount ridden by them, by 10 feet and gain advantage on Dexterity (Stealth) checks, Wisdom (Perception), and Wisdom (Survival) checks for the duration.

CHANNEL DIVINITY: BLESSING OF THE ROAD

Prerequisite: Travel Domain

As an action you can use your Channel Divinity to bless all creatures and vehicles of your choice within 10 feet of you per cleric level. Creatures and vehicles affected by this blessing increase their movement speed by 10 feet, increase their carrying capacity and the weight they can push or drag by 50%, ignore difficult terrain, and automatically succeed on saving throws to avoid exhaustion from a forced march for the next 4 hours.

CHANNEL DIVINITY: BLESSING OF THE SKY

Prerequisite: Air Domain

You can use your Channel Divinity as a bonus action on your turn to grant the **Blessing of the Sky** to yourself and a number of willing creatures within 30 feet equal to your Wisdom modifier. All affected creatures can see normally in clouds, fog, smoke, and other atmospheric conditions out to 60 feet and can see twice as far as normal in such conditions beyond this range and extreme wind and weather imposes no penalties on affected creatures' movement or attacks. In addition, affected creatures are protected by a *feather fall* spell if they fall more than 10 feet and double their jump distance. The Blessing of the Sky lasts for 10 minutes per cleric level.

When you reach 5th level, when you start the effect or as a bonus action while it lasts you can grant all affected creatures within 30 feet of you a fly speed equal to their walking speed while they remain within 30 feet of you and you maintain concentration on the effect.

CHANNEL DIVINITY: BLESSING OF THE WAVES

Prerequisite: Water Domain

You can use a bonus action to grant yourself and a number of creatures of your choice within 30 feet equal to your Wisdom modifier the **Blessing of the Waves**. The blessing lasts for a number of hours equal to your cleric level. Creatures affected by the blessing gain the ability to breathe air and water and a swim speed of 30 feet (or increase their swim speed by 30 feet if they already have a swim speed) for the duration. Additionally, water, tides, and currents impose no penalties on affected creatures' movement or attacks, and they can see clearly through water, mist, and fog out to 60 feet and can see twice as far as normal in such conditions beyond this range. You can use a bonus action to end this effect early for any affected creature.

CHANNEL DIVINITY: BREATH OF LIFE

Prerequisite: Air Domain

As an Action, you exhale the breath of life into the mouth of a creature you touch that has died since the end of your last turn or is at 0 hit points. That creature returns to life with 3 hit points per cleric level. This effect can't return to life a creature that has died of old age, nor can it restore any missing body parts. When you reach 5th level this feature can be used on a creature that has died within the last minute.

CHANNEL DIVINITY: BRIGHTGLAIVE

Prerequisite: 6th level; Life, Light, Valor, or War Domain

You can use your Channel Divinity to create a weapon of pure celestial radiance. As a bonus action you can use your Channel Divinity to cast *brightglave* without using a spell slot. The spell is cast as if using a spell slot equal to $1/3$ rd your cleric level (round up). When you learn this effect, you also learn the *radiant blade* cantrip as an additional cleric cantrip known and you gain the *brightglave* spell as an additional Domain Spell.



CHANNEL DIVINITY: CELESTIAL MERCHANT

Prerequisite: Trade Domain; Sacred Merchant feat

You can use your Channel Divinity as an action to summon a purveyor of exotic and mystical goods from another plane for 1 hour. The merchant is a celestial, is scrupulously honest, and will buy and sell items, including all types of adventuring gear and magical items of up to uncommon rarity. The merchant has a 25% chance of having a specific rare item, or a 10% chance of a very rare item. At the DM's option the merchant may be able to acquire a specifically requested rare or very rare magical item over the course of some days or weeks. The merchant will also identify magical items for a fee of 10gp per item. The merchant and its goods immediately disappear if attacked.

The premium and discount from your Divine Bargain feature applies to the sale or purchase of items from the celestial merchant, and the merchant will accept a draw on items contained in your Celestial Strongbox for payment.

CHANNEL DIVINITY: CELESTIAL STRONGBOX

Prerequisite: 5th level; Trade Domain

You can use your Channel Divinity as an action to summon your strongbox from the vaults of your deity in an unoccupied space adjacent to you. The strongbox is an extradimensional chest (3 feet by 2 feet by 2 feet) that can contain up to 500 pounds plus 100 pounds per cleric level of nonliving material. You can dismiss the strongbox back to its vault as an action at any time. If you die, a servant of your deity will deliver the strongbox to your designated heirs (or donate the contents to a local temple of the faith if you die with no designated heir) if you are not resurrected within 10 days.

Additionally, when you cast a cleric spell with an expensive material component or such a spell is cast upon you, the components can be withdrawn from any such materials deposited within your strongbox.

CHANNEL DIVINITY: CHARM ANIMALS AND PLANTS

Prerequisite: Nature Domain

You can use your Channel Divinity to charm animals and plants. As an action, you present your holy symbol and invoke the name of your deity. Each beast or plant creature that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

CHANNEL DIVINITY: CHARM ELEMENTALS

Prerequisite: Nature domain, Disciple of the Elements feat;

Channel Divinity: Charm Animals and Plants

When you use your **Channel Divinity: Charm Animals and Plants** class feature you may also affect Elemental creatures in the area. Additionally, if you know this effect, the duration of your **Charm Animals and Plants** effect increases to 1 hour.

CHANNEL DIVINITY: CLEANSING INUNDATION

Prerequisite: 5th level; Channel Divinity: Blessed Inundation, Water Domain

Water can wear away at enchantments like the tide at a beach. Starting at 5th level, when you use Blessed Inundation, for each hostile spell in the area you can make an

ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends. Additionally, each creature healed by the effect can make an immediate saving throw with a bonus equal to your Wisdom modifier to remove any poison or disease affecting it. The poison or disease is removed on a success, and the creature suffers no detrimental effect on a failed save.

CHANNEL DIVINITY: CLOAK OF SHADOWS

Prerequisite: 6th level; Trickery Domain

You can use your Channel Divinity to vanish as an action or bonus action. As an action, you become invisible for 1 minute. As a bonus action, you become invisible until the end of your next turn. You become visible if you attack or force a creature to make a saving throw.

CHANNEL DIVINITY: COIN OF FATE

Prerequisite: Luck or Trade Domain

You can use your Channel Divinity as an action to cast *augury* as part of a coin toss without expending a spell slot or requiring components beyond a simple coin of any type. If you know this effect, the *augury* spell never has a chance of a random reading when cast by you.

CHANNEL DIVINITY: COMPEL TRUTH

You are an Inquisitor of your faith. You can use your Channel Divinity to force a creature to answer questions truthfully. As an action, you present your holy symbol and select one creature within 30 feet of you. For 10 minutes that creature can't speak a deliberate lie. An affected creature is aware of the effect and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

CHANNEL DIVINITY: DARKEST NIGHT

Prerequisite: Night Domain

As an action you raise your holy symbol and invoke the night. Magical darkness spreads from your holy symbol to fill a 10-foot-radius sphere for a number of minutes equal to your cleric level. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. The darkness emanates from your holy symbol and moves with it. Completely covering the symbol with an opaque object, such as a bowl or a helm, blocks the darkness. You, and creatures you choose when you use this effect can see normally in this darkness.

If any of this effect's area overlaps with an area of light created by a spell of lower than half your cleric level (round down), the spell that created the light is dispelled.

CHANNEL DIVINITY: DARK REAPER

Prerequisite: 6th level; Ancestor, Death, Grave, Twilight, or War Domain

You can use your Channel Divinity to create a weapon of pure darkness. As a bonus action you can use your Channel Divinity to cast *dark reaper* without using a spell slot. The spell is cast as if using a spell slot equal to 1/3rd your cleric level (round up). When you learn this effect, you also learn the *death strike* cantrip as an additional cleric cantrip known and you gain the *dark reaper* spell as an additional Domain Spell.

CHANNEL DIVINITY: DAUNTING ENTRANCE

Prerequisite: 5th level; Dread, Eldritch, Enlightenment, Fury, Love, Nobility, or Order Domain

You can use your Channel Divinity as a reaction when you roll initiative to overawe your opponents with your divine presence. All hostile creatures within 30 feet of you must make a Wisdom saving throw. On a failed save the creature is either charmed or frightened (your choice) until they take an action in the combat. Any creature charmed or frightened by this effect is also Surprised and cannot move or take an action during the first turn of combat. You cannot use this effect if you are surprised.

CHANNEL DIVINITY: DEATH'S EMBRACE

Prerequisite: Death Domain

When you roll damage for a weapon attack or a necromancy spell, you can use Channel Divinity to deal extra damage to one target of the attack or spell. Roll 1d8 for every two cleric levels, the extra damage equals the result.

CHANNEL DIVINITY: DESTROY ABERRATION

Prerequisite: 5th level; Channel Divinity: Turn Aberration

Starting at 5th level, when an Aberration fails its saving throw against your Turn Aberration feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Aberration table.

DESTROY ABERRATION TABLE

Cleric Level	Destroys Aberration of CR ...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

CHANNEL DIVINITY: DESTROY CELESTIAL

Prerequisite: 5th level; Channel Divinity: Turn Celestial

Starting at 5th level, when a celestial fails its saving throw against your Turn Celestial feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Celestial table.

Destroy Celestial Table

Cleric Level	Destroys Celestial of CR ...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

CHANNEL DIVINITY: DESTROY CONSTRUCT

Prerequisite: 5th level; Channel Divinity: Turn Construct; Arcana or Forge Domain

Starting at 5th level, when a construct fails its saving throw against your Turn Construct feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Construct table.

DESTROY CONSTRUCT TABLE

Cleric Level	Destroys Construct of CR ...
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5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

CHANNEL DIVINITY: DESTROY FEY

Prerequisite: 5th level; Channel Divinity: Turn Fey

Starting at 5th level, when a Fey fails its saving throw against your Turn Fey feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Fey table.

DESTROY FEY TABLE

Cleric Level	Destroys Fey of CR ...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

CHANNEL DIVINITY: DESTROY FIEND

Prerequisite: 5th level; Channel Divinity: Turn Fiend

Starting at 5th level, when a fiend fails its saving throw against your Turn Fiend feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Fiend table.

DESTROY FIEND TABLE

Cleric Level	Destroys Fiend of CR ...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

CHANNEL DIVINITY: DESTROY UNDEAD

Prerequisite: 5th level; Channel Divinity: Turn Undead

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

DESTROY UNDEAD TABLE

Cleric Level	Destroys Undead of CR ...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

CHANNEL DIVINITY: DESTRUCTIVE WRATH

Prerequisite: Tempest Domain

You can use your Channel Divinity to wield the power of the storm with unchecked ferocity. When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

CHANNEL DIVINITY: DETECT UNTRUTH

Prerequisite: Truth Domain

As a bonus action you can use your Channel Divinity to detect untruths in your presence. For the next minute you know if a word spoken in your presence or writing read by you is a lie, an omission, or an attempt to mislead as determined by the intent of the speaker or author. You also know if magic or art of disguise is concealing the true form of any creature or object you can see.

CHANNEL DIVINITY: DIVINE AUTHORITY

Prerequisite: 5th level; Eldritch, Knowledge, Love, Nobility, Order, Trickery, Truth, or Wisdom Domain

You can use your Channel Divinity to compel others to follow your commands. As a bonus action you can use your Channel Divinity to cast *command* without using a spell slot or requiring components and take on an aura of divine authority for 1 minute. During this time, you have advantage on ability checks to interact socially with other creatures and you can cast *command* as a bonus action on each of your turns, without expending a spell slot or requiring components. When you learn this effect, you also gain the *command* spell as an additional Domain spell. If you already have *command* as a domain spell, you gain an enchantment spell of your choice instead.

CHANNEL DIVINITY: DIVINE FURY

Prerequisite: 5th level; Destruction, Fury, Strength, Tempest, Valor, War, or Winter Domain

You can use your Channel Divinity as a bonus action to induce a Divine Fury in yourself. When you do so, all willing allies within 30 feet that possess the Rage barbarian feature may immediately enter their rage without using a bonus action or expending one of their uses for the day.

DIVINE FURY

While in this fury, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
 - You can attack twice, instead of once, whenever you take the Attack action on your turn.
 - You gain a bonus to the damage rolls of attacks using Strength equal to half your Proficiency bonus.
 - You have resistance to bludgeoning, piercing, and slashing damage.
 - You can't cast spells during this effect, but you may maintain concentration or use Channel Divinity effects.
- Divine Fury lasts for 1 minute. It ends early if you are knocked Unconscious. You can also end the Divine Fury on your turn as a Bonus Action.

CHANNEL DIVINITY: DIVINE MULTITUDE

Prerequisite: 5th level; Enlightenment, Knowledge, Nobility, or Time Domain

When you start a turn you can momentarily gain a touch of the divine property that allows many deities to have several avatars and aspects in existence at once, manifesting as the appearance of multiple arms and/or heads during the turn. During the turn you use this effect you can take one additional action for every five cleric levels you possess. That action can be used only to take the Attack (one weapon attack only), Cast a Spell (one cantrip only), Dash, Disengage, Hide, or Use an Object action or to use an Action granted by a cleric spell. Each additional action granted by this effect must be used for a different allowed action.



CHANNEL DIVINITY: DIVINE RUNECRAFT

Prerequisite: Arcana, Creation, Knowledge, or Forge Domain; Elvish, Dwarvish, or Giant language proficiency

In a process that takes one minute you can use your Channel Divinity to inscribe an item with a rune as described in the Runewriting feature of the artificer Runewright specialty. You may choose any rune for which you know an associated language. You must meet the prerequisites for the rune you choose, your cleric levels count as artificer levels for this purpose and to determine the rune's effects. The duration of this infusion is not indefinite, it lasts for a number of hours equal to half your cleric level before ceasing to function and can only be invoked once during its duration.

You can have a maximum number of items affected by this feature equal to half your proficiency bonus.

CHANNEL DIVINITY: DIVINE TONGUE

Prerequisite: Hearth, Knowledge, Love, Peace, Trade, Travel or Wisdom Domain

You can use your Channel Divinity as a bonus action to gain the ability to speak in the Divine Tongue for a number of hours equal to your cleric level. For the duration of the effect, you have advantage on Charisma (Persuasion) checks and gain the ability to understand any spoken language you hear, including complete understanding of local slang and colloquialisms. Moreover, when you speak, any creature that knows at least one language and can hear you understands what you say, and you appear to be speaking as a native in its language and dialect. It is difficult to speak untruths in the Divine Tongue, for the duration of the effect you also have disadvantage on Charisma (Deception) checks.

CHANNEL DIVINITY: DIVINE UNDERSTANDING

Prerequisite: Channel Divinity: Knowledge of the Ages; Knowledge Domain

As a Bonus Action you can use Channel Divinity to gain a deeper understanding of a skill or tool proficiency you already possess. For 1 hour per cleric level, or until you use this effect again, you can double your proficiency bonus with a single skill or tool you are already proficient in. (This has no effect if your proficiency bonus is already doubled using that tool or skill.) Alternatively, you can share your understanding with your allies. Choose a number of creatures within 30 feet equal to your Wisdom modifier, for 1 hour per cleric level, or until you use this effect again, those creatures gain proficiency in a single tool, skill, or language you are proficient in.

Additionally, if you know this effect, the duration of your **Channel Divinity: Knowledge of the Ages** effect is increased to 1 hour per cleric level, or until you use the effect again.

CHANNEL DIVINITY: DIVINE WINGS

Prerequisite: 5th level; any Domain except Earth

As a Bonus Action you can use Channel Divinity to manifest a set of incorporeal otherworldly wings. While the wings are present, you have a flying speed equal to your walking speed. The wings last for 10 minutes per cleric level, until you're incapacitated, you die, or you dismiss them as a bonus action. The nature of your Domain and deity determines the appearance of the wings.

If you have the **Channel Divinity: Halo** or **Channel Divinity: Mark of Darkness** effect, you also gain the benefits of that effect while your **Divine Wings** are manifested.



CHANNEL DIVINITY: DOMAIN MAGIC

Prerequisite: Domain Spells class feature

You can use Channel Divinity to enhance the magic sacred to your Domain. When you cast one of your Domain Spells you can use your Channel Divinity to enhance the spell in one of the following ways:

- Change the spell's casting time to 1 bonus action for this casting, provided the spell's casting time is normally 1 action.
- When you cast a spell that targets only one willing creature and doesn't have a range of self, you can target a second willing creature in range with the same spell.
- Cast a spell with the ritual tag as a ritual using the spell's normal casting time, rather than adding 10 minutes to it.
- You can use a holy symbol in place of all other components required by the spell.
- Treat the spell as having been cast as a spell two levels higher than spell slot you expended.
- Cause a spell with a duration of 1 minute or longer to last for double its normal duration and your concentration on the spell can't be broken as a result of taking damage.

CHANNEL DIVINITY: DOMAIN STRIKE

Prerequisite: your Domain must offer the Divine Strike feature

You can use Channel Divinity to destroy your enemies. When you hit a creature with a weapon attack, you can use Channel Divinity to deal extra damage to the target. Roll 1d8 for every two cleric levels, the extra damage equals the result and is of the same type inflicted by the Divine Strike feature offered by your Domain.

CHANNEL DIVINITY: DOMINATE ABERRATION

Prerequisite: 5th level; Channel Divinity: Turn Aberration, Eldritch Domain

Starting at 5th level, when a creature fails its saving throw against your Turn Aberration feature, you can cause the creature to be instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Dominate Aberration table.

DOMINATE ABERRATION TABLE

Cleric Level	Dominates Aberration of CR ...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

If the aberration would be destroyed, you can instead cause it to fall under your control for 24 hours.

On each of your turns, you can use a bonus action to mentally command any creature you control with this ability if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must use this ability on the creature again before the current 24-hour period ends. This use of the ability reestablishes command over any number of aberration creatures you currently control within 30 feet rather than taking control of new ones. The maximum number of creatures you can control using this effect equals your cleric level.

CHANNEL DIVINITY: DOMINATE CONSTRUCT

Prerequisite: 5th level; Channel Divinity: Turn Construct, Creation Domain

Starting at 5th level, when a creature fails its saving throw against your Turn Construct feature, you can cause the creature to be instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Dominate Construct table.

DOMINATE CONSTRUCT TABLE

Cleric Level	Dominates Construct of CR ...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

If the construct would be destroyed, you can instead cause it to fall under your control for 24 hours.

On each of your turns, you can use a bonus action to mentally command any creature you control with this ability if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must use this ability on the creature again before the current 24-hour period ends. This use of the ability reestablishes command over any number of construct creatures you currently control within 30 feet rather than taking control of new ones. The maximum number of creatures you can control using this effect equals your cleric level.

CHANNEL DIVINITY: DOMINATE ELEMENTAL

Prerequisite: 5th level; Channel Divinity: Turn Elemental; Air, Earth, Fire, or Water Domain

Starting at 5th level, when a creature fails its saving throw against your Turn Elemental feature, you can cause the creature to be instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Dominate Elemental table.

DOMINATE ELEMENTAL TABLE

Cleric Level	Dominates Elemental of CR ...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

If the elemental is of a type that matches your Domain, you can instead cause it to fall under your control for 24 hours.

On each of your turns, you can use a bonus action to mentally command any creature you control with this ability if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must use this ability on the creature again before the current 24-hour period ends. This use of the ability reestablishes command over any number of elemental creatures you currently control within 30 feet rather than taking control of new ones. The maximum number of creatures you can control using this effect equals your cleric level.

CHANNEL DIVINITY: DOMINATE UNDEAD

Prerequisite: 5th level; Channel Divinity: Turn Undead; Ancestor, Arcana, Death, or Knowledge Domain

Starting at 5th level, when a creature fails its saving throw against your Turn Undead feature, you can cause the creature to be instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Dominate Undead table.

DOMINATE UNDEAD TABLE

Cleric Level	Dominates Undead of CR ...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

If the undead would be destroyed, you can instead cause it to fall under your control for 24 hours.

On each of your turns, you can use a bonus action to mentally command any creature you control with this ability if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself

against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must use this ability on the creature again before the current 24-hour period ends. This use of the ability reestablishes command over any number of undead creatures you currently control within 30 feet rather than taking control of new ones. The maximum number of creatures you can control using this effect equals your cleric level.

CHANNEL DIVINITY: EARTHEN GRASP

Prerequisite: Earth or Grave Domain

You can use your Channel Divinity to cause a hand of earth and stone to reach from the round to grasp anyone standing upon it. As an action, choose a creature within 30 feet of size Huge or smaller, that target must make a Strength saving throw. On a failed save, the target takes bludgeoning damage equal to 1d8 + your Cleric level and is restrained for 1 minute. On a successful save it suffers half damage and the effect ends.

As a bonus action, you can cause the hand to crush a restrained target, automatically inflicting 1d8 + your cleric level bludgeoning damage. The restrained target can use an Action on its turn to make a Strength check against your spell save DC to break free. If successful, the effect ends.

CHANNEL DIVINITY: EARTH HAMMER

Prerequisite: 6th level; Destruction, Earth, Nature, Strength, or War Domain

You can use your Channel Divinity to create a weapon of primal elemental stone. As a bonus action you can use your Channel Divinity to cast *earth hammer* without using a spell slot. The spell is cast as if using a spell slot equal to 1/3rd your cleric level (round up). When you learn this effect, you also learn the *crushing blow* cantrip as an additional cleric cantrip known and you gain the *earth hammer* spell as an additional Domain Spell.

CHANNEL DIVINITY: EARTH STRIDE

Prerequisite: 5th level; Earth or Grave Domain

As a bonus action you can use your Channel Divinity to gain Earth Stride. For 10 minutes per cleric level, you gain the ability to burrow through nonmagical, unworked earth and stone at a movement speed equal to half your walking speed. While doing so, you don't disturb the material you move through. This effect ends if you become incapacitated or you die.

CHANNEL DIVINITY: ELDRITCH LINK

Prerequisite: 5th level; Channel Divinity: Universal Thought, Eldritch Domain

You can use your Channel Divinity as an action to initiate a telepathic link a creature you've had previous telepathic contact with. Alternatively, you can initiate this link with the target as part of ending your Universal Thought effect to transmit a message to it without expending a use of your Channel Divinity. You can communicate telepathically with the linked creature over any distance and even across planes of existence. The link is terminated if you become

incapacitated, but otherwise lasts until you use either the Universal Thought effect or this effect again, or you or the target (if telepathic) terminate it.

CHANNEL DIVINITY: ENLIGHTENED MEDITATION

Prerequisite: Enlightenment Domain

You perform a ritual meditation that can evoke a magical effect. You can use your channel divinity in a meditation that takes 10 minutes plus the casting time of the spell to cast any spell with the ritual tag from any spell list of a level equal to or less than half your cleric level (round up) without requiring components. The spell is cast as a cleric spell. Alternatively, you can use your channel divinity as part of casting a cleric spell with the ritual tag that you have prepared as a ritual using the spell's normal casting time, instead of adding 10 minutes to it.

CHANNEL DIVINITY: ENLIGHTENED MIRACLE

Prerequisite: 6th-level; Enlightenment Domain

You become aware that the limitations placed on your understanding are simply constructs of your mortal existence. You can use your Channel Divinity and expend a spell slot as an action to cast any spell from any spell list of a level lower than the spell slot you expended that has a casting time of 1 action or 1 bonus action without requiring components. The spell is cast as a cleric spell.

CHANNEL DIVINITY: ENDURANCE OF EARTH

Prerequisite: Earth Domain

You can use your Channel Divinity as a bonus action on your turn to grant yourself and a number of creatures of your choice within 30 feet equal to your Wisdom modifier the Endurance of Earth. Affected creatures standing upon Earth or Stone gain advantage on Constitution checks and resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that are not adamantite for 10 minutes per cleric level. You can use a bonus action to end this effect early for any affected creature.

CHANNEL DIVINITY: ENTICING REVELRY

Prerequisite: 6th-level; Channel Divinity: Sacred Revelry, Revelry Domain

When you reach 6th level, if a creature within 60 feet of you fails its saving throw versus your Sacred Revelry effect, it must repeat the saving throw at the start of its next turn. On a failed saving throw it remains charmed by all affected creatures for the remaining duration, becomes friendly to the affected creatures while charmed by this effect, and joins the revelry. Such charmed creatures do not count against your maximum number of revelers.

CHANNEL DIVINITY: ESCAPE FATE

Prerequisite: Freedom, Luck, Time, Trickery Domain

You can use your Channel Divinity as a reaction when you or a creature you can see is the target of an attack or subjected to an effect that allows them to make a saving throw to take only half damage. The affected attack roll suffers disadvantage, and if the target is still hit by the attack it takes half damage from that attack; or a creature making a saving throw gains advantage on the saving throw and takes no damage if they succeed on that saving throw, and only half damage if they fail. If multiple friendly creatures within

30 feet of you are making the same saving throw at the same time, you can affect a number of such creatures equal to your Wisdom modifier when you use this effect.

CHANNEL DIVINITY: EXORCISM

You can use your channel divinity as an action to gain the ability to exorcise extraplanar influences. When you use this effect, and as an action on each of your turns for the next minute, or until you lose your concentration (as if concentrating on a spell), you can touch a creature you can reach that is charmed, frightened, or possessed by an aberration, celestial, elemental, fey, fiend, or undead. You can make an immediate saving throw using your Spellcasting Ability versus the Saving Throw DC of the effect causing the creature to be charmed, frightened, or possessed. You have advantage on this saving throw if the target is incapacitated or restrained. On a success, the creature you touch is no longer charmed, frightened, or possessed by such creatures, and cannot be charmed, frightened, or possessed by that creature again for 24 hours. While you concentrate on this effect you are protected as if you had cast a protection from evil and good spell on yourself.

CHANNEL DIVINITY: FIERY WRATH

Prerequisite: Fire Domain

You can use your Channel Divinity to fuel the destructive power of fire. When you roll fire damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

CHANNEL DIVINITY: FLAME BRAND

Prerequisite: 6th level; Destruction, Fire, Hearth, Light, or Nature Domain

You can use your Channel Divinity to create a weapon of primal elemental fire. As a bonus action you can use your Channel Divinity to cast *flame brand* without using a spell slot. The spell is cast as if using a spell slot equal to 1/3rd your cleric level (round up). When you learn this effect, you also learn the *burning blade* cantrip as an additional cleric cantrip known and you gain the *flame brand* spell as an additional Domain Spell.

CHANNEL DIVINITY: FORCE BLADE

Prerequisite: 6th level; Destruction Domain

You can use your Channel Divinity to create a weapon of primal pure force. As a bonus action you can use your Channel Divinity to cast *force blade* without using a spell slot. The spell is cast as if using a spell slot equal to 1/3rd your cleric level (round up). When you learn this effect, you also learn the *forceful blow* cantrip as an additional cleric cantrip known and you gain the *force blade* spell as an additional Domain Spell.

CHANNEL DIVINITY: FLAME GUARD

Prerequisite: Fire Domain

You can use a bonus action on your turn use your Channel Divinity to grant **Flame Guard** to yourself and a number of creatures of your choice within 30 feet equal to your Wisdom modifier. Affected creatures gain fire resistance for a number of hours equal to half your cleric level, during this time they are immune to fire damage from spells you cast.

You can use a bonus action to end this effect early for any affected creature.

CHANNEL DIVINITY: FORBIDDEN KNOWLEDGE

Prerequisite: Ancestor, Arcana, Eldritch, or Knowledge Domain

As an action, you can use your Channel Divinity gain forbidden eldritch knowledge. Choose one Eldritch Invocation from the warlock feature. If the invocation has prerequisites, you must meet them; you are considered a warlock of your cleric level for this purpose. You gain use of the chosen invocation for 1 hour per cleric level. You can use Wisdom in place of Charisma for any invocation gained using this option. If the invocation allows you to cast a spell using a warlock spell slot, you can use a cleric spell slot instead, and the spell becomes a cleric spell for you and uses Wisdom as its spellcasting ability.

CHANNEL DIVINITY: FOREWARNING

Prerequisite: Ancestor, Enlightenment, Knowledge, Luck, Time

You can use your Channel Divinity when you roll initiative to receive a brief flash of warning, potentially allowing you to change the nature of the engagement. When you use this effect, you, and a number of friendly creatures equal to your Wisdom modifier also making an initiative roll gain one of the following benefits:

- If it was surprised, it is no longer surprised and can act normally during the first turn of combat.
- It can use a reaction to move up to its speed without provoking opportunity attacks at any point before it takes its first turn in the combat.
- It gains a bonus to its initiative roll equal to your proficiency bonus.
- It gains advantage on the first attack roll, saving throw, or ability check it makes during that combat.

The use of this effect does not require an action and you can use it even if you are surprised.

CHANNEL DIVINITY: FORGE HAMMER

Prerequisite: Fire or Forge Domain

You can use your Channel Divinity when you hit a target with a melee attack to inflict an additional fire damage equal to your proficiency bonus. Additionally, if the target is a metal object or a creature wearing a suit of heavy or medium metal armor, the object or the creature's armor is affected by a *heat metal* spell that does not require concentration until the start of your next turn. For the next minute your melee attacks inflict this additional fire damage, and you can cause the *heat metal* effect each time you hit an appropriate target with a melee attack.

CHANNEL DIVINITY: GRAVE SENSE

Prerequisite: Grave Domain

You can use your Channel Divinity when you use your Eyes of the Grave class feature or cast *detect evil and good*, or as a bonus action during the duration of the effect or spell. The duration of the class feature or spell is increased by 10 minutes per cleric level and does not require concentration but ends if you cast it again or become Incapacitated. While your Eyes of the Grave or *detect evil and good* are active you cannot be surprised by undead detected by the spell or effect and such creatures cannot become Hidden from you. Additionally, during the duration you see such undead as

they actually are, piercing any magical disguises, and can tell if any creature you see is living, dying, dead, or undead.

CHANNEL DIVINITY: GREEN SHAPE

Prerequisite: 6th level; Earth, Life, Light, or Nature Domain

You can use your Channel Divinity to assume the shape of a plant creature. As an action, you use your Channel Divinity to change your form as the Wild Shape druid class feature as a druid of your cleric level, except that you can only change form into a plant creature of the appropriate challenge rating instead of a beast when you use this effect. In addition, if you assume the form of a plant creature with the False Appearance trait, time spent motionless in such a form is ignored for the purposes of determining how long you may remain in the form and you may complete short or long rests while maintaining such a state.

You cannot use this effect if you are wearing medium or heavy armor made of metal

CHANNEL DIVINITY: GUIDED STRIKE

Prerequisite: War Domain

You can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

CHANNEL DIVINITY: HALO

Prerequisite: Good alignment

You can use your channel divinity as a bonus action to gain a protective halo that lasts for 10 minutes per cleric level, until you're incapacitated, you die, or until you dismiss the halo as a bonus action. This halo sheds bright light in a 10-foot radius and dim light for an additional 10 feet. While present, the halo gives you advantage on Charisma (Persuasion) checks made to interact with good creatures and Charisma (Intimidation) checks made to interact with evil creatures. In addition, you gain the effects of a *protection from evil and good* spell while the halo is manifested.

CHANNEL DIVINITY: HARMONY

Prerequisite: Love, Peace, or Revelry Domain

As an action you can use your Channel Divinity to cause a feeling of peace and serenity to flow out from you. All creatures within 30 feet must make a Charisma saving throw, a creature can choose to fail this saving throw. You and all creatures that fail the saving throw are charmed by you and all other creatures that fail the saving throw for 10 minutes per cleric level. Any other effect causing a target to be charmed or frightened is suppressed while charmed by this effect, all charmed creatures become friendly towards every other creature charmed by this effect, and indifferent about creatures that it was hostile towards while the effect lasts. This indifference ends if the charmed target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

CHANNEL DIVINITY: HEARTH GUARD

Prerequisite: Hearth Domain

In a quiet ritual that takes one minute, you can use your Channel Divinity to bless an area no larger than a 40-foot

cube or an area of a structure that can be warmed by a single hearth. You and friendly creatures within the area cannot be surprised and are magically awakened to any danger.

Additionally, aberrations, celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect.

A hostile creature other than one of these types that attempts to enter the protected area must use its action to attempt a Charisma saving throw. On a failed saving throw the creature cannot enter the protected area. It can use its Action on subsequent turns to repeat the saving throw. On a successful save, a hostile creature is immune to the effect for 1 hour.

Hearth Guard lasts for 1 hour, or for 8 hours if the area contains a lit campfire or hearth. In addition, a hearth fire or campfire will remain burning for the duration of the effect, consuming only its existing fuel.

CHANNEL DIVINITY: HERO'S PROWESS

Prerequisite: 5th level; Martial Weapon proficiency, and your Divine Domain must offer the Divine Strike feature

You can use your Channel Divinity to draw upon the martial prowess of ancient heroes and icons of battle. When you take the Attack action you can use your Channel Divinity to gain one fighting style from the fighter Fighting Style feature. Alternatively, in place of a fighting style you can gain the Extra Attack feature: you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips that requires a weapon attack in place of one of those attacks.

You retain the chosen fighting style or feature for 10 minutes per cleric level, or until you use this effect again.

CHANNEL DIVINITY: HONOR AND VALOR

Prerequisite: Valor Domain

You can use your Channel Divinity when you roll initiative to ensure an honorable combat. For the duration of the combat, ranged attack rolls made by you or against you are made with disadvantage and all saving throws made by you or imposed by you are made with advantage. If you use this effect and are Surprised, all attack rolls against you suffer disadvantage until you take your first turn in the combat. If you use this effect and are not Surprised, you cannot attack any creature while it is Surprised during the first turn of combat.

CHANNEL DIVINITY: ICE GUARD

Prerequisite: Winter Domain

You can use a bonus action on your turn use your Channel Divinity to grant **Ice Guard** to yourself and a number of creatures of your choice within 30 feet equal to your Wisdom modifier. Affected creatures gain cold resistance for a number of hours equal to half your cleric level, during this time they are immune to cold damage from spells you cast and ignore difficult terrain composed of ice or snow. You can use a bonus action to end this effect early for any affected creature.

CHANNEL DIVINITY: ICE SPAR

Prerequisite: 6th level; Nature, Tempest, Water, or Winter Domain

You can use your Channel Divinity to create a weapon of primal elemental ice. As a bonus action you can use your Channel Divinity to cast *ice spar* without using a spell slot. The spell is cast as if using a spell slot equal to 1/3rd your cleric level (round up). When you learn this effect, you also learn the *rime blade* cantrip as an additional cleric cantrip known and you gain the *ice spar* spell as an additional Domain Spell.



CHANNEL DIVINITY: INCITE

Prerequisite: 5th level; Destruction, Dread, Fury, or Trickery Domain

You can use your Channel Divinity as an action to incite targets of your choice within 10 feet for every 2 cleric levels you possess. All chosen creatures must make a Charisma saving throw, a creature can choose to fail this saving throw. You can cause each creature that fails this saving throw to become hostile towards creatures of your choice that it is indifferent towards. This hostility does not necessarily end in violence. The effect lasts for one hour for every 5 cleric levels you possess, and when it ends, the creatures become indifferent again, unless the DM rules otherwise.

Affected creatures are immune to the charmed condition for the duration of the effect and any ability check intended to influence affected creatures towards violence and destruction has advantage on the roll, while any check intended to influence them towards calm and reason has disadvantage.

CHANNEL DIVINITY: INSPIRED FORCE

Prerequisite: 6th-level; Channel Divinity: Blessing of Might, Strength Domain feature

When a creature within 30 feet of you makes an ability check, attack roll, or saving throw using Strength or Constitution, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. Additionally, until the end of its next turn, the target counts as two sizes larger to determine their carrying capacity and the weight they can push, drag, or lift, and the size of creature they can grapple or shove. Alternatively, when such a creature makes a damage roll for an attack using Strength you can increase the damage by an amount equal to 6 + twice your cleric level. You make this choice after you see the roll, but before the DM announces the result.

CHANNEL DIVINITY: INSPIRED GRACE

Prerequisite: 6th level; Blessing of Grace, Love, Revelry, or Trickery Domain

When a creature within 30 feet of you makes an ability check, attack roll, or saving throw using Dexterity or Charisma, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. Additionally, the creature gains the effects of the Disengage action that turn. Alternatively, when such a creature makes a damage roll for an attack using Dexterity you can increase the damage by an amount equal to 6 + twice your cleric level. You make this choice after you see the roll, but before the DM announces the result.

CHANNEL DIVINITY: INSPIRED SAGACITY

Prerequisite: 6th level; Blessing of Sagacity, Wisdom Domain

When a creature within 30 feet of you makes an ability check, attack roll, or saving throw using Wisdom or Intelligence, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. If you grant a bonus to a saving throw using this effect, if the target would normally suffer half damage on a successful saving throw, it instead suffers no damage on a successful saving throw and half damage on a failure. You make this

choice after you see the roll, but before the DM announces the result.

CHANNEL DIVINITY: INVOKE DUPLICITY

Prerequisite: Trickery Domain

You can use your Channel Divinity to create an illusory duplicate of yourself. As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you.

For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target.

CHANNEL DIVINITY: KNOWLEDGE OF THE AGES

Prerequisite: Knowledge Domain

You can use your Channel Divinity to tap into a divine well of knowledge. As an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.

CHANNEL DIVINITY: LIGHTBRINGER

Prerequisite: 5th level; Light Domain

You can use your Channel Divinity when you cast a spell that produces light, for the duration of the spell the light it produces is considered sunlight and automatically dispels magical darkness in its area of bright light unless the spell causing the darkness was cast at a level higher than half your cleric level. If the light produced by the spell is already considered sunlight, the spell lasts for double the duration and illuminates double the normal area.

CHANNEL DIVINITY: MAKER'S INFUSION

Prerequisite: Arcana, Creation, Knowledge, or Forge Domain

In a process that takes one minute you can use your Channel Divinity to infuse an item with divine magic, turning it into a temporary magical item. The item is affected by an Artificer Infusion of your choice. You must meet the prerequisites for the infusion you choose, your cleric levels count as artificer levels for this purpose and to determine the infusion's effects. The duration of this infusion is not indefinite, it lasts for a number of hours equal to half your cleric level before ceasing to function.

You can have a maximum number of items affected by this feature equal to half your proficiency bonus.

CHANNEL DIVINITY: MANIFEST DOMAIN SPIRIT

Prerequisite: Locus Domain

You can use your Channel Divinity when you cast a domain spell that summons or creates a creature to cause the spell to not require concentration and the creature to manifest with temporary hit points equal to your cleric level. The spell lasts for its full duration unless the creature is reduced to 0 hit points or is banished before the spell ends. If the creature receives no commands from you it acts to defend you.

CHANNEL DIVINITY: MARK OF DARKNESS

Prerequisite: Evil alignment

You can use your channel divinity as a bonus action to gain mark of your devotion to dark powers for 10 minutes per cleric level, until you're incapacitated, you die, or until you dismiss the mark as a bonus action. An evil rune might appear on your face, your eyes might become glossy black, or horns might sprout from your forehead. Or you might become wizened and hideous, lose all facial features, gain a forked tongue, or some other feature you choose. The mark of darkness grants you advantage on Charisma (Persuasion) checks made to interact with evil creatures and Charisma (Intimidation) checks made to interact with non-evil creatures. In addition, you gain the effects of a *protection from evil and good* spell while the mark is manifested.

CHANNEL DIVINITY: MARK OF THE HOLY HUNT

Prerequisite: Hunt Domain and the hunter's mark spell

You can use your Channel Divinity when you cast *hunter's mark*. If you do so, the spell does not require components or concentration and you may choose a number of friendly creatures within 90 feet equal to your Wisdom modifier, for the duration of the spell, those creatures gain the same benefits as you from the *hunter's mark*. The spell immediately ends if you cast it again or become Incapacitated.

CHANNEL DIVINITY: MOON SLIVER

Prerequisite: 6th level; Hunt, Light, Nature, or Twilight Domain

You can use your Channel Divinity to create a weapon formed from a sliver of pure primal moonlight. As a bonus action you can use your Channel Divinity to cast *moon sliver* without using a spell slot. The spell is cast as if using a spell slot equal to 1/3rd your cleric level (round up). When you learn this effect, you also learn the *moon strike* cantrip as an additional cleric cantrip known and you gain the *moon sliver* spell as an additional Domain Spell.

CHANNEL DIVINITY: NATURAL SECRETS

Prerequisite: Hunt, Knowledge, or Nature Domain

As an action, you can use your Channel Divinity to gain the knowledge inspired knowledge of the natural world. Choose one cantrip or spell of a level you can cast from the druid or ranger spell list. For 1 hour per cleric level, you know the spell and can cast it at will, using your spell slots if required. The cantrip or spell becomes a cleric spell for you and uses Wisdom as its spellcasting ability. When you learn this effect you gain proficiency with the Nature skill, if you are already proficient with Nature you can add double your proficiency bonus to checks you make using it.



CHANNEL DIVINITY: NIGHT TERRORS

Prerequisite: Death, Dread, Grave, Night, or Twilight Domain

You draw upon the terrors of the night to strike fear into your enemies. As an action, you present your holy symbol, and cause sources of light and flame within 30 feet to provide no illumination until the end of your next turn. Additionally, each hostile creature within 30 feet of you must make a Wisdom saving throw. A creature takes necrotic damage equal to 1d10 + your cleric level and becomes frightened until the end of your next turn on a failed saving throw, and half as much damage and is not frightened on a successful one. A creature that has total cover from you is not affected.

"THE NIGHT IS DARK AND FULL OF TERRORS." – MELISANDRE,
GEORGE R.R. MARTIN, A SONG OF ICE AND FIRE

CHANNEL DIVINITY: OOZE WHIP

Prerequisite: 6th Level; Destruction or Water Domain

You can use your Channel Divinity to create a weapon of primal elemental water. As a bonus action you can use your Channel Divinity to cast *ooze whip* without using a spell slot. The spell is cast as if using a spell slot equal to 1/3rd your cleric level (round up). When you learn this effect, you also learn the *mordant blade* cantrip as an additional cleric cantrip known and you gain the *ooze whip* spell as an additional Domain Spell.

CHANNEL DIVINITY: ORDER'S DEMAND

Prerequisite: Order Domain

You can use your Channel Divinity to exert an intimidating presence over others. As an action, you present your holy symbol, and each creature of your choice that can see or hear you within 30 feet of you must succeed on a Wisdom saving throw or be charmed by you until the end of your next turn or until the charmed creature takes any damage. You can also cause any of the charmed creatures to drop what they are holding when they fail the saving throw.

CHANNEL DIVINITY: PATH TO THE GRAVE

Prerequisite: Grave Domain

You can use your Channel Divinity to mark another creature's life force for termination. As an action, you choose one creature you can see within 30 feet of you, cursing it until the end of your next turn. The next time you or an ally of yours hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.

CHANNEL DIVINITY: PEACEKEEPER

Prerequisite: Order or Peace Domain

As a Bonus Action you can use your Channel Divinity to suppress strong emotion in the creatures around you. Choose a number of creatures within 30 feet equal to your cleric level that can hear you. Targets must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, for 10 minutes any effect causing a target to be charmed or frightened is suppressed and all affected targets become indifferent about creatures of your choice that it is hostile toward. The indifference effect ends if a target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the effect ends, targets become hostile again, unless the GM

rules otherwise based on your actions and negotiation during the duration, and any suppressed effect resumes, provided that its duration has not expired in the meantime.

CHANNEL DIVINITY: PRESERVE LIFE

Prerequisite: Life Domain

You can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

CHANNEL DIVINITY: PROTECTIVE REBUKE

Prerequisite: 6th Level; Channel Divinity: Blessing of Protection; Protection Domain

Whenever you use your Blessing of Protection to reduce damage inflicted by a creature within 30 feet of you, you can cause that creature to suffer radiant damage equal to the amount of damage you prevented.

CHANNEL DIVINITY: PROVOKE DEVASTATION

Prerequisite: 5th level; Channel Divinity: Devastation; Devastation Domain

When you use your Channel Divinity: Devastation effect, until the end of your next turn, when you or a friendly creature within 30 feet of you rolls damage for a weapon attack or a spell that inflicts acid, fire, force, lightning, or thunder damage, they can gain a bonus to the roll equal to your proficiency bonus.

CHANNEL DIVINITY: PURGE DECEPTION

Prerequisite: 6th-level; Channel Divinity: Detect Untruth; Truth Domain

You can expend a use of your Channel Divinity to cast *purge deception* at a level equal to half your cleric level without expending a spell slot. For the duration of this spell, you also gain the effects of your **Channel Divinity: Detect Untruth**.

CHANNEL DIVINITY: RADIANCE OF THE DAWN

Prerequisite: Light Domain

You can use your Channel Divinity to harness sunlight, banishing darkness and dealing radiant damage to your foes. As an action, you present your holy symbol, and any magical darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to 2d10 + your cleric level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

CHANNEL DIVINITY: RADIANT BULWARK

Prerequisite: Enlightenment, Freedom, Life, Light, Nobility, Protection, Valor, or War Domain

You can use your Channel Divinity to guard your allies with. As an action, you present your holy symbol, which blazes with divine radiance, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. The light moves with you, and it lasts for 1 minute or until you are incapacitated or die. Whenever a creature (including you)

ends its turn in the bright light of this effect, you can grant that creature one of these benefits:

- You grant it temporary hit points equal to 1d4 plus your cleric level.
- You end one effect on it causing it to be charmed or frightened.

CHANNEL DIVINITY: READ THOUGHTS

Prerequisite: 6th Level; Eldritch or Knowledge Domain

You can use your Channel Divinity to read a creature's thoughts. You can then use your access to the creature's mind to command it. As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest.

If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute.

During that time, you can use your action to end this effect and cast the suggestion spell on the creature without expending a spell slot. The target automatically fails its saving throw against the spell.

CHANNEL DIVINITY: RELEASE

Prerequisite: Freedom Domain

You can use your Channel Divinity to free creatures from physical or mental restraints.

As a Bonus Action you can present your holy symbol and each creature of your choice within 30 feet can make an immediate saving throw or check with a bonus

equal to your Wisdom modifier to remove the charmed, frightened, restrained, paralyzed, or grappled condition. In addition, all mundane locks and physical restraints (such as manacles) of your choice within range are immediately unlocked or broken.

CHANNEL DIVINITY: REVEAL MAGIC

Prerequisite: Arcana, Knowledge or Twilight Domain

As an action, you can present your Holy Symbol use your Channel Divinity to reveal all magic within 60 feet. Magical wards, glyphs, or symbols are revealed; invisible creatures or items are outlined in magical light, revealing their location; illusions glow with an ethereal light; and spells, magic items, or magical effects have a luminescent representation of the enchantment. Magic revealed by this ability continues to glow for 1 minute. Only enchantments that were within 60 feet when this ability was used are revealed, spells cast later or magic entering the area are not revealed. Any creature proficient in Arcana that views a revealed enchantment can use an action to determine its school of magic.

CHANNEL DIVINITY: REWEAVE TIME

Prerequisite: Time Domain

You can use your Channel Divinity to reweave the strands of time, choosing a different outcome for a random event. When you or another creature makes an ability check, attack roll, or saving throw, after seeing the result, but before the outcome is determined, you can use a reaction to roll your own d20 and choose which result to use. If you choose your own result, the affected roll gains no benefit or detriment from any advantage or disadvantage imposed on the initial roll.



CHANNEL DIVINITY: RIGHTEOUS BATTLE

Prerequisite: Nobility Domain

As a bonus action you use your Channel Divinity as you utter an exhortation to your allies promising them succor as they destroy your enemies. For the next minute, once per turn when you or an ally within 30 feet of you or one of your Entitled within 100 feet of you hits a creature with an attack, you can grant them temporary hit points equal to your cleric level. A creature that has temporary hit points from this effect is immune to the charmed and frightened conditions. You must be conscious to grant these hit points.

CHANNEL DIVINITY: RIGHTEOUS FURY

Prerequisite: Fury Domain

As a bonus action you swear an oath of righteous fury against a creature you can see that has wronged you. For the next minute, you, and creatures within 30 feet of you gain a bonus to damage rolls equal to your proficiency bonus when damaging that target. If the target dies during the duration of this effect, you can use a bonus action to choose a new target for the oath.

CHANNEL DIVINITY: ROGUE'S BLESSING

Prerequisite: Trickery Domain, Blessing of the Trickster feature

You can use your Channel Divinity as an action to grant your Blessing of the Trickster to all willing creatures of your choice within 30 feet of you for a number of hours equal to your cleric level.

CHANNEL DIVINITY: RUN OF LUCK

Prerequisite: Luck Domain

When you make an attack roll, ability check, or saving throw, you can use your Channel Divinity to gain advantage on that roll. If you hit with the attack or succeed on the ability check or saving throw, you, plus a number of creatures of your choice within 30 feet of you equal to your Wisdom modifier gain Run of Luck. Affected creatures can gain advantage on one attack roll, ability check, or saving throw they make within the next minute.

CHANNEL DIVINITY: SACRED REVELRY

Prerequisite: Revelry Domain

As an action, you can use your channel Divinity to invoke the protection afforded to drunkards and fools for you and your fellow revelers. For the next hour, you and a number of additional willing creatures within 60 feet of you equal to double your cleric level gain a mystical effect akin to mild inebriation, becoming immune to the frightened condition, suffering disadvantage on ability checks using abilities other than Charisma, and gaining a mystical protection that forces any creature attempting to attack or target such a creature with a harmful effect to first make a Wisdom saving throw. On a failed save, the creature becomes charmed by all affected creatures until the start of its next turn.

If an affected creature makes an attack, casts a harmful spell that affects an enemy, or deals damage to another creature, the effect ends for that creature.

If at any point during the duration you are not affecting the maximum number of revelers, you can use an action to invite new willing creatures within range to join the revelry, these creatures must not be creatures previously affected by this use of the effect.

CHANNEL DIVINITY: SANCTIFY ARMS

Prerequisite: 5th level; magic weapon spell

You can use your Channel Divinity when you cast a *magic weapon*, *elemental weapon*, or *magic armor* spell, if you do so the duration increases by a number of hours equal to half your cleric level and lasts for its full duration without concentration. You can use sanctified weapons or shields as holy symbols for your cleric spells. You can choose to become attuned to a weapon or shield you affect with the spell as part of using this effect; if you do so, you also gain the item's bonus to hit or AC to your Spell Attack modifier and Spell Save DC while wielding it as a holy symbol. When you learn this effect, you gain the *magic armor* spell as an additional Domain Spell.

CHANNEL DIVINITY: SALVATION OF LIFE

Prerequisite: Grave, Life, Peace, Protection or Valor Domain

You can use Channel Divinity to succor the deserving. When you cast a cleric spell that stabilizes a dying creature or restores hit points to a creature, you can use Channel Divinity to restore additional hit points equal to four times your cleric level divided as you wish among the targets of the spell. Any target that receives this healing is also cleansed of the Frightened condition.

CHANNEL DIVINITY: SENSE WEALTH

Prerequisite: Trade Domain

You can use your Channel Divinity as a bonus action to gain the ability to sense precious items. For 10 minutes per cleric level, you can pinpoint the location of precious metals and stones, such as coins or gems, or even more esoteric items of value such as works of art, magical items, and antiquities within 60 feet of you. This sense is not blocked by total cover, and you gain an innate sense of the value of objects sensed in this manner. The sense can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you.

CHANNEL DIVINITY: SHADOW BLADE

Prerequisite: 6th level; Dread, Night, or Trickery Domain

You can use your Channel Divinity to create a weapon of pure shadow. As a bonus action you can use your Channel Divinity to cast *shadow blade* without using a spell slot. The spell is cast as if using a spell slot equal to 1/3rd your cleric level (round up). When you learn this effect, you also learn the *critical insight* cantrip as an additional cleric cantrip known and you gain the *shadow blade* spell as an additional Domain Spell.

CHANNEL DIVINITY: SKYBREAKER

Prerequisite: 6th level; Air, Destruction, Nature, or Tempest Domain

You can use your Channel Divinity to create a weapon of the primal storm. As a bonus action you can use your Channel Divinity to cast *skybreaker* without using a spell slot. The spell is cast as if using a spell slot equal to 1/3rd your cleric level (round up). When you learn this effect, you also learn the *storm hammer* cantrip as an additional cleric cantrip known and you gain the *skybreaker* spell as an additional Domain Spell.

CHANNEL DIVINITY: SPIRIT LEGION

You can use your Channel Divinity to call upon a legion of divine spirits to smite your foes. As an Action you present your Holy Symbol and invoke the spirits. When you use this feature, you can designate any number of creatures you can see to be unaffected by it. Affected creatures within 15 feet of you can use their reaction to make a Wisdom saving throw to fend off the spirits. On a failed save, or if the creature does not use a reaction to make the save, the creature takes $2d8 +$ your cleric level radiant damage (if you are good or neutral) or $2d8 +$ your cleric level necrotic damage (if you are evil). On a successful save, the creature takes half as much damage. If you use this effect during the duration of your *spirit guardians* spell, you inflict additional damage equal to $1d8$ per level of the spell slot used to cast that spell.

CHANNEL DIVINITY: SUN SLIVER

Prerequisite: 6th level; Life, Light, Nobility, Protection, Valor, or War Domain

You can use your Channel Divinity to create a weapon formed from a sliver of pure celestial sunlight. As a bonus action you can use your Channel Divinity to cast *sun sliver* without using a spell slot. The spell is cast as if using a spell slot equal to $1/3$ rd your cleric level (round up). When you learn this effect, you also learn the *critical insight* cantrip as an additional cleric cantrip known and you gain the *sun sliver* spell as an additional Domain Spell.



CHANNEL DIVINITY: SUPPRESS ELEMENT

Prerequisite: 6th level; Nature domain, Disciple of the Elements feat

When you use your **Dampen Elements** class feature you can use your Channel Divinity to grant all creatures of your choice within range resistance to that damage type for 10 minutes per cleric level.

CHANNEL DIVINITY: TEMPORAL RESPITE

Prerequisite: 5th level; Time Domain

You can use your Channel Divinity in a process that takes 1 minute to momentarily take you, and a number of willing creatures equal to your cleric level, outside of the flow of time. Affected creatures disappear, reappearing 10 minutes later. The affected creatures experience 1 hour of time in an area of misty nothingness during the 10 minutes they are gone, allowing a short rest, then reappear in the space then left when the effect ends. If the location is occupied, the creature reappears in the nearest unoccupied space of their choice. You regain one few Channel Divinity uses during a short rest during this effect due to the energy necessary to maintain it.

CHANNEL DIVINITY: TEMPORAL MANIPULATION

Prerequisite: 5th level; Arcana, Knowledge, or Time domain

You can alter the flow of time around creatures near you. When you or a creature within 30 feet of you starts their turn, you use your Channel Divinity to cause that creature to be affected by either a *haste* spell or a *slow* spell until the start of their next turn. A creature affected by this *haste* spell does not suffer lethargy when the spell ends.

CHANNEL DIVINITY: TERRIFYING AWE

Prerequisite: 5th level; Dread, Eldritch, Grave, Love, Nobility, or Order Domain

Your faith teaches that there is a thin line between fear and reverence. As an action, you can use your Channel Divinity and choose a number of creatures within 30 feet of you equal to your proficiency bonus to overwhelm with your terrifying majesty. Each creature must make a Wisdom saving throw

if it can see you. On a failed save, the target is both charmed and frightened by you for 1 hour. A creature does not gain the benefit from any resistance (such as advantage on saving throws) or immunity to this effect unless it is resistant and immune to both the charmed and frightened conditions. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end the effect on itself. It has disadvantage on this check if it has line of sight to you.

"INSTEAD OF A DARK LORD, YOU WOULD HAVE A QUEEN, NOT DARK BUT BEAUTIFUL AND TERRIBLE AS THE DAWN! TEMPESTUOUS AS THE SEA, AND STRONGER THAN THE FOUNDATIONS OF THE EARTH! ALL SHALL LOVE ME AND DESPAIR!" -GALADRIEL; J.R.R. TOLKIEN, THE FELLOWSHIP OF THE RING

CHANNEL DIVINITY: TOUCH OF DEATH

Prerequisite: Death Domain

You can use Channel Divinity to destroy another creature's life force by touch. When you hit a creature with a melee attack, you can use Channel Divinity to deal extra necrotic damage to the target. The damage equals 5 + twice your cleric level.

CHANNEL DIVINITY: TRACELESS PATH

Prerequisite: Earth, Hunt, Nature, Travel, or Trickery Domain

As an action, you can use your Channel Divinity to mask you and your companions from detection.

You and a number of creatures within 30 feet equal to your proficiency bonus gain Traceless Path for 1 hour. Each affected creature has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

CHANNEL DIVINITY: TURN ABERRATION

As an action, you present your holy symbol and speak a prayer censuring the Aberration. Each Aberration that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

CHANNEL DIVINITY: TURN CELESTIAL

As an action, you present your holy symbol and speak a prayer censuring the celestial. Each celestial that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

The Turn Celestial effect is usually only granted to clerics of evil aligned faiths, however faiths that promote free

thought and choice might grant this effect to protect the faithful from the meddling of overbearing celestials.

CHANNEL DIVINITY: TURN CONSTRUCT

Prerequisite: Arcana, Creation, or Forge Domain

As an action, you present your holy symbol and speak a prayer censuring the construct. Each construct that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

CHANNEL DIVINITY: TURN ELEMENTAL

Prerequisite: Air, Earth, Fire, Locust, Nature, or Water Domain

As an action, you present your holy symbol and speak a prayer censuring the elemental. Each elemental that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

CHANNEL DIVINITY: TURN FEY

Prerequisite: Arcana, Knowledge, Locust, or Nature Domain

As an action, you present your holy symbol and speak a prayer censuring the Fey. Each Fey that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

CHANNEL DIVINITY: TURN FIEND

As an action, you present your holy symbol and speak a prayer censuring the fiend. Each fiend that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

CHANNEL DIVINITY: TURN UNDEAD

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving

throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

CHANNEL DIVINITY: TWILIGHT SANCTUARY

Prerequisite: Twilight Domain

You can use your Channel Divinity to refresh your allies with soothing twilight. As an action, you present your holy symbol, and a sphere of twilight emanates from you. The sphere is centered on you, has a 30-foot radius, and is filled with dim light. The sphere moves with you, and it lasts for 1 minute or until you are incapacitated or die. Whenever a creature (including you) ends its turn in the sphere, you can grant that creature one of these benefits:

- You grant it temporary hit points equal to 1d6 plus your cleric level.
- You end one effect on it causing it to be charmed or frightened.

CHANNEL DIVINITY: UNIVERSAL THOUGHT

Prerequisite: Arcana, Eldritch, Enlightenment, Knowledge, or Order Domain

You can use your Channel Divinity as a bonus action to gain Telepathy (as described in the *Monster Manual*) with a range of 120 feet for a number of hours equal to your cleric level. If you already have any form of telepathy, the range of the telepathy granted by this effect is increased by the range of your telepathy.

You can end this effect at any time (no action required) to transmit a short telepathic message of twenty-five words or less to any creature you've ever had telepathic contact with. You can send the message across any distance and even to other planes of existence. Once you reach 5th level, the target of this message can answer in a like manner immediately.

CHANNEL DIVINITY: UNREASONED TERROR

Prerequisite: Dread Domain

As an action, you can present your holy symbol and force all hostile creatures that can see or hear you within 30 feet of you to make a Wisdom saving throw. If the creature fails its saving throw, it becomes frightened of you for 1 minute or until it takes any damage.

A creature frightened by this effect must spend its turns trying to move as far away from you as it can. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If a creature that is already frightened fails a saving throw against this effect or if a creature frightened by this effect fails a saving throw that would cause it to become frightened, it becomes paralyzed with dread until it is no longer frightened.

CHANNEL DIVINITY: WAR GOD'S BLESSING

Prerequisite: 6th level; Channel Divinity: Guided Strike, War Domain

When a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

CHANNEL DIVINITY: WAVESPIKE

Prerequisite: 6th Level; Water Domain

You can use your Channel Divinity to create a weapon of primal elemental water. As a bonus action you can use your Channel Divinity to cast *wavespike* without using a spell slot. The spell is cast as if using a spell slot equal to 1/3rd your cleric level (round up). When you learn this effect, you also learn the *critical insight* cantrip as an additional cleric cantrip known and you gain the *wavespike* spell as an additional Domain Spell.

CHANNEL DIVINITY: WEAKEN STRUCTURE

Prerequisite: Creation or Destruction Domain

You can use your Channel Divinity to weaken the structure of an object.

As a bonus action, you choose one object, structure, or construct you can see within 30 feet of you, weakening it: the target loses all damage resistances and immunities and instead becomes vulnerable to all damage until the end of your next turn. During this time attack rolls and ability checks made to break the object or structure also gain advantage.

A construct can make a Wisdom saving throw to resist the effect. On a successful save, the construct is only affected for the next successful attack made against it before the end of your next turn.

When you learn this effect you also learn the *sundering touch* cantrip.

CHANNEL DIVINITY: WILD SHAPE

Prerequisite: Nature Domain

You can use your Channel Divinity to assume the shape of a wild beast. As an action, you use your Channel Divinity to change your form as the Wild Shape druid class feature as a druid of your cleric level. You cannot use this effect if you are wearing medium or heavy armor made of metal.

CHANNEL DIVINITY: WINDBOW

Prerequisite: 6th level; Air, Hunt, Nature, or Tempest Domain

You can use your Channel Divinity to create a weapon of the primal storm. As a bonus action you can use your Channel Divinity to cast *windbow* without using a spell slot. The spell is cast as if using a spell slot equal to 1/3rd your cleric level (round up). When you learn this effect, you also learn the *impel weapon* cantrip as an additional cleric cantrip known and you gain the *windbow* spell as an additional Domain Spell.

CHANNEL DIVINITY: WINTER'S WRATH

Prerequisite: Tempest or Winter Domain

You can use your Channel Divinity to wield the freezing power of winter. When you roll cold damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.



PALADIN

THE FAMILIAR SPELL OF BRIMSTONE RISES FROM THE FIERY MANE OF THE KNIGHT'S BLACK STEED AS SHE GAZES DOWNSLOPE TOWARDS THE LEGION OF HOBGOBLINS ARRAYED BELOW. WITH A CRY SHE AND HER NIGHTMARE MOUNT SPRING FORWARD AS ONE, LEADING A SQUAD OF ELITE CAVALRY IN THE CHARGE.

AN ARMORED WARRIOR LEADS A GROUP OF PILGRIMS IN PAYER BEFORE A SIMPLE ROADSIDE SHRINE. HOWEVER HIS EYES ROAM THE FRINGES OF THE FOREST ALONG THE ROAD AS HE RECITES THE SIMPLE CHANT, EVER ALERT FOR DANGER TO THE FAITHFUL IN HIS CHARGE.

THE SUN FLASHES FROM THE BLADE OF THE FLAMBOYANTLY DRESSED WARRIOR AS THEY LEAP ALONG THE RED SCALED FLANK OF THE DRAGON, A SONG OF GALLANTRY SUNG AS AN ACCOMPANIMENT TO EACH STRIKE OF STEEL ON SCALE.

Oaths are at the center of a paladin's power. These sacred vows define the tenets of an ideal that the paladin holds so fervently that it fuels a well of divine magic that is pure belief given form.

PALADIN CLASS FEATURE OPTIONS

This section offers additional or alternate features that you can gain as a Paladin, or enhancements to existing features.

AGILE PALADIN

If you choose paladin as your first class at 1st level, you can choose this variant to represent a paladin from a culture or martial tradition that either lacks the technology to forge heavy armor or simply a tradition that eschews the use of heavy armor. Replace the usual Armor proficiencies granted by your Paladin Proficiencies feature with the following:

Armor: Light Armor, Shields

You gain the Lightly Armored Paladin feature at 1st level:

LIGHTLY ARMORED PALADIN

1st-level Agile Paladin feature (modifies armor proficiencies and saving throws)

You gain the Skirmishing or Unarmored Fighting style as an additional fighting style when you choose this variant at 1st level.

SKIRMISHING

While wearing light or no armor your movement speed increases by 5 feet, and you gain a bonus to your AC equal to half your proficiency bonus (round down). You lose this benefit if you are incapacitated or if your speed drops to 0. You can use a shield and still gain this benefit.

UNARMORED FIGHTING

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

DIVINE SENSE

1st-level Paladin feature (enhancement)

You can expend a spell slot to use Divine Sense without expending one of its uses. If you expend a spell slot of 2nd level or higher, the sense lasts for 1 minute per slot level above 1st.

OATH SMITE

2nd-level and 11th-level Paladin features (enhances Divine Smite and Improved Divine Smite)

When you choose certain Sacred Oaths, you can choose to have your Divine Smite and Improved Divine Smite class features inflict a damage type other than Radiant:

Oath	Smite Damage Type
Oath of Bone	Necrotic, Weapon
Oath of Conquest	Psychic
Oath of Devotion	Radiant
Oath of Faith	Varies
Oath of Glory	Radiant, Weapon
Oath of Lore	Radiant, Force
Oath of Redemption	Radiant, Weapon (Nonlethal)
Oath of Solidarity	Weapon
Oath of Song	Thunder
Oath of Sorcery	Force
Oath of Steel	Weapon
Oath of Stone	Bludgeoning
Oath of the Ancients	Cold, Fire, Lightning, Poison
Oath of the Arbiter	Weapon, Weapon (Nonlethal)
Oath of the Elysian Host	Radiant
Oath of the Crown	Weapon
Oath of the Hellrider	Cold, Fire, Poison
Oath of the Watchers	Radiant, Force
Oath of the Hospitaller	Radiant, Weapon (Nonlethal)
Oath of the Veil	Radiant, Force
Oath of the Warden	Weapon
Oath of the Wild Hunt	Weapon
Oath of Vengeance	Weapon
Oath of Vigilance	Radiant
Oathbreaker	Necrotic, Poison

Damage of types other than radiant use the following rules:

- If **weapon** damage is listed, you inflict additional damage of the type inflicted by the weapon you used to make the attack and the damage from the attack is considered magical for the purposes of overcoming resistance or immunity to damage.
- If **bludgeoning** damage is listed, all of the damage of the attack becomes a combination of magical bludgeoning damage and the weapon's normal damage type. A creature is not resistant or immune to such damage unless it is resistant or immune to both types of damage and a creature is vulnerable to the damage if it is vulnerable to either damage type.

- If **nonlethal** is indicated, all the damage from the attack is nonlethal, if the damage reduces a creature to 0 hit points, the creature automatically stabilizes and does not require death saves.
- If you inflict damage of a type other than **radiant** with your Divine Smite, you do not inflict the additional 1d8 damage if the target is an undead or fiend.
- If you inflict **necrotic** damage with your Divine Smite, the damage increases by 1d8 if the target is a celestial or elemental.
- If you inflict **psychic** damage with your Divine Smite, the damage increases by 1d8 if the target is a humanoid or giant.
- If you inflict **poison** damage with your Divine Smite, the damage increases by 1d8 if the target is not an undead or construct.
- If you inflict a damage type other than **necrotic**, **poison**, **psychic**, or **radiant**, you don't increase the damage by 1d8 versus any target, but you can use your Divine Smite and Improved Divine Smite when you hit an object or structure that could be damaged by the selected damage type.

Note: You or your DM may decide that the nature of your Oath is not compatible with the option of inflicting Radiant damage (such as Oathbreaker), in which case you may only choose to inflict radiant damage if it is one of the listed damage types. The Oath of Faith has its own variation of this feature based on the Divine Domain chosen for that oath.

CHANNEL DIVINITY

3rd-level Paladin feature (enhances Channel Divinity and Sacred Oath)

When you gain a Channel Divinity effect from your Sacred Oath, you can choose one of the Channel Divinity effects listed for that Oath in place of one of the effects granted by your Sacred Oath. When you gain a paladin level you can replace a Channel Divinity effect you know with a different effect offered by your Oath.

FIGHTING STYLE OPTIONS*

2nd-level paladin feature (enhances Fighting Style)

When you choose a fighting style, the following styles are added to your list of options.

BLESSED WARRIOR*

You learn two cantrips of your choice from the cleric spell list. They count as paladin spells for you, and Charisma is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the cleric spell list.

BLIND FIGHTING*

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

CHARGING

If you move at least 15 feet straight toward a target and hit it with your next melee weapon attack on the same turn, you

can roll the weapon's damage dice an additional time (but not any additional damage dice) and add it to the total. If the attack was made while mounted, you may also add your mount's Strength modifier to the damage inflicted.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

DWARF WEAPON STYLE

You must have the Dwarven Combat Training racial trait to choose this style. You gain the following benefits when wielding a battleaxe, handaxe, light hammer, or warhammer:

- You can stow up to two of these weapons, then draw up to two of these weapons as a single object interaction on your turn.
- You can engage in two weapon fighting using a battleaxe or warhammer in one hand and a handaxe or light hammer in the other. When you engage in two-weapon fighting, you can add your ability modifier to the damage of a bonus attack using a handaxe or light hammer.
- The damage die of a light hammer increases to 1d6, and the thrown range of a handaxe or light hammer increases by 10/30.

ELF WEAPON STYLE

You must have the Elf Weapon Training racial trait to choose this style. You gain the following benefits when wielding a longsword, shortsword, shortbow, or longbow:

- You can use Strength or Dexterity on the attack and damage rolls of the weapons.
- You can stow up to two of these weapons, then draw up to two of these weapons as a single object interaction on your turn.
- You can engage in two weapon fighting using a longsword and a short sword. When you engage in two-weapon fighting, you can add your ability modifier to the damage of a bonus attack using a short sword.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

INTERCEPTION*

When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

PROTECTION

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.

REACTIVE FIGHTING

You excel at exploiting openings in your opponents' defenses. You can use a bonus action on your turn to gain an additional reaction that you can use before the start of your next turn. In addition, a hostile creature that enters your reach or that moves more than 5 feet, makes a ranged attack, or stands from a prone position while within your reach provokes an opportunity attack from you.

SHIELD FIGHTING

While wielding a shield, you can attack, bashing with the shield as a bonus action. A shield is considered a martial weapon that inflicts 1d4 bludgeoning damage on a hit for this attack.

Divine Synergy. If you have the Shield Master feat, when you use a bonus action to make an attack with a shield bash, you can immediately make a Shove attempt against the same target if you hit with the shield bash attempt.

VERSATILE FIGHTING

When you take the Attack action while wielding a Versatile weapon in two hands, you can forgo the additional damage from the Versatile property during that action to make a melee attack with the haft or pommel of the weapon as a bonus action. This attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and it deals bludgeoning damage.

Divine Synergy. If you have the Polearm Master feat and the Versatile Fighting style and are wielding a quarterstaff or spear, you may increase the damage die of

the bonus action attack granted by the Polearm Master feat to a d6, or a d8 if wielded in two hands.

HARNESS DIVINE POWER*

3rd-level paladin feature

You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on the level you've reached in this class: 3rd level, once; 7th level, twice; and 15th level, thrice. You regain all expended uses when you finish a long rest.

MARTIAL VERSATILITY*

4th-level paladin feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to paladins. This replacement represents a shift of focus in your martial practice.

EXTRA ATTACK

5th-level paladin feature (enhancement)

Moreover, when you take the Attack action, you can use a paladin class feature or a Channel Divinity effect that requires 1 action or 1 bonus action to use in place of one of your attacks.



PALADIN SACRED OATH

OPTIONS

The following are new options for existing published paladin sacred oaths.

OATH OF CONQUEST

The following are optional class features available to paladins that swear the Oath of Conquest from *Xanathar's Guide to Everything*.

OATH SMITE

3rd-level Oath of Lore feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict psychic damage instead of radiant damage.

CHANNEL DIVINITY

3rd-level Oath of Conquest feature (enhancement)

When you gain the Channel Divinity feature from the Oath of Conquest you learn two options, chosen from the following:

CHANNEL DIVINITY: CONQUERING PRESENCE

You can use your Channel Divinity to exude a terrifying presence. As an action, you force each creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, a creature becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

CHANNEL DIVINITY: GUIDED STRIKE

You can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

CHANNEL DIVINITY: FEARSOME BLADE

As an action, you can imbue one weapon that you are holding with a terrifying presence using your Channel Divinity. For 1 minute, when you hit a creature with the weapon it inflicts additional psychic damage equal to your Charisma modifier (minimum +1) and the target must make a Wisdom saving throw or become frightened of you until the end of your next turn. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

CHANNEL DIVINITY: DREADFUL SLAUGHTER

You can use your Channel Divinity when you score a critical hit with a melee attack or reduce a creature to 0 hit points with one. Each creature of your choice within 30 feet must make a Wisdom saving throw if it can see you. On a failed save, the target is frightened of you for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away

from you, it can attempt another Wisdom saving throw to end the effect on it.

INVINCIBLE CONQUEROR

20th-level Oath of Conquest feature (enhancement)

You can expend a 5th level spell slot to use this feature additional times between long rests.

OATH OF DEVOTION

The following are optional class features available to paladins that swear the Oath of Devotion.

CHANNEL DIVINITY

3rd-level Oath of Devotion feature (enhancement)

When you gain the Channel Divinity feature from the Oath of Devotion you learn two of the following effects:

CHANNEL DIVINITY: SACRED WEAPON

As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

CHANNEL DIVINITY: TURN THE UNHOLY

As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

CHANNEL DIVINITY: EXORCISM

You can use your channel divinity as an action to gain the ability to exorcise extraplanar influences. When you use this effect, and as an action on each of your turns for the next minute, or until you lose your concentration (as if concentrating on a spell), you can touch a creature you can reach that is charmed, frightened, or possessed by an aberration, a celestial, an elemental, a fey, a fiend, or an undead. You can make an immediate saving throw using your Spellcasting Ability versus the Saving Throw DC of the effect causing the creature to be charmed, frightened, or possessed. You have advantage on this saving throw if the target is incapacitated or restrained. On a success, the creature you touch is no longer charmed, frightened, or possessed by such creatures, and cannot be charmed, frightened, or possessed by that creature again for 24 hours. While you concentrate on this effect you are protected as if you had cast a *protection from evil and good* spell on yourself.

CHANNEL DIVINITY: HALO

Prerequisite: Good alignment

You can use your channel divinity as a bonus action to gain a protective halo that lasts for 10 minutes per paladin level, until you're incapacitated, you die, or until you dismiss the halo as a bonus action. This halo sheds bright light in a 10-foot radius and dim light for an additional 10 feet. While present, the halo gives you advantage on Charisma (Persuasion) checks made to interact with good creatures and Charisma (Intimidation) checks made to interact with evil creatures. In addition, you gain the effects of a *protection from evil and good* spell while the halo is manifested.

HOLY NIMBUS

20th-level Oath of Devotion feature (enhancement)

You can expend a 5th level spell slot to use this feature additional times between long rests.

OATH OF GLORY

The following are optional class features available to paladins that swear the Oath of Glory presented in *Tasha's Cauldron of Everything*.

OATH SMITE

3rd-level Oath of Lore feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict additional weapon damage instead of radiant damage.

CHANNEL DIVINITY

3rd-level Oath of Glory feature (enhancement)

When you gain the Channel Divinity feature from the Oath of Glory you learn two of the following effects:

CHANNEL DIVINITY: PEERLESS ATHLETE

As a bonus action, you can use your Channel Divinity to augment your athleticism. For the next 10 minutes, you have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks; you can carry, push, drag, and lift twice as much weight as normal; and the distance of your long and high jumps increases by 10 feet (this extra distance costs movement as normal).

CHANNEL DIVINITY: INSPIRING SMITE

Immediately after you deal damage to a creature with your Divine Smite feature, you can use your Channel Divinity as a bonus action and distribute temporary hit points to creatures of your choice within 30 feet of you, which can include you. The total number of temporary hit points equals $2d8 +$ your level in this class, divided among the chosen creatures however you like.

CHANNEL DIVINITY: GLORIOUS SPEECH

As a reaction when you roll initiative you can use your Channel Divinity to start a glorious speech. Each friendly creature also rolling initiative gains a bonus to their initiative roll equal to your Charisma modifier. Hostile creature that can hear you can't move or take an action on their first turn of the combat. This effect immediately ends if you or one

of your allies makes an attack or forces a creature to make a saving throw. You can't use this effect if you are surprised.

CHANNEL DIVINITY: CHAMPION'S SKILL

As a bonus action, you can use your channel divinity to call upon the martial expertise of past champions. Choose a fighting style from the fighter class feature, you gain that fighting style for the next 10 minutes. For the duration of this effect, you may roll d10s instead of d8s to determine the damage from your Divine Smite and Improved Divine Smite.

CHARGE OF GLORY

7th- and 18th-level Oath of Glory feature (Replaces Aura of Alacrity)

As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

When you take this bonus action, each ally within 10 feet of you at any point during the movement can immediately use their reaction to move up to their speed toward an enemy of their choice that they can see or hear. The ally must end this move closer to the enemy than they started.

When you reach 18th level in this class, the range of the aura increases to 30 feet and you and any creature that takes this bonus action or reaction increases their movement speed by 10 feet for that turn.

Divine Synergy. An orc with the Aggressive racial trait increases their movement speed by 10 feet during any turn they take this bonus action or reaction.

GLORIOUS DEFENSE

15th-level Oath of Glory feature (enhancement)

You can expend a spell slot to use this feature without expending one of its uses. If you expend a spell slot of 2nd-level or higher, the target's AC increases by an additional 1 and your weapon attack as part of this reaction inflicts an additional 1d8 damage on a hit per slot level above 1st.

OATH OF REDEMPTION

The following are optional class features available to paladins that swear the Oath of Redemption from *Xanathar's Guide to Everything*.

OATH SMITE

3rd-level Oath of Redemption feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict additional weapon damage instead of radiant damage. If you do so, all damage from that attack is nonlethal.

CHANNEL DIVINITY

3rd-level Oath of Redemption feature (enhancement)

When you gain the Channel Divinity feature from the Oath of Redemption you learn two options, chosen from the following:

CHANNEL DIVINITY: EMISSARY OF PEACE

You can use your Channel Divinity to augment your presence with divine power. As a bonus action, you grant

yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.

CHANNEL DIVINITY: REBUKE THE VIOLENT

You can use your Channel Divinity to rebuke those who use violence. Immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a Wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

CHANNEL DIVINITY: DEFENDER OF PEACE

When you take the Dodge action on your turn you can use your Channel Divinity to become a Defender of Peace.

When you use this effect, and for the next minute each time you take the Dodge Action on your turn you gain an additional Reaction that can be used before the start of your next turn. When you gain the Extra Attack class feature, you instead gain two additional reactions. For the duration of the effect creatures within your reach provoke an opportunity attack from you when they damage a creature.

In addition, while this effect is active all weapons you wield are magical and all damage you deal is nonlethal. If damage you cause reduces a creature to 0 hit points, the creature automatically stabilizes and does not require death saves.

CHANNEL DIVINITY: PEACEKEEPER

As a Bonus Action, you can use your Channel Divinity to suppress strong emotion in the creatures around you. Choose a number of creatures within 30 feet equal to your cleric level that can hear you. Targets must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, for 10 minutes any effect causing a target to be charmed or frightened is suppressed and all affected targets become indifferent about creatures of your choice that it is hostile toward. The indifference effect ends if a target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, targets become hostile again, unless the GM rules otherwise, and any suppressed

effect resumes, provided that its duration has not expired in the meantime.

OATH OF THE ANCIENTS

The following are optional class features available to paladins that swear the Oath of the Ancients.

OATH SMITE

3rd-level Oath of Lore feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict cold, fire, lightning, or poison damage instead of radiant damage.



CHANNEL DIVINITY

3rd-level Oath of the Ancients feature (enhancement)

When you gain the Channel Divinity feature from the Oath of the Ancients you learn two options, chosen either from options listed in the Oath of the Ancients description, or from the following:

CHANNEL DIVINITY: NATURE'S WRATH

You can use your Channel Divinity to invoke primeval forces to ensnare a foe. As an action, you can cause spectral vines to spring up and reach for a creature within 10 feet of you that you can see. The creature must succeed on a Strength or Dexterity saving throw (its choice) or be restrained. While restrained by the vines, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the vines vanish.

CHANNEL DIVINITY: TURN THE FAITHLESS

You can use your Channel Divinity to utter ancient words that are painful for fey and fiends to hear. As an action, you present your holy symbol, and each fey or fiend within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

CHANNEL DIVINITY: WILD SHAPE

You can use your Channel Divinity to assume the shape of a wild beast. As an action, you use your Channel Divinity to change your form as the Wild Shape druid class feature as a druid of your paladin level. You cannot use this effect if you are wearing medium or heavy armor made of metal.

CHANNEL DIVINITY: SPELLSHIELD

You can use your Channel Divinity as a reaction when you, or a creature you can see within 30 feet of you, would have to make a saving throw versus a spell or magical effect. The creature gains advantage on the saving throw and if they will take half damage on a successful saving throw instead take no damage if they succeed on that saving throw, and only half damage if they fail. If several creatures are making the same saving throw against the same effect at the same time you can choose a number of creatures within 30 feet equal to your proficiency bonus to benefit from this effect.

ELDER CHAMPION

20th-level Oath of the Ancients feature (enhancement)

You can expend a 5th level spell slot to use this feature additional times between long rests.

OATH OF THE CROWN

The following are optional class features available to paladins that swear the Oath of the Crown presented in the *Sword Coast Adventurer's Guide*.

OATH SMITE

3rd-level Oath of Lore feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict additional weapon damage instead of radiant damage.

CHANNEL DIVINITY

3rd-level Oath of the Crown feature (enhancement)

When you gain the Channel Divinity feature from the Oath of the Crown you learn two of the following effects:

CHANNEL DIVINITY: CHAMPION CHALLENGE

As a bonus action, you issue a challenge that compels other creatures to do battle with you. Each creature of your choice that you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature can't willingly move more than 30 feet away from you. This effect ends on the creature if you are incapacitated or die or if the creature is more than 30 feet away from you.

CHANNEL DIVINITY: TURN THE TIDE

As a bonus action, you can bolster injured creatures with your Channel Divinity. Each creature of your choice that can hear you within 30 feet of you regains hit points equal to 1d6 + your Charisma modifier (minimum of 1) if it has no more than half of its hit points.

CHANNEL DIVINITY: DESTINED CONFRONTATION

You can use your Channel Divinity when you cast *compelled duel*. If you do so, the target automatically fails the initial Wisdom saving throw to resist the spell and has disadvantage on the Wisdom saving throws versus the spell when it attempts to move more than 30 feet from you. In addition, if the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to target a new creature with the spell. If you know this effect, damage inflicted on you cannot disrupt your concentration on a *compelled duel* spell.

CHANNEL DIVINITY: BATTLE COMMAND

When you hit with an attack, you can use your Channel Divinity to issue a command to a single friendly creature within 60 feet that can hear you. That creature can immediately use their Reaction to move up to their speed and make an attack.

For next minute, once on each of your subsequent turns you can issue this command again when you hit with an attack.

UNFAILING LOYALTY

7th-level Oath of the Crown feature (replaces Divine Allegiance)

If you or a friendly creature within 10 feet of you begin their turn charmed, frightened, paralyzed, poisoned, restrained, or stunned, they can make an immediate saving throw or check to remove the condition, without requiring an action or causing a negative consequence on a failure. On a success, the condition is removed. This increases to 30 feet when you reach 18th level.

EXALTED CHAMPION

20th-level Oath of the Crown feature (enhancement)

You can expend a 5th level spell slot to use this feature additional times between long rests.

OATH OF THE WATCHERS

The following are optional class features available to paladins that swear the Oath of the Watchers, from *Tasha's Cauldron of Everything*.

CHANNEL DIVINITY

3rd-level Oath of the Watchers feature (enhancement)

When you gain the Channel Divinity feature from the Oath of the Watchers you learn two options, chosen either from options listed in the Oath of the Watchers description, or from the following:

CHANNEL DIVINITY: WATCHER'S WILL

You can use your Channel Divinity to invest your presence with the warding power of your faith. As an action, you can choose a number of creatures you can see within 30 feet of you, up to a number equal to your Charisma modifier (minimum of one creature). For 1 minute, you and the chosen creatures have advantage on Intelligence, Wisdom, and Charisma saving throws.

CHANNEL DIVINITY: ABJURE THE EXTRAPLANAR

You can use your Channel Divinity to castigate unworldly beings. As an action, you present your holy symbol and each aberration, celestial, elemental, fey, or fiend within 30 feet of

you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly end its move in a space within 30 feet of you. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can take the Dodge action.

CHANNEL DIVINITY: DIVINE AWARENESS

You can use your Channel Divinity when you use your Divine Sense class feature or cast *detect evil and good* or *detect magic*, or as a bonus action during the duration of the effect or spell. The duration of the class feature or spell is increased by 10 minutes per paladin level and does not require concentration but ends if you become Incapacitated or cast the spell again. While your Divine Sense or *detect evil and good* are active you cannot be surprised by creatures of the type detected and such creatures cannot become Hidden from you. During the duration of *detect magic* you can use an Action to see the true form of a creature you can see that is disguised by magic or illusion.

CHANNEL DIVINITY: STAND THE WATCH

You can use your Channel Divinity to heighten the awareness and endurance of you and your companions. As an action, you can choose a number of creatures within 30 feet of you equal to Charisma modifier to Stand the Watch. For the next 8 hours, you and the chosen creatures have advantage on Intelligence (Investigation), Wisdom (Perception) and Wisdom (Insight) checks, magic can't put them to sleep, and any time spent standing watch counts as hours of sleep. If an affected creature stands watch for at least 1 hour under this effect, it is considered to have consumed sustenance necessary to sustain it for a day. The effect ends for a creature if it moves more than 120 feet from the location it was used.

OATH OF VENGEANCE

The following are optional class features available to paladins that swear the Oath of Vengeance.

OATH SMITE

3rd-level Oath of Lore feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict additional weapon damage instead of radiant damage.

CHANNEL DIVINITY

3rd-level Oath of Vengeance feature (enhancement)

When you gain the Channel Divinity feature from the Oath of Vengeance you learn the *Channel Divinity: Vow of Enmity* effect and one of the following effects:

CHANNEL DIVINITY: ABJURE ENEMY

As an action, you present your holy symbol and speak a prayer of denunciation, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless

it is immune to being frightened. Fiends and undead have disadvantage on this saving throw.

On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed. On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

CHANNEL DIVINITY: VOW OF ENMITY

As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

CHANNEL DIVINITY: DREADFUL SLAUGHTER

You can use your Channel Divinity when you score a critical hit with a melee attack or reduce a creature to 0 hit points with one. Each hostile creature within 30 feet must make a Wisdom saving throw if it can see you. On a failed save, the target is frightened of you for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from you, it can attempt another Wisdom saving throw to end the effect on it.

CHANNEL DIVINITY: VENGEFUL PURSUIT

You can use your Channel Divinity as a bonus action to gain Vengeful Pursuit for 10 minutes. When you use the effect and as a bonus action during the duration you can take the Dash action. For the duration of the effect, your movement speed increases by 10 feet, you have advantage on opportunity attacks, and creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

SOUL OF VENGEANCE

15th-level Oath of Vengeance feature (enhancement)

The power of your Oath gives you greater power over your foe. When a creature under the effects of one of your Paladin spells or Channel Divinity effects makes an attack, you can use your reaction to make a melee weapon attack against that creature if it is within range.

AVENGING ANGEL

20th-level Oath of Vengeance feature (enhancement)

You can expend a 5th level spell slot to use this feature additional times between long rests.

OATHBREAKER

The following are optional class features available to paladins Oathbreakers from the *Dungeon Master's Guide*.

OATH SMITE

3rd-level Oath of Lore feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict necrotic or poison damage instead of radiant damage.

CHANNEL DIVINITY

3rd-level Oathbreaker feature (enhancement)

When you gain the Channel Divinity feature from the Oathbreaker Sacred Oath you learn two of the following effects:

CHANNEL DIVINITY: CONTROL UNDEAD

As an action, the paladin targets one undead creature he or she can see within 30 feet of him or her. The target must make a Wisdom saving throw. On a failed save, the target must obey the paladin's commands for the next 24 hours, or until the paladin uses this Channel Divinity option again. An undead whose challenge rating is equal to or greater than the paladin's level is immune to this effect.

CHANNEL DIVINITY: DREADFUL ASPECT

As an action, the paladin channels the darkest emotions and focuses them into a burst of magical menace. Each creature of the paladin's choice within 30 feet of the paladin must make a Wisdom saving throw if it can see the paladin. On a failed save, the target is frightened of the paladin for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from the paladin, it can attempt another Wisdom saving throw to end the effect on it.

CHANNEL DIVINITY: BLACK BLADE

As an action, you can imbue one weapon that you are holding with negative energy, using your Channel Divinity. For 1 minute, once per turn when you hit a creature other than a construct or undead with the weapon it inflicts additional necrotic damage equal to your Paladin level and you regain the same number of hit points. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

CHANNEL DIVINITY: CONTROL FIEND

As an action, the paladin targets one fiend he or she can see within 30 feet of him or her. The target must make a Wisdom saving throw. On a failed save, the target must obey the paladin's commands for the next 24 hours, or until the paladin uses this Channel Divinity option again. A fiend whose challenge rating is equal to or greater than the paladin's level is immune to this effect.

DREAD LORD

20th-level Oathbreaker feature (enhancement)

You can expend a 5th level spell slot to use this feature additional times between long rests.

NEW PALADIN SACRED OATHS

The following are new Sacred Oaths that can be chosen by a paladin that reaches 3rd level.

OATH OF BONE

The oath of bone is pursued by its adherents as a path to power, and those that follow this path are known as Bone Knights. The necromantic arts, specifically the creation and mastery of undead, is seen as the preferred method of mystical, military, and political mastery. This oath is a very practical oath, and while often ruthless, paladins that take this oath are not always evil.

In the world of Eberron, many bone knights took service with the Order of the Emerald Claw as commanders of the Karrnathi undead legions during the Last War. Some are still Karrnathi patriots, others have turned their power over to their own ends.

OATH OF BONE TENETS

The tenets of the oath of bone are less moral obligation than mystical rules that must be followed to master their necromantic power.

- **Oathbound.** The ability of a bone knight to command their undead minions is tied to mythical oaths. Breaking a sworn oath risks this power. You will adhere to the letter of any sworn oath.
- **That which Served in Life can Serve in Death.** Burial or cremation denies the faithful dead the opportunity to serve again and should never be utilized.
- **Trappings of Death.** Adherents of this oath adorn themselves and their equipment with rune inscribed bones and other trappings of the necromantic arts and find dishonor in any attempt to put aside the badges of their power.

OATH SMITE

3rd-level Oath of Bone feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict necrotic damage or additional weapon damage (your choice) instead of radiant damage.

OATH SPELLS

3rd-level Oath of Bone feature

OATH OF BONE SPELLS

Paladin Level	Spells
3rd Level	<i>create undead beast, false life</i>
5th Level	<i>skeletal steed, weakening aura</i>
9th Level	<i>animate dead, summon undead</i>
13th Level	<i>bind undead, shadow of moil</i>
17th Level	<i>danse macabre, negative energy flood</i>

CHANNEL DIVINITY

3rd-level Oath of Bone feature

You gain two of the following Channel Divinity effects.

CHANNEL DIVINITY: COMMANDER OF BONES

As a bonus action, you can use your Channel Divinity to target one skeleton or zombie you can see within 30 feet of you. The target must make a Wisdom saving throw.

On a failed save, the target must obey your commands (as described in the *animate dead* spell) until you die or release it as a bonus action. If a skeleton or zombie succeeds on a saving throw versus this effect, you regain the use of your Channel Divinity. You can command a number of undead equal to your paladin level at a time with this effect. Alternatively, you can use this feature when you cast *create undead beast* or *animate dead* to automatically enslave any skeleton or zombie created by that spell.

CHANNEL DIVINITY: BLACK BLADE

As an action, you can imbue one weapon that you are holding with negative energy, using your Channel Divinity. For 1 minute, once per turn when you hit a creature other than a construct or undead with the weapon it inflicts additional necrotic damage equal to your Paladin level and you regain the same number of hit points. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

CHANNEL DIVINITY: BOLSTER UNDEAD

As a bonus action, you can use your Channel Divinity to bolster allied undead. Choose undead creatures within 30 feet of you. You grant temporary hit points equal to five times your paladin level, divided as you wish among the chosen undead creatures. While it possesses temporary hit points from this feature the creature's melee attacks are considered magical, it is immune to Channel Divinity effects that would turn undead, and a Channel Divinity effect that would destroy the undead turns it instead.

CHANNEL DIVINITY: STRIKE OF DEATH

You can use Channel Divinity to destroy another creature's life force. When you hit a creature with a melee attack, you can use Channel Divinity to deal extra necrotic damage to the target. The damage equals 5 + twice your paladin level.

NECROMANTIC AURA

7th-level Oath of Bone feature

You, as well as any friendly undead within 10 feet of you, gain a bonus to melee damage rolls equal to your Charisma modifier (minimum of +1). A creature can benefit from this feature from only one paladin at a time. You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

BONE KNIGHT

7th-level Oath of Bone feature (replaces Necromantic Aura)

You conduct a ritual that fuses you into a magical suit of bonecraft armor whose magic focuses your necromantic gifts. The bonecraft armor resembles an intricate suit of armor that appears to grow from your flesh. The armor is magically fused to your body and can't be removed without killing you and grants you the following benefits:

- You no longer need to eat, drink, or breathe.
- You do not age and cannot be magically aged.
- You don't need to sleep, and magic can't put you to sleep.

You can finish a long rest in 4 hours if you spend those

hours in an inactive, motionless state, during which you retain consciousness.

- You have advantage on saving throws against disease and poison, and you have resistance to necrotic and poison damage.
- You can use the armor as a spellcasting focus for your paladin spells and you learn the *bone weapon* cantrip and can cast it without requiring components, forming the weapon or shield out of the bones of your armor. You can expend a use of your Channel Divinity when you cast this cantrip, if you do so the duration is extended by 1 hour and a weapon created by this spell gains a +1 bonus to hit and damage, increasing to +2 at 11th level and +3 at 17th level. If you create a shield, the shield instead grants a +1 bonus AC, increasing to +2 at 11th level and +3 at 17th level.
- You gain an Armor Class equal to 16 + the proficiency bonus shown for your paladin level on The Paladin Table. You can no longer wear or benefit from armor other than a shield.

MASTER OF THE PALLID BANNER

15th-level Oath of Bone feature

Prerequisite: Necromantic Aura feature

As a bonus action you can cause a spectral banner to unfurl above you until you use a bonus action to dismiss it. While the banner is manifested, range of your auras and **Channel Divinity: Commander of Bones** and **Bolster Undead** effects is doubled as is the range at which you can control your undead minions. Additionally, the melee attacks of creatures affected by your Necromantic Aura are considered magical for the purposes of overcoming resistance or immunity to damage.

MASTER BONECRAFTER

15th-level Oath of Bone feature (replaces Master of the Pallid Banner)

Prerequisite: Bone Knight feature

Your bonecraft armor allows you to better channel necromantic power. You can use your **Channel Divinity** twice between rests and a weapon or shield created by your *bone weapon* cantrip always bears at least a +1 bonus, even if you do not enhance the spell with your **Channel Divinity**.

LORD OF BONES

20th-level Oath of Bone feature

Your mastery undeath reaches its zenith. Whenever you hit a creature with a melee attack, the creature takes an extra 1d8 necrotic damage.

If you have the Master of the Pallid Banner feature, when a friendly undead creature within range of your Necromantic Aura hits a creature with a melee attack, the target takes an extra 1d8 necrotic damage.

If you have the Master Bonecrafter feature, you can now use your Channel Divinity three times between rests and a weapon or shield created by your *bone weapon* cantrip always bears at least a +2 bonus, even if you do not enhance the spell with your **Channel Divinity**.

OATH OF FAITH

Paladins of this oath usually follow a religion. Their oath is commonly sworn to a religious organization existing as a militant order within the religion's church. Other paladins might swear their oath directly to a deity or a saint or manifestation of a deity and stand outside the hierarchy of their faith.

OATH OF FAITH TENETS

Though the exact words and strictures of the Oath of Faith vary as widely as the faiths found in the multiverse, most share these tenets.

- **Aid.** Protect and succor the faithful and the church.
- **Faith.** Follow the teachings of your faith and the example of your deity.
- **Duty.** Be responsible for your actions and their consequences, however your duty is always to your faith or religious authority first and secular authority second.

OATH SPELLS

3rd-level Oath of Faith feature

When you gain this Oath, choose a Divine Domain from the Cleric class feature. You gain the Domain Spells listed for that domain as Oath Spells when you become capable of casting paladin spells of that spell level (1st level spells at 3rd level, 2nd level spells at 5th level, 3rd level spells at 9th level, 4th level spells at 13th level, and 5th level spells at 17th level). See the Sacred Oath class feature for how Oath Spells work.

If you choose the Nobility domain, you instead choose one of that Domain's **Trappings of Nobility** at 3rd, 5th, 9th, 13th, and 17th level.

CHANNEL DIVINITY

3rd-level Oath of Faith feature

Choose two Channel Divinity effects available to a Cleric of the domain you chose when you took this Oath. You gain those Channel divinity effects, using your Paladin Channel Divinity feature. You can use Charisma in place of Wisdom and your paladin level in place of cleric level for any effect you use and to qualify for prerequisites..

HOLY SMITE

3rd-level Oath of Faith feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can choose to inflict a type of damage determined by your domain instead of radiant damage. If multiple damage types are listed, you can choose which damage type to use each time you use this feature.

Domain	Smite Damage Type
Air	Bludgeoning, Thunder
Ancestor	Force
Arcana	Force
Creation	Weapon
Death	Necrotic
Destruction	Acid, Fire, Force, Lightning, Thunder
Dread	Psychic
Earth	Bludgeoning

Eldritch	Psychic
Enlightenment	Radiant, Weapon (Nonlethal)
Fire	Fire
Forge	Fire, Weapon
Freedom	Force, Necrotic, Psychic
Fury	Force, Weapon
Grave	Weapon, Necrotic
Hearth	Fire or Weapon
Hunt	Weapon
Knowledge	Force
Life	Radiant, Weapon (Nonlethal)
Light	Radiant, Fire
Locus	Radiant, Force, Weapon
Love	Radiant, Weapon (Nonlethal)
Luck	Weapon
Nature	Cold, Fire, Lightning
Night	Necrotic, Weapon
Nobility	Radiant, Weapon
Order	Psychic
Peace	Radiant, Weapon (Nonlethal)
Protection	Force, Weapon
Revelry	Radiant, Weapon (Nonlethal)
Strength	Weapon
Tempest	Cold, Lightning, Thunder
Time	Force
Trade	Weapon
Travel	Weapon
Trickery	Weapon, Poison, Psychic
Truth	Radiant, Weapon
Twilight	Radiant, Weapon
Valor	Weapon
War	Weapon
Water	Acid, Bludgeoning, Cold
Winter	Weapon, Cold
Wisdom	Weapon, Weapon (Nonlethal)

Damage of types other than radiant use the following rules:

- If **weapon** damage is listed, you inflict additional damage of the type inflicted by the weapon you used to make the attack and the damage from the attack is considered magical for the purposes of overcoming resistance or immunity to damage.
- If **bludgeoning** damage is listed, all of the damage of the attack becomes a combination of magical bludgeoning damage and the weapon's normal damage type. A creature is not resistant or immune to such damage unless it is resistant or immune to both types of damage and a creature is vulnerable to the damage if it is vulnerable to either damage type.
- If **nonlethal** is indicated, all the damage from the attack is nonlethal, if the damage reduces a creature to 0 hit points,

the creature automatically stabilizes and does not require death saves.

- If you inflict damage of a type other than **radiant** with your Divine Smite, you do not inflict the additional 1d8 damage if the target is an undead or fiend.
- If you inflict **necrotic** damage with your Divine Smite, the damage increases by 1d8 if the target is a celestial or elemental.
- If you inflict **psychic** damage with your Divine Smite, the damage increases by 1d8 if the target is a humanoid or giant.
- If you inflict **poison** damage with your Divine Smite, the damage increases by 1d8 if the target is not an undead or construct.
- If you inflict a damage type other than **necrotic**, **poison**, **psychic**, or **radiant**, you don't increase the damage by 1d8 versus any target, but you can use your Divine Smite and Improved Divine Smite when you hit an object or structure that could be damaged by the selected damage type.

Note: You or your DM may decide that the nature of the Domain chosen to represent your faith is not compatible with the option of inflicting Radiant damage (such as Death), in which case you may only choose to inflict radiant damage if it is one of the listed damage types.

AURA OF FAITH

7th-level Oath of Faith feature

You exemplify the tenants of the deity you worship. You gain an aura based upon the Divine Domain you chose when you took this oath.

AIR

You can take the Dash or Disengage action as a bonus action. During any turn that you use this bonus action and move at least 10 feet, the wind whips around you and friendly creatures within 10 feet of you, granting half cover to all such creatures and doubling their jump distance until the start of your next turn. This benefit ceases if your speed is reduced to 0.

ANCESTOR

When a hostile creature within 10 feet of you makes an attack roll or a saving throw, the creature must roll a d4 and subtract the number rolled from the attack roll or saving throw.

ARCANA

You and friendly creatures within 10 feet of you have resistance to damage from spells.

CREATION

You gain proficiency with two artisan tools of your choice. You and friendly creatures within 10 feet of you gain a bonus equal to your Charisma modifier on any ability check that applies their proficiency with a tool.

DEATH

You gain resistance to necrotic damage. When a hostile creature within 10 feet of you suffers necrotic damage, you can cause it to suffer additional necrotic damage equal to your Charisma modifier.

DESTRUCTION

Weapon attacks made by you and friendly creatures within 10 feet of you against targets within 10 feet of

you are considered to be adamantine for the purposes of overcoming resistance or immunity to damage and damaging objects and structures.

Whenever an adamantine weapon or piece of ammunition hits an object, the hit is a critical hit.

DREAD

You constantly emanate a menacing aura while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.

If a creature is frightened of any creature, it also becomes frightened of you while in the aura, its speed is reduced to 0 while in the aura, and that creature takes psychic damage equal to half your paladin level if it starts its turn there.

EARTH

The earth lends you strength and hinders your enemies.

You can gain a bonus equal to your Charisma modifier on Strength and Constitution checks while standing on earth or stone. Additionally, earth and stone within 10 feet of you is difficult terrain for hostile creatures and hostile creatures on this terrain have disadvantage on saving throws and ability checks to avoid being pushed or knocked prone.

ELDRITCH

You gain one Eldritch Invocation from the warlock feature.

If the invocation has prerequisites, you must meet them; you are considered a warlock of your paladin level for this purpose. When you or a friendly creature within 10 feet of you expends a spell slot to cast a spell, you can cause the spell to be cast as a spell two levels higher. You can affect a spell in this way a number of times equal to your proficiency bonus, you regain all expended uses when you finish a long rest.

ENLIGHTENMENT

You learn an additional Channel Divinity effect of your choice. When you or a friendly creature within 10 feet of you uses a Channel Divinity effect you can cause the Channel Divinity effect to not expend a use of that feature. You can affect a Channel Divinity use in this way a number of times equal to half your proficiency bonus, you regain all expended uses when you finish a long rest.

FIRE

You have resistance to fire damage. When a hostile creature within 10 feet of you suffers fire damage, you can cause it to suffer additional fire damage equal to your Charisma modifier.

FORGE

You and friendly creatures within 10 feet of you have resistance to fire damage and such creatures wearing medium or heavy armor made of metal that is affected by one of your spells or class features have resistance to bludgeoning, piercing, and slashing damage from non-magical weapons that aren't adamantine.

FURY

When a creature within 10 feet of you inflicts damage on a creature friendly to you, you can cause it to provoke an opportunity attack from yourself or from one other friendly creature within 10 feet of you if it is within their reach. Once you use this feature, you can't use it again until the start of your next turn.

FREEDOM

Whenever you or a friendly creature within 10 feet of you makes a saving throw or ability check to avoid becoming charmed, frightened, restrained, paralyzed, or grappled or a saving throw or check to escape one of these conditions they have advantage on the saving throw or check. Additionally, if they would need to use an action to make an ability check or saving throw to escape such a condition, they may do so as a bonus action instead.

GRAVE

Attack rolls against hostile creatures within 10 feet of you score a critical hit on a roll of 19 or 20 (or increase their critical range by 1 if they already score a critical on a roll other than a 20). Moreover, when a hostile creature within this area makes a saving throw, they automatically fail and suffer double the normal damage on a roll of 1 or 2.

HEARTH

You and friendly creatures within 10 feet of you gain a bonus to Charisma and Wisdom checks equal to your Charisma modifier.

HUNT

You and friendly creatures within 10 feet of you gain a bonus to Dexterity and Wisdom checks equal to your Charisma modifier.

KNOWLEDGE

You and friendly creatures within 10 feet of you gain a bonus to Intelligence and Wisdom checks equal to your Charisma modifier.

LIFE

When you or a friendly creature within 10 feet of you regains hit points, they regain additional hit points equal to your Charisma modifier.

LIGHT

You and friendly creatures within 10 feet of you have resistance to fire and radiant damage and cannot be blinded or dazzled by bright light.

Locus

While within 10 feet of you, a creature summoned or created by one of your paladin spells gains a bonus equal to your Charisma modifier to its damage rolls, treats its attacks as magical for the purpose of overcoming resistance or immunity to damage, and regains hit points equal to your Charisma modifier if it ends its turn within this area.

LOVE

You and friendly creatures within 10 feet of you gain a bonus to Charisma checks equal to your Charisma modifier. When a creature charmed by you approaches to within 10 feet of you or starts its turn there you can cause it to do nothing other than stare raptly at your beauty. It becomes incapacitated and has a speed of 0 until the start of its next turn.

LUCK

When you or a friendly creature within 10 feet of you fails a saving throw or suffers a critical hit, you can allow the creature to reroll the saving throw or to turn the critical hit into a normal hit. You can't use this feature again until the start of your next turn.

NATURE

You and friendly creatures within 10 feet of you have resistance to acid, cold, fire, lightning, and thunder damage.

NIGHT

You gain **Darksight**: You can see normally in dim light and darkness, both magical and nonmagical, to a distance of 300 feet. This sight is blocked by any area of bright light and does not extend beyond it. Additionally, if you possess darkvision, the range of your darkvision is extended by the range of your darksight.

While you are conscious, the light level within 10 feet of you is reduced. Within this area, dim light becomes darkness and bright light becomes dim light.

NOBILITY

You and friendly creatures within 10 feet of you can't be charmed while you are conscious.

ORDER

When you hit a creature within 10 feet of you with a weapon attack, you can command a friendly creature within 10 feet to make an attack. That ally can immediately use their reaction to make one attack against the same creature. Once you use this feature, you cannot use it again until the start of your next turn.

PEACE

You and friendly creatures within 10 feet of you can take the Help action as a bonus action during their turn.

PROTECTION

If you do not move during your turn, you and friendly creatures within 10 feet of you gain half cover from all attacks until the start of your next turn or you move or are moved.

REVELRY

You and friendly creatures within 10 feet of you gain a bonus to Charisma checks equal to your Charisma modifier and gain advantage on Constitution checks and Constitution saving throws to avoid the detrimental effects of alcohol and the poisoned condition.

STRENGTH

You and friendly creatures within 10 feet of you gain a bonus to Strength and Constitution checks equal to your Charisma modifier.

TIME

You can alter the flow of time for creatures near you. When you or a friendly creature within 10 feet of you starts their turn, you can cause them to be affected by a *haste* spell until the start of their next turn. When a hostile creature within 10 feet of you starts their turn, you can cause them to be affected by a *slow* spell until the start of their next turn.

Once you use this feature, you can't use it again until the start of your next turn, and a creature hasted or slowed by this effect cannot be so affected again for 1 minute. Additionally, creatures affected by your *haste* spell do not suffer lethargy when the spell ends.

TRADE

As an action when you reach into a backpack, pocket, pouch, bag, or similar container you can instead access a personal extradimensional space. This space acts like a *handy haversack* that has capacity of up 100 pounds per paladin level. If you die the items in this space reappear harmlessly nearby. Friendly creatures of your choice within

10 feet of you can access this space in the same manner. This extradimensional space does not interact negatively with other such spaces.

TRAVEL

You can cast *longstrider* on yourself at will without expending a spell slot or requiring components. You and friendly creatures within 10 feet of you can take the Dash or Disengage action as a bonus action.

TEMPEST

When you or a friendly creature within 10 feet of you hits a hostile creature within 10 feet of you with a weapon attack, you can cause the attack to deal additional cold, lightning, or thunder damage equal to your Charisma modifier.

TRICKERY

You and friendly creatures within 10 feet of you have a bonus to Charisma and Dexterity checks equal to your Charisma modifier.

TRUTH

You and friendly creatures within 10 feet of you gain a bonus to Wisdom checks equal to your Charisma modifier. All creatures within 10 feet of you, including you, suffer disadvantage on Charisma (Deception) checks.

TWILIGHT

You and friendly creatures within 10 feet of you have darkvision out to a range of 300 feet and a bonus to initiative rolls equal to your Charisma modifier. Additionally, if you or a friendly creature within 10 feet of you is surprised at the beginning of combat, they can forgo this bonus to the initiative roll to negate the surprise against them and act normally during the first round of the combat.

VALOR

When a hostile creature you can see approaches to within 10 feet of you or starts its turn within 10 feet of you, you can use your reaction to cast the *compelled duel* spell upon it without expending a spell slot. This effect does not require concentration but ends if you become incapacitated or cast the spell again.

WAR

When you or a friendly creature within 10 feet of you hits a hostile creature within 10 feet of you with a weapon attack, you can grant a bonus to the weapon damage roll equal to your Charisma modifier.

WATER

Hostile creatures within 10 feet of you must spend 2 feet of movement for every foot they move while in or on the water or a water vehicle. You and friendly creatures within 10 feet of you can gain a bonus equal to your Charisma modifier to any Strength, Dexterity, and Constitution checks made while in or on the water or a water vehicle.

WINTER

You have resistance to cold damage. When a hostile creature within 10 feet of you suffers cold damage, you can cause it to suffer additional cold damage equal to your Charisma modifier.

WISDOM

You and friendly creatures within 10 feet of you gain a bonus to Wisdom and Intelligence checks equal to your Charisma modifier.

You must be conscious to grant these benefits. At 18th level, the range of this aura increases to 30 feet.

HOLY VESSEL

15th-level Oath of Faith feature

Select an additional Channel Divinity option from those available to your chosen Divine Domain. You gain the chosen Channel Divinity option and can now use your Channel Divinity twice between rests.

DIVINE CHAMPION

20th-level Oath of Faith feature

Channeling divine energy revitalizes you. When you use your Channel Divinity you can choose to either regain 3 total levels of paladin spell slots or 30 hit points (your choice) in addition to the normal effects of the option you choose. You can choose to instead regain a combination of spell slot levels and hit points, reducing the number of hit points regained by 10 per spell level regained.



OATH OF LORE

Prerequisite: you must have proficiency in one of the following skills to swear this oath: Arcana, History, Medicine, Nature, or Religion.

Those drawn to swear this oath are known as much for their intellectual rigor as their engaging skill as teachers. Known to outsiders as Loreguards, paladins of this oath refer to each other simply as librarian or professor, with librarians emphasizing the preservation of knowledge and professors concentrating upon the dissemination of knowledge. The appellation becomes knight-librarian or knight-professor for those members of certain knightly orders dedicated to the tenets of this oath. These paladins are often allied with churches and deities of knowledge and invention but are staunch enemies of religions and institutions that foster intolerance and ignorance.

OATH OF LORE TENETS

Though the exact words and strictures of the Oath of Lore vary, paladins of this oath share these tenets.

- **Knowledge.** All knowledge is precious. Those that wish to limit or restrict the pursuit of knowledge are your enemies.
- **Preservation.** Do not let knowledge pass from this world. You must do what you can to preserve scholarly works, protect institutions of learning, and guard creatures of knowledge and wisdom.
- **Teaching.** You must share your knowledge with others. Pass along your lore to any who would learn, cherish, and preserve it.

OATH SMITE

3rd-level Oath of Lore feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict force damage instead of radiant damage.

LORE MAGIC

3rd-level Oath of Lore feature (replaces Oath Spells)

You learn two cantrips of your choice from the cleric and wizard spell lists. When you prepare the list of Paladin spells available for you to cast, you can choose from the cleric, wizard, and paladin spell lists, these are paladin spells for you. Additionally, when you do so, you can choose a number of spells equal to your Charisma modifier + your paladin level (instead of half your paladin level).

Finally, you can treat your Spellcasting Ability modifier as being the sum of your Charisma modifier + your Intelligence modifier, to a maximum of a +5 modifier. You can also use this modifier when using paladin spells and class features that normally use Charisma. If your maximum Intelligence score is increased above 20, the maximum for this modifier is increased accordingly.

CHANNEL DIVINITY

3rd-level Oath of Lore feature

You gain two of the following Channel divinity effects.

CHANNEL DIVINITY: FORBIDDEN KNOWLEDGE

As an action, you can use your Channel Divinity gain forbidden eldritch knowledge. Choose one Eldritch Invocation from the warlock feature. If the invocation has

prerequisites, you must meet them; you are considered a warlock of your paladin level for this purpose. You gain use of the chosen invocation for 1 hour per paladin level. If the invocation allows you to cast a spell using a warlock spell slot, you can use a paladin spell slot instead, and the spell becomes a paladin spell for you.

CHANNEL DIVINITY: KNOWLEDGE OF THE AGES

You can use your Channel Divinity to tap into a divine well of knowledge. As an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.

CHANNEL DIVINITY: MAGICAL LORE

As an action, you can use your Channel Divinity gain the knowledge of one cantrip or spell of a level you can cast from any spell list. For 1 hour per paladin level, you know the spell and can cast it at will, using your spell slots if required. The cantrip or spell becomes a paladin spell for you during this effect. If you know this effect, when you take the Attack action, you can cast a cantrip you know with a casting time of 1 action or 1 bonus action in place of one of your attacks.

CHANNEL DIVINITY: RITUALS OF LORE

When you learn this effect, you also gain **Ritual Casting**. You can cast a paladin spell as a ritual if that spell has the ritual tag and you have the spell prepared. You can use your Channel Divinity when you cast a paladin spell as a ritual to momentarily step outside the flow of time, you can use the spell's normal casting time, rather than adding 10 minutes to it.

LOREGUARD

7th-level Oath of Lore feature

You learn two languages of your choice of your choice. You also become proficient in two of the following skills or tools: Animal Handling, Arcana, History, Investigation, Medicine, Nature, Religion, or a tool proficiency of your choice.

As a bonus action you can choose one skill, tool, weapon, or language with which you are proficient, you generate an aura that allows friendly creatures within 10 feet to gain a bonus equal to your proficiency bonus on any ability check they make that uses a chosen skill or tool; or use your proficiency bonus in place of their own with a chosen weapon; or gain the ability to speak, read, and write a chosen language. The use of this effect hastens the learning of a tool or language proficiency that you teach, allowing you to teach such proficiencies that you know in one quarter the normal time.

At 18th level, you become proficient in two additional skills or tools from the list above, learn two additional languages of your choice, and the range of this aura increases to 30 feet.

DEDICATED SCHOLAR

15th-level Oath of Lore feature

You gain one of the following feats: Keen Mind, Linguist, Observant, Skill Expert, or Skilled.

INSPIRING ERUDITION

20th-level Oath of Lore feature

Your pursuit of knowledge inspires those around you. You have the following benefits:

- Whenever you or a friendly creature within 30 feet of you makes an ability check that applies their proficiency in a skill or tool, they gain a bonus to the check equal to your Charisma modifier.
- Whenever you or a friendly creature within 30 feet of you makes an Intelligence check or Intelligence saving throw, they can treat a d20 roll of 9 or lower as a 10.

OATH OF SOLIDARITY

Many a folk hero has been a paladin that has sworn this oath. The Oath of Solidarity is dedicated to community and the causes of the common people. Above all else they believe that all beings are equal, no being should be forced to labor or serve at the behest of another, and all should be free to live as they choose. These paladins act to oppose tyrants and forces of oppression across many worlds and are one of the greatest foes to the institution of slavery on any world where it exists.

OATH OF SOLIDARITY TENETS

Each Oath of Solidarity is different, but they all share the following tenets.

- **Equality.** All beings are equal and deserve equal rights and treatment. Those who oppress or demean others must be punished.
- **Community.** Great things can be accomplished by all working towards a common cause. Always foster community and cooperation with your every word and action.
- **Solidarity.** An injury to one is an injury to all. Ignore not the struggles and trials of other worthy peoples, lend aid where you can, and encouragement where you cannot.

OATH SMITE

3rd-level Oath of Solidarity feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict additional weapon damage instead of radiant damage.

OATH SPELLS

3rd-level Oath of Solidarity feature

OATH OF SOLIDARITY SPELLS

Paladin Level	Spells
3rd Level	<i>heroism, rectitude</i>
5th Level	<i>enhance ability, endure elements</i>
9th Level	<i>counterspell, dispel magic</i>
13th Level	<i>fabricate, freedom of movement</i>
17th Level	<i>dispel evil and good, wall of stone</i>

CHANNEL DIVINITY

3rd-level Oath of Solidarity feature

You gain two of the following Channel divinity effects.

CHANNEL DIVINITY: COMMON CAUSE

As an Action use your Channel Divinity to inspire all creatures within 10 feet per paladin level to work for a common cause. For the next 8 hours, each affected creature can work without tiring and so long as at least one other affected creature within 30 feet is laboring at the same task

or assisting in the task, they accomplish twice as much work as they would otherwise accomplish during the time they spend working alongside their comrades. Generally, the tasks that can benefit from this include downtime activities such as crafting an item (including magical items if they have the skill), practicing a profession, and building a stronghold or activities of manual labor such as building barricades or digging trenches to prepare for a battle. Affected creatures can also engage in a forced march without tiring.

CHANNEL DIVINITY: PEACEKEEPER

As a Bonus Action you can use your Channel Divinity to suppress strong emotion in the creatures around you. Choose a number of creatures within 30 feet equal to your paladin level that can hear you. Targets must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, for 10 minutes any effect causing a target to be charmed or frightened is suppressed and all affected targets become indifferent about creatures of your choice that it is hostile toward. The indifference effect ends if a target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the effect ends, targets become hostile again, unless the GM rules otherwise based on your actions and negotiation during the duration, and any suppressed effect resumes, provided that its duration has not expired in the meantime.

CHANNEL DIVINITY: PULL TOGETHER

As a bonus action you can call upon your oath and use your Channel Divinity take the Help action. For 10 minutes per paladin level, you and friendly creatures within 30 feet of you can use the Help action as a bonus action on their turn.

CHANNEL DIVINITY: SHARED RESOURCES

You can use your Channel Divinity as an action to pool the resources of you and all willing creatures within 30 feet of you. When you use this action, all temporary hit points possessed by any affected creature are lost but are added to a pool. Increase that pool by an amount equal to double your Paladin level then divide the temporary hit points in the pool equally among all affected creatures (rounding up).

Additionally, when you use this effect, each affected creature can choose to do any or all of the following:

- Reduce their current hit points by any amount (to a minimum of 1 hit point) to cause other affected creatures to regain a total number of hit points equal to the same amount (divided as they choose).
- Expend spell slots and cause another affected creature to regain a spell slot of the same level.
- Expend a limited resource (such as sorcery points, ki points, channel divinity uses, etc.) to cause another affected creature that possesses the same ability to regain the same amount of that resource.

Affected creatures have an innate understanding of the status and needs of the other affected creatures in the instant this effect is used.

AURA OF SOLIDARITY

7th-level Oath of Solidarity feature

While you are conscious, when you or a friendly creature within 10 feet of you suffers damage, you or a friendly

creature within the aura can use their reaction to suffer any amount of that damage, substituting their own hit points for that of the creature. This damage cannot be reduced in any way, and a creature cannot choose to suffer damage that would reduce their current hit points below 0 or that would reduce the damage suffered by the original creature below 1.

At 18th level, the range of this aura increases to 30 feet.

"FROM EACH ACCORDING TO HIS ABILITY, TO EACH ACCORDING TO HIS NEEDS." – KARL MARX

CHAMPION OF THE PEOPLE

15th-level Oath of Solidarity feature

You can now use your Channel Divinity twice between rests and when you use your Channel Divinity, you and each friendly creature within your Aura of Solidarity becomes Inspired, if they are not already Inspired.

ETERNAL UNITY

20th-level Oath of Solidarity feature

When a creature within your Aura of Solidarity uses its reaction to suffer damage in place of another creature within the aura, immediately after it uses this reaction it regains hit points equal to your half your paladin level.

OATH OF SONG

Prerequisite: You must have proficiency with the Performance skill to swear this oath.

Paladins that seek to swear this oath are troubadours of the road and adventure. These knight-minstrels often study with bards, and while they usually have less lore and skill than most bards, they perhaps make up for the lack with passion and gallantry. The magic of their oath is often blessed and inspired by deities of song and revelry.

OATH OF SONG TENETS

Though the exact words and strictures of the Oath of Song vary, paladins of this oath share these tenets.

- **Music is Life.** Share and protect the music of the world and its performers.
- **Songs of Gallantry.** Was a noble deed truly accomplished if it inspired no songs? Always seek to learn and sing the ballads of great deeds, your own and others.
- **Inspire.** Let your voice rise in song to inspire others to greatness. Glory is best when shared.

OATH SMITE

3rd-level Oath of Song feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict thunder damage instead of radiant damage.

SONGS OF GALLANTRY

3rd-level Oath of Song feature (replaces Oath Spells)

You learn two cantrips of your choice from the bard spell list. When you prepare the list of Paladin spells available for you to cast, you can choose from the bard spell list and the paladin spell list. Additionally, when you do so, you can choose a number of spells equal to your Charisma modifier + your paladin level (instead of half your paladin level).

You can use a verbal component in place of any somatic or

material component required by your paladin spells with a casting time of 1 action or less.

CHANNEL DIVINITY

3rd-level Oath of Song feature

You channel divine power into your song. You gain two of the following Channel Divinity songs.

CHANNEL DIVINITY: SONG OF ALACRITY

As a bonus action you can use your Channel Divinity take the Dash or Disengage action and to start a Song of Alacrity, which lasts for 1 minute. While the song lasts, you and friendly creatures within 30 feet of you that can hear you can take the Dash or Disengage action as a bonus action on their turn. Additionally, when you or a friendly creature uses this bonus action, they can roll a d4 and add the result to their AC and Dexterity saving throws until the start of their next turn. They lose this bonus if their speed is reduced to 0.

CHANNEL DIVINITY: SONG OF GLORY

As a bonus action you can use your Channel Divinity to start a Song of Glory which lasts for 1 minute and grants you and friendly creatures within 30 feet of you advantage on saving throws and ability checks versus effects that would cause them to become charmed or frightened and on saving throws and ability checks to remove such conditions. When you start the song, and as a bonus action on each of your turns while it lasts, you can grant yourself and a number of friendly creatures within 30 feet that can hear you equal to your Charisma modifier a Glory die, which is a d4. A creature can expend and roll the glory die to add a bonus equal to the result to any attack roll, ability check, or saving throw they make. A creature can have only a single Glory die and all unexpended Glory dice disappear when the song ends.

CHANNEL DIVINITY: SONG OF RESPITE

As a bonus action you can use your Channel Divinity to start a Song of Respite which lasts for 1 minute and grants all friendly creatures within 30 feet of you advantage on death saving throws and saving throws to resist poisons, diseases, and curses. When you start the song, and as a bonus action on each of your turns while it lasts, you can cast *healing word* with a range of 30 feet without expending a spell slot.

CHANNEL DIVINITY: SONG OF THUNDER

As a bonus action you can use your Channel Divinity to start a Song of Thunder which lasts for 1 minute. While the song lasts, you and friendly creatures within 30 feet of you deal an extra 1d4 thunder damage each time they hit with a weapon attack. When you start the song, and as a bonus action on each of your turns while it lasts, you can cast *thunderous smite* without expending a spell slot, but the damage dice of that spell cast in this way are reduced to d4s until you reach 7th level.

You must continue to sing to maintain these Channel Divinity songs. On each of your turns while the song lasts, you must cast a spell with a verbal component or use a bonus action (which can be the bonus action granted by the song) to continue it. The song ends if you are silenced.

At 18th level, the range of the songs increase to 60 feet.

HARMONIC AURA

7th-level Oath of Song feature

As a bonus action on your turn, or as part of any action or bonus action used to cast a spell with a verbal component or to start or use a Channel Divinity song, you can sing a song that generates a Harmonic Aura. This aura causes the range of your Aura of Protection and Aura of Courage to be doubled until the end of your next turn if the targets can hear you.

When you or a friendly creature within your Aura of Protection would roll a d4 granted by one of your Channel Divinity songs, they may instead roll a d6. This also increases the d4 rolled for the *healing word* spell during a Song of Respite to a d6 when healing a target within the aura and the damage dice of your *thunderous smite* during a Song of Thunder to 2d6. You cannot use this feature if you are silenced.

SONGS OF VALOR

15th-level Oath of Song feature

You can now use your Channel Divinity twice between rests. Additionally, your Harmonic Aura now increases the dice from your Channel Divinity songs to d8s.

HARMONIC MASTERY

20th-level Oath of Song feature

Your Harmonic Aura now increases the dice from your Channel Divinity songs to d10s. Additionally, the damage die of your Divine Smite and Improved Divine Smite also increase to d10s when inflicting thunder damage on a creature within range of your Harmonic Aura.

OATH OF SORCERY

Prerequisite: You must have proficiency with the Arcana skill to swear this oath.

This oath is reputed to have arisen among an order of knights who swore an oath to protect a sorcerous bloodline in ages past. Their oath bound them to the heirs and magic of that bloodline, eventually granting a measure of that bloodline's sorcerous powers to their knight protectors. Paladins of this oath will often take it upon themselves to serve as protector to any wizards or sorcerers among their group.

OATH OF SORCERY TENETS

Though the exact words and strictures of the Oath of Sorcery vary, paladins of this oath share these tenets.

- Wonder. Magic is a wondrous force in the world. While it can be used for good or ill, it should always be treated with reverence and wonder.
- Protection. Magic should be used for the good of all. Protect those that seek to do good with their magic and all items of power that can be used for good.
- Foster. Always act in ways that fosters the right use, knowledge, and acceptance of magic and oppose those that tarnish the wonder and reputation of sorcery and use it only for selfish ends.

OATH SMITE

3rd-level Oath of Sorcery feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict force damage instead of radiant damage.

BOUND SORCERY

3rd-level Oath of Sorcery feature (replaces Oath Spells)

You learn two cantrips of your choice from the sorcerer spell list. When you prepare the list of Paladin spells available for you to cast, you can choose from the sorcerer spell list and the paladin spell list. Additionally, when you do so, you can choose a number of spells equal to your Charisma modifier + your paladin level (instead of half your paladin level). Your paladin spells are considered both arcane and divine and you can use arcane spellcasting focuses to channel your paladin spells.

CHANNEL DIVINITY

3rd-level Oath of Sorcery feature

You gain two of the following Channel divinity effects.

CHANNEL DIVINITY: OATHBOUND MAGIC

As a bonus action or as part of any action used to cast a spell you can use your Channel Divinity to draw upon the arcane skills of sorcerers of olde. Choose two Metamagic options from the Sorcerer feature, you gain those options and a pool of Sorcery Points equal to your Charisma modifier. You and friendly creatures within 20 feet of you can use sorcery points from the pool to use these metamagic options. These creatures can also use these sorcery points to fuel their own metamagic or class features or can use their own sorcery points to use the metamagic options from this effect.

You retain knowledge of these metamagic options and all unexpended sorcery points in the pool for a number of hours equal to half your paladin level. Any unexpended sorcery points in the pool are lost when the effect ends.

The effect ends if you are incapacitated or die. At 18th level, the range of this aura increases to 60 feet.

CHANNEL DIVINITY: SORCEROUS SENSE

You can use your Channel Divinity when you use your Divine Sense or as a bonus action during the duration of the feature to extend its duration by 10 minutes per paladin level. Additionally, if you know this effect, your Divine Sense also registers the presence of magic. When you use that feature, until the end of your next turn, you know the location of each spell, magical effect, and magical item within 60 feet of you that is not behind total cover. You know the type (school) of any spell that you sense, or the general nature of a magical effect or item.

CHANNEL DIVINITY: SPELLSHIELD

You can use your Channel Divinity as a reaction when you, or a creature you can see within 30 feet of you, would have to make a saving throw versus a spell or magical effect. The creature gains advantage on the saving throw and if they will take half damage on a successful saving throw instead takes no damage if they succeed on that saving throw, and only half damage if they fail. If several creatures are making the same saving throw against the same effect at the same time you can choose a number of creatures within 30 feet equal to your proficiency bonus to benefit from this effect.

CHANNEL DIVINITY: STABILIZE MAGIC

As a bonus action or as part of any action used to cast a spell you can use your Channel Divinity to stabilize magic within 20 feet of you for a number of hours equal to half your paladin level, granting the following benefits:

You and friendly creatures within the aura have advantage on Spellcasting Ability checks and on Constitution saving throws to maintain concentration on a spell.

Spells cast by you and friendly creatures within the aura are treated as a spell of one level higher for the purposes of dispelling or countering them.

Magic within the aura is unaffected by magical variations such as areas of wild magic, dead magic, and spell plague areas or planes that cause magic to behave in a different manner than the material plane.

When a creature within the aura provokes a Wild Magic Surge within the area, you can use a Reaction to make a Charisma Saving Throw with advantage versus the caster's Spell Save DC to negate the effects of the surge. You can choose to use this reaction after the type of surge is determined.

The effect ends if you are incapacitated. At 18th level, the range of this aura increases to 60 feet.

BATTLE SORCERY

7th-level Oath of Sorcery feature

You learn an additional cantrip of your choice from the sorcerer spell list. Moreover, when you take the Attack action on your turn, you can cast one of your cantrips in place of one of your attacks. The cantrip must have a casting time of 1 action or 1 bonus action. Additionally, you can use your Divine Smite and Improved Divine Smite when you hit with any weapon or spell attack, melee or ranged. When you use your Divine Smite on a spell attack, you can inflict additional damage of the spell's type or additional force damage (your choice).

TOUCH OF SORCERY

15th-level Oath of Sorcery feature

Your exposure to sorcerous magic has granted you a touch of that power. You learn two Metamagic options from the sorcerer feature and you gain Sorcery Points equal to your Charisma modifier. These points are added to any sorcery points you have from another source. You can use these on Metamagic options you know through this feature or your **Channel Divinity: Oathbound Magic effect**. You regain all spent sorcery points when you finish a long rest.

In addition, if your **Channel Divinity: Oathbound Magic** effect ends, and you are not incapacitated, you regain sorcery points equal to those remaining in the

effect's pool, to a maximum number of sorcery points equal to your Charisma modifier.

SORCEROUS AMPLIFICATION

15th-level Oath of Sorcery feature (replaces Touch of Sorcery)

You amplify the effects of sorcery on hostile creatures around you. A hostile creature within 10 feet of you that would be resistant to the damage from a spell, instead suffers normal damage, and a hostile creature within 10 feet of you that would be immune to the damage from a spell, instead suffers half damage.

At 18th level, the range of this aura increases to 30 feet.

SORCEROUS SMITE

20th-level Oath of Sorcery feature

You learn an additional cantrip of your choice from the sorcerer spell list. Additionally, when you cast a spell of 1st level or higher, the damage inflicted by your Divine Smite and Improved Divine Smite is increased by an amount equal to the spell level + your Charisma modifier until the end of your next turn.



OATH OF STEEL

The oath of steel is sworn among brothers and sister warriors known as the Steel Sworn. It is taken among the most elite of mercenary bands and binds them to a martial lineage of eternal warriors possessed of the highest standards of honor and a history of glory. To fall in battle is to join your brothers and sisters of the oath in guiding the next generation of steel sworn.

TENETS OF STEEL

Though the exact words and strictures of the Oath of Steel vary, paladins of this oath share these tenets.

- Honor. Act always with honor and fairness. An honorable foe deserves every respect.
- Honesty. Don't lie or cheat. Let your word be your bond.
- Loyalty. Loyalty to your brother and sister warriors above all.
- Steel. Victory should be sought with steel and courage. Cunning is encouraged, but never treachery.
- Glory. "Do you want to live forever?" This is the exhortation shouted by the steel sworn as they seek their glorious death in battle.

OATH SMITE

3rd-level Oath of Steel feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict additional weapon damage instead of radiant damage.

OATH SPELLS

3rd-level Oath of Steel feature

OATH OF STEEL SPELLS

Paladin Level	Spells
3rd Level	<i>metal slam, ricochet throw</i>
5th Level	<i>dashing smite, reflective shield</i>
9th Level	<i>iron bulwark, steel surge</i>
13th Level	<i>iron wings, steel skin</i>
17th Level	<i>final strike, steel wind strike</i>

CHANNEL DIVINITY

3rd-level Oath of Steel feature

You gain two of the following Channel divinity effects.

CHANNEL DIVINITY: BATTLE MASTERY

As a bonus action you can use your Channel Divinity to draw upon the martial prowess of past masters of battle. You gain two maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver requires your target to make a saving throw to resist the maneuver's effects, the DC equals your Paladin Spell Save DC. You gain a pool of superiority dice, which are d6s, equal to your proficiency bonus. You and friendly creatures within 20 feet of you can use the chosen maneuvers by expending dice from the pool or using their own superiority dice. You retain knowledge of these maneuvers and all unexpended superiority dice in the pool for a number of hours equal to half your paladin level. At 18th level, the range of this aura increases to 60 feet.

CHANNEL DIVINITY: COORDINATED ASSAULT

As a bonus action you can call upon your oath and use your Channel Divinity to command a coordinated assault with your comrades. For 1 minute you gain an aura that allows you and friendly creatures within 10 feet of you to move within that area without provoking opportunity attacks. Additionally, when a creature you can see ends their turn, you, and friendly creatures within 10 feet of you can choose to use their reaction to move up to half their speed. You must be conscious to grant this bonus. At 18th level, the range of this aura increases to 30 feet.

CHANNEL DIVINITY: STEEL COMMAND

When you hit with an attack, you can use your Channel Divinity to issue a command to a single friendly creature within 60 feet that can hear you. That creature can immediately use their Reaction to move up to their speed and make an attack.

Once on each of your subsequent turns for next minute you can issue this command again when you hit with an attack.

CHANNEL DIVINITY: STEEL BULWARK

As a bonus action you can call upon your oath and use your Channel Divinity to shelter your allies. For 10 minutes you gain an aura that causes you and friendly creatures within 10 feet of you to gain half cover. If you do not move during your turn, this increases to three quarters cover until the start of your next turn or you move or are moved. You must be conscious to grant this bonus. At 18th level, the range of this aura increases to 30 feet.

AURA OF BATTLE

7th-level Oath of Steel feature

You and allies within 10 feet of you have advantage on an attack roll against a creature within 10 feet of you if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated. You must be conscious to grant this bonus. At 18th level, the range of this aura increases to 30 feet.

BATTLE COMMANDER

15th-level Oath of Steel feature

You can now use your Channel Divinity twice between rests. Additionally, your Oath of Steel Channel Divinity effects are improved in the following ways:

Battle Mastery. The superiority dice granted by the effect become d8s and increase to d10s at 20th level. While the effect lasts, you can expend a spell slot as a bonus action to regain superiority dice equal to the level of the spell slot.

Coordinated Assault. A hostile creature within the aura provokes an opportunity attack from any friendly creature within the aura if it uses more than 5 feet of movement while within their reach.

Steel Command. When a friendly creature hits an enemy within 10 feet of you with an attack granted by this effect, you can expend a spell slot to increase the damage as if you had used your Divine Smite. At 18th level, the range of this aura increases to 30 feet.

Steel Bulwark. You and friendly creatures within this effect's aura cannot be moved or knocked prone against their

will while they are conscious. If you do not move during your turn, you can expend a spell slot at the end of that turn. If you do so, roll 2d8 plus 1d8 per level of the spell slot above 1st. Until you move, you and each friendly creature that ends their turn within the aura gain temporary hit points equal to the result.

ETERNAL WARBAND

20th-level Oath of Steel feature

When a friendly creature (including you) starts its turn within your Aura of Battle and has less than half their hit points remaining, they regain hit points equal to your Charisma modifier. You must be conscious to grant this benefit.

OATH OF STONE

The Oath of Stone is most common among Dwarven paladins, but any paladin that reveres the earth and puts loyalty above all other virtues may be drawn to this oath. Known as Stoneguards, paladins of this oath are stalwart guardians and protectors. They might provide this protection to an individual, a guild or company, or a kingdom or church, whatever cause calls to the heart of the individual stoneguard as worthy of protection.

TENETS OF STONE

Though the exact words and strictures of the Oath of Stone vary, paladins of this oath share these tenets.

- **Earth.** The earth is mother to us all, you will not stand to see her despoiled or ruined.
- **Loyalty.** Your oath is your bond. Once you give your oath, it is set in stone.
- **Stone Oath.** Once you have found a person or group worthy of your service, you swear a Stone Oath dedicating yourself to their protection. This is not an oath of obedience; you protect your charges in the manner that you decide is best. A stone oath ends only upon your death, the death of your charge, your release by your charge, or by the betrayal of the oath by your charge.
- **Protection.** Once you swear a stone oath, you will do everything in your power to protect your charges, even unto your death. If you are not currently under a stone oath, you protect the earth and those you deem worthy.

OATH SMITE

3rd-level Oath of Stone feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict additional bludgeoning damage instead of radiant damage.

OATH SPELLS

3rd-level Oath of Stone feature

You gain oath spells at the paladin levels listed in the Oath of Stone Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF STONE SPELLS

Paladin Level	Spells
3rd Level	<i>absorb elements, shield</i>
5th Level	<i>pass without trace, earth hammer</i>
9th Level	<i>erupting earth, iron bulwark</i>

13th Level	<i>death ward, steel skin</i>
17th Level	<i>circle of power, wall of stone</i>

CHANNEL DIVINITY

3rd-level Oath of Stone feature

You gain two of the following Channel divinity effects.

CHANNEL DIVINITY: EARTHEN GRASP

You can use your Channel Divinity to cause a hand of earth and stone to reach from the round to grasp anyone standing upon it. As an action, choose a creature within 30 feet of size Huge or smaller, that target must make a Strength saving throw. On a failed save, the target is restrained for 1 hour. On a successful save it suffers half damage and the effect ends. A target has disadvantage on this saving throw if it is prone.

As a bonus action, you can cause the hand to crush a restrained target, automatically inflicting 1d8 + your cleric level bludgeoning damage. The restrained target can use an Action on its turn to make a Strength check against your spell save DC to break free. If successful, the effect ends.

CHANNEL DIVINITY: STONE SENTINEL

As an Action, you can use your Channel Divinity to increase your alertness and endurance. For the next 8 hours, or until you move more than 30 feet from the location that you used Stone Sentinel you gain the following benefits:

- You have resistance to all damage.
- You have advantage on Wisdom (Perception) checks and gain tremorsense with a range of 30 feet.
- You do not need to sleep, eat, or drink and, are immune to exhaustion, and magic can't put you to sleep. If you spend 4 hours standing guard during the duration you gain the benefits of a long rest; if you spend 1 hour standing guard you gain the benefits of a short rest.

When you learn this effect, you become proficient with the Perception skill. If you are already proficient with perception, you add double your proficiency bonus to checks you make using it.

CHANNEL DIVINITY: STRENGTH OF THE EARTH

As an action or bonus action, you can imbue a single bludgeoning weapon that you are holding with the strength of the earth, using your Channel Divinity: For 10 minutes, you add your Charisma modifier to damage rolls made with that weapon (with a minimum bonus of +1). The weapon is considered magical for the duration and if you use your Divine Smite the target is also knocked prone. Additionally, when you hit a target with an attack using the weapon during the effect, it suffers disadvantage on attack rolls against creatures other than you until the end of your next turn.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

CHANNEL DIVINITY: WARD OF STONE

As a bonus action you can use your Channel Divinity to create a Ward of Stone on a creature you touch. The ward lasts for 1 hour per paladin level. While the target is within 90 feet of you, it gains a +1 bonus to AC and saving throws

and takes half damage from any source. Also, each time it takes damage, you take the same amount of damage. If the warded target takes damage while at 0 hit points, you take all the damage instead. The ward ends if you drop to 0 hit points or if you and the target become separated by more than 90 feet. It also ends if you use this effect again or a warding bond spell is cast on you or the target. You can also dismiss the ward as an action. While the ward lasts you can cast spells with a range of self and a casting time of 1 reaction on the warded target when it is hit by an attack or suffers damage.

AURA OF STONE

7th-level Oath of Stone feature

The endurance of the earth reinforces you and your allies. You and friendly creatures within 10 feet of you have resistance to bludgeoning, piercing, and slashing damage from non-magical weapons that aren't adamantine.

At 18th level, the range of this Aura increases to 30 feet.

ENDURANCE OF ROCK

15th-level Oath of Stone feature

You become immune to poison damage, exhaustion, and the poisoned and petrified conditions. You also have no need for sleep, and magic can't put you to sleep.

ONE WITH THE EARTH

20th-level Oath of Stone feature

You can assume a form of earth and stone. Using an action or bonus action, you undergo a transformation. For 1 minute, you gain the following benefits:

- You gain resistance to all damage.
- Any weapon you wield gains the benefits of a Channel Divinity: Strength of the Earth for the duration, without using your Channel Divinity.
- Earth and stone within 30 feet is difficult terrain for creatures that are hostile to you and you and friendly creatures within 30 feet of you ignore difficult terrain composed of earth or stone.
- You gain tremorsense to a range of 90 feet.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

OATH OF THE ARBITER

Usually known as Arbiters, a paladin that swears this oath becomes an implacable judge, and if the law allows, jury and executioner. Law and Justice are the goals of an arbiter, and while some arbiters temper their justice with mercy, others exact righteous justice to the fullest extent of the law.

TENETS OF THE ARBITER

Paladins of this oath invariably share these tenets.

- Law. The law is paramount. It is the mortar that holds the stones of civilization together, and it must be respected and obeyed.
- Justice. Justice under the Law is your goal and obligation.
- Truth. The Truth is absolute. An Arbiter never lies or even attempts deceit.
- Integrity. Don't lie, cheat or act unfairly. Avoid any situation that would even hint at impropriety.

OATH SMITE

3rd-level Oath of the Arbiter feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict additional weapon damage instead of radiant damage. You can also choose to make your weapon damage nonlethal when you use your Divine Smite, if you do so all damage from that attack is nonlethal.

OATH SPELLS

3rd-level Oath of the Arbiter feature

You gain oath spells at the paladin levels listed in the Oath of the Arbiter Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE ARBITER SPELLS

Paladin Level	Spells
3rd Level	<i>hunter's mark, command</i>
5th Level	<i>hold person, locate object</i>
9th Level	<i>binding smite, slow</i>
13th Level	<i>anathema, locate creature</i>
17th Level	<i>hold monster, scrying</i>

CHANNEL DIVINITY

3rd-level Oath of the Arbiter feature

You gain two of the following Channel divinity effects.

CHANNEL DIVINITY: BIND BY LAW

You use your Channel Divinity as an action to command creatures of your choice within 30 feet of you to be bound by law. Selected creatures must make a Charisma saving throw. On a failed save, it becomes charmed by you and all other creatures of your choice for 1 minute or until it takes any damage. Additionally, you can choose to cause any creature charmed by this effect to also be restrained for as long as it remains charmed. A charmed creature can use an action during its turn to make a Charisma check versus your Spell Save DC to remove the effect from itself. You can remove or restore the restrained portion of the effect for any or all affected creatures as a bonus action on your turn.

CHANNEL DIVINITY: COMPEL TRUTH

You can use your Channel Divinity to force a creature to answer questions truthfully. As an action, you present your holy symbol and select one creature within 30 feet of you. For 10 minutes that creature can't speak a deliberate lie. An affected creature is aware of the effect and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

CHANNEL DIVINITY: LONG ARM OF THE LAW

You can use your Channel Divinity when you cast *hunter's mark, locate object, or locate creature* while examining the scene or evidence of a crime that occurred no more than 24 hours ago. The range of the spell is increased by 1 mile per paladin level, the duration by 1 hour per paladin level, and it can target a creature that left a track or other clue or an object or

creature that left a wound on a creature or body examined regardless of line of sight. You must know or have the spell prepared to cast it using this effect. If the target is beyond the range of the spell or too much time has elapsed since the event for the effect to be successful, you become aware of which situation caused the spell to fail and you regain both the spell slot and the Channel Divinity use you expended.

Until you target a new creature or object with this effect, you can use it to target the same creature or object each time you cast an appropriate spell.

CHANNEL DIVINITY: RIGHTEOUS PURSUIT

You can use your Channel Divinity as a bonus action to teleport up to 60 feet towards a hostile creature. When you use this bonus action, a number of friendly creatures of your choice within 30 feet of you equal to your proficiency bonus can use their reaction to teleport in the same manner. Each creature that uses this teleport must teleport to a space they can see that is closer to a hostile creature than the space they left.

PURSUIT OF JUSTICE

7th-level Oath of the Arbiter feature

The movement of hostile creatures within 10 feet of you will provoke opportunity attacks even if they take the Disengage action. Additionally, if you or a friendly creature within 10 feet of you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.

At 18th level, the range of this Aura increases to 30 feet.

JUDGE THE GUILTY

15th-level Oath of the Arbiter feature

Hostile creatures within range of your Pursuit of Justice aura have disadvantage on saving throws and ability checks made to resist or remove your paladin spells and Channel Divinity effects.

IMPLACABLE JUSTICE

20th-level Oath of the Arbiter feature

The ability of you and your allies to chase down those you have marked for justice is enhanced. Any creature affected by one of your paladin spells or *Channel Divinity* effects within range of your Pursuit of Justice aura must spend 2 feet of movement for every foot it moves away from you.

You and friendly creatures within range of your Pursuit of Justice aura need only spend 1 foot of movement for every 2 feet they move towards a creature affected by one of your paladin spells or *Channel Divinity* effects. This enhancement to movement also doubles the distance you can teleport using your *Channel Divinity: Righteous Pursuit* when teleporting towards an enemy affected by one of your paladin spells or *Channel Divinity* effects.

ARBITERS AND THE LAW

A player considering playing a paladin with the Oath of the Arbiter should consider working with the DM in choosing a background or in game affiliation that grants their character the legal powers of a judge or a similar position within the game world. Remember the rule of Law is their paramount tenet, they would not usually act in a position of legal authority without the legal right to do so (unless of course the local legal apparatus is corrupt beyond redemption)..

OATH OF THE ELYSIAN HOST

The Elysian Host is a force of paladins across many worlds united by their bond to a celestial steed from the plane of Elysium. Organized sects of the host on a world may introduce prospective members to elysian steeds using ancient rituals and ceremony, or a steed may find its way to a paladin through dream and vision. It is always the steed's choice to form the bond, which thereafter lasts for the paladin's life, or until the oath is broken. The general purpose of the host is to protect the material worlds from the twin scourges of undeath and fiendish influence.

Two variations on this oath, the Hellriders and the Wild Hunt are also described in this chapter.

TENETS OF THE ELYSIAN HOST

Though the exact words and strictures of the Oath of The Elysian Host vary, paladins of this oath share these tenets.

Greater Tenets. The greater tenants of Loyalty are paramount, if there is a conflict between a lesser and greater tenant, you must cleave to the greater.

- **Bonded Loyalty.** Your first and foremost loyalty is to your bonded steed and its loyalty is first and foremost to you.
- **Loyalty to the Host.** Any bonded rider or steed of the Elysian Host must render aid to any other rider or steed of the host when asked.
- **Protection.** Protect the world from the scourges of undeath and fiendish influence.

Lesser Tenets. The lesser tenants are a general code of conduct:

- **Honesty.** Don't lie or cheat. Let your word be your promise.
- **Courage.** Never fear to act, though caution is wise.
- **Compassion.** Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with wisdom.
- **Honor.** Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.



OATH SPELLS

3rd-level Oath of the Elysian Host feature

OATH OF THE ELYSIAN HOST SPELLS

Paladin Level	Spells
3rd Level	<i>bless, protection from evil and good</i>
5th Level	<i>aid, find steed</i>
9th Level	<i>crusader's mantle, spirit guardians</i>
13th Level	<i>death ward, find greater steed</i>
17th Level	<i>circle of power, flame strike</i>

CHANNEL DIVINITY

3rd-level Oath of the Elysian Host feature

You gain the **Channel Divinity: Call Steed** effect and one of the following Channel Divinity effects of your choice.

CHANNEL DIVINITY: CALL STEED

You can use your Channel Divinity as a bonus action to cast *find steed*. When you reach 7th level, you can cast *find greater steed* instead. The summoned steed is always a celestial spirit that takes manifest form when you cast this spell, though the form it takes when summoned is determined by the spell. When you use this effect while your steed is currently summoned, it disappears from its current location and reappears adjacent to you restored to full hit points and cleansed of all conditions. Additionally, the steed gains the following benefits while bonded to you:

- Your steed can add your proficiency bonus instead of its own to its AC and attack rolls, as well as to any saving throws and skills it is proficient in. It can also use your proficiency bonus to determine the save DC of any special attacks it may possess.
- Your steed gains proficiency in two skills and two saving throws of your choice. (Skills should normally be chosen from: Athletics, Acrobatics, Stealth, Insight, Perception, Survival, and Intimidation.)
- Your steed gains additional hit points equal to five times your paladin level.
- Whenever you gain the Ability Score Improvement class feature, your steed's abilities also improve. Your steed can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1.
- While your steed is being ridden as a controlled mount, you can use a bonus action or forgo an attack you make as part of an Attack action to allow your steed to take the Attack action. It can also freely use actions or bonus actions granted by your class features.
- While both you and your steed are conscious, you cannot be knocked from your mount against your will unless your steed is also knocked prone.
- Mounting or dismounting from your steed takes only 5 feet of movement.

Your bonded steed gains the benefits above, even if you cast the spell without using this effect.

CHANNEL DIVINITY: HEALING BOND

You can use your Channel Divinity as an Action to gain a pool of healing. This pool can restore a total number of hit points equal to your paladin level x 5 and must be used immediately to restore hit points to you and your steed,

divided as you wish. While you are mounted on your steed or while your steed is touching you, it can use its Action to expend one of your Channel Divinity uses to use this effect. Additionally, if you know this effect, your steed can use its Action to use your Lay on Hands or Cleansing Touch features, expending healing from your pool or one of your uses of the feature.

CHANNEL DIVINITY: POWERFUL STEED

You can use your Channel Divinity as a bonus action to grant your steed the following benefits for 1 minute:

- It has advantage on Strength checks and Strength saving throws.
- It can take the Attack action on each of its turns while being ridden as a controlled mount.
- Its attacks are considered magical for the purposes of overcoming resistance or immunity to damage and inflict additional damage equal to your Charisma modifier on a hit.
- It has resistance to all damage.

If you know this effect, your steed shares your Divine Smite and Improved Divine Smite features, utilizing your spell slots when it hits with a melee attack to use Divine Smite.

CHANNEL DIVINITY: SWIFT STEED

You can use your Channel Divinity as a bonus action to increase the movement speed of your steed by 10 feet for all its forms of movement for a number of hours equal to half your paladin level.

If you know this effect, if your steed takes the Dash, Disengage, or Dodge action on its turn, it can use a bonus action to take a different one of these actions.

ELYSIAN CAVALRY

7th-level Oath of the Elysian Host feature

You gain the Mounted Combatant feat, if you already have this feat, you gain a feat of your choice instead.

MOUNTED COMBATANT

You are a dangerous foe to face while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

In addition, the magical bond between you and your steed empowers you both. While your steed is summoned, the attacks of both you and your steed count as magical for the purpose of overcoming resistance and immunity to damage.

MOUNT THE WAR HOST

15th-level Oath of the Elysian Host feature

When you cast *find steed* or *find greater steed* you can summon additional steeds equal to your Charisma modifier.

The maximum number of additional steeds you can have summoned using this feature is equal to your Charisma modifier. A summoned steed bonds to the first rider they

choose, conferring the bonuses described in the spell on their chosen rider. You can dismiss any or all steeds summoned by this effect as an Action, and you can choose to break a bond between an additional steed and its rider as part of this action. When you use this feature again you can choose to summon the same steeds already bonded to existing creatures, restored to full health and cleansed of all conditions, or different ones to bond to new riders. These additional steeds do not gain the extra benefits described in your Channel Divinity: Call Steed effect.

Additionally, you can telepathically communicate through your steed to any of the summoned steeds and their bonded riders within 1 mile of you.

CHARGE OF THE ELYSIAN HOST

20th-level Oath of the Elysian Host feature

When your steed, or any steed summoned by your Mount the War Host feature takes the Dash action while being ridden by their bonded rider, they and their rider gain temporary hit points equal to your paladin level but must end their movement closer to an enemy they can see than when they started the turn. Additionally, during the turn a creature gains these temporary hit points, it inflicts additional radiant damage equal to your Charisma modifier when it hits with an attack.



OATH OF THE HELLRIDER

The Hellriders are a force of paladins across many worlds united by their bond to a fiendish steed from the lower planes. Organized Hellrider bands on a world may introduce prospective members to fiendish steeds using ancient rituals and ceremony, or a steed may find its way to a paladin through dream and vision. It is always the steed's choice to form the bond, which thereafter lasts for the paladin's life, or until the oath is broken. The Hellriders on most worlds are mercenary bands that operate small units of elite cavalry. Despite their fiendish mounts they are not necessarily evil and are more honest than most mercenaries.

"AND I LOOKED, AND BEHOLD A PALE HORSE: AND HIS NAME THAT SAT ON HIM WAS DEATH, AND HELL FOLLOWED WITH HIM. AND POWER WAS GIVEN UNTO THEM OVER THE FOURTH PART OF THE EARTH, TO KILL WITH SWORD, AND WITH HUNGER, AND WITH DEATH, AND WITH THE BEASTS OF THE EARTH."

– REVELATION 6:8

Two variations on this oath, the Elysian Host and the Wild Hunt are also described in this chapter.

TENETS OF THE HELLRIDERS

Though the exact words and strictures of the Oath of The Hellrider vary, paladins of this oath share these tenets.

Greater Tenets. The greater tenants of Loyalty are paramount, if there is a conflict between a lesser and greater tenant, you must cleave to the greater.

- **Bonded Loyalty.** Your first and foremost loyalty is to your bonded steed and its loyalty is first and foremost to you.
- **Loyalty to the Band.** Any bonded rider or steed of the Hellriders must render aid to any other rider or steed of the band when asked.

Lesser Tenets. The lesser tenants are a general code of conduct:

- **Honesty.** Don't lie or cheat. Let your word be your promise.
- **Courage.** Never fear to act, though caution is wise.
- **Duty.** Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

OATH SMITE

3rd-level Oath of the Hellrider feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can choose to inflict cold, fire, or poison damage (your choice) instead of radiant damage.

OATH SPELLS

3rd-level Oath of the Hellrider feature

OATH OF THE HELLRIDER SPELLS

Paladin Level	Spells
3rd Level	<i>armor of agathys, hellish rebuke</i>
5th Level	<i>dragon's breath, find steed</i>
9th Level	<i>fireball, stinking cloud</i>
13th Level	<i>fire shield, find greater steed</i>
17th Level	<i>cloud kill, cone of cold</i>

CHANNEL DIVINITY

3rd-level Oath of the Hellrider feature

You gain the **Channel Divinity: Call Steed** effect and one of the following Channel Divinity effects of your choice.

CHANNEL DIVINITY: CALL STEED

You can use your Channel Divinity as a bonus action to cast find steed. When you reach 7th level, you can cast find greater steed instead. The summoned steed is always a fiend that takes manifest form when you cast this spell, though the form it takes when summoned is determined by the spell. When you use this effect while your steed is currently summoned, it disappears from its current location and reappears adjacent to you restored to full hit points and cleansed of all conditions. Additionally, the steed gains the following benefits while bonded to you:

- Your steed can add your proficiency bonus instead of its own to its AC and attack rolls, as well as to any saving throws and skills it is proficient in. It can also use your proficiency bonus to determine the save DC of any special attacks it may possess.
- Your steed gains proficiency in two skills and two saving throws of your choice. (Skills should normally be chosen from: Athletics, Acrobatics, Stealth, Insight, Perception, Survival, and Intimidation.)
- Your steed gains additional hit points equal to five times your paladin level.
- Whenever you gain the Ability Score Improvement class feature, your steed's abilities also improve. Your steed can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1.
- While your steed is being ridden as a controlled mount, you can use a bonus action or forgo an attack you make as part of an Attack action to allow your steed to take the Attack action. It can also freely use actions or bonus actions granted by your class features.
- While both you and your steed are conscious, you cannot be knocked from your mount against your will unless your steed is also knocked prone.
- Mounting or dismounting from your steed takes only 5 feet of movement.

Your bonded steed gains the benefits above, even if you cast the spell without using this effect.

CHANNEL DIVINITY: FEARSOME STEED

You or your steed can use your Channel Divinity as a bonus action to take the Dash action. Any creature that is within the reach of you or your mount at any point during the turn you use this feature must make a Wisdom saving throw. On a failed save, a creature becomes frightened of you. A creature can use its action to repeat this saving throw if it starts its turn outside of your reach, ending the effect on itself on a success.

CHANNEL DIVINITY: POWERFUL STEED

You can use your Channel Divinity as a bonus action to grant your steed the following benefits for 1 minute:

- It has advantage on Strength checks and Strength saving throws.
- It can take the Attack action on each of its turns while being ridden as a controlled mount.

- Its attacks are considered magical for the purposes of overcoming resistance or immunity to damage and inflict additional damage equal to your Charisma modifier on a hit.
- It has resistance to all damage.

If you know this effect, your steed shares your Divine Smite and Improved Divine Smite features, utilizing your spell slots when it hits with a melee attack to use Divine Smite.

CHANNEL DIVINITY: SWIFT STEED

You can use your Channel Divinity as a bonus action to increase the movement speed of your steed by 10 feet for all its forms of movement for a number of hours equal to half your paladin level.

If you know this effect, if your steed takes the Dash, Disengage, or Dodge action on its turn, it can use a bonus action to take a different one of these actions.

FIENDISH CAVALRY

7th-level Oath of the Hellrider feature

You gain the Mounted Combatant feat, if you already have this feat, you gain a feat of your choice instead.

MOUNTED COMBATANT

You are a dangerous foe to face while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

In addition, the magical bond between you and your steed empowers you both. While your steed is summoned, the attacks of both you and your steed count as magical for the purpose of overcoming resistance and immunity to damage.

MOUNT THE WAR BAND

15th-level Oath of the Hellrider feature

When you cast find steed or find greater steed you can summon additional steeds equal to your Charisma modifier

The maximum number of additional steeds you can have summoned using this feature is equal to your Charisma modifier. A summoned steed bonds to the first rider they choose, conferring the bonuses described in the spell on their chosen rider. You can dismiss any or all steeds summoned by this effect as an Action, and you can choose to break a bond between an additional steed and its rider as part of this action. When you use this feature again you can choose to summon the same steeds already bonded to existing creatures, restored to full health and cleansed of all conditions, or different ones to bond to new riders. These additional steeds do not gain the extra benefits described in your **Channel Divinity: Call Steed** effect.

Additionally, you can telepathically communicate through your steed to any of the summoned steeds and their bonded riders within 1 mile of you.

CHARGE OF THE HELLRIDERS

20th-level Oath of the Hellrider feature

When your steed, or any steed summoned by your Mount the Warband feature takes the Dash action while being ridden by their bonded rider, they and their rider gain temporary hit points equal to your paladin level but must end their movement closer to an enemy they can see than when they started the turn. Additionally, during the turn a creature gains these temporary hit points, it inflicts additional cold, fire, or poison damage (its choice) equal to your Charisma modifier when it hits with an attack.

OATH OF THE HOSPITALLER

Also known as the Oath of Succor or The Healer's Oath, the Oath of the Hospitaller binds the paladin to the ways of mercy and aid as a healer and a guardian to those in need. The oath prohibits violence against mortal beings except as a last resort to protect those under the paladin's care, but implicitly allows force in combating supernatural threats to their charges' spirit such as aberrations, fiends, and undead. Paladins of this oath have formed orders of Knight Hospitaller on many worlds, remaining outside of secular conflict and offering healing and aid to all those in need.



OATH OF THE HOSPITALLER TENETS

The most common version of the Oath of the Hospitaller is as follows:

- **I SOLEMNLY PLEDGE** to dedicate my life and honor to the succor of all mortal beings;
- **TO SUCCOR THE HEALTH AND SPIRIT OF MY CHARGES** will be my first consideration;
- **I WILL DO NO HARM TO A MORTAL BEING**, except whereby doing so I protect against wickedness the life and health of those who cannot protect themselves;
- **I WILL PROTECT** the spirit of my charges as I guard their life;
- **I WILL GUARD** the secrets that are confided in me, even after the confidant has died;
- **I WILL FOSTER** the honor and lore of the healing arts;
- **I WILL GIVE** to my teachers, colleagues, and students the respect and gratitude that is their due;
- **I WILL NOT MISUSE** my healing arts to violate the rights and liberties of mortal beings, even under threat;
- **I MAKE THESE PROMISES** solemnly, freely and upon my honor.

OATH SMITE

3rd-level Oath of the Hospitaller feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict additional weapon damage instead of radiant damage. If you do so, all damage from that attack is nonlethal.

OATH SPELLS

3rd-level Oath of the Hospitaller feature

You gain oath spells at the paladin levels listed in the Oath of the Hospitaller Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE HOSPITALLER

Paladin Level	Spells
3rd Level	<i>healing word, sanctuary</i>
5th Level	<i>calm emotions, lesser restoration</i>
9th Level	<i>mass healing word, revivify</i>
13th Level	<i>death ward, guardian of faith</i>
17th Level	<i>greater restoration, raise dead</i>

CHANNEL DIVINITY

3rd-level Oath of the Hospitaller feature

You gain two of the following Channel divinity effects.

CHANNEL DIVINITY: HEALING HANDS

As an Action you can use your Channel Divinity to refill the pool of healing power available to your Lay on Hands feature as if you had taken a long rest.

When you learn this effect, you also gain proficiency with the Medicine skill. If you are already proficient with Medicine, you gain expertise with the skill: you add double your proficiency bonus to checks you make using it.

CHANNEL DIVINITY: OATH OF LIFE

You can use Channel Divinity to enhance the magic of your Oath. When you cast one of your Oath Spells you can use your Channel Divinity to enhance the spell in one of the following ways:

- Change the spell's casting time to 1 bonus action for this casting, provided the spell's casting time is normally 1 action.
- When you cast a spell that targets only one willing creature and doesn't have a range of self, you can target a second willing creature in range with the same spell.
- You can cause the spell to not require material components.
- Treat the spell as having been cast as a spell two levels higher than spell slot you expended.
- Cause a spell with a duration of 1 minute or longer to last for double its normal duration and your concentration on the spell can't be broken as a result of taking damage.

CHANNEL DIVINITY: SHELTER THE WEAK

You can use your Channel Divinity as a reaction when an attacker within 30 feet of you deals damage to a creature other than you within 30 feet. You take the damage instead of the target creature and the attacker suffers damage equal to the damage you take. The damage suffered by you and the attacker can't be reduced in any way.

CHANNEL DIVINITY: SUCCOR THE FALLEN

You can use your Channel Divinity as a bonus action to succor a dying creature. Choose one creature you can see within 60 feet that is at 0 hit points, the target gains resistance to all damage until end of your next turn, regains hit points equal to 2d4 + four times your paladin level, and can use its reaction to immediately stand from the prone position or can do so without expending movement on its next turn.

BLESSED TOUCH

7th-level Oath of the Hospitaller feature

You can use your Lay on Hands feature as an action and/or bonus action on your turn or in place of one of the attacks you make as part of an Attack action. Additionally, when you use your Lay on Hands on a creature you can expend a spell slot to increase the amount of healing the creature receives. The extra healing is 2d8 for a 1st-level spell slot, plus 1d8 per slot level above 1st.

At 18th level, your divine healing power increases. Each time you restore hit points to a creature with a paladin spell or class feature you restore an additional 1d8 hit points.

PURIFYING TOUCH

15th-level Oath of the Hospitaller feature

You can use your Cleansing Touch feature as an action and/or bonus action on your turn or in place of one of the attacks you make as part of an Attack action and can do so as part of using your Lay on Hands feature on that creature. Additionally, when you use your Cleansing Touch feature, you can cause the target to be affected by a *lesser restoration* or *greater restoration* spell instead of ending a spell on the target.

FONT OF HEALING

20th-level Oath of the Hospitaller feature

You regain all expended healing from your Lay on Hands Feature and all expended uses of your Cleansing Touch feature when you finish a short or long rest.

OATH OF THE VEIL

Paladins that dedicate themselves to this oath guard the veil between this world and the next, the living and the dead. They take upon themselves the task protecting mortals from spiritual threats and helping the restless dead pass into the otherworld. Compassion and Wisdom are the bywords of this order.

OATH OF THE VEIL TENETS

Though the exact words and strictures of the Oath of the Veil vary, paladins of this oath share these tenets.

- **Guardian.** You are the guardian of the veil; you stand between this world and the next.
- **Compassion.** Not every restless dead is evil, and not every haunted mortal faultless. Use compassion in helping those you meet to their just fate.
- **Wisdom.** Your heart, mind, and soul must stay clear, for at times yours is the hand that must either part the veil for a being or close this world from them forever.

OATH SMITE

3rd-level Oath of the Veil feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can deal extra force damage instead of radiant damage.

OATH SPELLS

3rd-level Oath of the Veil feature

You gain oath spells at the paladin levels listed in the Oath of the Veil Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE VEIL SPELLS

Paladin Level	Spells
3rd Level	<i>detect evil and good; protection from evil and good</i>
5th Level	<i>gentle repose, see invisibility</i>
9th Level	<i>speak with dead, spirit guardians</i>
13th Level	<i>aura of life, death ward</i>
17th Level	<i>dispel evil and good, raise dead</i>

CHANNEL DIVINITY

3rd-level Oath of the Veil feature

You gain two of the following Channel divinity effects.

CHANNEL DIVINITY: EXORCISM

You can use your channel divinity as an action to gain the ability to exorcise extraplanar influences. When you use this effect, and as an action on each of your turns for the next minute, or until you lose your concentration (as if concentrating on a spell), you can touch a creature you can reach that is charmed, frightened, or possessed by an aberration, celestial, elemental, fey, fiend, or undead.

Make an immediate saving throw using your Spellcasting Ability versus the Saving Throw DC of the effect causing the

creature to be charmed, frightened, or possessed. You have advantage on this saving throw if the target is incapacitated or restrained. On a success, the creature you touch is no longer charmed, frightened, or possessed by such creatures, and cannot be charmed, frightened, or possessed by that creature again for 24 hours. While you concentrate on this effect you are protected as if you had cast a protection from evil and good spell on yourself.

CHANNEL DIVINITY: GHOSTLY JAUNT

You can use your Channel Divinity as an Action to momentarily step into the border region of the Ethereal Plane, as described in the Etherealness spell. You return to the plane you originated from in the spot you currently occupy at the start of your next turn. When you reach 18th level, you may instead remain in on the ethereal plane for up to 1 minute, or until you end the effect at the start of any of your turns (no action required).

CHANNEL DIVINITY: OTHERWORLDLY SENSE

You can use your Channel Divinity when you use your Divine Sense class feature or cast *detect evil and good*, or as a bonus action during the duration of the effect or spell. The duration of the class feature or spell is increased by 10 minutes per paladin level and does not require concentration but ends if you become Incapacitated or cast the spell again. While your Divine Sense or *detect evil and good* are active you cannot be surprised by creatures of the type detected and such creatures cannot become Hidden from you.

Additionally, if you know this effect your Divine Sense can also detect aberrations.

CHANNEL DIVINITY: SPIRIT LEGION

You can use your Channel Divinity to call upon a legion of divine spirits to smite your foes. As an Action you present your Holy Symbol and invoke the spirits. When you use this feature, you can designate any number of creatures you can see to be unaffected by it. Affected creatures within 15 feet of you can use their reaction to make a Wisdom saving throw to fend off the spirits. On a failed save, or if the creature does not use a reaction to make the save, the creature takes 2d8 + your paladin level radiant damage (if you are good or neutral) or 2d8 + your paladin level necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

If you use this effect during the duration of your spirit guardians spell, you inflict additional damage equal to 1d8 per level of the spell slot used to cast that spell.

HOLD THE VEIL

7th-level Oath of the Veil feature

You and friendly creatures within 10 feet of you can see into the ethereal plane within 10 feet of you and the attacks of affected creatures are considered magical and silver for the purposes of overcoming resistance and immunity to damage and can affect creatures on the ethereal plane. Additionally, hostile creatures within 10 feet of you lose the Incorporeal Movement trait (or any similar trait or class feature) while within this aura and they cannot move to or from the ethereal plane within the aura.

At 18th level, the range of this Aura increases to 30 feet.

AURA OF VIRTUE

15th-level Oath of the Veil feature

You and friendly creatures within 10 feet of you are always under the effects of a *protection from evil and good* spell.

At 18th level, the range of this Aura increases to 30 feet.

GUARDIAN OF THE VEIL

20th-level Oath of the Veil feature

As a bonus action you can take a position astride the veil between worlds, not fully within either for 10 minutes, gaining the following abilities:

- You gain truesight with a range of 120 feet.
- You have resistance to all damage
- You gain a fly speed of 40 feet and the Incorporeal Movement trait. You move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.
- Once you use this bonus action, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

OATH OF THE WARDEN

Commonly known as Witch Hunters or Grey Cloaks, paladins that swear the Oath of the Warden take upon themselves the responsibility to prevent the misuse of magic, especially arcane magic. Identified on some worlds by their distinctive grey cloaks, wardens can at times be overly zealous in their persecution of practitioners of arcane magic. They believe the magics of arcane spellcasters (sorcerers, warlocks, and wizards) are inherently corrupt, and even the magic of bards and druids are viewed with suspicion. Only divine magic from those of their own preferred faith is above suspicion.

OATH OF THE WARDEN TENETS

Though the exact words and strictures of the Oath of the Warden vary, paladins of this oath share these tenets.

- Faith over Sorcery. The miracles of the faithful are the only pure form of magic. Every arcane practitioner must be constantly watched for signs of corruption.
- No Mercy. Mundane foes might earn my mercy, but a warlock shall be slain first and prayed over later.
- Any Means. Squeamishness can't get in the way of eliminating the risk of impure magic.
- Restitution. If magic can wreak ruin on the world, it is because I failed to stop it. I must help those harmed by the misuse of magic.

OATH SMITE

3rd-level Oath of the Warden feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict additional weapon damage instead of radiant damage.

OATH SPELLS

3rd-level Oath of the Warden feature

You gain oath spells at the paladin levels listed in the Oath of the Warden Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE WARDEN SPELLS

Paladin Level	Spells
3rd Level	<i>detect magic, rectitude</i>
5th Level	<i>hold person, silence</i>
9th Level	<i>counterspell, dispel magic</i>
13th Level	<i>banishment, suppress magic</i>
17th Level	<i>banishing smite, circle of power</i>

CHANNEL DIVINITY

3rd-level Oath of the Warden feature

You gain two of the following Channel divinity effects.

CHANNEL DIVINITY: ABJURE SORCERY

As an action, you present your holy symbol and use your Channel Divinity to abjure the magical. Each creature of your choice within 30 feet of you that is capable of casting spells must make a saving throw using their Spellcasting Ability. If a creature fails its saving throw, it is unable to cast spells for 1 minute. An affected creature can repeat this saving throw at the end of each of its turns. On a successful save, the effect ends for it.

CHANNEL DIVINITY: FAITHFUL WILL

You can use your Channel Divinity to invest your presence with the warding power of your faith. As an action, you can choose a number of creatures you can see within 30 feet of you, up to a number equal to your Charisma modifier (minimum of one creature). For 1 minute, you and the chosen creatures have advantage on Intelligence, Wisdom, and Charisma saving throws.

CHANNEL DIVINITY: SPELLSHIELD

You can use your Channel Divinity as a reaction when you, or a creature you can see within 30 feet of you, would have to make a saving throw versus a spell or magical effect. The creature gains advantage on the saving throw and if they will take half damage on a successful saving throw instead takes no damage if they succeed on that saving throw, and only half damage if they fail. If several creatures are making the same saving throw against the same effect at the same time you can choose a number of creatures within 30 feet equal to your proficiency bonus to benefit from this effect.

CHANNEL DIVINITY: WITCH SENSE

You can use your Channel Divinity when you use your Divine Sense or as a bonus action during the duration of that feature to extend its duration by 10 minutes per paladin level. Additionally, if you know this effect, your Divine Sense also detects spellcasters. When you use that feature, until the end of your next turn, you know the location of each creature able to cast spells within 60 feet of you that is not behind total cover. You also learn the type of spellcasting ability (class and subclass, racial trait, etc.) of each being whose presence you sense.

DISRUPTIVE AURA

7th-level Oath of the Warden feature

Hostile creatures within 10 feet of you have disadvantage on saving throws (or other rolls) made to maintain concentration on a spell. Additionally, when a creature

within this aura casts a spell, it provokes an opportunity attack from you if it is within your reach.

At 18th level, the range of this Aura increases to 30 feet.

ABJURING SMITE

15th-level Oath of the Warden feature

When you use your Divine Smite feature, you can also end one spell of your choice affect that creature or that the target creature is concentrating upon. The spell is ended automatically if the level of the spell is equal to or lower than the level of the spell slot you expended to use Divine Smite, otherwise you must succeed on a Spellcasting Ability check with a DC equal to 10 plus the spell level minus the level of the spell slot you used for the Divine Smite to end the spell.

MASTER WARDEN

20th-level Oath of the Warden feature

As a bonus action you can emit of aura of such righteous resolve that you and nearby creatures are able to resist all but the most potent of spells. For 1 minute your Disruptive Aura gains the following additional powers:

- You and friendly creatures within the aura have advantage on saving throws against spells and resistance against the damage of spells.
- If a hostile creature starts its turn within the aura concentrating upon a spell or attempts to cast a spell while within the aura it must make a Constitution saving throw versus your Spell Save DC. On a failed saving throw the creature's concentration is broken. If a creature's concentration is broken during the casting of a spell, the spell fails, but it doesn't expend a spell slot.

Once you use this bonus action, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

OATH OF THE WILD HUNT

The Wild Hunt are a force of paladins across many worlds united by their bond to a fey steed from the lower planes. Organized Wild Hunt bands on a world may introduce prospective members to fey steeds using ancient rituals and ceremony, or a steed may find its way to a paladin through dream and vision. It is always the steed's choice to form the bond, which thereafter lasts for the paladin's life, or until the oath is broken. The duty of the wild hunt is the destruction of those that would despoil nature. They respect strength, speed, and prowess along with the tenets of the druidic faith.

The most common manifestations for steeds of the Wild Hunt are Valenar Hounds for small riders and Valenar Steeds for medium sized riders (from the Eberron: Rising from the Last War sourcebook).

Two variations on this oath, the Elysian Host and the Hellriders are also described in this chapter.

TENETS OF THE WILD HUNT

Though the exact words and strictures of the Oath of The Wild Hunt vary, paladins of this oath share these tenets.

Greater Tenets. The greater tenants of the Wild Hunt are paramount, if there is a conflict between a lesser and greater tenant, you must cleave to the greater.

- **Bonded Loyalty.** Your first and foremost loyalty is to the fey spirit that manifests as your bonded steed and its loyalty is first and foremost to you.
 - **Loyalty to the Band.** Any bonded rider or steed of the Wild Hunt must render aid to any other rider or steed of the band when asked.
 - **Protection.** Protect the natural world from despoliation and hunt those who would destroy without need.
- Lesser Tenets.** The lesser tenants are a general code of conduct:
- **Honesty.** Don't lie or cheat. Let your word be your promise.
 - **Courage.** Never fear to act, though caution is wise.
 - **Skill and Dedication.** Be skillful at arms and in the hunt and be ever ready to take up the hunt at need.

OATH SMITE

3rd-level Oath of the Wild Hunt feature (enhances Divine Smite and Improved Divine Smite)

When you inflict damage using your Divine Smite or Improved Divine Smite you can inflict additional weapon damage instead of radiant damage.

OATH SPELLS

3rd-level Oath of the Wild Hunt feature

OATH OF THE WILD HUNT SPELLS

Paladin Level	Spells
3rd Level	<i>faerie fire, hunter's mark</i>
5th Level	<i>misty step, find steed</i>
9th Level	<i>call of the pack, conjure animals</i>
13th Level	<i>guardian of nature, find greater steed</i>
17th Level	<i>steel wind strike, wrath of nature</i>

CHANNEL DIVINITY

3rd-level Oath of the Wild Hunt feature

You gain the **Channel Divinity: Call Steed** effect and one of the following Channel Divinity effects of your choice.

CHANNEL DIVINITY: CALL STEED

You can use your Channel Divinity as a bonus action to cast find steed. When you reach 7th level, you can cast find greater steed instead. The summoned steed is always a fiend that takes manifest form when you cast this spell, though the form it takes when summoned is determined by the spell. When you use this effect while your steed is currently summoned, it disappears from its current location and reappears adjacent to you restored to full hit points and cleansed of all conditions. Additionally, the steed gains the following benefits while bonded to you:

- Your steed can add your proficiency bonus instead of its own to its AC and attack rolls, as well as to any saving throws and skills it is proficient in. It can also use your proficiency bonus to determine the save DC of any special attacks it may possess.
- Your steed gains proficiency in two skills and two saving throws of your choice. (Skills should normally be chosen from: Athletics, Acrobatics, Stealth, Insight, Perception, Survival, and Intimidation.)
- Your steed gains additional hit points equal to five times your paladin level.
- Whenever you gain the Ability Score Improvement class feature, your steed's abilities also improve. Your steed can

increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1.

- While your steed is being ridden as a controlled mount, you can use a bonus action or forgo an attack you make as part of an Attack action to allow your steed to take the Attack action. It can also freely use actions or bonus actions granted by your class features.
- While both you and your steed are conscious, you cannot be knocked from your mount against your will unless your steed is also knocked prone.
- Mounting or dismounting from your steed takes only 5 feet of movement.

Your bonded steed gains the benefits above, even if you cast the spell without using this effect.

CHANNEL DIVINITY: MARK OF THE WILD HUNT

You or your steed can use your Channel Divinity as a bonus action to cast *hunter's mark* without requiring components or concentration or expending a spell slot. The spell is cast as if you had expended the highest-level paladin spell slot available to you. If you know this effect, you and your steed, as well as the riders and steeds from your Mount the Wild Hunt feature gain the same benefit as you from a *hunter's mark* spell cast by you or your steed.

CHANNEL DIVINITY: POWERFUL STEED

You can use your Channel Divinity as a bonus action to grant your steed the following benefits for 1 minute:

- It has advantage on Strength checks and Strength saving throws.
- It can take the Attack action on each of its turns while being ridden as a controlled mount.
- Its attacks are considered magical for the purposes of overcoming resistance or immunity to damage and inflict additional damage equal to your Charisma modifier on a hit.
- It has resistance to all damage.

If you know this effect, your steed shares your **Divine Smite** and **Improved Divine Smite** features, utilizing your spell slots when it hits with a melee attack to use **Divine Smite**.

CHANNEL DIVINITY: SWIFT STEED

You can use your Channel Divinity as a bonus action to increase the movement speed of your steed by 10 feet for all its forms of movement for a number of hours equal to half your paladin level.

If you know this effect, if your steed takes the Dash, Disengage, or Dodge action on its turn, it can use a bonus action to take a different one of these actions.

FEY CAVALRY

7th-level Oath of the Wild Hunt feature

You gain the Mounted Combatant feat, if you already have this feat, you gain a feat of your choice instead.

MOUNTED COMBATANT

You are a dangerous foe to face while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.

- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

In addition, the magical bond between you and your steed empowers you both. While your steed is summoned, the attacks of both you and your steed count as magical for the purpose of overcoming resistance and immunity to damage.

MOUNT THE WILD HUNT FEATURE

15th-level Oath of the Wild Hunt feature

When you cast *find steed* or *find greater steed* you can summon additional steeds equal to your Charisma modifier.

The maximum number of additional steeds you can have summoned using this feature is equal to your Charisma modifier. A summoned steed bonds to the first rider they choose, conferring the bonuses described in the spell on their chosen rider. You can dismiss any or all steeds summoned by this effect as an Action, and you can choose to break a bond between an additional steed and its rider as part of this action. When you use this feature again you can choose to summon the same steeds already bonded to existing creatures, restored to full health and cleansed of all conditions, or different ones to bond to new riders. These additional steeds do not gain the extra benefits described in your **Channel Divinity: Call Steed** effect.

Additionally, you can telepathically communicate through your steed to any of the summoned steeds and their bonded riders within 1 mile of you.

CHARGE OF THE WILD HUNT

20th-level Oath of the Wild Hunt feature

When your steed, or any steed summoned by your Mount the Warband feature takes the Dash action while being ridden by their bonded rider, they and their rider gain temporary hit points equal to your paladin level but must end their movement closer to an enemy they can see than when they started the turn. Additionally, during the turn a creature gains these temporary hit points, it inflicts additional damage of the attack's type equal to your Charisma modifier when it hits with an attack.

OATH OF VIGILANCE

Paladins that swear this oath are first and foremost protectors. Often called Oathguards, these paladins may reside in a bulwark against ravaging hordes on the borders of civilization, act as an investigator among the teeming masses of a large city or stand vigil against incursions by aberrations from the depths of the underdark. The one commonality among all paladins of this oath is constant vigilance.

TENETS OF VIGILANCE

Though the exact words and strictures of the Oath of Vigilance vary, paladins of this oath share these tenets.

- Vigilance. Stand always watchful and ready for any threat.
- Honor. Don't lie, cheat, or act unfairly. Never accept a gift or favor from those you know to be without honor.

- Moderation. Eschew strong drink, excess, or vice that would impair your judgment, weaken your arm, or impugn your reputation.

OATH SPELLS

3rd-level Oath of Vigilance feature

OATH OF VIGILANCE SPELLS

Paladin Level	Spells
3rd Level	<i>detect evil and good, detect magic</i>
5th Level	<i>mind spike, see invisibility</i>
9th Level	<i>blindsight, clairvoyance</i>
13th Level	<i>arcane eye, locate creature</i>
17th Level	<i>commune, scrying</i>

CHANNEL DIVINITY

3rd-level Oath of Vigilance feature

You gain the **Channel Divinity: Divine Awareness** effect and one of the following Channel Divinity effects of your choice:

CHANNEL DIVINITY: DIVINE AWARENESS

You can use your Channel Divinity when you use your **Divine Sense** class feature or cast *detect evil and good* or *detect magic*, or as a bonus action during the duration of the effect or spell. The duration of the class feature or spell is increased by 10 minutes per paladin level and does not require concentration but ends if you become Incapacitated or cast the spell again.

While your **Divine Sense** or *detect evil and good* are active you cannot be surprised by creatures of the type detected and such creatures cannot become Hidden from you.

During the duration of *detect magic* you can use an Action to see the true form of a creature you can see that is disguised by magic or illusion detected by the spell.

CHANNEL DIVINITY: EYE OF VIGILANCE

You can use your Channel Divinity as a bonus action to summon a floating orb of light within your space. The orb moves as you do, remaining for one hour per paladin level, or until you dismiss it as a bonus action.

The eye sheds bright light in a 10-foot radius and dim light for an additional 10 feet. Within the area of this light, all creatures have advantage on Intelligence (Investigation), Wisdom (Perception), and Wisdom (Insight) checks and on Intelligence saving throws and all creatures (including you) have disadvantage on Charisma (Deception) checks. Creatures vulnerable to radiant damage or sensitive to light (such as sunlight sensitivity or hypersensitivity) do not gain advantage from this ability.

When you reach 18th level, the size of this effect increases to bright light in a 30-foot radius and dim light for an additional 30 feet. Additionally, the range of your **Aura of Vigilance** is increased to match the area of light shed by this effect (20 feet, or 60 feet at 18th level).

CHANNEL DIVINITY: MARTIAL INSIGHT

When you hit a creature with a melee attack you can use your Channel Divinity to gain insight into the actions of creatures you strike in combat. When you use the effect and each time you hit a creature with a melee attack for the next minute, you gain an insight into the target's next

attack, imposing disadvantage on the next attack roll it makes against you before the start of your next turn. During this time, if the target is within your reach, it provokes an opportunity attack from you if it makes an attack against a target other than you or misses you with an attack. The effect ends if you are incapacitated.

CHANNEL DIVINITY: STAND THE WATCH

You can use your Channel Divinity to heighten the awareness and endurance of you and your companions. As an action, you can choose a number of creatures within 30 feet of you equal to Charisma modifier to Stand the Watch.

For the next 8 hours, you and the chosen creatures have advantage on Intelligence (Investigation), Wisdom (Perception) and Wisdom (Insight) checks, magic can't put them to sleep, and any time spent standing watch counts as hours of sleep. If an affected creature stands watch for at least 1 hour under this effect, it is considered to have consumed sustenance necessary to sustain it for a day. The effect ends for a creature if it moves more than 120 feet from the location it was used.

AURA OF VIGILANCE

7th-level Oath of Vigilance feature

You and friendly creatures within 10 feet of you can gain a bonus equal to your Charisma modifier on Intelligence (Investigation), Wisdom (Insight), and Wisdom (Perception) checks and friendly creatures within 10 feet of you share any special senses granted you by one of your Oath Spells or your Divine Sense feature.

Moreover, you and friendly creatures within 10 feet of you treat heavily obscured areas within 10 feet of you as lightly obscured, and lightly obscured areas within 10 feet of you as unobscured.

At 18th level, the range of this Aura increases to 30 feet.

TRUE SENSE

15th-level Oath of Vigilance feature

Prerequisite: Channel Divinity: Divine Awareness

When you use your *Channel Divinity: Divine Awareness*, you gain truesight with a range equal to the sense granted by the spell or class feature. Within this range you can see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by magic. Furthermore, you can see into the Ethereal Plane within the same range.

OMNISCIENT GUARDIAN

20th-level Oath of Vigilance feature

As an Action you can grant yourself a limited ability to see into the immediate future. For 1 hour, you can't be surprised and have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you for the duration.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.



ARTIFICER

The artificer class is described in *Tasha's Cauldron of Everything*. The power of faith is a foreign concept to most artificers, but one specialty, the Sanctifier, utilizes divinely inspired craftsmanship in their work and is described below.

NEW ARTIFICER SPECIALTY

The sanctifier artificer specialist can be chosen when an artificer reaches 3rd level and is described below:

SANCTIFIER

A sanctifier is practiced at the crafting of holy symbols, sacred relics, and items of divine power. These artificers blend divinely inspired craftsmanship, magical knowledge, and faith to produce miraculous items.

DIVINE ARTIFICE

3rd-level Sanctifier feature

You gain proficiency with one artisan tool of your choice, and you learn one additional cantrip of your choice from the cleric spell list. You can treat your artificer Spellcasting Ability modifier as being the sum of your Intelligence modifier + your Wisdom modifier, to a maximum of a +5 modifier. If your maximum Intelligence score is increased above 20, the maximum for this modifier is also increased accordingly. You can also use this modifier for any artificer class feature or infusion that normally uses your Intelligence modifier.

You can use a holy symbol as a spellcasting focus for your artificer spells and your spells are considered both arcane and divine. Any item affected by one of your infusions can be wielded as a holy symbol by you or a spellcaster that shares your faith.

SANCTIFIER SPELLS

3rd-level Sanctifier feature

When you prepare the list of artificer spells that are available for you to cast, you can choose the spells you prepare from the artificer, cleric, and paladin spell lists. Additionally, when you choose this specialty, you also choose one **Divine Domain** favored by your faith from the cleric feature, you gain the **Domain Spells** listed for that Domain as artificer spells when you become capable of casting artificer spells of that level. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of artificer spells you can prepare each day.

SACRED RELICS

3rd-level Sanctifier feature

You learn the Sacred Relic infusion as an additional infusion known. You may have one active Sacred Relic infusion without counting as one of your infused items.

You learn an additional Sacred Relic infusion, and you may have one additional Sacred Relic infusion active without counting as one of your infused items, when you reach 9th level (2) and 15th level (3).

EXTRA ATTACK

5th-level Sanctifier feature

You can attack twice, rather than once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips with a casting time of 1 action or 1 bonus action or use a Channel Divinity effect that requires 1 action or 1 bonus action in place of one of these attacks.

DIVINE STRIKE

9th-level Sanctifier feature

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 damage of the same type dealt by the weapon to the target. When you reach 15th level, the extra damage increases to 2d8. Alternatively, if the Divine Domain you chose for the Sanctifier Spells offers the Divine Strike feature, you can choose to instead inflict damage of a type inflicted by that Divine Strike feature.

POTENT SPELLCASTING

9th-level Sanctifier feature (replaces Divine Strike)

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

RELIC OF POWER

15th-level Sanctifier feature

While wielding a holy symbol bearing one of your Sacred Relic infusions, the Spell Attack and save DC bonus granted by the item are increased by 1 (to a maximum of +3) and you can choose one Sacred Relic created by you to gain one additional charge.

Additionally, as an Action, you can call upon the power of the relic to cause the effect of one spell that is 5th level or lower and has a casting time of 1 action. The spell can be from the artificer, cleric, or paladin spell list, and you don't need to meet the requirements in that spell, including costly components; the spell simply takes effect as part of this action.

Once you use this feature to cause a spell effect, you can't do so again until you finish a long rest, unless you expend a spell slot of 5th level or higher or two charges from a Sacred Relic to do so again.

NEW ARTIFICER INFUSIONS

These are new artificer infusions that can be learned by any creature that meets the prerequisites. The Sanctifier specialist learns Sacred Relic infusions from their Sacred Relics feature. Clerics with the *Channel Divinity: Maker's Infusion* effect can also learn these infusions. A myriad of additional new infusions can be found in the [Arcane Mysteries: The Secrets of the Arcanum](#) sourcebook.

The price listed is the price used if the rules for crafting magic items are being used to construct a permanent magic item version of the infusion.

SACRED RELIC

Prerequisite: Sacred Relics or Channel Divinity feature

Item: A holy symbol (requires attunement by a creature able to wield a holy symbol as a focus)

Using this infusion, you learn to imbue an object with the ability to channel divine power. While you wield the sacred relic as a holy symbol, you gain a +1 bonus to Spell Attack rolls and the Saving Throw DCs of your spells and channel divinity effects.

Choose one Channel Divinity effect available to your chosen Divine Domain that is available to a cleric of your artificer level. The relic has 1 charge. The wielder can expend a charge to use the relic's Channel Divinity effects once as a cleric of your artificer level. The symbol regains all expended charges daily at dawn. Additionally, a wielder with the Channel Divinity feature can expend a charge in place of one of their Channel Divinity uses to use a Channel Divinity effect they know or expend a use of their own Channel Divinity to use the relic's effect.

When you reach 5th level, if you chose one of the following Channel Divinity effects, the relic gains an additional effect of your choice, if available to your chosen domain:

- If it has the **Arcane Abjuration** effect, it gains the **Arcane Banishment** effect.
- If it has the **Turn Aberration** effect, it gains the **Destroy or Dominate Aberration** effect.
- If it has the **Turn Celestial** effect, it gains the **Destroy Celestial** effect.
- If it has the **Turn Construct** effect, it gains the **Destroy or Dominate Construct** effect.
- If it has the **Turn Elemental** effect, it gains the **Destroy or Dominate Elemental** effect.
- If it has the **Turn Fey** effect, it gains the **Destroy Fey** effect.
- If it has the **Turn Fiend** effect, it gains the **Destroy Fiend** effect.
- If it has the **Turn Undead** effect, it gains the **Turn Undead** effect.

When you reach 6th level, if you chose one of the following Channel Divinity effects, the relic gains an additional effect, if available to your domain:

- If it has the **Guided Strike** effect, it gains the **War God's Blessing** effect.
- If it has the **Blessing of Grace** effect, it gains the **Inspired Grace** effect.
- If it has the **Blessing of Might** effect, it gains the **Inspired Force** effect.
- If it has the **Blessing of Protection** effect, it gains the **Protective Rebuke** effect.
- If it has the **Blessing of Sagacity** effect, it gains the **Inspired Sagacity** effect.

The bonus to Spell Attack and Save DC increases to +2 when you reach 10th level in this class.

You can learn this infusion multiple times; each time you do so, choose a different **Channel Divinity** effect available to your **Divine Domain**. Unlike most infusions, you may use different versions of this infusion on the same item. Instead of the normal effects of the infusion, the symbol gains 1 additional charge and the ability to use the new infusion's **Channel Divinity** effect. Each additional Sacred Relic infusion on a symbol counts as one of your infused items.

Price: 2900 (+1), 5400 (+2), 17900 (+3)

SANCTIFIED WEAPON

Prerequisite: Sacred Relics or Divine Strike feature

Item: A simple or martial weapon (requires attunement by a divine spellcaster)

You imbue a weapon with the ability to channel magic. This magic weapon grants a +1 bonus to attack and damage rolls made with it. If attuned to the item and proficient with its use as a weapon, you can use the weapon as a holy symbol and gain a +1 bonus to spell attack rolls and to the spell save DC of your spells and channel divinity effects while wielding the weapon as a spellcasting focus.

Additionally, when you take the Attack action using the weapon on your turn, you can cast one of your cantrips with a casting time of 1 action or 1 bonus action or use a Channel Divinity effect that requires an action or bonus action in place of one of the attacks.

The bonus increases to +2 when you reach 10th level in this class.

Price: 2200 (+1), 8800 (+2)

SMITING BLADE

Prerequisite: Sacred Relics or Divine Smite feature

Item: A simple or martial melee weapon (requires attunement by a divine spellcaster)

This magic weapon grants a +1 bonus to attack and damage rolls made with it.

When the weapon's attuned wielder hits with an attack using this weapon, it can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st. The damage increases by 1d8 if the target is an undead or a fiend.

The bonus increases to +2 when you reach 10th level in this class.

Price: 3000 (+1), 6000 (+2), 18000 (+3)

SMITING SIDEARM

Prerequisite: Sacred Relics or Divine Smite feature

Item: A simple or martial ranged weapon (requires attunement by a divine spellcaster)

This magic weapon grants a +1 bonus to attack and damage rolls made with it and creates a missile of radiant energy when used. The weapon's damage type changes to radiant and it ignores the ammunition, loading, and reload properties of the weapon. The radiant ammunition created by the weapon vanishes the instant after it hits or misses a target.

When the weapon's attuned wielder hits with a ranged attack using this weapon, it can expend one spell slot to deal extra radiant damage to the target. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st. The damage increases by 1d8 if the target is an undead or a fiend.

The bonus increases to +2 when you reach 10th level in this class.

Price: 3500 (+1), 6500 (+2), 18500 (+3)

BARD

The most faithful of bards can learn songs of divine power within the College of Hymns.

NEW BARDIC COLLEGE

The holy College of Hymns can be chosen by a bard that reaches 3rd level and is described below.

COLLEGE OF HYMNS

Prerequisite: You must have proficiency in the Religion and Performance skills to choose this Bardic College

The bards of the College of Hymns are devotees of a faith or church that raise their voice in holy verses of magic and beauty. They have learned to channel divine magic through song and chant, leading choirs of the faithful to extol the greatness of the divine.

Some bards of this college are part of the hierarchy of their faith, gathering in churches, monasteries, and other centers of worship. Others are itinerant, wandering minstrels that live by the tenants of their faith and uplift fellow travelers with their hymns.

WORSHIPING HYMNS

3rd-level College of Hymns feature

You learn the hymns and chants of your faith. When your Spellcasting feature lets you learn or replace a bard cantrip or a bard spell of 1st level or higher, you can choose the new spell from the bard spell list or the cleric spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a bard spell for you. Your spells are considered both arcane and divine.

You can use a verbal component in place of any somatic or material components required by your bard spells with a casting time of 1 action or less. Any spell you cast that requires a creature be able to see you can instead require the creature be able to hear you.

In addition, when you choose this college, you also choose one Divine Domain favored by your faith, you gain the Domain Spells listed for that Domain as additional bard spells known that you gain at the bard levels noted in the domain description. These spells do not count against your number of bard spells known. Also the Domain Cantrips listed for that domain are added to the bard spell list for you.

MINISTERING SONG

3rd-level College of Hymns feature

Your songs minister to the health and spirit of those around you. A friendly creature affected by your Song of Rest or your Countercharm performance that regains hit points or gains temporary hit points can add your Charisma modifier to the number of hit points it regains or temporary hit points it gains.

A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to any hit points it restores or regains or any temporary hit points it grants or gains.

Additionally, when a creature that has a Bardic Inspiration die from you starts its turn it can expend and roll the die to

either regain hit points or gain temporary hit points equal to the result or to immediately make an additional saving throw to remove a spell or effect it is suffering from that allows a saving throw to remove it. The creature adds the result of the bardic inspiration die to this saving throw. The effect is harmlessly removed on a successful save and the creature suffers no additional detrimental effect on a failed save.

DIVINE VERSE

6th-level College of Hymns feature

You gain the ability to channel the divine song of your faith into magical effects, gaining Channel Divinity. Choose one Channel Divinity effect offered by the Domain you chose when you joined this college, you gain that effect and the following effect:

CHANNEL DIVINITY: DIVINE PERFORMANCE

When you start a Countercharm performance you can use your Channel Divinity to cause the song to last for 1 minute instead of its normal duration. When you start the performance and as a bonus action on each of your turns for the duration, you can grant each creature of your choice affected by the performance a Divine Inspiration die, a d4, to a maximum number equal to your proficiency bonus.

This special Divine Inspiration die can be used in the same manner as a Bardic Inspiration die from you but is lost if not used by the end of the performance. If you grant a normal bardic inspiration die during the performance, each creature of your choice affected by the performance, to a maximum number equal to your proficiency bonus, gains the die, while expending only a single use of the feature, and you can grant any additional affected creatures beyond this number a Divine Inspiration die.

On each of your turns while the song lasts, you must cast a spell with a verbal component or use your bonus action to grant Divine Inspiration dice or Bardic Inspiration dice to continue the performance. The performance ends early if you are incapacitated or silenced, or at the end of your turn if you do not continue it.

When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. You cannot use your Channel Divinity when you are Silenced but you do not require a holy symbol to use any effect.

HALLOWED PERFORMANCE

14th-level College of Hymns feature

You can now use your Channel Divinity twice between rests and learn an additional Channel Divinity effect offered by your chosen Domain.

Additionally, when you use your *Channel Divinity: Divine Performance*, you can cause the area of the performance to be affected by a *hallow* spell cast as a spell of half your bard level for the duration of the performance.

FIGHTER

The most faithful and devoted warriors are sometimes blessed with divine power.

NEW FIGHTER ARCHETYPE

The Devoted Warrior archetype can be chosen when a fighter reaches 3rd level and is described below.

DEVOTED WARRIOR

Also known as Knights of the Faith, these warriors are devoted protectors of their chosen faith. These fighters often act as temple guards or holy soldiers, often within a militant arm of a religious hierarchy. Other devoted warriors are simply devoutly faithful and have acquired their divine power through private prayer and reflection.

These fighters are more often dedicated to the simpler worship of a deity than to a more abstract ideal.

SPELLCASTING

3rd-level Devoted Warrior feature

You augment your martial prowess with divinely granted magic. See Spells Rules for the general rules of spellcasting and the Spells Listing for the cleric spell list. In addition, when you choose this archetype, you also choose one Domain favored by your deity, the Domain Spells and Domain Cantrips listed for that Domain are added to the cleric spell list for you and may be chosen as cleric spells.

CANTRIPS

You learn two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level.

SPELL SLOTS

The Devoted Warrior Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st-level spells of your choice, two of which you must choose from the cleric spell list, one of which you may choose from the cleric or paladin spell list.

The Spells Known column of the Devoted Warrior Spellcasting table shows when you learn more spells of 1st level or higher. Each of these spells must be a cleric spell of your choice and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from either the cleric or paladin spell list.

Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be a cleric spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from the cleric or paladin spell list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your cleric and paladin spells. You use your Wisdom whenever a spell

refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a spell you cast from the cleric or paladin spell list and when making an attack roll with one.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Wisdom modifier}$$

SPELLCASTING FOCUS

You can use a holy symbol as a spellcasting focus for your cleric and paladin spells.

DEVOTED WARRIOR SPELLCASTING

Class Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—			
			1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

FERVENT PRAYER

3rd-level Devoted Warrior feature

When you use your Second Wind class feature, the number of hit points regained is increased by your Wisdom modifier (minimum +1). In addition, you can choose one friendly creature within 60 feet of you to regain the same number of hit points.

Any creature capable of casting cleric or paladin spells that regains hit points from this feature (including you) can choose to forgo regaining some or all of the hit points and instead regain expended spell slots with a total level equal to or less than the amount of healing forgone divided by 5. If the chosen creature has the Channel Divinity feature, it may instead choose to forgo 10 hit points of healing to regain a use of its Channel Divinity.

FAVORED AMONG THE FAITHFUL

7th-level Devoted Warrior feature

Whenever a spell or magical effect causes you to regain hit points, you regain additional hit points equal to your proficiency bonus. In addition, when you are a target of a beneficial divine spell cast by a creature that shares your faith, or any spell that would heal you, remove a harmful condition from you, or restore life to you, the caster doesn't need material components to cast the spell on you.

ARDENT FURY

10th-level Devoted Warrior feature

All your weapon strikes carry the power of your ardent prayer. Your weapon attacks and unarmed strikes are considered magical for the purposes of overcoming resistance or immunity to damage. Whenever you hit a target with a weapon or unarmed strike, the target takes an extra 1d6 radiant or necrotic damage (your choice, usually determined by your alignment). Alternatively, if the Divine Domain you chose offers the Divine Strike feature, the damage is of same type inflicted by that feature. You can choose the damage type each time you roll it.

INDOMITABLE FAITH

15th-level Devoted Warrior feature

You gain proficiency with Wisdom saving throws. Additionally, when you use your Indomitable class feature, you, and all friendly creatures within 60 feet of you that also failed the saving throw versus the same effect, can reroll their saving throw with a bonus on the roll equal to your Wisdom modifier (minimum +1) and must use the new roll.

INSPIRING SURGE

18th-level Devoted Warrior feature

When you use your Action Surge feature, you can choose one friendly creature within 60 feet of you. That creature can immediately take an extra turn, concurrent with your turn.



MONK

Most monks have a mystical side to their tradition, some leaven that mysticism with faith and meditation on divinity. The Way of Faith is one tradition, as is the Way of Virtue described in the Martial Options sourcebook and the Way of the Sun Soul described in *Xanathar's Guide to Everything*.

NEW MONASTIC TRADITION

The Way of Faith monastic tradition can be chosen when a monk reaches 3rd level and is described below.

WAY OF FAITH

The monasteries of this tradition are places of worship and contemplation. These monks believe that faith and devotion are the guides leading to the true path of enlightenment, and that ki is an expression of the divine. Thus each monastery is devoted to the faith of a deity or ideal, seeking to emulate that divinity in all things.

SPELLCASTING

3rd-level Way of Faith feature

Your meditations on the divine and your place in creation has gained you the ability to cast divine magic. See Spells Rules for the general rules of spellcasting and the Spells Listing for the cleric spell list. In addition, when you choose this monastic tradition, you also choose one Domain favored by your deity, the Domain Spells and Domain Cantrips listed for that Domain are added to the cleric spell list for you and may be chosen as cleric spells.

CANTRIPS

You learn the *drain life* or *hand of brilliance* cantrip, plus two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level. If the divine Domain you chose offers a Domain Cantrip that requires a melee spell attack, you can replace the *drain life* or *hand of brilliance* cantrip with that cantrip.

SPELL SLOTS

The Way of Faith Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To

cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st-level spells of your choice, two of which you must choose from the cleric spell list, one of which you may choose from the cleric or paladin spell list.

The Spells Known column of the Way of Faith Spellcasting table shows when you learn more spells of 1st level or higher. Each of these spells must be a cleric spell of your choice and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from either the cleric or paladin spell list.

Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be a cleric spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from the cleric or paladin spell list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your cleric and paladin spells. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a spell you cast from the cleric or paladin spell list and when making an attack roll with one.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Wisdom modifier}$$

SPELLCASTING FOCUS

You can use a holy symbol as a spellcasting focus for your cleric and paladin spells.

WAY OF FAITH SPELLCASTING

Class Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—			
			1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

DIVINE KI

3rd-level Way of Faith feature

You have learned to blend divine magic into your martial arts, you gain the following benefits:

- When you use your Action to cast or attack with a spell on your turn you may use a bonus action to make one unarmed strike, or you may spend 1 ki point to use your Flurry of Blows.
- You may use an unarmed strike in place of a weapon attack required by a spell.
- Once per action, when you cast or attack with a spell requiring a melee spell attack targeting a creature within your reach, you may make a single unarmed strike or an attack using a monk weapon. On a hit, you hit with both the spell attack and the unarmed strike or weapon attack.
- As a bonus action on your turn, you can expend one spell slot and regain a number of ki points equal to the slot's level.
- As a bonus action on your turn, you can expend 2 or more ki points and create a spell slot equal to half the number of ki points spent, to a maximum level equal to the highest-level spell you can cast, as shown on the Way of Faith Spellcasting table. Any spell slot you create with this feature vanishes when you regain ki points.

DIVINE FLURRY

6th-level Way of Faith feature

When you take the Attack action, you can cast one of your cantrips with a casting time of 1 action or 1 bonus action or make a spell attack that requires an action in place of one of those attacks. When you use your Flurry of Blows, you may cast a spell with a casting time of 1 action instead of making the unarmed strikes allowed by that feature. If you would make a weapon attack as part of casting this spell, the attack must instead be made using an unarmed strike.

ARDENT POWER

11th-level Way of Faith feature

Your every strike carries the divine power of your faith. Whenever you hit a target with an unarmed strike or a monk weapon, the target takes an extra 1d8 radiant or necrotic damage (your choice, usually determined by your alignment). Alternatively, if the Divine Domain you chose offers the Divine Strike feature, the damage is of same type inflicted by that feature. You can choose the damage type each time you roll it.

DIVINE MEDITATION

17th-level Way of Faith feature

Increase your Wisdom score by 2, your maximum for this ability also increases by 2. When you meditate to regain ki points you also regain spell slots with a total combined spell level equal to or less than half your proficiency bonus.

ROGUE

Rogues can be as devoted to a faith as any other lay worshiper, they just usually prefer faiths with flexible moral outlooks.

NEW ROGUISH ARCHETYPE

The devoted slayer is a new roguish archetype a rogue can choose when they reach 3rd level.

DEVOTED SLAYER

Preemptively shriven of the sin of murder, a devoted slayer is a holy assassin dedicated to slaying the enemies of their faith. These rogues are as devoted to their faith as they are to the destruction of its enemies, gaining divine power and protection from the strength of their devotion.

SPELLCASTING

3rd-level Devoted Slayer feature

You receive divinely granted magic to aid in the destruction of the enemies of your faith. See Spells Rules for the general rules of spellcasting and the Spells Listing for the cleric spell list. In addition, when you choose this archetype you also choose one Domain favored by your deity, the Domain Spells and Domain Cantrips listed for that Domain are added to the cleric spell list for you and may be chosen as cleric spells.

CANTRIPS

You learn three cantrips of your choice from the cleric spell list, one of which must be chosen from the following: *bane strike*, *blessed strike*, *martyr's strike*, or *radiant blade*. Alternatively, you can replace this cantrip with a different cantrip requiring a weapon attack as part of the casting available to your chosen Divine Domain. You learn an additional cleric cantrip of your choice at 10th level.

SPELL SLOTS

The Devoted Slayer Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st-level spells of your choice, two of which you must choose from the cleric spell list, one of which you may choose from the cleric or paladin spell list.

The Spells Known column of the Devoted Slayer Spellcasting table shows when you learn more spells of 1st level or higher. Each of these spells must be a cleric spell of your choice and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from either the cleric or paladin spell list.

Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be a cleric spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from the cleric or paladin spell list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your cleric and paladin spells. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a spell you cast from the cleric or paladin spell list and when making an attack roll with one.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Wisdom modifier}$$

SPELLCASTING FOCUS

You can use a holy symbol as a spellcasting focus for your cleric and paladin spells.

DEVOTED SLAYER SPELLCASTING

Class Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—			
			1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

SILENT INVOCATION

3rd-level Devoted Slayer feature

You gain proficiency in the Sleight of Hand and Stealth skills, if you are already proficient in a skill you add double your proficiency bonus to checks you make using it. In addition, you can use a holy symbol or somatic components in place of verbal components required by a spell and have you have advantage on any ability check made to conceal your spellcasting.

CONSECRATED ASSASSIN

9th-level Devoted Slayer feature

You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised or incapacitated is a critical hit.

SMITE THE FAITHLESS

13th-level Devoted Slayer feature

You can use a bonus action on your turn to condemn a creature that you believe to be a heretic or unbeliever.

Until you use this feature on a different target you can use your Sneak Attack against the creature even if you

don't have advantage on the attack roll, but not if you have disadvantage, and when the target suffers damage from your Sneak Attack, you inflict an additional 2d8 damage.

This additional damage is radiant or necrotic damage (your choice, usually determined by your alignment). Alternatively, if the Divine Domain you chose offers the Divine Strike feature, the damage is of same type inflicted by that feature.

SHELTER OF DEVOTION

17th-level Devoted Slayer feature

When you use your Uncanny Dodge, you instead take no damage, or half damage if the attack is magical. In addition, your Evasion class feature now applies when you make any saving throw to take half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.



SORCERER

Among sorcerers, both the Divine Soul origin presented in *Xanathar's Guide to Everything* and the Godmarked origin below carry the spark of divine magic.

NEW SORCEROUS ORIGIN

A sorcerer can choose the Godmarked sorcerous origin at 1st level.

GODMARKED

You or an ancestor of yours was touched directly by a deity or is a direct descendant of a divine being. You and your line bear the deity's mark and the ability to wield both divine and sorcerous magic. This mark is usually not a visible, physical mark, instead an aspect of your divine bloodline.

This type of divine influence can give rise to a sorcerer of either the Divine Soul or Godmarked origin. A Godmarked sorcerer is one who seeks to become a true adherent to the faith of the divinity whose blood they bear.

DEIFIC MARK

1st-level Godmarked feature

Your deific mark allows you to learn spells from the cleric class. When your Spellcasting feature lets you learn or

replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the cleric spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you. Your spells are considered both arcane and divine.

In addition, you also choose one Divine Domain favored by the deity whose mark you bear, you gain the Domain Spells listed for that Domain as additional sorcerer spells known that you gain at the sorcerer levels noted in the domain description. These spells do not count against your number of sorcerer spells known. The Domain Cantrips for your chosen domain are added to the cleric spell list for you.

Finally, the deific mark allows you to channel your magic as if you were wielding a holy symbol. You are always considered to be wielding a holy symbol and can use the mark as a spellcasting focus for your sorcerer spells without requiring a free hand.

DIVINE CHAMPION

1st-level Godmarked feature

Your sorcerer hit die increases to a d8 and you gain proficiency with light and medium armor, shields, and simple weapons. If the deity whose mark you bear has a favored or holy weapon, you also gain proficiency in that weapon.

Whenever you finish a long rest, you can touch one weapon that you are proficient in and consecrate it. In your hands the weapon is considered magical and when you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you use this feature on a different weapon, or until the weapon is desecrated in some manner (if used in an act abhorrent to your faith, wielded by a creature opposed to your faith, etc.).

CONSECRATED SMITE

1st-level Godmarked feature

If you hit with a spell attack or a weapon attack using a consecrated weapon, you can expend sorcery points to deal extra damage to the target (to a maximum number of sorcery points equal to your proficiency bonus), in addition to the spell or weapon attack. The extra damage equal 1d8 per sorcery point spent and is radiant damage (if you are good or neutral) or necrotic damage (if you are evil or neutral). Alternatively, if the domain you chose offers the Divine Smite feature, the damage is of the same type as inflicted by that feature. You can choose the damage type each time you use this feature.

HOLY VESSEL

6th-level Godmarked feature

You gain the ability to channel the divine power of the deity whose mark you bear into magical effects, gaining Channel

Divinity. Choose two Channel Divinity effects offered by your Divine Domain as if you were a cleric of your sorcerer level. You may exchange one of these effects for a different one each time you gain a sorcerer level.

When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest or spend 3 sorcery points to use your Channel Divinity again.

DIVINE SORCERY

14th-level Godmarked feature

Your spells infused with divine power. Increase your total number of Sorcery Points by your Charisma modifier.

In addition, when you cast a sorcerer spell that inflicts damage, the damage of the spell becomes combined radiant damage and its normal damage type (if you are good or neutral) or combined necrotic damage and its normal damage type (if you are evil or neutral). Choose the damage combination when you gain this feature. A creature is not resistant or immune to the damage of such a spell unless it is resistant or immune to both types of damage and is vulnerable to the damage if vulnerable to either damage type.

DEIFIC SCION

18th-level Godmarked feature

Increase your Charisma score by 2, your maximum for this ability also increases by 2. In addition, you can now use your Channel Divinity twice between rests without spending sorcery points.



WIZARD

Wizards are known for their devotion to intellect and reason more than faith and belief, however some few make a study of both.

NEW WIZARD TRADITION

The Mystic Theurge is a new wizard magical tradition that can be chosen when a wizard reaches 2nd level.

MYSTIC THEURGE

Prerequisite: To choose this tradition you must be proficient with both the Arcana and Religion skills and have an Intelligence and Wisdom score of 13 or higher.

Wizards that pursue this tradition usually have a deep faith that matches their intellectual fascination with the mystic arts. They often venerate a deity of magic, creation, or knowledge and allow their faith to guide their magical studies.

RELIGIOUS SAVANT

2nd-level Mystic Theurge feature

Your study of the mystic arts blends arcane and divine magic. You can use a Holy Symbol as an arcane spellcasting focus and can become attuned to magical items as if you were a cleric.

Additionally, you can treat your wizard Spellcasting Ability modifier as being the sum of your Intelligence modifier + your Wisdom modifier, to a maximum of a +5 modifier. You can use this modifier when determining your wizard spell attack bonus, spell save DC, and when making spellcasting ability checks. If an effect allows you to increase your Intelligence score above 20, you can increase the maximum modifier from this feature accordingly.

THEURGY

2nd-level Mystic Theurge feature

When you prepare your wizard spells for the day you may prepare a limited number of spells from the cleric spell list in addition to your wizard spells. You prepare the list of cleric spells that are available for you to cast, choosing from the

cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + half your wizard level (round down). The spells must be of a level for which you have wizard spell slots, or a cantrip. You can cast these spells as wizard spells.

You can change your list of prepared cleric spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in meditation: at least 1 minute per spell level for each spell on your list.

Additionally, when you choose this tradition, choose one divine domain favored by the deity or faith you venerate. The Domain Spells and Domain Cantrips granted by that domain are added to the cleric spell list for you and may be prepared as cleric spells using this feature. Your spells are considered both arcane and divine.

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

DIVINE RECOVERY

6th-level Mystic Theurge feature

You can use your Arcane Recovery feature twice per long rest, or you can expend two uses of that feature to recover spell slots with a combined level equal to your Wizard level instead of half your level when you finish a short rest.

MYSTICAL POWER

10th-level Mystic Theurge feature

The divine power of your deity flows through you. When a creature takes damage from one of your spells or regains hit points from one of your spells, you can choose to roll 1d8 and increase the damage or healing by the result + your Wisdom modifier. Once you do so, you can't use this feature again until the start of your next turn.

ARCANE MIRACLE

14th-level Mystic Theurge feature

Choose a wizard or cleric spell of 5th-level or lower. This spell needn't be prepared or in your spell book. You can cast the chosen spell without expending a spell slot or requiring components. Once you cast a spell using this feature you cannot do so again until you finish a short or long rest.



DIVINE CUSTOMIZATION

OPTIONS

This chapter contains new feats, class feats, racial class feats, and backgrounds of interest to a character of divine power.

FEATS

The following are new feats that can be chosen by characters. The Arcanum supplement assumes that the feats optional rule is being used in the game and several of the mechanical aspects of the expansion revolve around them. If a Prerequisite for a feat mentions the ability to cast arcane spells it refers to the ability to cast spells from the bard, sorcerer, warlock, or wizard spell lists. (This includes Arcane Tricksters and Eldritch Knights which choose their spells from the wizard spell list.) Divine spells are those from the cleric, druid, paladin, and ranger spell lists.

A feat marked with a * originally appeared in Tasha's Cauldron of Everything, but is reprinted here for reference.

Unless otherwise noted you cannot choose the same feat more than once.

BONUS FEAT

To allow greater flexibility and customization options and to represent a character blessed by the divine you can allow players to choose one free feat. This bonus feat may be chosen at character creation or any time a character gains a level.

BARDIC ADEPT

Prerequisite: Charisma 13 or higher, proficiency with the Performance skill

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency with one musical instrument of your choice.
- You gain Bardic Inspiration dice as described in the Bardic Inspiration Bard class feature. If you already have bardic inspiration dice, you increase your number of dice by half your proficiency bonus; otherwise, you gain a number of dice equal to half your proficiency bonus, which are d4s.
- You regain expended bardic inspiration dice from this feat when you finish a long rest, unless you have the Font of Inspiration feature, in which case you regain expended dice when you finish a short or long rest.

DARK ADEPT

Prerequisite: The ability to cast at least one spell that inflicts necrotic damage

- When you cast a spell that causes darkness or reduces light, the area darkened or dimmed by the spell can be increased by 5 feet.
- Spells you cast ignore resistance to necrotic damage.
- When you roll damage for a spell you cast that deals necrotic damage, you can treat any 1 on a damage die as a 2.

DIVINE INFUSION

Prerequisite: Ability to cast Divine Spells

You have learned to use your divine magic to infuse magical items in a manner similar to that of an artificer.

- You may become attuned to one additional magic item, to a maximum of four items at once.
- You know two infusions from the Artificer Infusions section in the *Tasha's Cauldron of Everything* sourcebook or the new infusions listed in for the Sanctifier artificer in this book. You must meet any prerequisites for the infusions, add half your levels in other classes to your artificer levels for this purpose.
- When you finish a long rest, you can infuse an item as described for the Infuse Item Artificer feature, except that you may have only a single infusion active, add half your level in divine spellcasting classes to your Artificer level to determine its effects.

DIVINE STEED

Prerequisite: Channel Divinity, find steed or find greater steed spell

Bonded Call. You can expend a use of your Channel Divinity to cast *find steed* or *find greater steed* as a bonus action if you know the spell or have it prepared.

Mighty Steed. The steed summoned by your *find steed* or *find greater steed* spell gains additional benefits while bonded to you:

- Your steed can add your proficiency bonus instead of its own to its AC and attack rolls, as well as to any saving throws and skills it is proficient in. It can also use your proficiency bonus to determine the save DC of any special attacks it may possess.
- Your steed gains proficiency in two skills and two saving throws of your choice. (Skills should normally be chosen from: Athletics, Acrobatics, Stealth, Insight, Perception, Survival, and Intimidation.)
- Your steed gains additional hit points equal to three times your level.
- Whenever you gain the Ability Score Improvement class feature, your steed's abilities also improve. Your steed can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1.
- While your steed is being ridden as a controlled mount, you can use a bonus action or forgo an attack you make as part of an Attack action to allow you steed to take the Attack action.

ELDRITCH ADEPT*

Prerequisite: Spellcasting or Pact Magic feature

Studying occult lore, you have unlocked eldritch power within yourself: you learn one Eldritch Invocation option of your choice from the warlock class. If the invocation has a prerequisite of any kind, you can choose that invocation only if you're a warlock who meets the prerequisite.

Whenever you gain a level, you can replace the invocation with another one from the warlock class.

FIGHTING INITIATE*

Prerequisite: Proficiency with a martial weapon

Your martial training has helped you develop a particular style of fighting. As a result, you learn one Fighting Style option of your choice from the fighter class. If you already have a style, the one you choose must be different.

Whenever you reach a level that grants the Ability Score Improvement feature, you can replace this feat's fighting style with another one from the fighter class that you don't have.

FIGHTING STYLE ADEPT

Prerequisite: Strength or Dexterity 13 or higher, Extra Attack or Fighting Style class feature or Fighting Initiate feat

You have trained in an additional style of fighting:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain a style of fighting chosen from the options listed under the Fighter Fighting Style feature or the Fighting Style feature of your class. Whenever you reach a level that grants the Ability Score Improvement feature, you can replace this feat's fighting style with another one that you don't have.

LIGHT ADEPT

Prerequisite: The ability to cast at least one spell that inflicts radiant damage.

- When you cast a spell that generates light, the area illuminated by the light can be increased by 5 feet.
- Spells you cast ignore resistance to radiant damage.
- When you roll damage for a spell you cast that deals radiant damage, you can treat any 1 on a damage die as a 2.

METAMAGIC ADEPT*

Prerequisite: Spellcasting or Pact Magic feature

You've learned how to exert your will on your spells to alter how they function:

- You learn two Metamagic options of your choice from the sorcerer class. You can use only one Metamagic option on a spell when you cast it, unless the option says otherwise. Whenever you reach a level that grants the Ability Score Improvement feature, you can replace one of these Metamagic options with another one from the sorcerer class.
- You gain 2 sorcery points to spend on Metamagic (these points are added to any sorcery points you have from another source but can be used only on Metamagic). You regain all spent sorcery points when you finish a long rest.

METAMAGIC KNOWLEDGE

Prerequisite: Metamagic sorcerer feature or Metamagic Adept feat

You have an enhanced knowledge of metamagic and facility with using metamagic options which grants you the following benefits:

- You gain Sorcery Points equal to your proficiency bonus. These points are added to any sorcery points you have from another source but can be used only on Metamagic unless you also have the Font of Magic Sorcerer class feature. You regain all spent sorcery points when you finish a long rest.

- You learn two Metamagic options from the sorcerer class feature, or from the new Metamagic options listed in the Sorcerer section of this book. If a Metamagic ability references your Charisma modifier you may instead use the spellcasting ability modifier for the spell you are currently casting.

MINOR MAGICS

Prerequisite: Spellcasting or Pact Magic feature

You may add your proficiency bonus to the number of cantrips known granted by your Spellcasting or Pact Magic feature. These additional cantrips must be chosen from the spell list indicated by your Spellcasting class feature and use the Spellcasting Ability of that class. If you have levels in multiple classes that grant the Spellcasting class feature, choose one class, the additional cantrips granted by this feat must all be chosen from the spell list of that class.

NATURAL CASTER

Prerequisite: Spellcasting class feature

You have a natural talent for your chosen discipline of spellcasting.

- Increase your Spellcasting Ability score by 1, to a maximum of 20. If you have more than one spellcasting ability, choose one.
- You do not need material components to cast spells with a casting time of 1 Action or less.
- You learn two cantrips of your choice from your Spellcasting feature's spell list. These spells don't count against your number of cantrips known. You can exchange one of these cantrips for a new one whenever you gain a level in the class granting your Spellcasting feature.

PREPARED SPELLCRAFT

Prerequisite: Spellcasting feature, the ability to prepare spells

Your skill at spellcraft allows you to more easily prepare your spells for casting. If you have multiple Spellcasting features from different classes, choose one, this feat's benefits apply only to spells from that feature.

- Increase your Spellcasting Ability score by 1, to a maximum of 20.
- When your Spellcasting feature allows you to prepare the list of spells that are available for you to cast after a long rest, you can prepare a number of additional spells equal to half your proficiency bonus.
- When you finish a short rest, you can exchange a number of prepared spells equal to your Spellcasting Ability modifier for different spells on your list (or in your spell book). This requires time spent in study, prayer, or meditation as described in your Spellcasting feature.

SPELL EXPERT

Prerequisite: Spellcasting or Pact Magic feature

You have learned to unleash a barrage of deadly spells. You gain the following benefits:

- When you hit with a spell attack, you gain a bonus to the damage roll of that attack equal to your Spellcasting Ability modifier. If a spell, feat, or class feature already allows you to add an ability modifier to the damage roll, this feat does not increase it further.

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- Before you make a spell attack, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

SPELLDANCER

Prerequisite: A Spellcasting Ability score and Dexterity score of 14 or higher, Proficiency with the Performance skill

Known as spell dancers, practitioners of this art use intricate graceful motion akin to dance to channel power and cast their spells. You gain the following benefits so long as you are not encumbered or wearing medium or heavy armor and your speed is not reduced to 0:

- You can use somatic components in place of verbal components required by spells you cast.
- You can treat your Spellcasting Ability modifier as being the sum of your Spellcasting Ability modifier + your Dexterity modifier, to a maximum of a +5 modifier. If your maximum Spellcasting Ability score is increased above 20, the maximum for this modifier is increased accordingly.
- Immediately before or after casting a spell on your turn, you can take the Disengage action as a bonus action.

SPELL SURGE

Prerequisite: Spellcasting or Pact Magic feature

You have an enhanced ability to channel magic which grants you the following benefits:

- Increase your Spellcasting Ability score by 1, to a maximum of 20. If you have more than one spellcasting ability, choose one.

- Casting a spell as a bonus action no longer prohibits you from casting a spell of 1st level or higher as an action that turn, so long as the spell is 5th level or lower.
- On your turn, you can take one additional action or bonus action on top of your regular action and a possible bonus action. This action or bonus action must be used to cast a spell of 5th level or lower with the appropriate casting time. You can use this ability once; you regain its use when you finish a short or long rest.

WILDERNESS ADEPT

Prerequisite: proficiency in the Nature or Survival skill

You are more adept at surviving in the wilderness than your average person. You gain proficiency in Nature and Survival, if you are already proficient in a skill you add double your proficiency bonus to checks you make using it.

In addition, you are skilled at navigating the wilderness. You gain the following benefits when traveling for an hour or more in any terrain:

- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.



CLASS FEATS

This section introduces a collection of special feats that allow you to explore aspects of your class or archetype further. Each feat represents a focus on an aspect of your class, a set of spells, or certain features of your chosen archetype. The class feats in this supplement focus on the Cleric and Paladin classes. A Class Feat has a specific class as a prerequisite, only characters that possesses levels in only that class can choose a class feat.

If a class feat references a class feature that has an enhancement listed for that feature in that class's or archetype's section of this book, the character gains the feature's enhancement as an additional benefit of the feat, even if it is not commonly being used.

A multi-class character may NOT choose or benefit from a Class Feat.

CLERIC CLASS FEATS

Your meditations on the divine have opened new abilities or enhanced the power of your prayers. The following are class feats available only to single class clerics. Some may have a specific prerequisite that may limit it to being chosen by clerics of certain Divine Domain.

CLERIC CLASS FEATS TABLE

Class Feat	Domain
Acolyte of Peace	Peace
Ambrosia	Hearth, Life, Revelry
Anointed Protector	Protection
Arcane Acolyte	Arcana, Knowledge
Awakened Acolyte	Eldritch
Battle Priest	War
Champion of Freedom	Freedom
Consecrated Slayer	Death, Hunt, Trickery
Devoted Protector	Life
Disciple of Creation	Creation, Knowledge, Forge
Disciple of Destruction	Destruction
Disciple of Dread	Dread
Disciple of Might	Strength
Disciple of Nature	Nature
Disciple of the Elements	Nature
Disciple of the Icy Tempest	Tempest
Disciple of Wisdom	Wisdom
Divine Construct	Creation
Divine Knowledge	Knowledge
Divine Right	Nobility
Divine Wanderer	Travel
Divine Warden	Any
Ecstatic State	Any
Elemental Weapons	Nature
Exalting Priest	Any

Favored of the Ancestors	Ancestor
Favored of the Earth	Earth
Favored of the Flame	Fire
Favored Of The Gods	Any
Favored of the Wind	Air
Favored of Water	Water
Favored of Winter	Winter
Forge Priest	Forge
Fortunate Soul	Luck
Gravekeeper	Grave
Guardian of Life	Life
Holy Orders	Any
Icon of Valor	Valor
Inquisitor of the Faith	Any
Lightbringer	Light
Love's Favor	Love
Night Stalker	Night
Primal Priest	Fury, Strength, Tempest, War, Winter
Protector Militant	War
Roguish Trickster	Trickery
Sacred Merchant	Trade
Scholar of the Divine	Arcana, Creation, Knowledge, Forge, Wisdom
Seeker of the Sacred Flame	Light
Servant of Order	Order
Soul of Fury	Fury
Stormbringer	Tempest
Temporal Adept	Time
Truth Finder	Truth
Twilight Avenger	Twilight
Warrior of the Faith	Any
Weapons of Destruction	Destruction

ACOLYTE OF PEACE

Prerequisite: Cleric Class, Order Domain

You enforce the peace of your flock with divine power.

- When you use your Emboldening Bond feature, you always affect yourself as an additional member of the bond and you gain the effects of a *sanctuary* spell that lasts for the duration of the Bond (the spell can end early as normal). While affected by this *sanctuary* spell, you can roll the d4 granted by the Emboldening Bond and add the number rolled to the number of hit points you restore to a creature.
- When you gain the **Protective Bond** feature, if a creature inflicts damage on a target of your *sanctuary* spell or inflicts damage on a creature that used your **Protective Bond** feature protect another creature, that attacker suffers psychic damage equal to your Wisdom modifier. If this damage reduces a creature to 0 hit points, it becomes unconscious but stable without requiring death saving throws.

AMBROSIA

Prerequisite: Cleric Class, Hearth, Life, or Revelry Domain, proficiency with brewer's supplies, cook's utensils, or herbalism kits
You have been granted the power to prepare divinely infused drink, food, or herbs known as ambrosia.

- You gain expertise in one of the following tools with which you are proficient: brewer's supplies, cook's utensils, or herbalism kits. Together with appropriate ingredients, you can use the tools to prepare restorative and blissful ambrosia.
- **Restorative Ambrosia.** As part of a short rest, you can prepare a restorative ambrosia. You can prepare enough restorative ambrosia for a number of creatures equal to 4 + your proficiency bonus with the appropriate tool. At the end of the short rest, any creature who consumes the ambrosia and spends one or more Hit Dice to regain hit points regains an extra 1d8 + your Wisdom or Charisma modifier hit points. You can expend a use of your Channel Divinity at the end of the rest when you prepare this ambrosia, if you do so, a creature that consumes the ambrosia regains additional hit points equal to double your cleric level and is cleansed of disease. When you reach 17th level, this has the additional effect of causing an adult creature not to age for 1 year and to reduce their apparent age by 1 year (to a minimum of full adult vitality).
- **Blissful Ambrosia.** With one hour of work or when you finish a long rest, you can prepare a number of treats of Blissful Ambrosia equal to your proficiency bonus. These special treats last 8 hours after being made. A creature can use a bonus action to consume this ambrosia to gain temporary hit points equal to your proficiency bonus with the appropriate tool + your Wisdom or Charisma modifier and is immune to the frightened condition while it has these temporary hit points remaining.

ANOINTED PROTECTOR

Prerequisite: Cleric Class, Protection Domain
You are an anointed protector of the faith.

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You can expend a spell slot as an action during the duration of your **Channel Divinity: Blessing of Protection** to cause the pool of hit points granted by that effect to regain 5 hit points per level of the spell slot.
- When you use your **Divine Strike** during the duration of your **Channel Divinity: Blessing of Protection**, the pool of hit points granted by that effect regains hit points equal to the damage inflicted by that feature.

ARCANE ACOLYTE

Prerequisite: Cleric Class; Arcana or Knowledge Domain
The arcane focus of your faith grants you the following benefits:

- You learn an additional cantrip known from the wizard spell list. When you prepare the list of cleric spells that are available for you to cast, you can select from the cleric and wizard spell lists.
- You gain the **Channel Divinity: Reveal Magic** effect, if you already know this effect you may choose a divinity effect of your choice.

- Your **Potent Spellcasting** feature now allows you to add your Wisdom modifier to the damage you deal with any cleric spell (not just cantrips).

AWAKENED ACOLYTE

Prerequisite: Cleric Class, Eldritch Domain

Your worship of your eldritch divinity has awakened your mind to further possibilities.

- You can choose two cantrips from the cleric or warlock spell list, you gain these cantrips as additional cleric cantrips known.
- When you use your **Channel Divinity: Gift of the Awakened Mind** effect, it lasts for a number of hours equal to your cleric level (instead of half your cleric level).
- You learn the **Channel Divinity: Forbidden Knowledge** effect, if you already know this effect you may choose a divinity effect of your choice. When you use this effect, you gain the chosen invocation permanently, until you use the effect to choose a different one.

BATTLE PRIEST

Prerequisite: Cleric Class; War Domain; Proficiency with Martial Weapons, Channel Divinity feature

You learn to consecrate your arms and being to sacred battle.

Blessed Armaments. You learn the *consecrate weapon* spell as an additional domain spell and the **Channel Divinity: Sanctify Arms** effect. While wielding a weapon you can use as a holy symbol, you gain the following additional benefits:

- When take the Attack action, you can expend a use of your War Priest class feature to make one additional attack using the weapon as part of that Attack action.
- The weapon gains the unbreakable minor property.
- When you take the Attack action during your turn, you can cast a spell with a casting time of 1 action or 1 bonus action or use a Channel Divinity effect requiring an action or bonus action in place of one of your attacks.
- When you take damage from a creature that is within your reach, you can use your Reaction to use your War Priest class feature to make a melee weapon attack against that creature. If you have the Divine Strike class feature you can inflict the damage from that feature if you hit with this attack.

Guided Blade. When you use your **Channel Divinity: Guided Strike** or **War God's Blessing** to affect a weapon attack you can add the same bonus to the damage of that attack if it hits.

Faithful in Battle. When you gain the Divine Strike class feature, you regain all uses of your War Priest feature when you finish a short or long rest.

CHAMPION OF FREEDOM

Prerequisite: Cleric Class, Freedom Domain

You are a champion of freedom and liberation.

- Increase an ability score of your choice by 1, to a maximum of 20.
- You gain the **Channel Divinity: Domain Magic** and **Escape Fate** effects, if you already know an effect you may choose a divinity effect of your choice. You can expend a use of your **Unfettered Action** feature to use either of these effects without expending a use of your **Channel Divinity**.

CONSECRATED SLAYER

Prerequisite: Cleric Class; Death, Hunt, or Trickery Domain

You are consecrated to slay without sin for your faith.

- You gain proficiency in the Sleight of Hand and Stealth skills, if you are already proficient in a skill you add double your proficiency bonus to checks you make using it.
- You can use a Holy Symbol or Somatic components in place of Verbal components for a spell cast by you and you gain the **Channel Divinity: Traceless Path** effect. If you already know this effect, you gain an effect of your choice instead.
- You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet or that is incapacitated. If you use your Divine Strike on a hit against an opponent, and you have advantage on the attack roll, the hit is a critical hit if the lower of the d20 results would also have been a hit.



DEVOTED PROTECTOR

Prerequisite: Cleric Class; Life Domain

You are devoted to protecting the life and souls of the faithful.

- When you use a spell of 1st level or higher to restore hit points to a creature other than yourself, that creature gains advantage on the next attack roll, saving throw, or ability check it makes before the end of your next turn.
- When you use your Channel Divinity or cast a cleric spell to restore hit points to a creature that has less than half its hit points remaining, that creature gains temporary hit points equal to your Wisdom modifier.
- Your **Divine Strike** class feature allows you to punish creatures that attack those under your protection. When a creature within your reach damages a creature you healed since the start of your last turn, it provokes an opportunity attack from you. If you hit with this opportunity attack, you inflict the damage from your Divine Strike feature.

DISCIPLE OF CREATION

Prerequisite: Cleric Class; Creation, Knowledge, or Forge Domain

You have learned to infuse items with divine magic in a manner similar to that of an artificer.

- You may become attuned to one additional magic item, so long as it is an item you created or infused, this increases

to two additional items when you gain the Master Maker feature, to a maximum of five attuned magic items.

- You know a number of infusions equal to your proficiency bonus from the Artificer Infusions section in the *Tasha's Cauldron of Everything* sourcebook or the new infusions listed in for the Sanctifier artificer in this book. You must meet any prerequisites for the infusions, you are treated as an artificer of your cleric level for this purpose..
- When you finish a long rest, you can infuse an item as described for the Infuse Item Artificer feature, except that your maximum number of infused items is equal to half your proficiency bonus. You are treated as an artificer of your cleric level to determine the effects of your infusions

DISCIPLE OF DESTRUCTION

Prerequisite: Cleric Class, Destruction Domain

Your prayers channel elemental forces of destruction.

- When you prepare the list of cleric spells that are available for you to cast or learn a new cleric cantrip, you can select the spell or cantrip from the cleric spell list, or from the sorcerer spell list if the spell inflicts acid, fire, force, lightning, or thunder damage; these are cleric spells for you.
 - You gain the Channel Divinity: Weaken Structure effect, if you already know this effect you may choose a divinity effect of your choice.
 - If you use Divine Strike on an object or structure, the damage increases by 1d8.

DISCIPLE OF DREAD

Prerequisite: Cleric Class, Dread Domain

The dread you cause is tinged with madness and despair.

- A creature frightened by you cannot make opportunity attacks against you or against any creatures while within 5 feet of you.
- When you cast *crown of madness*, *enemies abound*, *confusion*, or *geas*, you can also cause the target to become frightened of you while affected by the spell and to ignore you when choosing a random target for its attacks.
- When you gain the **Potent Spellcasting** feature, you gain an additional effect when casting a cleric cantrip: when a frightened creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

DISCIPLE OF MIGHT

Prerequisite: Cleric Class, Strength Domain

Your might is augmented with divine power.

- You gain the Unarmed Fighting style. If you already know this fighting style, you gain a fighting style of your choice instead.

UNARMED FIGHTING

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8. At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

- When you use your **Channel Divinity: Blessing of Might** to affect the attack or damage roll of an attack using Strength, you can also use your **Blessed Strength** feature on that attack without expending a use of that feature.
- When you use your **Channel Divinity: Blessing of Might** or **Inspired Force** to affect an attack roll using Strength, the attack also gains the effect's bonus to damage on a hit.

DISCIPLE OF NATURE

Prerequisite: Cleric Class; Locus or Nature Domain

You faith also embraces the old faith of the druids.

- You learn an addition cantrip known from the druid spell list. When you prepare the list of cleric spells that are available for you to cast, you can select from the cleric and druid spell lists, these are cleric spells for you.
- You gain the **Channel Divinity: Traceless Path** effect, if you already know this effect you may choose a divinity effect of your choice available to the Nature domain.
- You gain the **Naturalist** feature.

NATURALIST

You are a devoted student of the flora and fauna of the natural world; you have traveled and studied broadly. You gain proficiency in the Nature and Survival skills. If you already have proficiency in these skills, you add double your proficiency bonus to checks you make with them.

In addition, you are skilled at navigating the wilderness. You gain the following benefits when traveling for an hour or more:

- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

DISCIPLE OF THE ELEMENTS

Prerequisite: Cleric Class; Nature Domain; Channel Divinity: Charm Animals and Plants effect

You are a disciple of the elemental power of nature.

- When you use your **Dampen Elements** feature, the next time you use your **Divine Strike** before the end of your next turn, you can inflict an additional 1d8 damage of the type you granted resistance to.
- You gain the **Channel Divinity: Charm Elementals** and **Channel Divinity: Suppress Element** effects. Additionally, you can use your **Master of Nature** class feature to command Elementals charmed by your **Channel Divinity: Charm Elementals** feature.

CHANNEL DIVINITY: CHARM ELEMENTALS

When you use your **Channel Divinity: Charm Animals and Plants** class feature you may also affect Elemental creatures in the area. Additionally, if you know this effect, the duration of your **Charm Animals and Plants** effect increases to 1 hour.

CHANNEL DIVINITY: SUPPRESS ELEMENT

When you use your **Dampen Elements** class feature you can use your **Channel Divinity** to grant all creatures of your choice within range resistance to that damage type for 10 minutes per cleric level.

DISCIPLE OF THE ICY TEMPEST

Prerequisite: Cleric Class; Tempest Domain

The storms of your deity are tempests of frozen ice and wind.

- You may add a cantrip and one spell of each spell level to the cleric spell list for you from any spell list, these spells must create, control, or manipulate ice or snow or inflict cold damage. Also included are spells that protect from cold weather or damage or aid in moving through ice or snow. You gain the cantrip you choose as an additional cantrip known and may replace one of your Domain spells of each appropriate spell level with one of the chosen spells.
- When you reach 6th level you learn the **Channel Divinity: Ice Spar** effect, if you already know this effect you may choose a divinity effect of your choice.
- You can choose to inflict cold damage when you use your **Wrath of the Storm** or **Divine Strike** class features. You can also use **Channel Divinity: Destructive Wrath** when you roll cold, lighting, or thunder damage to deal maximum damage, instead of rolling.
- You gain the enhancement listed for the **Wrath of the Storm** feature, even if it is not commonly being used. You can expend a use of your **Wrath of the Storm** to inflict an additional 2d8 cold damage when you hit with a weapon attack. If you expend a spell slot of 2nd level or higher to use this feature, the damage increases by 1d8 per slot level above 1st
- You can use your **Thunderbolt Strike** class feature when you inflict cold damage to decrease the target's movement speed by 10 feet until the start of your next turn.

DISCIPLE OF WISDOM

Prerequisite: Cleric Class, Wisdom Domain

You are a font of divinely inspired wisdom.

- Increase your Wisdom score by 1, to a maximum of 20.
- When you use your **Channel Divinity: Blessing of Sagacity** on a Wisdom (Insight) to gain insight into a creature, you can also learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to the following characteristics:
 - Intelligence score
 - Wisdom score
 - Charisma score
 - Class levels (if any)
 - At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.
- When you use your **Channel Divinity: Blessing of Sagacity** or **Inspired Sagacity**, and the ability check, attack roll, or saving throw still fails, you regain your **Channel Divinity** use.
- If you have the **Potent Spellcasting** feature, you also gain the **True Wisdom** feature. If you have the **True Wisdom** feature, you also gain the **Potent Spellcasting** feature.

DIVINE CONSTRUCT

Prerequisite: Cleric Class, Creation Domain, minor animation spell

You have learned to infuse magical constructs with divine magic.

When you take a short or long rest you can prepare a number of constructs equal to your cleric level for use with your magic. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects, Gargantuan targets count as 16 objects. Preparing the objects costs 10gp for small or tiny, 20gp for medium, 40gp for large, 80gp for a huge object, 160gp for a gargantuan object.

Once prepared you can animate the objects using your magic until they are lost or destroyed. When a *minor animation, implement animation, animate armament, tiny servant, animate construct, summon construct, aerial conveyance, or animate object* spell is cast by you on or using these objects their attacks (if any) are considered magical and the magic is enhanced in the following ways (for *summon construct* you prepare the material component of the spell for the cost of a medium item which enhances the spell when cast):

Advanced Animation. You double the range and movement of such objects controlled by your *minor animation* spell. When you cast the *implement animation, animate armament, tiny servant, summon construct, animate construct, aerial conveyance, or animate object* spells, the constructs gain additional hit points equal to your cleric level and their movement speed is increased by 10 feet.

Manual Control. As an Action during the duration of an *animate object, summon construct, animate construct, or tiny servant* you cast, you can take direct control of one of the animated objects. When you use this ability, you can cause the object to use its Reaction to move up to its speed take an additional Action during your turn. You may use your spell attack modifier for any attack rolls or ability checks the object makes during the Action and you may add your spellcasting ability modifier to damage rolls the object makes during the Action. Any saving throw required as a result of the Action may use your spell save DC instead of the normal save DC.

Construct Companion. You may choose a single construct created using an *animate construct* spell. In a process that takes 1 hour, which can be done during a short or long rest, you can upgrade that construct to become a Construct Companion. You may only have a single construct companion active at one time, if you use this ability on a new construct the original construct companion ceases to function. The construct gains the following benefits:

- It is animated permanently, until destroyed.
- It gains a +2 bonus to all attribute scores and additional hit points equal to your cleric level plus its number of hit dice.
- It uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, your companion also adds half your proficiency bonus (round up) to its AC and to its damage rolls.

Divine Synergy. A gnome with the Tinker racial trait can prepare double the number of items in the same time period.

DIVINE KNOWLEDGE

Prerequisite: Cleric Class; Knowledge Domain; Channel Divinity Knowledge of the Ages

Your faith teaches that knowledge is the path to the divine.

- When you gain the *Channel Divinity: Knowledge of the Ages* effect, you also gain the *Channel Divinity: Divine Understanding* effect, if you already know this effect you may choose a divinity effect of your choice.
- When you reach 6th level, you learn an additional cleric cantrip and an additional Channel Divinity effect of your choice.
- You gain the enhancement listed for the **Visions of the Past** feature, even if it is not commonly being used. Additionally, you can add your Proficiency bonus to your Wisdom modifier to determine the number of minutes you can meditate and the number of days in the past you a view with *Area Reading*.

DIVINE RIGHT

Prerequisite: Cleric Class, Nobility Domain

You have a divine right to the rights and responsibility of rule.

- Increase one ability score of your choice by 1, to a maximum of 20.
- As an Action you can demand the use of one **Trapping of Nobility** for which you meet the prerequisites. You gain that trapping until you use this feat to choose a different one. You regain the use of this Action when you finish a short or long rest.

DIVINE WANDERER

Prerequisite: Cleric Class, Travel Domain

You travel the realms as a divine wanderer.

- When you finish a short or long rest you can touch a bag, backpack, or similar container. That container functions as a *bag of holding* until you affect a new container. When the effect ends, any excess material beyond the container's normal capacity harmlessly spills out around it.
- You can cast *longstrider* on yourself at will, without expending a spell slot or requiring components.
- Any creature affected by your *longstrider* spell, and any steed summoned by you, can use a bonus action to take the Dash or Disengage action.

DIVINE WARDEN

Prerequisite: Cleric Class; Channel Divinity: Turn Undead; proficiency with the Arcana and Religion skills

Your clerical order is dedicated to warding the faithful from supernatural threats.

- You learn the *castigate* cantrip as an additional cleric cantrip known.
- You learn the *Channel Divinity: Turn Aberration, Turn Celestial, Turn Fey, and Turn Fiend* effects.
- When you reach 5th level you must choose the *Channel Divinity: Destroy Undead* effect and you learn the *Channel Divinity: Destroy Aberration, Destroy Celestial, Destroy Fey, and Destroy Fiend* effects.

ELEMENTAL WEAPONS

Prerequisite: Cleric Class; Nature Domain; Dampen Elements feature

You learn the *Channel Divinity: Earth Hammer, Flame Brand, Ice Spar, Ooze Whip, Skybreaker, Wavespike, and Windbow* effects. In addition to the cantrips and spells granted by those effects, you also learn the *booming blade* cantrip as an additional cleric cantrip known. During the duration of any of the spells cast by these effects, you can use your free object interaction on your turn to summon or switch to a weapon that can be created by any of these effects.

ECSTATIC STATE

Prerequisite: Cleric Class; Spellcasting feature

You have the ability to use prayer and devotion to enter an ecstatic state.

- Increase your Wisdom score by 1, to a maximum of 20.
- When you make a saving throw using Wisdom or Charisma or a saving throw to maintain Concentration on a cleric spell, and the save DC does not exceed your cleric spell save DC, you automatically succeed on that saving throw.

EXALTING PRIEST

Prerequisite: Cleric Class; Charisma and Wisdom 13+, proficiency with the Performance skill

You wield your clerical magic through exalting sermons, inspiring the faithful.

- To determine your Wisdom modifier, you can add your Charisma modifier to your Wisdom modifier, to a maximum of a +5 modifier. If your maximum Wisdom score is increased above 20, the maximum for this modifier is increased accordingly.
- You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your Wisdom modifier. You can use this feat as part of the casting of *prayer of resolve*. If you do so, add the temporary hit points granted by this feat to those granted by the spell.

FAVORED OF THE ANCESTORS

Prerequisite: Cleric Class, Ancestor Domain

You have the favor of the ancestor spirits.

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain the *Channel Divinity: Domain Magic* effect, if you already know this effect you may choose a divinity effect of your choice. You can expend a use of your *Guided by the Spirits* feature to use this effect without expending one of your *Channel Divinity* uses.
- When you gain the *Divine Strike* feature, any creature that uses an Ancestor Die from you on a weapon attack or damage roll strikes with the fury of your ancestors: they can also inflict the additional damage from your *Divine Strike* feature for that attack.

FAVORED OF THE EARTH

Prerequisite: Cleric Class, Earth Domain

The favor of the earth infuses your being.

- You learn a bonus cantrip of your choice from your *Domain Cantrip* list and gain an additional *Channel Divinity* effect available to your domain. You can exchange this cantrip or *Channel Divinity* effect for a different one each time you gain a cleric level.
- If you use your *Divine Strike* while both you and the target are standing upon earth or stone, you can roll an extra 1d8 and add it to the additional damage inflicted.
- When you become capable of casting spells of the appropriate level, you can choose one spell that meets the criteria of your *Disciple of the Earth* feature from each of the following levels: 6th, 7th, 8th, and 9th. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you.

FAVORED OF THE FLAME

Prerequisite: Cleric Class, Fire Domain

You bear the favor of the divine flame.

- You learn a bonus cantrip of your choice from your *Domain Cantrip* list and gain an additional *Channel Divinity* effect available to your domain. You can exchange this cantrip or *Channel Divinity* effect for a different one each time you gain a cleric level.
- When you inflict fire damage on a flammable target using your *Divine Strike* on your turn, the target ignites and suffers an additional 1d8 fire damage at the start of your next turn. A creature can prevent this damage by using its action to make a Dexterity check versus your Spell Save DC to extinguish the flames.
- When you become capable of casting spells of the appropriate level, you can choose one spell that meets the criteria of your *Disciple of the Flame* feature from each of the following levels: 6th, 7th, 8th, and 9th. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you.



FAVORED OF THE GODS

Prerequisite: Cleric Class; Divine Domain and Channel Divinity class features

You are a favored servant of your deity, granted greater facility with channeling divine power. You gain the following benefits:

- You gain a number of additional uses of your Channel Divinity equal to half your proficiency bonus. You regain these additional Channel Divinity uses when you finish a long rest.
- You learn two additional Channel Divinity effects from among those available to your Divine Domain. You must meet the prerequisites for these effects. You may exchange one of these effects for a different one each time you gain a cleric level.

FAVORED OF THE WINDS

Prerequisite: Cleric Class, Air Domain

The favor of the winds guide your path.

- You learn a bonus cantrip of your choice from your **Domain Cantrip** list and gain an additional *Channel Divinity* effect available to your domain. You can exchange this cantrip or *Channel Divinity* effect for a different one each time you gain a cleric level.
- If you use your **Divine Strike** while flying, you can roll an extra 1d8 and add it to the additional damage inflicted.
- When you become capable of casting spells of the appropriate level, you can choose one spell that meets the criteria of your **Disciple of Air** feature from each of the following levels: 6th, 7th, 8th, and 9th. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you.

FAVORED OF WATER

Prerequisite: Cleric Class, Water Domain

You are awash with the favor of river and sea.

- You learn a bonus cantrip of your choice from your **Domain Cantrip** list and gain an additional *Channel Divinity* effect available to your domain. You can exchange this cantrip or *Channel Divinity* effect for a different one each time you gain a cleric level.
- If you use your **Divine Strike** on a target that is swimming, you can roll an extra 1d8 and add it to the additional damage inflicted and you can push the target up to 10 feet.
- When you become capable of casting spells of the appropriate level, you can choose one spell that meets the criteria of your **Disciple of Water** feature from each of the following levels: 6th, 7th, 8th, and 9th. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you.

FAVORED OF WINTER

Prerequisite: Cleric Class, Winter Domain

The chill of divine winter suffuses your being.

- You learn a bonus cantrip of your choice from your **Domain Cantrip** list and gain an additional *Channel Divinity* effect available to your domain. You can exchange this cantrip or *Channel Divinity* effect for a different one each time you gain a cleric level.

- When you inflict cold damage on a target using **Divine Strike** on your turn, the target's movement speed is reduced by 10 feet until the start of your next turn, and if you start your next turn within 5 feet of the target, it suffers 1d8 cold damage.
- When you become capable of casting spells of the appropriate level, you can choose one spell that meets the criteria of your **Disciple of Water** feature from each of the following levels: 6th, 7th, 8th, and 9th. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you.

FORGE PRIEST

Prerequisite: Cleric Class; Forge Domain, Proficiency with Smith's Tools

You are a master of blessed forgecraft.

- When you craft an item of metal (magical or mundane), including using your **Artisan's Blessing**, you expend only half the normal material cost.
- If you cast *magic weapon*, *elemental weapon*, or *magic armor* on the item affected by your **Blessing of the Forge** the duration is doubled and the bonus granted by the spell is added to the bonus granted by that feature, to a maximum of a +3 bonus.
- You gain the *adamantine edge*, *adamantine fortification*, and *smelting smite* cantrips as additional cleric cantrips known.
- When you reach 6th level you learn the *Channel Divinity: Sanctify Arms* effect, if you already know this effect you may choose a divinity effect of your choice.

FORTUNATE SOUL

Prerequisite: Cleric Class, Luck Domain

You are a fortunate soul, even by the standards of your faith.

- You can invoke luck using the divine magic you wield. If you cast a cleric spell with a spell slot of 1st level or higher and target an ally with the spell, that ally (which can be you) can gain advantage on one attack roll, ability check, or saving throw made before the end of your next turn. If the spell targets more than one ally, you choose the ally who gains advantage.
- When you hit with an attack and have advantage on the attack roll or you used your **Lucky** feat to affect the roll, you inflict an additional 1d8 damage.

GRAVEKEEPER

Prerequisite: Cleric Class; Grave Domain

Known as gravekeepers, your order is dedicated to combating the scourge of undeath.

Acolyte of the Grave. Your cleric spells bypass any resistance or immunity to necrotic damage possessed by an undead creature. When you reach 6th level you learn the *Channel Divinity: Dark Reaper* effect, if you already know this effect you may choose a divinity effect of your choice.

Grave Gaze. When you use **Eyes of the Grave**, you retain the sense granted by that feature for 1 minute. For the duration, undead detected by this sense receive no benefit from concealment or invisibility from you and undead within range cannot become hidden from you. This sense even extends to undead on the ethereal plane.

Barrier at Death's Door. You can use your Sentinel at Death's Door as a reaction when you or a creature you can see within 30 feet of you would be reduced to 0 hit points, that creature drops to 1 hit point instead. Any effects caused by the creature dropping to 0 hit points are canceled. Once you use this to prevent a creature from dropping to 0 hit points you cannot do so again until that creature has finished a long rest. When you use this effect, any effect of the triggering damage would reduce the target's hit point maximum is also negated.

GUARDIAN OF LIFE

Prerequisite: Cleric Class; Life Domain, Channel

Divinity: Turn Undead

Your clerical order stands as guardians of life against the scourge of undeath.

- Undead creatures with an Intelligence score of 7 or less have disadvantage on their saving throws versus your cleric spells and Channel Divinity effects.
- When you use your Channel Divinity or cast a cleric spell of 1st level or higher to heal a creature, that creature removes any reduction in hit point maximum, magical aging, or strength drain caused by undead creatures or necromantic magic.
- When you use Divine Strike on an undead creature it suffers an additional 1d8 radiant damage.

HOLY ORDERS

Prerequisite: Cleric Class; Divine Domain class feature; your Domain must offer the Divine Strike feature

- When you prepare the list of cleric spells that are available for you to cast, you can select spells from the cleric and paladin spell lists; these are cleric spells for you and use Wisdom as the spellcasting ability.
- When you reach 3rd level in this class, you may choose a Paladin Sacred Oath whose tenets are aligned with that of your deity and Domain. You gain two additional Channel Divinity effects from those available to that Sacred Oath. You may use Wisdom rather than Charisma and your Cleric level in place of Paladin level to determine the effects of these Channel divinity effects.
- The Oath Spells granted by the Sacred Oath you choose are added to the cleric spell list for you and one Oath Spell of your choice of each spell level is added to your Domain Spells of that level. You may change this selection each time you prepare spells.
- You can now use your Divine Strike feature once per turn instead of once on each of your turns. Additionally, when you use that feature, you can expend a spell slot to inflict additional damage of the type inflicted by your Divine Strike. The additional damage equals 1d8 plus 1d8 per level of the spell slot expended.

ICON OF VALOR

Prerequisite: Cleric Class, Valor Domain

You are an exemplar of honor and valor.

- Increase your Strength, Dexterity, Constitution, or Wisdom score by 1, to a maximum of 20.
- Creatures affected by a *bless* or *heroism* spell cast by you can roll a d4 when they hit with a melee attack using a weapon

and add it to the damage inflicted and creatures affected by a crusader's mantle spell cast by you increase the extra damage of that spell by 1d4 for melee attacks using a weapon.

- If you use your **Divine Strike** on a melee attack against a creature that made a ranged attack against one of your allies or forced one of your allies to make a saving throw since the end of your last turn, the damage is increased by 1d8.

INQUISITOR OF THE FAITH

Prerequisite: Cleric Class; Channel Divinity class feature

You are an inquisitor of your faith.

- You gain proficiency with the Insight and Intimidation skills. If you are already proficient with the skill you can add double your proficiency bonus to checks you make using it. In addition, you can gain a bonus to Insight checks equal to your Charisma modifier and a bonus with Intimidation checks equal to your Wisdom modifier.
- You gain the **Channel Divinity: Compel Truth** effect, if you already know this effect you may choose an effect of your choice available to your domain.
- When you gain your Divine Smite, Potent Cantrip, or Blessed Strikes class feature, you can use a bonus action on your turn to designate a creature that you believe to be a heretic or unbeliever. Once per turn, when you would inflict additional damage from one of these features against that creature you inflict an additional 1d8 damage. This effect lasts until you designate a new creature.

LIGHTBRINGER

Prerequisite: Cleric Class; Light Domain

Clerics of your faith bring the light of truth to the world.

- Within the area of one of your spells that produces light, all creatures have advantage on Intelligence (Investigation), Wisdom (Perception), and Wisdom (Insight) checks and all creatures (including you) have disadvantage on Charisma (Deception) checks. Creatures vulnerable to radiant damage or sensitive to light (such as sunlight sensitivity or hypersensitivity) do not gain advantage from this ability.
- When you reach 6th level, you gain the **Channel Divinity: Lightbringer** effect, if you already know this effect you learn a different effect of your choice available to the Light domain.
- When you gain the **Improved Flare** class feature, when you use your **Warding Flare** to defend against an attack, the attacker must make a Constitution saving throw or be blinded until the end of your next turn.

LOVE'S FAVOR

Prerequisite: Cleric Class, Love Domain

You can invoke love's favor, gaining the following benefits:

- If you cast a spell with a spell slot of 1st level or higher and target an ally with the spell, that ally can choose to become charmed by you for the duration of the spell. A target charmed by you is immune to becoming charmed by any other source while it remains charmed by you and is immune to the frightened condition while it can see you.

- You gain the *Channel Divinity: Blessing of Grace* effect, if you already know this effect you can choose a different effect instead.
- When you reach 6th level, you gain the *Channel Divinity: Inspired Grace* effect. If you already know this effect, you can either gain the **Divine Influence** feature or a divinity effect of your choice.

NIGHT STALKER

Prerequisite: Cleric Class, Night Domain

You stalk the night, punishing enemies of your faith.

- You can use somatic components or a holy symbol in place of any verbal components required by a cleric spell you cast.
- You gain proficiency with the Stealth skill. If you are already proficient with this skill, you instead gain expertise with it: you add double your proficiency bonus to checks you make using it.
- When you gain the **Deadly Night** feature, you become adept at evading creatures that rely on darkvision. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

PRIMAL PRIEST

Prerequisite: 5th level Cleric; Fury, Strength, Tempest, War, or Winter Domain

You are a priest of a primal peoples.

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You gain the *Channel Divinity: Divine Fury* effect, if you already know this effect you may choose an effect of your choice.
- If you use your Divine Strike while in a **Divine Fury**, you roll an extra 1d8 and add it to the additional damage inflicted.
- While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

PROTECTOR MILITANT

Prerequisite: Cleric Class; War Domain

Your order is a protector of the faithful.

- You learn the **Protection** fighting style: 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.
- If you use your Divine Strike when you hit a creature that damaged one of your allies since the end of your last turn, you can roll an extra 1d8 and add it to the additional damage.
- You gain the *Channel Divinity: Guided Protector* effect.

CHANNEL DIVINITY: GUIDED PROTECTOR

When you use your Protection fighting style to impose disadvantage on an attack roll against an ally, and the attack would still hit, you can use your Channel Divinity to impose a -10 penalty on the roll, when you do so, even a critical hit misses unless the attack roll would still hit with the penalty.

ROGUE TRICKSTER

Prerequisite: Cleric Class; Trickery Domain

Your order emulates your deity as a rogue and trickster.

- You gain proficiency in two of the following skills: Deception, Insight, Perception, Sleight of Hand, Stealth, or Thieves' Tools. If you already have proficiency in a skill or tool you choose, you add double your proficiency bonus to checks you make with it.
- You gain the enhancements to the Blessing of the Trickster, *Channel Divinity: Cloak of Shadows*, and **Divine Strike** Trickery Domain features, even if they are not commonly being used.
- Your **Blessing of the Trickster** feature you also grants you advantage on Charisma (Deception) checks. In addition, you may choose to grant advantage on either Dexterity (Stealth) or Charisma (Deception) checks when you transfer the Blessing, you retain the benefit you don't grant to another creature.
- You can take the Dash, Disengage, or Hide action as part of the same action or bonus action used to evoke a Channel Divinity effect.
- If you have advantage on the attack roll, you inflict an additional 1d8 points of damage when you use **Divine Strike**.

SACRED MERCHANT

Prerequisite: Cleric Class, Order Domain

You are a devotee of the sacred rules of acquisition.

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain the *Channel Divinity: Domain Magic* and *Celestial Merchant* effects, if you already know an effect you may choose a divinity effect of your choice. You can expend a use of your **Divine Bargain** feature to use either of these effects or the *Celestial Strongbox* effect without expending a use of your *Channel Divinity*.

CHANNEL DIVINITY: CELESTIAL MERCHANT

You can use your *Channel Divinity* as an action to summon a purveyor of exotic and mystical goods from another plane for 1 hour. The merchant is a celestial, is scrupulously honest, and will buy and sell items, including all types of adventuring gear and magical items of up to uncommon rarity. The merchant has a 25% chance of having a specific rare item, or a 10% chance of a very rare item. At the DM's option the merchant may be able to acquire a specifically requested rare or very rare magical item over the course of some days or weeks. The merchant will also identify magical items for a fee of 10gp per item. The merchant and its goods immediately disappear if attacked. The premium and discount from your **Divine Bargain** feature applies to the sale of purchase of items from the celestial merchant.

If you know the *Celestial Strongbox* effect, the merchant will accept a draw on items contained in your *Celestial Strongbox* for payment and can deposit the proceeds in your *Celestial Strongbox* after purchasing an item from you.

SCHOLAR OF THE DIVINE

Prerequisite: Cleric Class; Intelligence and Wisdom 13+, Arcana, Creation, Knowledge, Forge, or Wisdom Domain; proficiency with the Religion skill

You approach clerical magic through study and scholarship. You combine your faith with intellectual understanding of the cosmos.

- You gain proficiency with Intelligence saving throws.
- To determine your Wisdom modifier, you can add your Intelligence modifier to your Wisdom modifier, to a maximum of a +5 modifier. If your maximum Wisdom score is increased above 20, the maximum for this modifier is increased accordingly.
- You can cast any cleric spell as a ritual if the spell has the ritual tag and the spell's level is equal to or less than half your level. You don't need to have the spell prepared.

SEEKER OF THE SACRED FLAME

Prerequisite: Cleric Class; Light Domain

You are a seeker of the sacred flame, gaining the following benefits:

- You may add a cantrip and one spell of each spell level to the cleric spell list for you from any spell list that inflicts fire or radiant damage or produces light. A spell you choose must be of a level you can cast, or a cantrip. You gain the cantrip you choose as an additional cantrip known and may replace one of your Domain spells of each appropriate spell level with one of the chosen spells.
- When you reach 6th level, you learn the *Channel Divinity: Flame Brand* effect, if you already know this effect you may choose a divinity effect of your choice.
- When you cast a Cleric spell or use a Cleric class feature that inflicts fire or radiant damage it inflicts both fire and radiant damage. A creature is not resistant or immune to such damage unless it is resistant or immune to both types of damage and a creature is vulnerable to the damage if it is vulnerable to either damage type.
- When you cast a cleric spell that inflicts fire or radiant damage, the damage die used increases by one step. (A d4 becomes d6, a d6 becomes d8, a d8 becomes d10, a d10 becomes d12, and a d12 becomes 2d6.)

SERVANT OF ORDER

Prerequisite: Cleric Class, Order Domain

You are a disciplined servant of order.

- If the ally affected by your **Voice of Authority** feature hits with its attack, if you have not inflicted your **Divine Strike** damage this turn, you can deal your **Divine Strike** damage to the target.
- You gain the *Channel Divinity: Domain Magic* effect, if you already know this effect you may choose a divinity effect of your choice. You can expend a use of your Embodiment of the Law feature to use this effect without expending one of your *Channel Divinity* uses.
- A creature that suffers psychic damage from your **Order's Wrath** feature must make a Wisdom saving throw versus your cleric spell save DC or be Stunned until the end of its next turn.

SOUL OF FURY

Prerequisite: Cleric Class, Fury Domain

Your fury is awesome to behold.

- While you have half your maximum hit points or less, you can add a d8 to any damage roll you make.
- You can use your Enraged Retribution feature when you would be reduced to 0 hit points without requiring a reaction or expending a use of that feature. If you do so, you have advantage on the attack roll you make or can impose disadvantage on the saving throw versus the cantrip you cast and you gain a bonus equal to double your cleric level to the damage of the attack or cantrip.

STORMBRINGER

Prerequisite: Cleric Class; Tempest Domain

The power of the storm further infuses your being granting you following benefits:

- You gain the enhancements listed for the Tempest Domain's **Wrath of the Storm**, **Thunderbolt Strike**, and **Divine Strike** features, even if they are not commonly being used.
- You can expend a use of your **Wrath of the Storm** feature to inflict an additional 2d8 lightning or thunder damage when you hit with a weapon attack. If you expend a spell slot of 2nd level or higher to use this feature, the damage increases by 1d8 per slot level above 1st.
- Once per turn, when you hit with a weapon attack during the duration of a *call lightning* spell, if you did not call a lightning bolt that turn, the weapon attack inflicts additional lightning damage equal to the damage that would be inflicted by a bolt from the spell.
- When you gain the **Thunderbolt Strike** feature you also learn the *Channel Divinity: Skybreaker* and *Windbow* effects, if you already know an effect, you may choose a divinity effect of your choice. You also learn the *booming blade* cantrip as an additional cleric cantrip known.
- Your Stormborn class feature allows you to double your flying speed while you are outdoors in stormy conditions, and you can gain a flying speed equal to half your walking speed (round up to the nearest 5-foot increment) when you are underground or indoors.

TEMPORAL ADEPT

Prerequisite: Cleric Class, Time Domain

You are an adept of time and fate.

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain the *Channel Divinity: Domain Magic* and *Temporal Manipulation* effects, if you already know an effect you may choose a divinity effect of your choice. You can expend a use of your **Temporal Displacement** feature to use either of these effects without expending a use of your *Channel Divinity*.

TRUTH FINDER

Prerequisite: Cleric Class, Truth Domain

You are an implacable seeker of the truth.

- Increase your Wisdom score by 1, to a maximum of 20.
- During the duration of your *Channel Divinity: Detect Untruth* and *Channel Divinity: Purge Deception* effects, you

also gain some limited insight into the actions of creatures around you: Creatures within 30 feet of you cannot gain advantage on attack rolls against you.

- When you gain the **Potent Spellcasting** feature, you also regain all expended uses of your **Command Truth** feature when you finish a short or long rest.

TWILIGHT AVENGER

Prerequisite: Cleric Class, Twilight Domain

You are an avenger, safeguarding those that walk in the sun against that which stalks the night.

- A creature granted advantage on their initiative roll by your **Vigilant Blessing** also has advantage on attack rolls against any creature that hasn't yet taken an action in that combat.
- When you gain the **Steps of the Night** feature, the fly speed granted to you by that feature equals your walking speed plus 10 feet. Additionally, while your **Channel Divinity: Twilight Sanctuary** is active you also gain the benefits of your **Steps of the Night** feature without expending a use of that feature.
- Creatures affected by your **Twilight Shroud** feature inflict an additional 1d4 radiant damage when they hit with a weapon attack.

WARRIOR OF THE FAITH

Prerequisite: Cleric Class; Divine Strike feature

You wield arms in the service of your faith.

- You gain proficiency with martial weapons or learn one of the following cantrips as an additional cleric cantrip known: *bane strike*, *blessed strike*, or *martyr's strike*.
- You gain the **Channel Divinity: Hero's Prowess** effect, if you already know this effect you may choose an effect of your choice.
- You can use your **Divine Strike** feature once per turn, instead of once on each of your turns, and if you use your **Divine Strike** during your **Hero's Prowess** effect, you can roll an extra 1d8 and add it to the additional damage inflicted.

WEAPONS OF DESTRUCTION

Prerequisite: Cleric Class; Destruction Domain; Appetite for Destruction feature

You learn the **Channel Divinity: Earth Hammer**, **Flame Brand**, **Force Blade**, **Ooze Whip**, and **Skybreaker** effects. In addition to the cantrips and spells granted by those effects, you also learn the *booming blade* cantrip as an additional cleric cantrip known. During the duration of any of the spells cast by these effects, you can use your free object interaction on your turn to summon or switch to a weapon that can be created by any of these effects.



SUBDOMAIN FEATS

Subdomain feats are a subsection of Cleric class feats that represent a minor aspect of a cleric's deity or a certain focus to a cleric's worship. A generic subdomain feat is presented below, along with specific examples of interesting subdomain feats and the usual associated domains.

For example, a cleric that worships the greek goddess Artemis might choose the Hunt Domain, but also select the Subdomain: Moon or Subdomain: Twilight feat to represent Artemis' aspect as a goddess of the moon. Alternatively, a cleric with the Hearth Domain might choose the Fire or Protection subdomain feats. There are also some minor subdomains listed below that were not broad or common enough to be their own Divine Domain.

The prerequisites listed for a specific subdomain are suggestions and may be changed to suit the campaign. For example a Volcano goddess that grants the Fire domain might also allow the Earth subdomain.

SUBDOMAIN: (ANY)

Prerequisite: Cleric Class; Divine Domain feature

Choose a Divine Domain with an appropriate thematic connection to your chosen Divine Domain, deity, faith or religion.

- You add the chosen Divine Domain's Domain Cantrips and Domain Spells to the cleric spell list for you.
- Choose a thematically appropriate cleric cantrip, often from the chosen domain's Domain Cantrip list, you gain that cantrip as a bonus cleric cantrip known.
- When you reach 1st, 3rd, 5th, 7th and 9th level you can add a 1st, 2nd, 3rd, 4th, and 5th level spell from the chosen domain's Domain Spells list of that level as an additional Domain Spell known for you.
- When you reach 6th level you gain a Channel Divinity effect available to the chosen Divine Domain as an additional Channel Divinity effect known.

SUBDOMAIN: AIR

Prerequisite: Cleric Class; Freedom, Light, Tempest, or Nature Domain

Your deity also holds dominion over the sky and the air. You gain the following benefits:

- You may add a cantrip and one spell of each spell level to the cleric spell list for you from any spell list, these spells must be spells that spell creates, controls, or manipulates wind or the weather, allows flight, enhances movement, or inflicts thunder or lightning damage.
- You learn the *gust* cantrip as an additional cleric cantrip known.
- When you reach 1st, 3rd, 5th, 7th and 9th level you can add a 1st, 2nd, 3rd, 4th, and 5th level spell respectively that meets the criteria above as an additional Domain Spell of that level.
- When you reach 6th level you gain the *Channel Divinity: Breath of Life* effect or another Channel Divinity effect available to the Air Domain.

SUBDOMAIN: BEAST

Prerequisite: Cleric Class; Arcana, Dread, Fury, Hunt, Nature, Trickery, or Twilight Domain

Your deity also holds dominion over beasts. You gain the following benefits:

- You may add a cantrip and one spell of each spell level to the cleric spell list for you from any spell list, these spells must be spells that create, control, summon, find, or manipulate beasts or allows one to change shape into a beast or take on bestial aspects.
- You learn the *shifting strike* cantrip as an additional cleric cantrip known.
- When you reach 1st, 3rd, 5th, 7th and 9th level you can add a 1st, 2nd, 3rd, 4th, and 5th level spell respectively that meets the criteria above as an additional Domain Spell of that level.
- When you reach 6th level you gain the *Channel Divinity: Wild Shape* effect, if you already know this effect, you learn a different effect of your choice available to your domain.

SUBDOMAIN: EARTH

Prerequisite: Cleric Class; Death, Forge, Grave, Life, or Nature Domain

Your deity also holds sway over earth and stone. You gain the following benefits:

- You may add a cantrip and one spell of each spell level to the cleric spell list for you from any spell list, these spells must be spells that create, control, or manipulate earth, stone, or metal or spells that enhance endurance or grant resistance to damage.
- You learn the mold earth cantrip as an additional cleric cantrip known.
- When you reach 1st, 3rd, 5th, 7th and 9th level you can add a 1st, 2nd, 3rd, 4th, and 5th level spell respectively that meets the criteria above as an additional Domain Spell of that level.
- When you reach 6th level you learn the *Channel Divinity: Endurance of Earth* effect or another effect available to the Earth Domain.

SUBDOMAIN: FERTILITY

Prerequisite: Cleric Class; Earth, Life, Light, Love, Hearth, Nature, or Nobility Domain

Your deity's Domain includes the fertility and fecundity of all forms of life. You gain the following benefits:

- You may add a cantrip and one spell of each spell level to the cleric spell list for you from any spell list, these spells must create, control, or manipulate beats or plants, provide food or water, restore hit points, promote growth or fertility, or cure diseases or maladies.
- You learn the *druidcraft* cantrip or a cantrip of your choice from any spell list that meets the criteria above as an additional cleric cantrip known.
- When you reach 1st, 3rd, 5th, 7th and 9th level you can add a 1st, 2nd, 3rd, 4th, and 5th level spell respectively that meets the criteria above as an additional Domain Spell of that level.
- When you reach 6th level you gain the *Channel Divinity: Blessing of Fertility* effect, if you already know this effect, you learn a different effect of your choice available to your domain.

SUBDOMAIN: FIRE

Prerequisite: Cleric Class; Forge, Fury, Hearth, Light, or Nature Domain

Your deity includes the element of fire among its portfolios.

You gain the following benefits:

- You may add a cantrip and one spell of each spell level to the cleric spell list for you from any spell list, these spells must create, control, or manipulate fire or inflict fire damage. Also included are spells that protect from cold weather or cold damage or hot weather or fire damage.
- You learn the *control flames* cantrip as an additional cleric cantrip known.
- When you reach 1st, 3rd, 5th, 7th and 9th level you can add a 1st, 2nd, 3rd, 4th, and 5th level spell respectively that meets the criteria above as an additional Domain Spell of that level.
- When you reach 6th level you learn the *Channel Divinity: Flame Guard* effect or another effect available to the Fire Domain.

SUBDOMAIN: HUNT

Prerequisite: Cleric Class; Light, Life, or Nature Domain

Your deity is also a patron of archery, the hunt, and hunters.

You gain the following benefits:

- You may add a cantrip and one spell of each spell level to the cleric spell list for you from the druid or ranger spell list. The spells chosen should be related to hunting or finding creatures or archery and weaponry. You also gain proficiency with longbows and shortbows.
- You learn the *impel weapon* cantrip as an additional cleric cantrip known.
- When you reach 1st, 3rd, 5th, 7th and 9th level you can add a 1st, 2nd, 3rd, 4th, and 5th level spell respectively that meets the criteria above as an additional Domain Spell of that level.
- When you reach 6th level you gain the *Channel Divinity: Blessing of the Hunt* effect or a different effect available to the Hunt Domain.

SUBDOMAIN: MOON

Prerequisite: Cleric Class; Arcana, Eldritch, Freedom, Hunt, Light, Nature, Trickery, or Twilight domain

Your deity also holds sway over the moon and its aspects.

You gain the following benefits:

- The following spells are added to the cleric spell list for you: cantrip: *dancing lights, harvest sickle, moon strike, somnolence*; 1st: *faerie fire, sleep*; 2nd: *misty step, moonbeam*; 3rd: *nondetection, remove curse*; 4th: *confusion, polymorph*; 5th: *moon motes, reincarnate*; 6th: *dire polymorph*; 7th: *power word: sleep*; 8th: *animal shapes*; 9th: *true polymorph*
- You learn a cantrip from the list above as an additional cleric cantrip known.
- When you reach 1st, 3rd, 5th, 7th and 9th level you can add a 1st, 2nd, 3rd, 4th, and 5th level spell respectively from the list above as an additional Domain Spell of that level.
- When you reach 6th level you gain the *Channel Divinity: Moon Sliver* effect, if you already know this effect, you learn the *Channel Divinity: Wild Shape* effect or a different effect of your choice available to your domain.

SUBDOMAIN: PLANT

Prerequisite: Cleric Class; Earth, Life, Light, or Nature Domain

Your deity also holds dominion over beasts. You gain the following benefits:

- You may add a cantrip and one spell of each spell level to the cleric spell list for you from any spell list, these spells must be spells that create, control, summon, find, or manipulate plants, wood, or plant creatures or allow one to take on aspects of plants. You may also use druidic staves as spellcasting focuses for your cleric spells.
- You learn a cantrip that meets the criteria above as an additional cleric cantrip known.
- When you reach 1st, 3rd, 5th, 7th and 9th level you can add a 1st, 2nd, 3rd, 4th, and 5th level spell respectively that meets the criteria above as an additional Domain Spell of that level.
- When you reach 6th level you gain the *Channel Divinity: Green Shape* effect, if you already know this effect, you learn a different effect of your choice available to your domain.

SUBDOMAIN: POISON

Prerequisite: Cleric Class; Nature or Trickery Domain

Your deity also holds dominion over poison and corruption.

You gain the following benefits:

- You may add a cantrip and one spell of each spell level to the cleric spell list for you from any spell list, these spells must inflict acid or poison damage or cause or cure disease or the poisoned condition.
- You learn a cantrip that meets the criteria above as an additional cleric cantrip known.
- When you reach 1st, 3rd, 5th, 7th and 9th level you can add a 1st, 2nd, 3rd, 4th, and 5th level spell respectively that meets the criteria above as an additional Domain Spell of that level.
- When you reach 6th level you gain the *Channel Divinity: Venom Strike* or *Channel Divinity: Ooze Whip* effect.

CHANNEL DIVINITY: VENOM STRIKE

You can use your Channel Divinity to infuse your weapon with venom. As a bonus action you can use your Channel Divinity to cast *venomous strike* without using a spell slot or requiring concentration. The spell is cast as if using a spell slot equal to 1/3rd your cleric level (round up). When you learn this effect, you also learn the *serpent strike* cantrip as an additional cleric cantrip known and you gain the *venomous strike* spell as an additional Domain Spell.

SUBDOMAIN: WATER

Prerequisite: Cleric Class; Freedom, Nature, or Tempest Domain

Your deity is a patron of waters, rivers, pools, or oceans. You gain the following benefits:

- You may add a cantrip and one spell of each spell level to the cleric spell list for you from any spell list, these spells must create, control, or manipulate water, mist, fog or weather, or assist moving, seeing, or breathing in water, mist, or fog.
- You learn the *shape water* cantrip as an additional cleric cantrip known.

- When you reach 1st, 3rd, 5th, 7th and 9th level you can add a 1st, 2nd, 3rd, 4th, and 5th level spell respectively that meets the criteria above as an additional Domain Spell of that level.
- When you reach 6th level you learn the *Channel Divinity: Blessing of the Waves* effect or a different effect available to the Water Domain.

SUBDOMAIN: WINTER

Prerequisite: Cleric Class; Fury, Nature, or Tempest Domain
Your deity is a ruler of an icy Domain or the winter season. You gain the following benefits:

- You may add a cantrip and one spell of each spell level to the cleric spell list for you from any spell list, these spells must create, control, or manipulate ice or snow or inflict cold damage. Also included are spells that protect from cold weather or damage or aid in moving through ice or snow.
- You learn the *create ice* cantrip as an additional cleric cantrip known.
- When you reach 1st, 3rd, 5th, 7th, and 9th level you can add a 1st, 2nd, 3rd, 4th, and 5th level spell respectively that meets the criteria above as an additional Domain Spell of that level.
- When you reach 6th level you learn the *Channel Divinity: Ice Guard* effect or a different effect available to the Winter Domain.



PALADIN CLASS FEATS

You have discovered new facets of your sacred oath or honed your existing skills. The following are class feats available only to single class paladins. Some may have a prerequisite that may limit it to being chosen by paladins of a particular Sacred Oath.

PALADIN CLASS FEATS TABLE

Paladin Class Feat	Sacred Oath
Ardent Conqueror	Conquest
Bonded Rider	Elysian Host, Hellrider, Wild Hunt
Bone Lord	Bone
Crown Loyalist	Crown
Exemplar of Devotion	Devotion
Glorious Warrior	Glory
Grey Warden	Warden
Guardian of the Veil	Veil
Incorruptible Arbiter	Arbiter
Knight Banneret	Any
Knight Hospitaller	Hospitaller
Knight Magus	Sorcery
Knight Troubadour	Song
Lore Knight	Lore
Oathbound Favor	Any
Redemptive Guardian	Redemption
Sacred Strength	Any
Sentinel of the Ancients	Ancients
Steel Commander	Steel
Stoneguard	Stone
Sworn Faithful	Any
Vanguard of Vengeance	Vengeance
Vigilant Sentinel	Vigilance
Warrior of the People	Solidarity
Watcher at the Gates	Watchers

ARDENT CONQUEROR

Prerequisite: Paladin Class; Oath of Conquest

You are an ardent devotee of the tenets of conquest.

- Increase your Strength, Constitution, or Charisma score by 1, to a maximum of 20.
- When a creature suffers psychic damage from your Aura of Conquest, it must make a Wisdom saving throw or become paralyzed with fear until the start of its next turn.
- When a creature suffers psychic damage from your Scornful Rebuke feature, you can use a reaction to expend a spell slot to force it to make a Wisdom saving throw. On a failed save it suffers an additional 1d8 psychic damage plus 1d8 per level of the spell slot you expended and is stunned until the end of its next turn. On successful save it suffers half this additional damage and is not stunned.

BONDED RIDER

Prerequisite: Paladin Class; Channel Divinity: Call Steed

You and your bonded steed fight and one and lend heart and skill to allied cavalry.

- Increase your Strength, Dexterity, Constitution, or Charisma score by 1, to a maximum of 20.
- While mounted on your bonded steed, mounted creatures affected by your Aura of Protection gain the benefits of your Mounted Combatant feat.
- Once you gain the Mounted Combatant feat, if, while you are mounted on your bonded steed, both you and your steed are subjected to an effect that allows you to make a Dexterity to take only half damage, if your steed succeeds on its saving throw, you also succeed, and both you and the steed instead take no damage. If your steed fails its saving throw, make your saving throw normally.

- If you have the Divine Allegiance feature, you also gain the Unfailing Loyalty feature. If you have the Unfailing Loyalty feature, you also gain the Divine Allegiance feature.
- Creatures affected by your Aura of Protection also gain the benefits of your Unyielding Spirit feature.

EXEMPLAR OF DEVOTION

Prerequisite: Paladin Class; Oath of Devotion

You are an exemplar of the tenets of the oath of devotion.

- Increase your Charisma score by 1, to a maximum of 20.
- A creature that attempts to charm a creature within your Aura of Devotion suffers radiant damage equal to your paladin level.
- Creatures affected by your Aura of Devotion also gain the benefits of your Purity of Spirit feature.



BONE LORD

Prerequisite: Paladin Class; Oath of Bone

You are a bone lord, a commander of undead legions.

- Increase your Strength, Constitution, or Charisma score by 1, to a maximum of 20.
- If you have the Necromantic Aura feature, you also gain the Bone Knight feature. If you have the Bone Knight feature, you also gain the Necromantic Aura feature.
- If you have the Master of the Pallid banner feature, you also gain the Master Bonecrafter feature. If you have the Master Bonecrafter feature, you also gain the Master of the Pallid Banner feature.

GLORIOUS WARRIOR

Prerequisite: Paladin Class; Oath of Glory

You are a warrior devoted to honor, competition, and glory.

- Increase your Strength, Constitution, or Charisma score by 1, to a maximum of 20.
- If you have the Aura of Alacrity feature, you also gain the Charge of Glory feature. If you have the Charge of Glory feature, you also gain the Aura of Alacrity feature. In addition, the range of your Aura of Alacrity increases to 10 feet, or to 30 feet when you reach 18th level.
- You regain all expended uses of your Glorious Defense feature when you finish a short or long rest.

CROWN LOYALIST

Prerequisite: Paladin Class; Oath of the Crown

Your devotion to crown and sovereign grants you the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.

GREY WARDEN

Prerequisite: Paladin Class; Oath of the Warden

You wear the mantle of an expert witch hunter.

- You have advantage on spellcasting ability checks made as part of a counterspell or dispel magic or to use your

Abjuring Smite feature if either the target of the spell or the caster of the spell are within your Disruptive Aura.

- When damage from your Divine Smite causes a creature to lose concentration on a spell, or you successfully counter a spell using counterspell or end a spell using dispel magic or Abjuring Smite, you can regain expended spell slots with a total level equal to half the level of the spell slot you expended to use Divine Smite or to cast the spell (round up).

GUARDIAN OF THE VEIL

Prerequisite: Paladin Class; Oath of the Veil

You stand guardian over the veil between the living and the dead.

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- When you cast a paladin spell or use a paladin class feature that inflicts force or radiant damage it inflicts both force and radiant damage. A creature is not resistant or immune to such damage unless it is resistant or immune to both types of damage and a creature is vulnerable to the damage if it is vulnerable to either damage type.
- When you inflict damage on a target using your Divine Smite, the target cannot teleport or use planar travel or incorporeal movement until after the end of your next turn.

INCORRUPTIBLE ARBITER

Prerequisite: Paladin Class; Oath of the Arbiter

You are a judge of unimpeachable rectitude.

- Increase your Strength, Constitution, Wisdom, or Charisma score by 1, to a maximum of 20.
- You gain proficiency with Wisdom saving throws.
- You and friendly creatures within your Aura of Protection can't be charmed while you are conscious.

KNIGHT BANNERET

Prerequisite: Paladin Class; Aura of Protection

When you take this feat, you swear an additional oath to the warriors fighting under your banner, which grants you the following additional abilities:

- You and friendly creatures within range of your Aura of Protection gain advantage on saving throws and ability checks versus effects that cause the charmed or frightened condition and on ability checks and saving throws to remove those conditions.
- You gain the *Channel Divinity: Great Standard* effect and gain the *banner of devotion* spell as an additional Oath Spell.

CHANNEL DIVINITY: GREAT STANDARD

You can use your Channel Divinity when you cast *banner of devotion* to either increase the level at which the spell is cast by 2 or cast the spell as a 2nd level spell without expending a spell slot. Additionally, if you know this effect, the banner produced by the spell always bears one emblem of your choice when you cast it and can bear up to two emblems instead of only one.

KNIGHT HOSPITALLER

Prerequisite: Paladin Class; Oath of the Hospitaller

You bring succor and healing to the deserving, and to those that could become deserving.

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You gain proficiency with the Medicine skill, if you are already proficient with this skill, you gain expertise with the skill instead: you add double your proficiency bonus to checks you make using it. If you already have expertise with the skill, you gain proficiency with a skill or tool of your choice instead.
- When you use an Action to use your Lay on Hands feature outside of combat, you can restore additional hit points to the target equal to your proficiency bonus in the Medicine skill, to a maximum of number of additional hit points equal to the amount expended from your Lay on Hands pool.

KNIGHT MAGUS

Prerequisite: Paladin Class; Oath of Sorcery

You are sworn to defend the pure use of sorcery.

- Increase your Charisma score by 1, to a maximum of 20.
- If a hostile creature within the area of your Aura of Protection would make a saving throw versus a spell with advantage, it must instead make the saving throw normally.
- If you have the Touch of Sorcery feature, you also gain the Sorcerous Amplification feature. If you have the Sorcerous Amplification feature, you also gain the Touch of Sorcery feature.

KNIGHT TROUBADOUR

Prerequisite: Paladin Class; Oath of Song

You are a troubadour and knight errant, bringing the joy of gallant song and battle to the dark places of the world.

- Increase your Charisma score by 1, to a maximum of 20.
- You learn an additional cantrip of your choice from the bard or cleric spell list. This is a paladin spell for you. Moreover, when you take the Attack action on your turn, you can cast one of your cantrips in place of one of your attacks. The cantrip must have a casting time of 1 action or 1 bonus action.
- If a spell would cause you to become Silenced, you may make a Charisma (Performance) check as a reaction with a DC equal to 10 + the Spell Level. On a success, the spell that would silence you ends.

LORE KNIGHT

Prerequisite: Paladin Class; Oath of Lore

You are a guardian and teacher of lore, both ancient and contemporary.

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You can take the Help action as a bonus action. If you use the Help action to aid an attack roll or ability check affected by your Loreguard feature, the aided creature can also reroll one of the dice of the affected roll once.
- When you gain the Loreguard feature, you also learn the *Channel Divinity: Knowledge of the Ages* effect and the cleric *Channel Divinity: Divine Understanding* effect as a cleric of

your paladin level and using your Charisma modifier in place of Wisdom.

OATHBOUND FAVOR

Prerequisite: Paladin Class; Sacred Oath class feature.

Your dedication to your Sacred Oath has granted you an increased ability to channel divine power. You gain the following benefits:

- You gain a number of additional uses of your Channel Divinity equal to half your proficiency bonus (round down). You regain these additional Channel Divinity uses when you finish a long rest.
- You learn two additional Channel Divinity effects from among those granted by your Sacred Oath.

REDEMPTIVE GUARDIAN

Prerequisite: Paladin Class; Oath of Redemption

You are a guardian for those seeking redemption.

- Increase your Constitution or Charisma score by 1, to a maximum of 20.
- So long as you are not incapacitated, you can magically take damage using your Aura of the Guardian feature without using a reaction. If you use your reaction to use this feature, immediately after you suffer the damage, you gain temporary hit points equal to half the damage you suffered.
- Creatures affected by your Aura of the Guardian also gain the benefits of your Protective Spirit feature.

SACRED STRENGTH

Prerequisite: Paladin Class; Charisma and Strength 13 or higher

The power of your sacred oath lends you strength:

- Increase your Charisma or Strength score by 1, to a maximum of 20.
- You gain Proficiency with Strength saving throws.
- To determine your Strength modifier, you can treat your Strength modifier as being the sum of your Charisma modifier plus your Strength modifier, to a maximum of a +5 modifier.

SENTINEL OF THE ANCIENTS

Prerequisite: Paladin Class; Oath of the Ancients

You are sentinel for the ancient powers of the old faith.

- Increase your Constitution or Charisma score by 1, to a maximum of 20.
- Creatures affected by of your Aura of Warding also gain Magic Resistance: they have advantage on saving throws against spells and other magical effects.
- When you gain the Undying Sentinel feature, you also age only 1 year for every 10 years that pass and become immune to poison damage and the poisoned condition.

STEEL COMMANDER

Prerequisite: Paladin Class; Oath of Steel

A steel commander is dedicated first to the troops they command.

- Increase an ability score of your choice by 1, to a maximum of 20.
- You gain an additional Fighting Style chosen from either the Paladin or Fighter feature (your choice).

- When you score a critical hit with a weapon attack against a hostile creature within your Aura of Battle or reduce a hostile creature within your Aura of Battle to 0 hit points with a weapon attack, you can regain expended spell slots with a total level equal to or less than half your proficiency bonus or regain one use of your Channel Divinity.

STONEGUARD

Prerequisite: Paladin Class; Oath of Stone

You are a stoneguard, your word is writ in stone.

- Increase your Strength, Constitution, Wisdom, or Charisma score by 1, to a maximum of 20.
- You gain an additional paladin fighting style.
- When a hostile creature within your reach makes an attack against a creature affected by your Aura of Stone, it provokes an opportunity attack from you, interrupting the attack. If you hit with this attack, if the creature is still able to make the attack, it suffers disadvantage on its attack roll.

SWORN FAITHFUL

Prerequisite: Paladin Class; Sacred Oath feature; Blessed Warrior fighting style

Your paladin Sacred Oath includes an oath to a deity or religious order, usually a simple oath to “protect and succor the faithful.” This additional obligation carries with it measure of divine power.

- Choose a cleric Divine Domain, you gain a Channel Divinity effect of your choice available to that domain, you may use this effect with your Paladin Channel Divinity, using Charisma in place of Wisdom and your Paladin level in place of Cleric level.
- When you take the Attack action, you can cast one of your cleric cantrips with a casting time of 1 action or 1 bonus action or use a Channel Divinity effect that requires one action or one bonus action in place of one of your attacks.
- When you prepare the list of Paladin spells available for you to cast, you can choose from the cleric spell list and the paladin spell list. Additionally, the Domain Spells of your chosen domain are added to the Paladin spell list for you. Each time you prepare spells, you may add one Domain Spell of each level you can cast to your list of Oath Spells of the same level.

VANGUARD OF VENGEANCE

Prerequisite: Paladin Class; Oath of Vengeance

You lead the hunt in pursuit of vengeance.

- Increase your Strength, Constitution, or Charisma score by 1, to a maximum of 20.
- Creatures affected by your Aura of Protection also share your Relentless Avenger feature.
- You can use your Relentless Avenger feature after any attack made as part of a reaction (not just opportunity attacks).
- You have advantage on any attack roll made as part of a reaction.

VIGILANT SENTINEL

Prerequisite: Paladin Class; Oath of Vigilance

You stand the eternal vigil in defense of your people.

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You gain proficiency with the Investigation, Insight, and Perception skills. If you are already proficient with a skill, you gain expertise in the skill instead: you add double your proficiency bonus to checks you make using it.

WARRIOR OF THE PEOPLE

Prerequisite: Paladin Class; Oath of Solidarity

Your devotion to unity and the people grants you the following benefits:

- Increase your Strength, Constitution, or Charisma score by 1, to a maximum of 20.
- If you or a friendly creature within your Aura of Solidarity takes the help action to aid another friendly creature affected by the aura, the aided creature can also reroll one of the dice of the affected roll once.
- You and friendly creatures within your Aura of Solidarity have advantage on saving throws and ability checks to avoid being pushed or knocked prone.

WATCHER AT THE GATES

Prerequisite: Paladin Class; Oath of the Watchers

You are a watcher at the planar gateways, always on guard against the extraplanar threat.

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- When you or a creature affected by your Aura of the Sentinel rolls initiative and would be surprised, they can choose to forgo the bonus to initiative granted by that feature to instead negate the surprise against them, acting normally during the first turn of combat.
- When you damage a creature using your Vigilant Rebuke or Divine Smite feature, the target cannot teleport or use planar travel until after the end of your next turn.

DIVINE BARD CLASS FEATS

The following class feat can be chosen by single class bards of the College of Hymns.

DIVINE CHORUS

Prerequisite: Cleric Class; Divine Verse feature

Your divine songs are pleasing to the gods.

- You gain a number of additional uses of your Channel Divinity from your Divine Verse feature equal to half your proficiency bonus. You regain these additional Channel Divinity uses when you finish a long rest.
- If a friendly creature affected by your Countercharm uses a Channel Divinity feature, you can expend one of your own Channel Divinity uses to allow that creature to use its Channel Divinity without expending one of its uses.
- You learn two additional Channel Divinity effects from among those available to the Divine Domain you chose. You must meet the prerequisites for these effects, as described in your Divine Verse Feature. You may exchange one of these effects for a different one each time you gain a cleric level.

DIVINE FIGHTER CLASS FEATS

The following class feat can be chosen by single class fighters of the Devoted Warrior archetype.

WAR PRAYERS

Prerequisite: Fighter Class; Spellcasting and Favored among the Faithful features

You have practiced blending divine prayer and martial prowess, granting you the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You learn one of the following cantrips of your choice as an additional cantrip known: *bane strike*, *blessed strike*, *martyr's strike*, or *radiant blade*. Alternatively, you can replace this cantrip with a different cantrip requiring



a weapon attack as part of the casting available to your chosen Divine Domain.

- You learn the *consecrate weapon* spell as an additional spell known.
- While wielding a consecrated weapon, when you take the Attack action with the weapon, you can cast a cantrip or make a spell attack you could make as an action in place of one of the attacks you could make as part of that action. The cantrip must have a casting time of 1 Action or 1 Bonus Action and is cast as if you were 6 levels lower than your actual level for the purposes of determining additional damage and effects.

DIVINE MONK CLASS FEATS

The following class feat can be chosen by single class monks of the Way of Faith monastic tradition.

WAY OF THE FAITHFUL SOUL

Prerequisite: Monk Class; Divine Ki feature

You have learned to let your movements and actions be guided by faith.

- You can use Wisdom instead of Strength or Dexterity for the attack and damage rolls of attacks using unarmed strikes and monk weapons.
- You gain a bonus to your Unarmored Defense equal to half your proficiency bonus.
- You cannot be surprised so long as you are conscious and you can gain a bonus to initiative rolls equal to your Wisdom modifier.

DIVINE ROGUE CLASS FEATS

The following class feat can be chosen by single class rogues of the Devoted Slayer archetype.

SLAYER OF THE UNCLEAN

Prerequisite: Rogue Class; Silent Invocation feature

You are a devoted slayer of unclean creatures.

- You learn the *detect evil and good* spell as an additional spell known. You can cast this spell as a bonus action without requiring components or concentration and can cast it a number of times equal to your proficiency bonus without expending a spell slot. When you regain spell slots you also regain all expended uses of this feat.
- During the duration of your *detect evil and good* spell, creatures detected by the spell cannot become hidden from you, and you can use your Sneak Attack against such creatures even if you don't have advantage on the attack roll, but not if you have disadvantage.
- When you gain the Smite the Unfaithful feature, you can cast *detect evil and good* as part of the same bonus action to use that feature, and creatures detected by that spell suffer an additional 1d8 damage from your Smite the Unfaithful feature.

DIVINE SORCERER CLASS FEATS

The following class feats can be chosen by single class sorcerers of the Divine Soul or Godmarked origins.

DIVINE SORCERER CLASS FEAT TABLE

Sorcerer Class Feat	Sorcerous Origin
Divine Link	Divine Soul
Mark of Power	Godmarked

DIVINE LINK

Prerequisite: Sorcerer Class, Divine Magic feature

Your divine magic is linked to one particular faith or deity. Choose a deity or faith appropriate to the affinity you chose as the source of your divine power for your Divine Magic feature. You gain the following benefits based on your chosen deity or faith:

- Choose a Divine Domain offered by the deity or faith this faith, you gain the Domain Spells of that domain as additional sorcerer spells known when you reach the listed sorcerer levels.
- The Domain Cantrips of your chosen Divine Domain are added to the sorcerer spell list for you and you learn an additional cantrip of your choice.

MARK OF POWER

Prerequisite: Sorcerer Class, Deific Mark feature

The power of your Deific Mark grows, granting you the following benefits:

- Increase your Constitution or Charisma score by 1, to a maximum of 20.
- Your Deific Mark grants you a bonus to spell attack rolls, spellcasting ability checks, and the saving throw DCs of your spells and Channel Divinity effects as you gain levels. A +1 bonus starting at 5th level, +2 at 11th level, and a +3 bonus at 17th level. However, you can no longer use any other type of arcane or divine spellcasting focus.



BACKGROUNDS

The following are additional backgrounds that are especially suitable to divine focused characters:

As always you can always customize a background to better reflect your specific vision of your character.

FORMER CLERICAL ACOLYTE

You spent your youth as an acolyte in a temple or in aid to a simple village priest. Even if you did not hear the call to the church yourself, you have learned bits and pieces of religious lore.

Skill Proficiencies: Religion and choose one from: History, Insight, Medicine, or Persuasion.

Languages: Two of your choice

Equipment: A holy symbol, a prayer book, a journal, a set of common clothes, and a pouch containing 20gp.

FEATURE: DIVINE KNACK

You have picked up several useful basics of divine magic. You learn the *thaumaturgy* cantrip, Wisdom is your Spellcasting ability for this spell. In addition you can learn even esoteric languages such as celestial or infernal with your language choices from this background.

SUGGESTED CHARACTERISTICS

d8	Personality Trait
1	I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.
2	I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.
3	I see omens in every event and action. The gods try to speak to us, we just need to listen.
4	Nothing can shake my faith.
5	I quote (or misquote) sacred texts and proverbs in almost every situation.
6	I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.
7	I often begin sentences with "The prelate always said..."
8	We would often spend days without speaking at the monastery, I often still do..

d6	Ideal
1	Tradition. The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)
2	Charity. I always try to help those in need, no matter what the personal cost. (Good)
3	Change. We must help bring about the changes the gods are constantly working in the world. (Chaotic)
4	Piety. The answer to almost any situation can be found with enough prayer and piety. (Any)
5	Faith. I trust that my deity will guide my actions. I have faith that if I work hard, things will go well. (Lawful)

6	Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her teachings. (Any)
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d6	Bond
1	The members of my former monastery were slain, and I seek vengeance for this heresy.
2	The clergy I studied under and the faith they taught me will always have my respect and devotion.
3	I owe my life to the priest who took me in when my parents died.
4	Everything I do is for the faithful.
5	I will do anything to protect the temple where I was raised.
6	I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

d6	Flaw
1	I judge others harshly, and myself even more severely.
2	I put too much trust in those who wield power within my temple's hierarchy.
3	My piety sometimes leads me to blindly trust those that profess faith in my god.
4	I am inflexible in my thinking.
5	I am suspicious of strangers and expect the worst of them.
6	Despite my attempts to be strong, and succumb to the vices of the flesh.



ITINERANT PRIEST

You spent years as a wandering priest, bringing the word of your faith to the most remote, rural, and even wild places of the world.

Skill Proficiencies: Religion and choose one from: Animal Handling, Medicine, Perception, Persuasion, or Survival.

Tools: Vehicles (land)

Languages: One of your choice

Equipment: A staff, a prayer book or prayer wheel, a collection bowl, vestments, a set of traveler's clothes, a mule named for a saint of your faith, a cart, and a pouch containing 5gp.

FEATURE: WANDERING PRIEST

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. You can find a place to rest among the faithful and communities of faithful will support you at a modest lifestyle in exchange for your preaching.

SUGGESTED CHARACTERISTICS

d8	Personality Trait
1	I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.
2	I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.
3	I see omens in every event and action. The gods try to speak to us, we just need to listen.
4	Nothing can shake my optimistic attitude.
5	I seek every opportunity to guide others to my faith, even when it might not be politic to do so.
6	I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.
7	While I see it as my duty to guide others to my faith, I prefer the quiet nights and simple pleasures of the road to large gathers of others.
8	I see almost every event as a teachable moment for my flock.

d6	Ideal
1	Tradition. The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)
2	Charity. I always try to help those in need, no matter what the personal cost. (Good)
3	Flexibility. I see no problem with being flexible about the specifics of my faith's tenets, so long as the core principles remain true. (Chaotic)
4	Conversion. It is better to bring one forcefully to the faith than to allow them to live a heretic. (Evil)
5	Faith. I trust that my deity will guide my actions. I have faith that if I work hard, things will go well. (Lawful)
6	Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her teachings. (Any)

d6	Bond
1	I would die to recover an ancient relic of my faith that was lost long ago.
2	I will bring divine wrath down on the evildoers who destroyed a village of my congregation.
3	An injury or insult to my faith is an injury to me.
4	Everything I do is for my faith.
5	I will do anything to protect my flock.
6	I love another, but cannot be with them unless they convert to my faith.

d6	Flaw
1	I judge others harshly, and myself even more severely.
2	I must mortify the flesh to purify the soul.
3	My piety sometimes leads me to blindly trust those that profess faith in my god.
4	The hierarchy of my church thinks that I am too lax in my teachings. I think they are too hidebound.
5	I am too enamored of ale, wine, and other intoxicants.
6	I am slow to trust those who refuse the teachings of my faith.



RELIGIOUS SCHOLAR

You spent years in a monastery or institution of religious learning. You have studied great works of faith and philosophy and debated doctrine with the faithful of your church and other faiths.

Skill Proficiencies: Religion and choose one from: Arcana, History, or Persuasion.

Languages: Two of your choice

Equipment: A bottle of black ink, a quill, a small knife, a prayer book, a religious or philosophical manuscript you have been working on, a set of common clothes, and a pouch containing 10gp

FEATURE: RESEARCHER

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

SUGGESTED CHARACTERISTICS

d8	Personality Trait
1	I idolize a particular philosopher of my faith, and constantly refer to that person's writings.
2	I'm used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.
3	I'm willing to listen to every side of an argument before I make my own judgment.
4	Nothing can shake my optimistic attitude.
5	I have a philosophical quote for any and every situation.
6	I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.
7	Strong drink and rich food cloud the mind and weigh on the spirit. I prefer simple fare..
8	I've spent so long in the temple that I have little practical experience dealing with people in the outside world.

d6	Ideal
1	Philosophy. A combination of faith and reason light the path to enlightenment. (Neutral)
2	Charity. I always try to help those in need, no matter what the personal cost. (Good)
3	Change. We must help bring about the changes the gods are constantly working in the world. (Chaotic)
4	Self-Improvement. The goal of a life of faithful study is the betterment of oneself. (Any)
5	Faith. I trust that my deity will guide my actions. I have faith that if I work hard, things will go well. (Lawful)
6	Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her teachings. (Any)

d6	Bond
1	I would die to recover an ancient relic of my faith that was lost long ago.
2	I will someday get revenge on the corrupt temple hierarchy who branded me a heretic.
3	I owe my life to the priest who took me in when my parents died.
4	Everything I do is to better understand my faith.
5	I will do anything to protect the temple where I studied.
6	I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

d6	Flaw
1	I judge others harshly, and myself even more severely.
2	I love a good argument.
3	I am too trusting of those that profess to share my faith.
4	I extol the virtues of the mind, but am easily tempted by the pleasures of the flesh.
5	I can't keep a secret to save my life, or anyone else's.
6	Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

WARRIOR OF THE FAITH

You were a soldier in a religious crusade or for a religious order or temple guard.

Skill Proficiencies: Religion and choose one from: Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

Tools: Vehicles (land)

Languages: One of your choice

Equipment: An insignia of rank, a holy symbol, a prayer book, a set of common clothes, and a pouch containing 10gp

FEATURE: RELIGIOUS VETERAN

You have a military rank from your career as a soldier of the faith. Soldiers that share your faith still recognize your authority and influence, and they defer to you if they are of a lower rank. You can also usually gain access to friendly military encampments and fortresses of your faith where your rank is recognized and you and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells.

SUGGESTED CHARACTERISTICS

d8	Personality Trait
1	I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.
2	I've seen so much violence, that I'm always loath to start a fight, but will readily finish one.
3	I hold out hope that a higher plan exists, but I secretly doubt it.
4	I can stare down a hell hound without flinching.
5	I quote (or misquote) sacred texts and proverbs in almost every situation.
6	I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.
7	I'm always polite and respectful..
8	I've spent so long as a soldier of the faith, I sometimes forget that there are solutions other than conflict.

d6	Ideal
1	Tradition. The sacred codes and traditions of war and honor must be upheld. (Lawful)
2	Greater Good. Our lot is to lay down our lives in defense of others. (Good)
3	Change. We must help bring about the changes the gods are constantly working in the world. (Chaotic)
4	Power. I hope to one day rise to the top of my faith's religious hierarchy. (Lawful)
5	Church. I do so as a must to guard the clergy and devoted of my faith. (Neutral)
6	Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her teachings. (Any)

d6	Bond
1	I would still lay down my life for the faithful I served with.
2	Someone saved my life on the battlefield. To this day, I will never leave a friend behind..
3	Faith, Honor, Loyalty.
4	I honor and revere the clergy of my faith, but I also hold them to a very high standard of virtue.
5	I will do anything to protect the temple where I served.
6	I fight for the faithful who cannot fight for themselves..

d6	Flaw
1	I judge others harshly in the light of my faith, and myself even more severely.
2	I am in awe of the miraculous powers granted to the clergy, so much so that I forget they have limits..
3	My piety sometimes leads me to blindly trust the clergy of my faith.
4	I am inflexible in my thinking.
5	I can forgive almost anything, but not heresy.
6	I have little respect for secular law, the tenets of my faith are all the guide I need in life.





RULE OPTIONS

This chapter contains optional rules to enhance game play, especially for high magic settings, or games with several arcane spellcasters.

SPELLCASTING OPTIONS

Casting divine spells is at the core of both the cleric and paladin classes. This section is intended to expand and expound upon rules and options related to divine spellcasting.

CANTRIPS

When you learn cantrips from the Spellcasting or Pact Magic class feature, when you gain a level in the class that grants that feature, you can choose one cantrip you know and replace it with a new one from that class's spell list. **Note:** this is not true of specific cantrips granted by a feat or class feature, though as a general rule, if you are granted a cantrip that you already know you may choose a new cantrip from the same spell list in place of the duplicate.

Most cantrips increase in power or utility as a character gains level. Presented below are optional addenda to the descriptions of many existing cleric cantrips that add a section describing how the cantrip scales with the caster's character level.

CONTROL FLAMES

As you gain levels you can have additional non-instantaneous effects of control flame active at the same time. Four non-instantaneous effects at 5th level, five effects at 11th level, and six effects at 17th level. Additionally, starting at 5th level, you can cast this spell to cause the flame to lash out at a target within 5 feet of the affected fire. Make a melee spell attack, on a hit the target suffers 1d4 fire damage. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

GUIDANCE

The guidance that this spell provides increases as you gain levels. The die increases to a d6 at 5th level and a d8 at 17th level. The duration of the spell increases to 10 minutes when you reach 11th level.

GUST

The weight of an object that can be moved by a gust increases to 10 pounds at 5th level, 15 pounds at 11th level, and 20 pounds at 17th level. In addition, at 11th level gust can push a creature of up to size Large that fails its Strength save or push a medium or smaller creature an additional 5 feet. Additionally, starting at 5th level you can choose to inflict 1d4 bludgeoning damage on a creature failing its Strength saving throw versus this spell. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

LIGHT

Starting at 5th level, you can cast this spell again without ending the spell on an existing target. You may have light active on one additional object at 5th level (2 objects), 11th level (3 objects), and 17th level (4 objects).

MENDING

The maximum size of a break or tear that can be mended by the mending spell increases by 1 foot at 5th level (2 feet in any dimension), 11th level (3 feet), and 17th level (4 feet).

RESISTANCE

The resistance granted by this spell increases as you gain levels. The die increases to a d6 at 5th level and a d8 at 17th level. The duration of the spell increases to 10 minutes when you reach 11th level.

MAGIC STONE

The number of stones that can be enchanted by magic stone increases by 3 at 5th level (6 stones), 11th level (9 stones), and 17th level (12 stones). At 11th level, the duration increases to 1 hour or until all stones are used.

MOLD EARTH

As you gain levels you can have additional non-instantaneous effects of mold earth active at the same time. Three non-instantaneous effects at 5th level, four effects at 11th level, and five effects at 17th level. Additionally, starting at 5th level you can choose to force a medium or smaller creature standing on earth above this effect to make a Dexterity saving throw or fall prone and suffer 1d4 bludgeoning damage. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

SHAPE WATER

As you gain levels you can have additional non-instantaneous effects of shape water active at the same time. Three non-instantaneous effects at 5th level, four effects at 11th level, and five effects at 17th level. Additionally, starting at 5th level, you can cast this spell to cause the water to lash out at a target within 5 feet of the affected area. Make a melee spell attack, on a hit the target suffers 1d4 bludgeoning damage and you can push a size medium or smaller swimming creature 5 feet. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

SPARE THE DYING

As you gain levels, when you stabilize a creature using this spell you also shelter the target from further harm. Starting at 5th level, a target stabilized by this spell gains 1d8 temporary hit points. This increases to 2d8 at 11th level, and 3d8 at 17th level. This does not restore the target to consciousness but does prevent additional death saving throw failures from taking damage until these temporary hit points are exhausted. These temporary hit points disappear one minute after the target is restored to consciousness.

THAUMATURGY

As you gain levels you can have additional 1-minute effects of thaumaturgy active at the same time. Four non-instantaneous effects at 5th level, five effects at 11th level, and six effects at 17th level. Additionally, at 11th level, you can increase the duration of any of the 1-minute effects to 10-minutes.

AT HIGHER LEVELS.

Many spells have a section listed in their description that describe the effect when that spell is cast using a higher-level spell slot. Presented below are optional addenda to the descriptions of many existing cleric and paladin spells that add an At Higher Levels section to the spell description.

AUGURY

At Higher Levels. If you cast augury using a spell slot of 2nd level or higher, you can receive an omen about an additional specific course of action per slot level above 1st.

AURA OF LIFE

At Higher Levels. If you cast aura of life using a spell slot of 5th level or higher the duration increases by 10 minutes per slot level above 4th.

AURA OF PURITY

At Higher Levels. If you cast aura of purity using a spell slot of 5th level or higher the duration increases by 10 minutes per slot level above 4th.

AURA OF VITALITY

At Higher Levels. If you cast aura of vitality using a spell slot of 4th level or higher the duration increases by 1 minute per slot level above 3rd.

BEACON OF HOPE

At Higher Levels. If you cast beacon of hope using a spell slot of 5th level or higher the duration increases by 1 minute per slot level above 4th.

BLADE BARRIER

At Higher Levels. If you cast blade barrier using a spell slot of 7th level or higher the damage increases by 1d10 per slot level above 6th.

BLINDING SMITE

At Higher Levels. If you cast blinding smite using a spell slot of 4th level or higher, the damage increases by 1d8 per slot level above 3rd.

CALM EMOTIONS

At Higher Levels. If you cast calm emotions using a spell slot of 3rd level or higher the duration increases by 1 minute per slot level above 2nd.

CIRCLE OF POWER

At Higher Levels. If you cast circle of power using a spell slot of 6th level or higher the duration increases by 10 minutes per slot level above 5th.

CLAIRVOYANCE

At Higher Levels. If you cast clairvoyance using a spell slot of 4th level or higher the duration increases to 1 hour at 5th or 6th level, 8 hours at 7th or 8th, and to 24 hours if a 9th level spell slot is used.

COMMUNE

At Higher Levels. If you cast commune using a spell slot of 6th level or higher the number of questions you can ask increases by 3 per slot level above 5th.

COMPELLED DUEL

At Higher Levels. If you cast compelled duel using a spell slot of 2nd level or higher the duration increases by 1 minute per slot level above 1st. If cast using a spell slot of 3rd level or higher, it no longer requires concentration.

CONTAGION

At Higher Levels. If you cast contagion using a spell slot of 6th level or higher, you can affect one additional creature per slot level above 5th. You must make a separate melee spell attack to affect each additional creature, though this can be the same melee spell attack used in the casting of another necromancy spell.

CONTINUAL FLAME

At Higher Levels. If you cast continual flame using a spell slot of 3rd level or higher you can affect an additional object per slot level above 2nd, but spell only consumes the same amount of material component.

CONTROL WATER

At Higher Levels. If you cast control water using a spell slot of 5th level or higher, you can affect an additional 100 foot cube of area per slot level above 4th. The damage caused by a Whirlpool effect increases by 2d8 per slot level above 4th.

CONTROL WEATHER

At Higher Levels. If you cast control weather using a 9th level spell slot you can either increase the area to 10 miles or the duration to 24 hours.

CRUSADER'S MANTLE

At Higher Levels. If you cast crusader's mantle using a spell slot of 4th level or higher the duration increases by 1 minute per slot level above 3rd. If cast using a 5th level spell slot, the extra damage on a hit increases to 1d6.

DARKNESS

At Higher Levels. If you cast darkness using a spell slot of 3rd level or higher, the duration increases by 10 minutes per slot level above 2nd and the level of magical light it can dispel equals the level at which the spell is cast.

DAWN

At Higher Levels. If you cast dawn using a spell slot of 6th level or higher the damage increases by 1d10 per slot level above 5th.

DAYLIGHT

At Higher Levels. If you cast daylight using a spell slot of 4th level or higher, the duration increases by 1 hour per slot level above 3rd. In addition, magical darkness created by a spell of equal or lower level than used to cast daylight is dispelled.

DESTRUCTIVE WAVE

At Higher Levels. If you cast destructive wave using a spell slot of 6th level or higher the damage increases by 1d6 thunder and 1d6 radiant or necrotic per slot level above 5th.

DETECT EVIL AND GOOD

At Higher Levels. If you cast detect evil and good using a spell slot of 2nd level or higher, you may increase either the range of the sense by 15 feet or the duration by 10 minutes per slot level above 1st.

DETECT MAGIC

At Higher Levels. If you cast detect magic using a spell slot of 2nd level or higher, you may increase either the range of the sense by 15 feet or the duration by 10 minutes per slot level above 1st.

DETECT POISON AND DISEASE

At Higher Levels. If you cast detect poison and disease using a spell slot of 2nd level or higher, you may increase either the range of the sense by 15 feet or the duration by 10 minutes per slot level above 1st.

Divine Synergy. A creature proficient with the Medicine skill can use the knowledge granted by this spell to advantage on ability checks made to treat a detected poison or disease.

DISPEL EVIL AND GOOD

At Higher Levels. If you cast dispel evil and good using a spell slot of 6th level or higher, you may use an additional special function beyond the first before ending the spell per slot level above 5th.

DIVINATION

At Higher Levels. If you cast divination using a spell slot of 5th level or higher the number of questions you can ask increases by 1 per slot level above 4th.

DIVINE FAVOR

At Higher Levels. If you cast divine favor using a 3rd level or higher spell slot the additional radiant damage on a hit increases; to 1d6 at 3rd or 4th level, to 1d8 at 5th or 6th level, to 1d10 at 7th or 8th level, and to 1d12 at 9th level.

DIVINE WORD

At Higher Levels. If you cast divine word using an 8th level or higher spell slot, the current hit points for each effect increases by 10 per slot level above 7th.

EARTHQUAKE

At Higher Levels. If you cast earthquake using a 9th level spell slot you can either increase the area to 1 mile or the duration to 10 minutes.

ENEMIES ABOUND

At Higher Levels. If you cast enemies abound using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

FEIGN DEATH

At Higher Levels. If you cast feign death using a spell slot of 4th level or higher, the duration increases to 8 hours at 5th level, to 24 hours at 6th level, 10 days at 7th level, and permanent until dispelled or dismissed if an 8th or 9th level spell slot is used. If cast using an 7th level or higher spell slot, the target does not age or require food or drink for the duration.

FIND STEED

At Higher Levels. If you cast find steed using a spell slot of 3rd level or higher, the steed manifests with 5 additional hit points per slot level above 2nd.

FIND GREATER STEED

At Higher Levels. If you cast find steed using a spell slot of 5th level or higher, the steed manifests with 5 additional hit points per slot level above 4th.

FIND THE PATH

At Higher Levels. If you cast find the path using a spell slot of 7th level or higher, the duration increases by 1 day per slot level above 6th.

FIRE STORM

At Higher Levels. If you cast fire storm using a spell slot of 8th level or higher, the damage increases by 1d10 and the area increases by 3 additional 10 foot cubes per slot level above 7th.

FORBIDDANCE

At Higher Levels. If you cast forbiddance using a spell slot of 7th level or higher, the duration increases by 1 day per slot level above 6th.

FREEDOM OF MOVEMENT

At Higher Levels. If you cast freedom of movement using a spell slot of 5th level or higher, you can either affect an additional willing creature or increase the duration by 1 hour per slot level above 4th.

GENTLE REPOSE

At Higher Levels. If you cast gentle repose using a spell slot of 3rd level or higher, you can either affect an additional target or increase the duration by 10 days per slot level above 2nd.

GREATER RESTORATION

At Higher Levels. If you cast greater restoration using a spell slot of 6th level or higher, you end an additional effect on the same target or a different one per slot level above 5th.

GUARDIAN OF FAITH

At Higher Levels. If you cast the guardian of faith using a spell slot of 5th level or higher, the area at which the guardian can attack increases by 10 feet and the total damage it can inflict increases by 20 per slot level above 4th.

HALLOW

At Higher Levels. If you cast hallow using a spell slot of 6th level or higher, the maximum radius of the spell increases

by 20 feet and you can choose an additional effect per slot level above 5th.

HARM

At Higher Levels. If you cast harm using a spell slot of 7th level or higher, the damage increases by 3d6 per slot level above 6th.

HEROES' FEAST

At Higher Levels. If you cast heroes' feast using a spell slot of 7th level or higher, up to 12 additional creatures can partake of the feast per slot level above 2nd.

HOLY AURA

At Higher Levels. If you cast holy aura using a 9th level spell slot, the duration increases to 10 minutes.

HOLY WEAPON

At Higher Levels. If you cast holy weapon using a spell slot of 6th level or higher, the radiant damage on a hit increases by 1d8 and the damage when the spell is expended increases by 2d8 per slot level above 5th.

LEGEND LORE

At Higher Levels. If you cast legend lore using a spell slot of 6th level or higher, you can receive information about an additional person, place, or object per slot level above 5th. You may choose the additional person, place, or object provided by the additional levels as you gain the information from this spell allowing you to follow lines of research.

LESSER RESTORATION

At Higher Levels. If you cast lesser restoration using a spell slot of 3rd level or higher, you end an additional disease or condition on the same target or a different one per slot level above 2nd.

LOCATE CREATURE

At Higher Levels. If you cast locate creature using a spell slot of 5th level or higher, the range at which the spell can function increases to 1 mile at 5th level, plus 10 miles per slot level above 5th. If cast using a spell slot of 6th level or higher, the spell is no longer blocked by running water, instead such a barrier halves the effective range of the spell.

Divine Synergy. If you possess a thaumaturgic link to the target, such as a piece of the creature (hair, blood, etc), a family member, or a prized possession you can use this link as a material component in the spell to enhance it. This can range from causing the target to be considered familiar to you to increasing the level at which the spell is cast by up to 3 levels (depending upon the strength of the link).

LOCATE OBJECT

At Higher Levels. If you cast locate object using a spell slot of 3rd level or higher, the range at which the spell can function increases to 1 mile at 3rd level, plus 10 miles per slot level above 3rd. If cast using a spell slot of 6th level or higher, the spell is no longer blocked by lead, instead such a barrier halves the effective range of the spell.

Divine Synergy. If you possess a thaumaturgic link to the target, such as the creator of an item casting this spell, possessing the second item of a matched set, or a body or creature bearing a wound left by a weapon, you can use this link as a component in the spell to enhance it. This can range from causing the target to be considered familiar to you to increasing the level at which the spell is cast by up to 3 levels (depending upon the strength of the link).

MELD INTO STONE

At Higher Levels. If you cast meld into stone using a spell slot of 4th level or higher, the duration increases by 8 hours per slot level above 3rd.

PLANE SHIFT

At Higher Levels. If you cast plane shift using a spell slot of 8th level or higher, you can double the number of willing creatures transported per slot level above 7th.

PROTECTION FROM ENERGY

At Higher Levels. If you cast protection from energy using a spell slot of 4th level or higher, you can either increase the duration by 1 hour or affect an additional willing creature per slot level above 3rd.

PROTECTION FROM EVIL AND GOOD

At Higher Levels. If you cast protection from evil and good using a spell slot of 2nd level or higher, you can either increase the duration by 10 minutes or affect an additional willing creature per slot level above 1st.

PROTECTION FROM POISON

At Higher Levels. If you cast protection from poison using a spell slot of 3rd level or higher, the duration increases by 1 hour and you can neutralize one additional poison on the target per slot level above 2nd.

PURIFY FOOD AND DRINK

At Higher Levels. If you cast purify food and drink using a spell slot of 2nd level or higher, the range increases by 10 feet and you can affect an additional 5-foot-radius sphere per slot level above 1st.

REGENERATE

At Higher Levels. If you cast regenerate using a spell slot of 8th level or higher, the target regains an additional hit point at the start of each turn per slot level above 7th.

REMOVE CURSE

At Higher Levels. If you cast remove curse using a spell slot of 4th level or higher, you can affect one additional creature or object per slot level above 3rd.

RESURRECTION

At Higher Levels. If you cast resurrection using a spell slot of 8th level or higher, the penalty suffered for returning from the dead is reduced by 1 per slot level above 7th.

REVIVIFY

At Higher Levels. If you cast revivify using a spell slot of 4th level or higher, the creature returns with an additional 10 hit points for every slot level above 3rd.

SANCTUARY

At Higher Levels. If you cast sanctuary using a spell slot of 2nd level or higher, the duration increases to 10 minutes at 2nd or 3rd level, 1 hour at 4th or 5th level, 8 hours at 6th or 7th level, and 24 hours if an 8th level or higher spell slot is used.

SCRYING

At Higher Levels. If you cast scrying using a spell slot of 6th level or higher, you can increase the duration by 10 minutes per slot level above 5th.

SENDING

At Higher Levels. If you cast sending using a spell slot of 4th level or higher, you can increase the duration by 1 round and send and receive an additional message to the same target or a different one per slot level above 5th.

SHIELD OF FAITH

At Higher Levels. If you cast shield of faith using a spell slot of 2nd level or higher, the duration increases by 10 minutes per slot level above 1st. If cast using a spell slot of 5th level or higher the spell no longer requires concentration.

SILENCE

At Higher Levels. If you cast silence using a spell slot of 3rd level or higher, you can increase the duration by 10 minutes per slot level above 2nd.

SPEAK WITH DEAD

At Higher Levels. If you cast speak with dead using a spell slot of 4th level or higher, you can ask the corpse two additional questions per slot level above 3rd.

SPIKE GROWTH

At Higher Levels. If you cast spike growth using a spell slot of 3rd level or higher, you can increase the duration by 10 minutes per slot level above 2nd.

STAGGERING SMITE

At Higher Levels. If you cast staggering smite using a spell slot of 5th level or higher, the damage increases by 1d6 per slot level above 4th.

STONE SHAPE

At Higher Levels. If you cast stone shape using a spell slot of 5th level or higher, you can affect an additional 5 foot cube section or medium object of stone per slot level above 4th.

STONESKIN

At Higher Levels. If you cast stone skin using a spell slot of 5th level or higher, you can either increase the duration by 1 hour or affect an additional willing creature per slot level above 4th. If you also know the *blade ward* cantrip the spell grants the target resistance to all bludgeoning, piercing, and slashing damage, including that inflicted by magical weapons.

SYMBOL

At Higher Levels. If you cast symbol using a spell slot of 8th level or higher, ten minutes after the first time the symbol is triggered it resets and can be triggered an additional time before the spell ends for each slot level above 7th.

TEMPLE OF THE GODS

At Higher Levels. If you cast temple of the gods using a 8th level spell slot, the temple remains for 10 days, if a 9th level spell slot is used, it remains for 1 month.

THUNDEROUS SMITE

At Higher Levels. If you cast thunderous smite using a spell slot of 2nd level or higher, the damage increases by 1d6 per slot level above 1st.

TONGUES

At Higher Levels. If you cast tongues using a spell slot of 4th level or higher the duration increases to 8 hours at 5th or 6th level, 24 hours at 7th or 8th level, and 10 days at 9th level.

TRUE SEEING

At Higher Levels. If you cast true seeing using a spell slot of 7th level or higher, you can increase the duration by 1 hour per slot level above 6th.

WARDING BOND

At Higher Levels. If you cast warding bond using a spell slot of 3rd level or higher, the duration increases by 1 hour per slot level above 2nd.

WATER WALK

At Higher Levels. If you cast Water Walk using a spell slot of 4th level or higher, you can increase the duration by 1 hour or affect 5 additional willing creatures per slot level above 3rd.

WORD OF RECALL

At Higher Levels. If you cast word of recall using a spell slot of 7th level or higher, you can increase the range by 10 feet and affect 5 additional willing creatures per slot level above 6th.

WRATHFUL SMITE

At Higher Levels. If you cast wrathful smite using a spell slot of 2nd level or higher, the damage increases by 1d6 per slot level above 1st.

ZONE OF TRUTH

At Higher Levels. If you cast zone of truth using a spell slot of 3rd level or higher, the duration increases by 10 minutes per slot level above 2nd.

DETECT EVIL AND GOOD

The sense granted by the *detect evil and good* spell can be used for more than simply detecting supernatural entities. You can also use an Action during the duration to scrutinize one creature, object, or place you can see or sense, you can learn one of the following details:

- You can focus on an aberration, celestial, elemental, fey, fiend, or undead creature you sense. You learn that creature's type (for example you would learn if a fiend was a devil or demon, if a fey was a hag, etc.), and approximately where that creature falls on the Good-Neutral-Evil spectrum. You also get a feel for the aura of that specific supernatural creature, if you have this spell active you always recognize if that specific creature is within range of the spell and where it is located.
- You can sense if the creature has an otherworldly connection. You can make a Wisdom (Religion) check with a DC of 15 minus the highest level of spell the creature knows or has prepared. You learn if that creature can cast spells, and the type (class) of spells it can cast. If you exceed the DC by 5 or more, you also learn what deity or power (if any) that creature derives its spells from (what deity for a cleric and some druids, what type of patron for a warlock, etc.)
- You can make a DC 10 Wisdom (Religion) check determine to what deity or power a magically consecrated or desecrated place or object is dedicated.
- You can determine where a magical item, especially a sentient item or powerful artifact, falls on the good-neutral-evil spectrum.

DIVINE CURSE

The *bestow curse* spell is a 3rd level spell available to clerics that allows them to bring a divine curse down upon their enemies. The spell states that the caster can choose other curse effects, subject to the DM's approval. The following are some possible alternate curses appropriate to divine spellcasters:

Baneful Curse. While cursed, the target suffers the effects of a *bane* spell that cannot be ended while the target is cursed. Additionally, each time the cursed target hits you with an attack, it suffers 1d4 necrotic damage.

Cursed Affliction. (This curse has many names, depending upon the ability chosen. It is also often accompanied by a physical manifestation, such as horrendous boils when choosing Charisma, stiff and swollen joints when choosing Dexterity, etc.) Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.

Curse of Cowardice. While cursed, the target becomes frightened of any hostile creature. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and remove the frightened condition until the end of its next turn.

Curse of Silence. While cursed, the target is rendered mute and is deafened. It cannot speak or cast spells with verbal components and can't hear and automatically fails any ability check that requires hearing..

Pacifying Curse. While the target is cursed, each time the target damages any living creature it suffers 1d4 psychic or necrotic damage (your choice).

Weakening Hex. While cursed, each time the target makes a damage roll, it must roll a 1d4 and reduce its damage by the result (minimum 0 damage.)

THE RIGHTEOUS CURSE

The Righteous Curse is an optional rule that allows the caster to bestow a more powerful curse using the *bestow curse* spell in response to a transgression by the target. This option is especially appropriate to a cleric bestowing a curse, but other spellcasters with access to *bestow curse* may also use it, if they have cause. If, in the DM's opinion, a curse is especially justified, and the *bestow curse* effect is especially appropriate to the target's transgression, the curse is enhanced in the following ways:

- The target has disadvantage on its saving throw.
- The spell's duration becomes 'until removed'.
- The curse can only be removed by a *remove curse* spell, and only after the target has atoned for its transgression or after the caster is slain. A *wish* spell can remove the curse at any time.

If the target succeeds on its saving throw or the curse is removed, this option cannot be used again to enhance a curse against that target for that transgression.

If, however, in the DM's opinion, the curse is unjustified, or worse petty or vindictive, the caster is afflicted with the curse instead, enhanced as described above, and the caster must atone in some way before it may be removed.

Note: These options can also apply to the *mass curse* spell. More options for curses can be found in [Arcane Mysteries: The Secrets of the Arcanum](#).

DIVINE RITUAL

The power of faith is easily bolstered by collective belief. This allows divine spellcasters to harness this collective faith in ritual.

When a cleric casts a spell with the ritual tag as a ritual, they can direct other faithful participants to assist in the ritual. Each additional participant adds 1 minute to the time required to complete the ritual and for every additional divine spellcaster that participates, and for every four additional lay participants that assist, the spell can be enhanced in one of the following ways:

- The spell is cast as 1 level higher than its base level. If this causes the spell to be cast at a level higher than you could normally cast, you must make an Wisdom (Religion) check with a DC equal to 10 + the spell level. On a failure, the spell fails.
- The spell has double the normal range.
- The spell lasts for double the normal duration.
- The spell affects double the normal area or number of targets.

A participant need not know the ritual to participate, only the officiating cleric need have the ritual prepared. A participant that is not a true adherent to the caster's faith provides no benefit to the ritual.

PALADIN STEEDS

Many types of steeds can be summoned using the *find steed* and *greater find steed* spells. Most of the creatures can be found in the *Monster Manual*, ones marked with a * can be found in [Primordial Lore: Masters of the Wild](#), (E:RftLW) in Eberron: Rising from the Last War, (SK) in Storm King's Thunder, and (VG) in *Volo's Guide to Monsters*.

FIND STEED

An expanded list of creatures that can be summoned using the *find steed* spell, organized by size (medium creatures are suitable for small sized riders, while large creatures can bear a small or medium rider) follows:

- **Medium:** Ape, Fastieth (E:RftLW), Black Bear, Boar, Giant Frog, Giant Weasel, Giant Wolf Spider, Mastiff, Panther, Pony, Wardog*, Warpony*, Valenar Hound (E:RftLW), Wolf
- **Large:** Axe Beak, Camel, Elk, Giant Lizard, Hadrosaurus, Ox (VG), Valenar Steed (E:RftLW), Wargoat*, Warhorse

FIND GREATER STEED

An expanded list of creatures that can be summoned using the *find greater steed* spell, organized by size (medium creatures are suitable for small sized riders, while large creatures can bear a small or medium rider) follows:

- **Medium:** Clawfoot (E:RftLW), Death Dog, Deinonychus (VG), Peryton, Shadow Mastiff (VG)
- **Large:** Allosaurus, Aurochs (VG), Brown Bear, Cave Bear, Crag Cat (SK), Dire Wolf, Giant Boar, Giant Eagle, Giant Hyena, Giant Spider, Giant Strider (VG), Giant Toad, Giant Vulture, Griffon, Hippogriff, Lion, Pegasus, Polar Bear, Rhinoceros, Saber-Toothed Tiger, Tiger

FAITH AND WORSHIP

Some of the spells, class features, and optional rules presented in this book require that a creature be a true adherent to a faith. Faith for this purpose simply means that the creature believes in and supports the same deity and/or ideal. A creature can be an adherent of multiple faiths, believing that each has a role in the world and in their life.

Belief and dedication to the same ideals represented by a deity or faith can qualify a creature as an adherent of the faith, even if they offer their worship to a different deity. Also worship of an allied deity within the same pantheon can qualify a creature as an adherent of a faith.

A creature that does not attempt to live in a manner espoused by a faith, worshiping or dedicating themselves to a deity, patron, or ideal inimical or acrimonious to the faith, or one that is disdainful of the tenets of the faith can never qualify as an adherent. For example, a warlock dedicated to a Fiend or Great Old One patron or a cleric dedicated to a deity of death or destruction is not likely to qualify an adherent of a faith offering the Life domain.

INSPIRATION

Inspiration is a rule the game master can use to reward you for playing your character in a way that's true to his or her personality traits, ideal, bond, and flaw. By using inspiration, you can draw on your personality trait of compassion for the downtrodden to give you an edge in negotiating with the Beggar Prince. Or inspiration can let you call on your bond to the defense of your home village to push past the effect of a spell that has been laid on you.



GAINING INSPIRATION

Your DM can choose to give you inspiration for a variety of reasons. Typically, DMs award it when you play out your personality traits, give in to the drawbacks presented by a flaw or bond, and otherwise portray your character in a compelling way. Your DM will tell you how you can earn inspiration in the game.

The DM may also allow players to award inspiration to other players for playing their character in a interesting and memorable way, provoking exciting events that enhances the story or game play, or simply making everyone laugh. This may be limited by the DM, for example once per player per session.

You either have inspiration or you don't - you can't stockpile multiple "inspirations" for later use.

Divine Synergy. The *inspiring sermon* cleric spell allows a cleric to grant Inspiration by giving a sermon empowered by divine magic.

USING INSPIRATION

If you have inspiration, you can use it in the following ways:

- You can expend it when you make an attack roll, saving throw, or ability check. Spending your inspiration gives you advantage on that roll.
- You can reward another player for good role-playing, clever thinking, or simply doing something exciting in the game. When another player character does something that really contributes to the story in a fun and interesting way, you can give up your inspiration to give that character inspiration.
- You can expend it when you fail an attack roll, saving throw, or ability check to reroll. (Optional)
- You can expend it when you fail a death saving throw to succeed instead. (Optional)
- You can expend it to use a feature, trait, or resource when you have insufficient uses available. If you do so, you do not regain the use of that feature or trait (or the expended amount of a resource, such as ki points) the next time you would normally regain it. For example, a Dragonborn character could expend their inspiration to use their Breath Weapon when they have no uses available. If they do so, they regain one fewer use the next time they regain the use of that trait. (Optional)
- You can expend it to introduce a story element into the game that is appropriate to your background or character traits. For example, you might have a local friend or contact that could provide aid or information or recall a story from your grandfather, a stonemason, about a great castle. The DM will decide if the story element fits the game's narrative, the inspiration is only expended if the element is used. (Optional)

DUPLICATE BENEFITS

As a general rule, if you receive a skill, tool, or language, proficiency; a weapon, armor or shield proficiency; or an additional cantrip or spell known from your race, class, background, or a feat that you already possess, you

may choose a different option in place of the duplicated proficiency, cantrip, or spell. Some Guidelines follow:

- Duplicate skill, tool, or language proficiency: You may choose a different, but related proficiency of the same type. At the DM's option, it could be a related proficiency of a different type: For example, if you would learn the Sylvan language, and you already know it you might gain proficiency in the Nature skill. In other situations, the character may instead gain expertise with that skill or tool.
- Duplicate weapon, armor, or shield proficiency: You might gain the next higher armor proficiency, for example if you have medium armor proficiency, and you would gain it again, you might instead gain proficiency with heavy armor. Alternatively, you might instead gain proficiency with a related tool, such smith's tools for medium or heavy armor, bowyer's tools for proficiency with bows, leatherworking tools for proficiency with light armor, etc.
- Duplicate cantrip or spell: You may choose a different cantrip or spell from the same spell list that is thematically related to the duplicated spell (same school of magic, same element or damage type, etc.)
- Other Duplicated Abilities: At the DM's option, this may apply to other duplicated abilities. For example, a character with the Gnome Cunning racial trait that gains a feature that grants advantage on Wisdom saving throws, may instead gain proficiency with Wisdom or Charisma saving throws.

Note: This rule does not apply to proficiencies gained from multi-classing.



DIVINE SPELLS

The following spells are added to the Cleric Spell List. Several additional new spells are granted to Clerics and Paladins of specific Divine Domains and Sacred Oaths. These Domain spells, Domain Cantrips, and Oath Spells are not included in the lists of new Cleric and Paladin spells by spell level below, but they are indicated in the individual spell descriptions and in the description of each Divine Domain and Sacred Oath.

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Baleful Gaze
Bane Strike
Blessed Strike
Castigate
Copy/Erase
Divine Exhortation
Hand of Brilliance
Martyr's Strike
Minor Healing
Minor Restoration
Quell Magic
Radiant Blade
Shadow Surge
Spiritual Armament
Spiritual Strike
Transfer Health
Virtue
Weapon of Peace

1ST LEVEL

Abstemious Feast
Armor of Menace
Blessing of the Martyr
Celestial Deluge
Consecrate Weapon (Ritual)
Cycle of Life and Death
Dazzling Smite
Death Knell
Divine Blessing
Empower Cantrip
Enlightened Divinity
Grievous Wound
Guiding Light
Healthy Glow
Inspirational Sermon
Instant Girding
Maledict
Rapid Healing
Rectitude
Repair Object
Shelter the Fallen
Siphon Vitality
Soulblast
Water of Life

2ND LEVEL

Brightglaive
Celestial Savior
Dark Reaper
Detect Enemy
Detect Secrets {Find Traps}
Divine Warrior
Endure Elements
Fissure
Prayer of Resolve
Sun Sliver

Sunshards

3RD LEVEL

Binding Smite
Control Emotion
Death Curse
Hearth Ward
Phoenix Rising
Prayer
Purge Deception
Restorative Rest
Weapon of Divine Wrath

4TH LEVEL

Air Stride
Anathema
Baleful Smite
Dispelling Strike
Mass Shield of Faith
Pyromancy
Recitation
Spiritual Phalanx
Sunspear
Suppress Magic

5TH LEVEL

Martial Fervor
Mass Command
Mass Inflict Wounds
Mass Rapid Healing
Midnight
Paragon
Restoring Smite
Unholy Weapon
Wrack

6TH LEVEL

Make Whole
Mass Turning
Raise Spectral Undead
Spiritual Protectors

7TH LEVEL

Greater Scrying
Mass Curse
Mass Energy Protection
Providence

8TH LEVEL

Agonizing Taboo
Mass Banishment
Spiritual Champion
True Sense

9TH LEVEL

Mass Harm
Outbreak
Paradise
Starfall
Universal Knowledge
Word of Rulership

PALADIN SPELLS

1ST LEVEL

Armor of Menace
Banner of Devotion
Blessing of the Martyr
Corrupting Aura
Dazzling Smite
Elysian Bolts
Enlightened Divinity
Iron Shell

Metal Slam

Name Weapon
Shelter the Fallen
Soulblast

2ND LEVEL

Arrow Snaring Shield
Brightglaive
Commanding Strike
Dark Reaper
Dashing Smite
Detect Enemy

Divine Warrior
Metallic Ward
Reflective Shield
Sun Sliver

3RD LEVEL

Companion Oath
Hellish Mantle
Iron Bulwark
Magic Armor
Steel Surge
Weapon of Divine Wrath

4TH LEVEL

Baleful Smite
Dispelling Strike
Iron Wing
Mass Shield of Faith
Steel Skin

5TH LEVEL

Bane Weapon
Final Strike
Mass Command
Unholy Weapon

CLERIC AND PALADIN SPELL DESCRIPTIONS

ABSTEMIOUS FEAST

1st level transmutation (ritual)

Casting Time: 1 Action

Range: Touch

Components: V, S, M (at least 1 pound of food and 1 gallon of water)

Duration: 1 hour

When you cast this spell, the food and water you touch will nourish and sate far more than normal. The meal touched will fulfill the needs of 10 times the normal number of creatures for a full day if divided among them and consumed within the next hour.

At Higher Levels. If you cast this spell using a spell slot of 2nd through 5th level, the number of people the meal will sustain increases by 10 and the duration within which the meal must be consumed increases by 1 hour per slot level above 1st. If cast using a spell slot of 6th level or higher the meal will instead sustain up to 100 creatures, plus 100 per slot level above 6th.

Divine Synergy. You can expend two uses of your Channel Divinity when you cast this spell, if you do so you may multiply the number of creatures the spell will feed by 10. (A cleric using a 9th level spell slot to cast this spell and expending two uses of Channel Divinity could feed 4000 with a single meal.)

Classes: Cleric

ACID JET

2nd-level conjuration

Casting Time: 1 Action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

A line of acidic fluid 30 feet long and 5 feet wide blasts from you in a direction you choose. Each creature in the line must

make a Dexterity saving throw. A creature takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn on a failed save. A creature succeeding on the save suffers half the initial acid damage and no damage at the end of its next turn. A large or smaller creature within the area that fails the save is also pushed 5 feet and knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the initial damage increases by 2d4, and the continuing damage by 1d4 for each slot level above 2nd.

Classes: Cleric (Destruction), Sorcerer, Wizard

ADAMANTINE EDGE

transmutation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, M (a metal weapon)

Duration: Concentration, up to 10 minutes

When you cast this spell, you transmute the structure of a single metal melee weapon you touch. For the duration of the spell the weapon is considered magical and adamantine for the purposes of overcoming resistance or immunity to damage and for the purpose of resisting or enduring damage.

At any point during the duration the wielder can expend the spell when damage is rolled for the weapon, it may roll a d4 and add the number rolled to the damage inflicted. The die may be rolled before or after the regular damage roll.

The additional damage inflicted by the weapon when expended increases as you gain levels. The additional damage die increases to a d6 at 5th-level, a d8 at 11th-level, and a d10 at 17th-level.

Divine Synergy. If you cast this spell on the same weapon as a *magic weapon* spell you are maintaining concentration upon, *adamantine edge* does not require concentration to maintain but ends if the *magic weapon* spell ends.

Classes: Artificer, Cleric (Creation, Forge, Valor), Wizard

ADAMANTINE FORTIFICATION

transmutation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, M (medium or heavy armor made of metal)

Duration: Concentration, up to 10 minutes

When you cast this spell, you transmute the structure of a single suit of metal armor you touch. For the duration of the spell the item counts as magical for the purpose of resisting or enduring damage.

At any point during the duration the wearer of the armor can expend the spell when it suffers damage, it may roll a d4 and subtract the number rolled from the damage suffered, ending the spell. The die may be rolled before or after the damage has been calculated. If the wearer of the armor suffers a critical hit during the duration, the spell immediately ends, and the critical hit becomes a normal hit.

The amount by which the spell reduces damage increases as you gain levels. The damage reduction die increases to a d6 at 5th-level, a d8 at 11th-level, and a d10 at 17th-level.

Divine Synergy. If you cast this spell on the same armor as a *magic armor* spell you are maintaining concentration upon, *adamantine fortification* does not require concentration to maintain but ends if the *magic armor* spell ends.

Classes: Artificer, Cleric (Creation, Forge), Wizard

AGONIZING TABOO

8th-level enchantment

Casting Time: 1 Action

Range: 60 ft

Components: V

Duration: 24 hours

You place a psychological compulsion in the mind of up to twelve creatures of your choice within range that causes mental anguish if the creature performs a certain action. The creature must be able to hear and understand you. A target may make a Wisdom saving throw to resist the compulsion. On a failed save the target suffers 8d8 psychic damage and is subject to a compulsion for the duration. On a successful save the target suffers half damage and the spell ends for that creature. Choose one of the following compulsions when you cast the spell:

Forbiddance. If the target leaves or enters the confines of a certain area you designate when you cast the spell it suffers 8d8 psychic damage at the end of each turn it spends outside or within that area.

Pacifist. If the target attacks or directly inflicts damage on a living creature during a turn, it suffers 8d8 psychic damage at the end of that turn.

Spellbane. If the target attempts to cast a spell during the duration, it suffers 8d8 psychic damage. It must make a Constitution saving throw to maintain to concentration on the spell it is casting. The DC equals 10 or half the damage, whichever number is higher. On a failure the spell fails, it does not expend a spell slot or the use of the spell, but it still uses the action in the attempt.

Truthful. If the target knowingly tells an untruth during the duration, it suffers 8d8 psychic damage.

When a target suffers damage from violating the prohibited action, before the end of its next turn it may use its Action to attempt to break the spell by making a Wisdom saving throw versus your spell save DC. On a failed save the target suffers 8d8 psychic damage. On a successful save the target suffers half damage and the spell ends.

At Higher Levels. When you cast this spell using a 9th level spell slot, the duration increases to 10 days.

Divine Synergy. If you have any form of Telepathy, if the target is within range of your telepathy, it does not need to hear you to be affected by this spell.

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

AIR BURST

1st-level evocation

Casting Time: 1 Action

Range: 90 ft

Components: V, S

Duration: Instantaneous

Choose a point you can see within range; a violent burst of wind expands outwards from that point. Each creature in a 5-foot-radius sphere centered on that point must make a Strength saving throw. A target takes 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one. Flying creatures suffer disadvantage on this saving throw. A Large or smaller creature is also pushed 5 feet from the center of the effect and knocked prone on a failed save.

The spell also disperses any gases within the area that can be dispersed by strong winds.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d6 and the radius of the effect increases by 5 feet for each slot level above 1st.

Classes: Cleric (Air), Sorcerer, Wizard

AIR DANCE

4th-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

When you cast the spell and as a bonus action on each of your turns you can briefly turn into an insubstantial wind and fly up to 40 feet whereupon you re-materialize. You are invisible and have resistance to nonmagical damage and advantage on Strength, Dexterity, and Constitution saving throws during this movement. You can pass through small holes, narrow openings, and even mere cracks, though you treat liquids as though they were solid surfaces. You can perform no other actions between the time you transform into wind and when you re-materialize and must always re-materialize by the end of your turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by one minute per slot level above 4th.

Classes: Cleric (Air), Druid, Ranger, Sorcerer, Wizard

AIR STRIDE

4th-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a creature. The target's speed increases by 10 feet until the spell ends and it gains the ability to tread on air as if walking on solid ground. Moving upwards is similar to walking up a hill, the maximum upward or downward angle possible while remaining standing is 45 degrees. Moving upwards costs two feet of movement for every one foot ascended.

If the target is knocked or falls prone it floats gently downward 60 feet each round until it stands.

When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature or increase the duration by 1 hour for each slot level above 4th.

Classes: Cleric, Druid, Sorcerer

ALLURE

enchantment cantrip

Casting Time: 1 Action

Range: Self

Components: M (makeup)

Duration: Concentration, up to 10 minutes

You cast this spell as you apply a bit of makeup. Once before the spell ends, when you roll an Charisma check or a Charisma saving throw, or when you make or you force a creature to make a saving throw versus the charmed condition you may roll a d4 and add or subtract the number rolled. You may roll the die before or after the saving throw or check is made. The spell then ends.

The allure provided by this spell increases as you gain levels, the die increases to a d6 at 5th-level and a d8 at 17th-level. The duration of the spell increases to 1 hour when you reach 11th-level.

Classes: Bard, Cleric (Love)

ANATHEMA

4th-level enchantment

Casting Time: 1 Action

Range: 60 ft

Components: V

Duration: Concentration, up to 8 hours

You place a psychological compulsion in the mind of a creature within range that causes mental anguish if it performs a certain action. The creature must be able to hear and understand you. The target may make a Wisdom saving throw to resist the compulsion. On a failed save the target suffers 4d8 psychic damage and is subject to a compulsion for the duration. On a successful save the target suffers half damage and the spell ends. Choose one of the following compulsions when you cast the spell:

Forbiddance. If the target leaves or enters the confines of a certain area you designate when you cast the spell it suffers 4d8 psychic damage at the end of each turn it spends outside that area.

Pacifist. If the target attacks or directly inflicts damage on a living creature during a turn, it suffers 4d8 psychic damage at the end of that turn.

Spellbane. If the target attempts to cast a spell during the duration, it suffers 4d8 psychic damage. It must make a must make a Constitution saving throw to maintain to concentration on the spell it is casting. The DC equals 10 or half the damage, whichever number is higher. On a failure the spell fails, it does not expend a spell slot or the use of the spell, but it still uses the action in the attempt.

Truthful. If the target knowingly tells an untruth during the duration, it suffers 4d8 psychic damage.

When a target suffers damage from violating the prohibited action, before the end of its next turn it may use its Action to attempt to break the spell by making a Wisdom saving throw versus your spell save DC. On a failed save the target suffers 4d8 psychic damage. On a successful save the target suffers half damage and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d8 per slot level above 4th.

Divine Synergy. If you have any form of Telepathy, if the target is within range of your telepathy, it does not need to hear you to be affected by this spell.

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

ANIMATE ARMAMENT

2nd-level transmutation

Casting Time: 1 Action

Range: touch

Components: V, S, M (the Weapon or Shield to be animated)

Duration: Concentration, up to 1 hour

You animate a weapon or shield to aid in your defense.

Choose one of the following options when you cast the spell:

Shield. You touch a shield weighing 20 pounds or less in which you have proficiency. The shield animates, remaining in your space to protect you. For the spell's duration, you gain the shield's bonus to AC as if you were wielding it.

Weapon. You touch a weapon weighing 20 pounds or less with which you have proficiency. The weapon animates, remaining in your space. During the spell's duration you may use a Bonus Action on your turn to attack with the weapon. You use your Spellcasting Ability, instead of Strength or Dexterity, for the attack and damage rolls with the weapon but otherwise attack as if you were wielding it. You may use your Reaction to strike a foe with an animated melee weapon if they provoke an opportunity attack.

The shield or weapon remains animated for the duration, until you end the spell as an Action, or you cast the spell again.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 hour per slot level above 2nd. When cast using a spell slot of 4th-level or higher the spell no longer requires concentration.

Classes: Artificer, Bard, Cleric (Creation), Sorcerer, Warlock (The Machine), Wizard



ANIMATE CONSTRUCT

3rd-level transmutation

Casting Time: 1 minute or 1 action

Range: 10 feet

Components: V, S, M (artisan tools)

Duration: 24 Hours

You animate a specially constructed magical construct which you command. The crafting of a construct requires proficiency in the Arcana skill and the appropriate Artisan Tools and follows the rules for crafting a common magic item using the costs and standard times listed below.

Once the body is constructed you can cast this spell to animate a single construct for 24 hours, granting it a semblance of life and limited intelligence. If a construct is reduced to 0 hit points the spell ends and it ceases to function. If the construct has not been completely destroyed or lost it can be repaired using the appropriate artisan tools or magic such as a *mending*, *repair object*, or *make whole*. It can then be reanimated by casting this spell on it again.

There are four basic types of constructs that can be animated using this spell. The method of construction and materials vary widely, but the basic types and capabilities are common:

BASIC CONSTRUCTS

Type	Role	Cost/Time to Construct
Scout Construct	Tiny Ranged Flying Scout	50gp/2 days
Blade Construct	Small Combatant	50gp/2 days
Brute Construct	Medium Humanoid Worker/Combatant	50gp/2 days
Transport Construct	Large Transport Vehicle	100gp/4 days

On each of your turns, you can use a Bonus Action to mentally command any construct you animated with this spell if the creature is within 500 feet of you (if you control multiple constructs, you can command any or all of them at the same time, issuing the same command to each one). You decide what Action the construct will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the construct only defends itself against hostile creatures. Once given an order, the construct continues to follow it until its task is complete.

The construct remains animated for 24 hours, after which the magic that animated it ceases to function and it becomes inert. To animate the construct for another 24 hours, you must cast this spell on the construct again, casting the spell to reanimate a construct takes only 1 Action.

At Higher Levels. If you cast this spell at 4th-level or higher you can animate or reanimate one additional construct for each slot level above 3rd. Alternatively, you can extend the duration of a single construct by 24 hours per slot level above 3rd.

Classes: Artificer, Cleric (Creation), Warlock (The Machine), Wizard

Anticipatory Attack

divination cantrip

Casting Time: 1 Action

Range: Self (5 feet)

Components: V

Duration: 1 round

With a short centering chant, you make a probing attack as you cast this spell in an attempt to anticipate the target's next strike. As part of casting this spell you make a melee attack against one creature within 5 feet of you. On a hit, the target suffers the attack's normal effects and you gain an insight into the target's next attack, imposing disadvantage on the next attack roll it makes against you before the start of your next turn. During this time, if the target is within 5 feet, it provokes an opportunity attack from you if it makes an attack against a target other than you or it misses you with an attack.

The first time you hit the target with an opportunity attack before the start of your next turn you inflict an additional 1d8 damage of the attack's damage type.

The insight granted by this spell allows you to inflict additional damage when you sense an opportunity as you reach higher levels. At 5th-level the additional damage the target takes from a successful opportunity attack increases to 2d8, this increases to 3d8 at 11th-level, and 4d8 at 17th-level.
Classes: Bard, Cleric (Luck, Time, Valor, War), Wizard

ARCANE PACT

3rd-level abjuration (ritual)

Casting Time: 1 Action

Range: 100 feet

Components: V, S, M (a special tattoo for each member costing at least 50gp each.)

Duration: Concentration, up to 1 hour

Arcane Pact is also known as *Coven Rite* or *Coterie Bond*, this spell is always cast as a ritual the first time it is formed, a separate ritual must be performed for each new member that joins the pact. As part of that ritual the member receives the tattoo or brand allowing the mystical connection. The pact mystically links up to 13 arcane spellcasters who participate in the ritual, thereafter it can be reestablished by any member casting the spell using spell slots or by all members participating in a ritual. Any member of the pact can maintain the spell.

For the duration of the spell, members of the pact may aid the spellcraft of other members within 100 feet in the following ways:

- As a Reaction, you may donate the spell slot to power a spell cast by another member.
- As a Reaction, you may spend sorcery or arcana points to apply Metamagic to a spell cast by another member. You can use only one Metamagic option on a spell, unless otherwise noted.
- As a Reaction, you can deliver a touch spell cast by another member or act as the origin point of a spell cast by another member targeting the spell using your line of sight.
- As a Reaction, you may take over concentration on a spell another member is currently maintaining when that member loses concentration or voluntarily surrenders the spell to you. You assume control over the spell and may

direct it as if you had cast it yourself after the end of the original caster's next turn.

- All members of the pact gain advantage on Constitution saving throws to maintain concentration on a spell if another member is within 100 feet and that member isn't incapacitated.
- You can take the Help Action on your turn to aid another member's spellcasting. When you do so, one spell cast by the chosen creature before the start of your next turn gains one of the following benefits:

Advantage on a single attack roll with that spell against a target you can see,

a single target you can see has disadvantage on one saving throw against that spell,

or that spell counts as being cast using a spell slot 1 level higher for the purposes of countering or dispelling it.

- When you cast a spell targeting another member of the pact within 100 feet you are considered to be within range regardless of the spell's actual range.
- You can cast spells with a range of self and a casting time of 1 Reaction (such as *shield*) to protect another member of the pact you can see within 100 feet when it is hit by an attack or suffers damage.

You are always aware of the magical activities of all members within range. While you do not possess actual telepathy, you subconsciously know what spells are being cast or maintained by other members of the pact, you know when members enter or leave the pact, their location within the area, and you are aware if a member becomes unconscious, is reduced to 0 hit points, or dies.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, the duration increases to 8 hours if a 4th or 5th-level spell slot is used and to 24 hours if a 6th-level or higher spell slot is expended.

Divine Synergy. Familiars the pact members can be included in the pact, taking one of the 13 spots. Otherwise, only creatures with the ability to cast arcane spells and clerics with the Arcana Divine Domain can join an Arcane Pact. Creatures with the Magic Initiate feat of an appropriate class can also join a pact.

Classes: Bard, Cleric (Arcana), Sorcerer, Warlock, Wizard

ARCANE TINKERING

transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: M (thieves' tools or artisan's tools)

Duration: Instantaneous

To cast this spell, you must be proficient with the tool used as the material component.

When you learn this cantrip you gain the artificer Magical Tinkering feature, except that the maximum number of objects you can affect with the feature at one time is equal to your proficiency bonus.

If you already have the Magical Tinkering feature, add your proficiency bonus to your Intelligence modifier to determine the maximum number of objects you can affect with the feature at one time.

Classes: Artificer, Cleric (Creation), Wizard

ARCTIC CHILL

4th-level evocation

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: Concentration, up to 10 minutes

You create an area of intense, breathtaking, cold within a 40-foot cube centered on a point you choose within range. The area of the spell becomes icy and is difficult terrain.

When a creature enters the spell's area for the first time on a turn or starts its turn there it must make a Constitution saving throw. On a failed save it suffers 4d10 cold damage and one level of exhaustion as the heat is drained from it. Any levels of exhaustion caused by this spell go away when the cold damage inflicted by the spell is completely healed.

On a successful save a creature suffers half damage and does not suffer exhaustion. A creature resistant or immune to cold damage does not suffer exhaustion from this spell.

At Higher Levels. If you cast this spell using an 5th-level or higher spell slot the cold damage increases by 1d10 per slot level above 4th.

Classes: Artificer, Cleric (Winter), Druid, Sorcerer, Warlock, Wizard

ARMOR OF MENACE

1st-level enchantment

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with an otherworldly aura of menace. Until the spell ends, the creature gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. If a creature hits the target with a melee attack while it has these hit points it suffers psychic damage equal to your spellcasting ability modifier and must make a Wisdom saving throw or become frightened of the target until the end of its next turn. When the spell ends, the target loses any remaining temporary hit points from this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points granted and the psychic damage inflicted increase by 1d6 for each slot level above 1st.

Classes: Cleric, Paladin, Warlock

ARROW SNARING SHIELD

2nd-level transmutation

Casting Time: 1 Bonus Action

Range: Touch

Components: S, M (a metal shield)

Duration: 1 minute

You enchant a shield you touch so that it attracts ranged weapons. The shield becomes magical for the duration of the effect. All ranged weapon attacks against a target within 10 feet of the wielder of the shield target the wielder instead of the intended target and have disadvantage on the attack roll.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 minute per slot level above 2nd. If cast using a 3rd or 4th-level spell slot

the shield also grants a +1 bonus to AC. This increases to a +2 bonus if a 5th or 6th-level spell slot is used, and to a +3 bonus at 7th-level or higher.

Classes: Artificer, Paladin, Wizard

AVALANCHE

5th-level conjuration

Casting Time: 1 Action

Range: 240 feet

Components: V, S, M (a chunk of ice or snow)

Duration: Instantaneous

You conjure up an avalanche of ice and snow that crashes down through an area within range. The area can be up to 30 feet long, up to 15 feet wide, and up to 10 feet tall, and the avalanche moves in the direction of your choice through it. Each creature in that area suffers 5d4 cold damage must make a Strength saving throw. On a failed save, a creature takes 5d8 bludgeoning damage and is knocked prone and pushed up to 30 feet to the edge of the area if it is size Large or smaller. A Huge or larger creature is pushed only 15 feet on a failed save. On a successful save, a creature takes half as much damage and isn't knocked prone or pushed. The ice and snow then spread out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it. The spell's area, and the area within 30 feet of it are difficult terrain until the snow and ice melt naturally.

If cast in a mountainous area with natural ice and snow, the cold damage increases by 1d4 and the bludgeoning damage by 1d8. Under ideal conditions, in an area prone to avalanche activity, this spell can trigger an actual avalanche, with additional results determined by the DM.

At Higher Levels. If you cast this spell using a spell slot of 6th-level or higher, the cold damage increases by 1d4, the bludgeoning by 1d8, and the length of the area by up to 10 feet per slot level above 5th.

Classes: Cleric (Winter), Druid, Sorcerer, Wizard

AWARENESS

divination cantrip

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

As part of the action used to cast this spell you can take the Search action. Once before the spell ends, when you roll an Intelligence or Wisdom check, an Intelligence saving throw, or an Initiative roll you may roll a d4 and add the number rolled to the result of the check. You may roll the die before or after making the check. The spell then ends.

The mental awareness provided by this spell increases as you gain levels, the die increases to a d6 at 5th-level and a d8 at 17th-level. The duration of the spell increases to 10 minutes when you reach 11th-level.

Classes: Cleric (Knowledge, Ancestor, Locus, Time, Truth, Wisdom), Bard, Wizard

BALEFUL GAZE

enchantment cantrip

Casting Time: 1 Action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 Minute

You utter a curse and fix your gaze on a foe within range. Choose a creature you can see within range; the target is affected by a minor curse while it remains under your gaze. Once before the spell ends, you can roll a d4 and subtract the number rolled from one attack roll, saving throw, or ability check the target makes.

You can roll the die before or after the target makes its roll. The spell then ends. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

Your cursed gaze grows more potent as you gain levels. The die increases to a d6 at 5th level, a d8 at 11th level, and a d10 at 17th level.

Classes: Cleric, Warlock

BALEFUL SMITE

4th-level necromancy

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes.

The next time you hit a creature with an unarmed strike, melee spell attack, or a melee weapon attack during this spell's duration, the attack is infused with dark magic and deals an extra 4d8 necrotic damage to the target.

Additionally, the creature must succeed on a Wisdom saving throw or become cursed for the duration. For the effects of the curse you may choose any of the options under the 3rd-level spell *bestow curse*.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, it inflicts an additional 1d8 necrotic damage for every slot level above 4th. The duration also increases to 1 hour at 5th level or 6th level, 8 hours at 7th or 8th level, and to 24 hours at 9th level.

Divine Synergy. If you know the *hex* spell, you can cause the target to be affected by a *hex* for the duration instead, the target receives no Wisdom saving throw to resist this effect.

Classes: Cleric, Paladin, Warlock, Wizard

BANE STRIKE

enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 round

You utter a curse against the next creature struck by your hand. As part of the action used to cast this spell, you make an unarmed strike or weapon attack against one creature within the spell's range. On a hit, the target suffers the attack's normal effects, and the target is cursed. Each time that target makes an attack roll or a saving throw before the end of your next turn, it must roll a d4 and subtract the number rolled from the attack roll or saving throw.

If you hit a target affected by a *bane* spell using this spell, the weapon attack inflicts an additional 2d6 damage of the same type dealt by the weapon instead of cursing the target.

The damage caused by the weapon attack increases as you reach higher levels. At 5th level, the weapon attack made as part of this spell inflicts an additional 1d6 damage of the same type dealt by the weapon on a hit (or 3d6 if the target is currently affected by a *bane* spell), this increases by 1d6 at 11th level (2d6 or 4d6) and 17th level (3d6 or 5d6).

Divine Synergy. If you have the Divine Smite class feature, you can choose to have this spell inflict damage of the type inflicted by your Divine Smite.

Classes: Bard, Cleric

BANE WEAPON

5th-level abjuration

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S, M (a pinch of powdered silver, or other material anathema to the chosen type of creature)

Duration: Concentration, up to 1 hour

You imbue a weapon you touch with an enchantment that is harmful to a specific type of creature. If the weapon isn't already a magic weapon, it becomes one for the duration.

When you cast the spell choose a creature type: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, humanoids, monstrosities, oozes, plants, or undead. When used to attack that type of creature, attack rolls using the weapon gain advantage, the weapon's damage bypasses any immunity or resistance to damage possessed by the creature, and it inflicts an additional 2d6 damage on a hit.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, the duration increases by 1 hour per slot level above 5th.

Classes: Artificer, Paladin, Ranger

BANNER OF DEVOTION

1st-level conjuration

Casting Time: 1 Bonus Action

Range: Touch

Components: S, M (a lance, pike, quarterstaff, or spear)

Duration: 1 hour

When you cast this spell, a magical banner unfurls from the haft of the weapon used to cast the spell. While the spell lasts the weapon is considered magical and can be used as a holy symbol. While you hold the banner, the range of any paladin aura you possess, aura generated by a paladin spell you cast, or aura generated by a Channel Divinity effect you use is increased by 10 feet. Additionally, any paladin spell or class feature that requires a creature be able to see you has the range of its effect increased by 10 feet while you bear the banner.

The spell ends if the weapon bearing the banner is outside your reach for 1 minute or more.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, you can either increase the range bonus by an additional 10 feet or increase the duration by 1 hour for every slot level above 1st.

If you cast this spell using a spell slot of 2nd-level or higher, and you have the Aura of Protection feature, when you conjure the banner, you can choose to adorn the banner with one of the following emblems in place of one of a range or

duration increase you could choose for casting at a higher level. An emblem grants your Aura of Protection feature an additional effect while you hold the banner.

- **Bronze Spear.** You and friendly creatures within the aura can take the Ready action as a bonus action during any turn that they do not move. This Ready action can only be used to ready a melee attack in response to a hostile creature entering their reach.
- **Golden Sun.** Whenever you are affected by a *bless*, *divine favor*, or *heroism* spell; friendly creatures within the aura also gain the effects of the spell.
- **Gray Charger.** You and friendly creatures within the aura have advantage on ability checks and saving throws made to control a mount and to avoid falling off a mount. Additionally, any friendly mount within the aura gains advantage on saving throws and ability checks while bearing a friendly creature.
- **Silver Star.** The weapon attacks of you and friendly creatures within the aura count as magical and silver for the purposes of overcoming damage immunities and resistances.
- **White Shield.** Whenever you are affected by a *protection from evil and good*, *rectitude*, or *shield of faith* spell; friendly creatures within the aura also gain the effects of the spell.

A banner can bear only a single emblem.

Classes: *Paladin*

BINDING SMITE

3rd-level enchantment

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute.

The next time you hit a creature with an unarmed strike or melee weapon attack during this spell's duration, the attack deals an additional 3d6 psychic damage. If the target is a Humanoid or Beast, it must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, it inflicts an additional 1d6 psychic damage for each slot level above 3rd. If you cast this spell using a spell slot of 5th-level or higher the paralysis can affect a creature of any type other than a construct or undead.
Classes: *Bard, Cleric, Druid, Paladin (Vengeance), Sorcerer, Warlock, Wizard*

BLESSED STRIKE

enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 round

You utter a private blessing as you strike your foes. As part of the action used to cast this spell, you make an unarmed strike or weapon attack against one creature within the spell's range. You may roll a d4 and add it to the attack roll of this attack. On a hit the target suffers the attack's normal

effects, and you gain a blessing. Whenever you make an attack roll or a saving throw before end of your next turn, you can roll a d4 and add the number rolled to the attack roll or saving throw.

If you are affected by a *bless* spell when you make this attack, the weapon attack inflicts an additional 1d6 damage of the same type dealt by the weapon instead of adding a d4 to the attack and granting a blessing.

The damage caused by the weapon attack increases as you reach higher levels. At 5th level, the weapon attack made as part of this spell inflicts an additional 1d6 damage of the same type dealt by the weapon (or 2d6 if you are currently affected by a *bless* spell), this increases by 1d6 at 11th level (2d6 or 3d6) and 17th level (3d6 or 4d6).

Divine Synergy. If you have the Divine Smite class feature, you can choose to have this spell inflict damage of the type inflicted by your Divine Smite.

Classes: *Cleric*

BLESSING OF THE MARTYR

1st-level enchantment

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: 1 minute

When you cast this spell, you utter a blessing offering yourself as a sacrifice. All attack rolls against you have advantage for the duration of the spell. Any creature that hits you with an attack during the duration suffers the Martyr's Curse. All attack rolls against that creature have advantage and it has disadvantage on attack rolls against creatures other than you for the duration of the spell.

If a creature reduces you 0 hit points or kills you during the duration of the spell, it suffers 4d10 damage. The damage is force or radiant (if you are good or neutral, your choice) or force or necrotic (if you are evil or neutral, your choice), and the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the spell's duration increases by 1 minute and the damage suffered by a creature that reduces you to 0 hit points increases by 2d10 per slot level above 1st.

Classes: *Cleric, Paladin*

BONE WEAPON

necromancy cantrip

Casting Time: 1 Bonus Action

Range: Touch

Components: V, M (a bone)

Duration: 1 minute

When you cast this spell, you transform a bone you hold into a one melee weapon of your choice. For the duration of the spell, the weapon is considered magical for the purposes of overcoming resistance or immunity to damage and for the purpose of resisting or enduring damage. You can choose the form that this melee weapon takes, but you must be proficient in the form you choose. If you are proficient with shields, you can instead transform the bone into a shield.

Alternatively, you can cause your own bones to extrude a natural weapon that inflicts 1d4 bludgeoning, piercing,

or slashing damage when you hit with an unarmed strike. When cast in this way, you suffer one point of damage that can't be healed for the duration of the spell as your bones tear through your flesh.

You may use the bone weapon or shield as a spellcasting focus for necromancy spells and you can use your Spellcasting Ability instead of Strength or Dexterity for the attack and damage rolls of attacks using the weapon.

The bone reverts to its normal form when the spell ends. The weapon or shield is magical only when wielded by you. You can end the spell at any time (no action required).

Once you reach 5th-level, if you cast a necromancy spell of 1st-level or higher while wielding the bone weapon, the next time you hit with an attack using the weapon before the end of your next turn, it inflicts an additional 1d4 damage, at 11th-level this increases to 2d4, and at 17th-level this increases to an additional 3d4 damage. The additional damage is of the same type as the necromancy spell or necrotic damage (your choice). The duration also increases to 10 minutes at 11th-level.

Classes: Cleric (Death, Grave), Warlock, Wizard

BOOST

transmutation cantrip

Casting Time: 1 Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Once before the spell ends you can roll a d4 and add the number rolled to one Strength or Dexterity saving throw or check or to the damage roll of an attack using Strength or Dexterity. You can roll the die before or after making the saving throw, check, or damage roll. The spell then ends. At any point during the duration, you can expend boost early on your turn (no action required) to add an additional 10 feet to your movement speed for that turn, ending the spell.

The physical boost provided by this spell increases as you gain levels, the die increases to a d6 at 5th-level and a d8 at 17th-level. The duration of the spell increases to 10 minutes when you reach 11th-level. The boost to your movement speed upon expending the spell also increases, to 20 feet at 5th-level and to 30 feet at 17th-level.

Classes: Bard, Cleric (Freedom, Strength, Travel), Druid, Sorcerer, Wizard

BOREAS

4th-level evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M (a fan and chunk of ice)

Duration: Concentration, up to 10. minutes

A line of freezing wind 60 feet long and 15 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line or enters the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. A creature that ends its turn within the line suffers 4d4 cold damage.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you and

the range of a ranged weapon attack made against the wind is halved.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

At Higher Levels. If you cast this spell using a spell slot of 5th-level or higher, it inflicts an additional 1d4 cold damage per slot level above 4th.

Classes: Cleric (Winter), Druid, Sorcerer, Wizard

BRIGHTGLAIVE

2nd-level evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You create a weapon of solid radiant energy. This magic weapon takes the form of a polearm, lasts until the spell ends, and must be wielded in two hands. If you drop the weapon, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a Bonus Action to cause the glaive to reappear in your hand.

You can wield the Brightglaive as a simple melee weapon with which you are proficient. It possesses the Two-Handed and Reach properties and inflicts 2d10 radiant damage on a hit. You can use your Spellcasting Ability modifier in place of Strength on the attack and damage rolls using the weapon.

The weapon sheds bright light in a 30-foot radius and dim light for an additional 30 feet. You have advantage on attack rolls using this weapon within the area of bright light against a creature vulnerable or sensitive to light (such as sunlight sensitivity or hypersensitivity).

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the radiant damage increases by 1d10 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot. When you cast this spell using a spell slot of 5th-level or higher the light generated by the glaive is sunlight.

Divine Synergy. If you use your Action to cast *radiant blade* you may use your *brightglaive* to make the melee weapon attack.

Classes: Cleric, Paladin, Warlock, Wizard

BURNING BLADE

evocation cantrip

Casting Time: 1 Action

Range: Self (Special)

Components: V, M (A weapon)

Duration: Instantaneous

You briefly enchant the weapon used in casting this spell with the ability to set its target ablaze. Make a melee, thrown, or ranged weapon attack using the weapon against one target within your reach or the weapon's range. On a hit,

the target suffers the attack's normal effects and, if a creature, must make a Dexterity saving throw. On a failed save, or if the target is an object, it is set aflame, and suffers 1d6 fire damage at the start of your next turn.

A creature can prevent this damage by using its Action to make a DC 10 Dexterity check to extinguish the flame. A burning target sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

The fire damage increases as you reach higher levels. At 5th-level, you inflict 1d6 fire damage on a successful hit and the fire damage on a failed Dexterity save or against an object at the start of your next turn increases to 2d6. Both the fire damage on a hit and the fire damage suffered by a burning target are increased by 1d6 at 11th-level (2d6 and 3d6) and 17th-level (3d6 and 4d6).

Classes: Artificer, Cleric (Light, Nature, Destruction, Fire), Druid, Sorcerer

CACOPHONY

1st-level illusion (ritual)

Casting Time: 1 Action

Range: Self (30 foot radius)

Components: V, S, M (A Musical Instrument)

Duration: Concentration, up to 1 hour

You create a wild cacophony of loud music and flashing lights in a 30-foot radius around yourself. This music drowns out normal speech at a range exceeding 5 feet. All creatures in the area of effect (other than you) have disadvantage on all checks requiring sight or hearing while they remain in the area. A creature can use its Action to make an Intelligence saving throw to become immune to the penalty on checks for the duration of the spell (the effects fade to a more manageable level for that creature).

This spell is most commonly used to provide entertainment at parties and gatherings. The effects of the spell are easily audible out to 100 feet. You can change the music at will during the duration and can cause the lights to take specific shapes and animated (though obviously magical) forms.

If cast as a ritual the Duration is one hour without concentration per 10 minutes spent conducting the ritual, the area is fixed, and the music and visuals can be set to cycle through any known by the caster.

Alternatively, this spell can be cast using a spell slot with an instantaneous duration to cause a burst of sound and light, all creatures in the area other than you must make an Intelligence saving throw. On a failed Intelligence saving throw a creature must make a Constitution saving throw or be Blinded and Deafened until the end of your next turn. On a successful Constitution save, affected creatures have disadvantage on attack rolls and checks requiring sight or hearing until the end of your next turn. On a successful Intelligence save, the spell has no effect on that creature. Allies in the area given warning of the spell gain advantage on the Intelligence saving throw.

A creature that can perceive illusions as false, as with true sight, automatically succeeds on its saving throw versus this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the area that can be affected increases by 10 feet for each slot level above 1st.

Classes: Bard, Cleric (Revelry), Wizard

CASTIGATE

enchantment cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, M (a holy symbol)

Duration: Instantaneous

This cantrip has an additional effect if you know the **Channel Divinity: Arcane Abjuration, Turn Aberration, Turn Celestial, Turn Construct, Turn Elemental, Turn Fey, Turn Fiend, Turn the Faithless, Turn the Unholy, or Turn Undead** effects.

When you cast this spell, you present your holy symbol and speak a prayer castigating one creature within range. If that creature can see or hear you, it must make a Wisdom saving throw. If the creature fails its saving throw, it suffers 1d8 force, necrotic, or radiant damage (whichever is most deadly to the target). If the target is a creature that can be turned by a **Channel Divinity** effect you know, it instead suffers 1d12 damage.

Additionally, if you know this cantrip, when a creature is turned by a **Channel Divinity** effect you use, you can cause it to suffer damage as if it had failed its saving throw versus this cantrip. Damage from this cantrip never disrupts or ends a turn effect.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12). Starting at 5th level, if you know a **Channel Divinity** effect that would destroy or banish a creature of a certain CR, any creature that would be destroyed or banished by such an effect suffers maximum damage from this cantrip on a failed saving throw, and still suffers half this cantrip's maximum damage on a successful saving throw versus this cantrip or a turn attempt.

Classes: Cleric

CELESTIAL DELUGE

1st-level conjuration

Casting Time: 1 Action

Range: 90 ft

Components: V, S, M (a vial of holy water which the spell consumes)

Duration: Concentration, up to 1 minute.

A shower of silvery holy water rains down in a 5-foot radius, 10-foot-high cylinder centered on a point within range. Until the spell ends, blessed water continues to rain down upon the area.

When a fiend or undead enters the spell's area for the first time on a turn or starts its turn there, it is deluged with holy water and suffers 2d6 radiant damage.

On each of your turns after you cast this spell, you can use an action or bonus action to move the shower to a different point within range. The holy water created by this spell evaporates when the spell ends.

At Higher Levels. The radius of the cylinder increases by 5 feet and the height by 10 feet per slot level above 1st.

Classes: Cleric

CELESTIAL SAVIOR

2nd-level conjuration

Casting Time: 1 Reaction

Range: Self

Components: V

Duration: 1 round

You can cast this spell as a reaction when an attack roll is made against you to utter a prayer for divine aid. A celestial apparition appears to fend off the attack and smite your foe. The creature making the attack must make a Wisdom saving throw. On a failed save it loses the attack, suffers 1d10 radiant damage, and is blinded until the end of your next turn. On a successful save it suffers half damage, is not blinded, and the attack is made with disadvantage.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the radiant damage increases by 1d10 per slot level above 2nd. If you cast this spell using a spell slot of 5th level or higher, the attacker is both blinded and stunned until the end of your next turn on a failed saving throw.

Classes: Cleric

CEREMONY

1st-level abjuration (ritual)

Casting Time: 1 Hour

Range: Touch

Components: V, S, M (25gp worth of powdered silver, which the spell consumes)

Duration: Instantaneous

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting.

Atonement. You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment.

Bless Water. You touch one vial of water and cause it to become holy water.

Coming of Age. You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once.

Dedication. You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once.

Funeral Rite. You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell.

Wedding. You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.

Divine Synergy. The **Atonement** version of this spell can be used to return a repentant former adherent to the faith after they have committed some transgression.

COLD WAVE

2nd-level evocation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Instantaneous

A wave of intense cold sweeps out from you. Each creature in a 20-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage, its speed is halved until the start of your next turn, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn. On a successful save, the creature takes half as much damage, it isn't slowed, and does not have disadvantage on its next attack.

At Higher Levels. If you cast this spell using a 3rd-level spell slot the cold damage increases by 1d8 per slot level above 2nd.

Classes: Cleric (Winter), Druid, Sorcerer, Warlock, Wizard

COMMANDING STRIKE

2nd-level enchantment

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature within 60 feet with an unarmed strike or weapon attack during this spell's duration, you inflict an additional 1d8 weapon damage and can choose one ally that can hear you within 60 feet. That ally can use its Reaction to move up to its speed and make one weapon attack against the same target, this movement does not provoke opportunity attacks. On a hit, the ally inflicts an additional 1d8 weapon damage. Hit or miss, the spell ends after the ally's attack.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the additional weapon damage on a hit (for both you and your ally) increases by 1d8 per slot level above 2nd.

Classes: Bard, Paladin

COMPANION OATH

3rd-level enchantment

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: 1 Hour

You touch a willing creature and swear to complete some goal or task together. The oath binds you and your companion, forming an instinctive bond that allows you to fight together seamlessly.

For the duration of the spell, both bonded creatures receive the following benefits while within 60 feet of one another:

- When you roll initiative, choose the initiative order rolled by you or your companion, for the combat you act together as a group on that initiative order, taking your turns at the same time.
- You have advantage on any saving throw to avoid becoming charmed or frightened or to remove those conditions and are immune to any effect that would force you to attack your bonded companion.

- You have advantage on attack rolls against a creature if your bonded companion is within 5 feet of the creature and isn't incapacitated.
- If a creature within your reach damages your bonded companion, it provokes an opportunity attack from you.
- If you see a creature score a critical hit against your bonded companion or reduce your bonded companion to 0 hit points, you gain advantage on attack rolls against that creature for the duration of the spell, or until that creature is reduced to 0 hit points.

You may only have one bonded companion; the current spell ends if either companion is affected by this spell again during the duration.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration increases to 8 hours at 4th level and to 24 hours at 5th level or higher.

Classes: Paladin

COMPELLING WALTZ

2nd-level enchantment

Casting Time: 1 Bonus Action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

Your graceful and alluring movements compel a creature to follow you in a dance. When you cast this spell, and then as a Bonus Action on each of your turns until the spell ends, you can take the Disengage Action. When you take the Disengage Action on your turn during this spell, at any point during your movement you can choose one creature within 5 feet that can see you. The target must make a Wisdom saving throw or be compelled to use its Reaction to follow you as you move, staying within 5 feet of you at all times for as far as its movement allows. If, at the end of your turn, the compelled creature is not within 5 feet of you (if it lacked the movement to follow or was restrained or prevented from doing so) it suffers 2d6 psychic damage. The compelled creature must subtract the distance it moves during its Reaction from the distance it can move during its next turn.

On a successful save the target can choose to use its Reaction to move as described above but is not compelled to do so, and it must subtract the distance it moves during its Reaction from the distance it can move during its next turn.

Creatures that can't be charmed automatically succeed on the saving throw versus this spell's compulsion.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the psychic damage increases by 1d6 per slot level above 1st.

Classes: Bard, Cleric (Revelry)

CONJURE EARTH SPIRIT

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: 60 feet

Components: V, S

Duration: 1 minute

You conjure a burrowing earth spirit at a point within the earth in range. When you cast the spell, you can make a melee spell attack against a target upon the earth within the spirit's space. On a hit, the target takes bludgeoning damage

equal to 1d4 + your Spellcasting Ability modifier and must make a Strength saving throw or become grappled by the spirit. The DC to escape the grapple is your spell save DC.

As a bonus action on your turn, you can either release any creature grappled by the spirit and move the spirit through the earth up to 20 feet and repeat the attack OR move a grappled creature up to 10 feet and repeat the attack against that creature. A creature already grappled by the spirit suffers an additional 1d4 damage on a hit.

The earth spirit's space is difficult terrain for any hostile creature upon it.

If you move the spirit into a friendly creature's space during a turn, instead of attacking you may move the creature up to 10 feet along with the spirit, if it is willing, without provoking an opportunity attack.

The spirit can take whatever form you choose, but usually resembles a burrowing beast that never entirely emerges from the earth.

If you cast *mold earth* during the duration of this spell, you can command spirit to move and attack again instead of the normal effects of the spell.

If you do not command the spirit during your turn, it grows bored and vanishes back to the elemental planes, ending the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

Classes: Cleric (Earth), Druid, Sorcerer

CONJURE FIRE SPIRIT

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: 60 feet

Components: V, S

Duration: 1 minute

You conjure a tiny elemental fire spirit at a point within range. When you cast the spell, you can make a melee spell attack against a target within 5 feet of the spirit. On a hit, the target takes fire damage equal to 2d4 + your Spellcasting Ability modifier.

As a bonus action on your turn, you can move the spirit up to 30 feet and repeat the attack against a target within 5 feet of it.

The spirit can take whatever form you choose, but usually resembles a tiny bird or other beast composed entirely of flame that sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The spirit's attack can ignite flammable materials.

If you cast *control flame* during the duration of this spell, you can cause the fire spirit to move and attack again instead of the normal effects of the spell.

If you do not command the spirit during your turn, it grows bored and vanishes back to the elemental planes, ending the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

Classes: Cleric (Fire), Druid, Sorcerer

CONJURE MIST

conjunction cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute.

You conjure an area of heavy mist at a point you can see within range. Until the spell ends, the mist fills a 5-foot cube and its area is heavily obscured. The area within 5 feet of the spell's area is lightly obscured by the mist. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

You can create greater amounts of mist as you gain levels. At 5th-level the mist fills any two adjacent 5-foot cubes within range. This increases to three 5-foot cubes at 11th-level, and four 5-foot cubes at 17th-level.

If you know this cantrip, the area of a *fog cloud* spell cast by you increases by 5 feet at 5th level, 10 feet at 11th level, and 15 feet at 17th level.

Classes: Cleric (Water), Druid, Sorcerer, Wizard

CONJURE WATER SPIRIT

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: 120 feet

Components: V, S

Duration: 1 minute

You conjure a helpful water spirit at a point you choose in a body of water within range. The spirit appears as a 5-foot diameter sphere of churning water or as a medium sized dolphin, or similar aquatic creature, composed entirely of churning water.

A hostile creature that attempts to swim through the spirit's space must spend 3 feet of movement for every foot traveled. When a hostile creature attempts to enter the spirit's space or starts its turn there, it must make a Strength saving throw or suffer 2d4 bludgeoning damage and be pushed 10 feet in a direction of your choice.

When you cast the spell and as a bonus action during the duration you can move the spirit up to 60 feet through the water in any direction. If you attempt to move the spirit into a hostile creature's space, it must make the Strength saving throw, as described above. If the creature's save is successful, the spirit stops moving this turn in the space adjacent to that creature, otherwise it stops moving in the creature's space.

If you move the spirit into a friendly creature's space, you may move the creature up to 30 feet along with the spirit, if it is willing, without provoking an opportunity attack, the spirit then stops moving in that creature's space this turn. A friendly creature in the spirit's space automatically succeeds on any ability check made to swim.

If you cast *shape water* during the duration of this spell, you can command the spirit to move again instead of the normal effects of the spell.

If you do not command the spirit during your turn, it grows bored and vanishes back to the elemental planes, ending the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

Classes: Cleric (Water), Druid, Sorcerer

CONJURE WIND SPIRIT

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: 120 feet

Components: V, S

Duration: 1 minute

You conjure a capricious wind spirit at a point you choose within the air in range. The spirit appears as a 5-foot diameter swirling sphere of gusting winds or a medium sized bird composed of swirling clouds.

The spirit's space is difficult terrain for hostile creatures. When a hostile creature attempts to enter the spirit's space, stands from prone while in the spirit's space, or starts its turn there, it must make a Strength saving throw or suffer 2d4 thunder damage and be pushed 5 feet in a direction of your choice and knocked prone. A hostile creature can avoid this saving throw if it is prone at the start of its turn or it enters the spirit's space while crawling.

When you cast the spell and as a bonus action during the duration you can move the spirit up to 60 feet in any direction. If you attempt to move the spirit into a hostile creature's space, unless the creature is prone, it must make the Strength saving throw, as described above. If the creature's save is successful, the spirit stops moving this turn in the space adjacent to that creature, otherwise it stops moving in the creature's space.

If you move the spirit into a friendly creature's space, you may move the creature up to 5 feet, if it is willing, without provoking an opportunity attack, the spirit then stops moving in that creature's space this turn.

The spirit also disperses any gases, fog, or similar effects that can be dispersed by a strong wind in the spaces it moves through.

If you cast *gust* during the duration of this spell, you can command the spirit to move again instead of the normal effects of the spell.

If you do not command the spirit during your turn, it grows bored and vanishes back to the elemental planes, ending the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

Classes: Cleric (Air), Druid, Sorcerer

CONSECRATE WEAPON

1st-level abjuration (ritual)

Casting Time: 10 Minutes

Range: Touch

Components: V, S, M (10gp worth of sacred oils, which the spell consumes)

Duration: Instantaneous

As an additional requirement to cast this spell, the caster must expend a use of their Channel Divinity.

When you cast this spell, you conduct a ceremony to consecrate a weapon and its wielder to your faith. This spell creates a bond between the weapon and one creature of your choice that participates in the ritual (which can be you). That creature must be a true adherent of your faith, or the spell fails.

In the hands of the intended creature, that weapon is considered a magical weapon and can be used as a holy symbol. If the chosen creature is an adherent of your faith that can use a holy symbol as a spellcasting focus, they can use their Spellcasting Ability instead of Strength or Dexterity on attack and damage rolls using the weapon. The weapon is treated as a normal weapon when wielded by any other creature.

The weapon remains consecrated until desecrated in some manner (if used in an act abhorrent to your faith, wielded by a creature opposed to your faith, etc.). If the desecration was caused by the chosen creature, that creature cannot benefit from this spell again until it atones.

Classes: Cleric

CONTROL EMOTION

3rd-level enchantment

Casting Time: 1 Action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You attempt to incite or suppress strong emotion in a group of people. Each creature in a 20-foot radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails, choose one of the following options:

Suppress. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Calm. You can make a target indifferent about creatures of your choice that it is hostile or friendly towards. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile or friendly again, unless the DM rules otherwise.

Encourage. You can make a target friendly towards creatures of your choice that it is indifferent towards. This friendliness ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes indifferent again, unless the DM rules otherwise.

Incite. You can make a target hostile towards creatures of your choice that it is indifferent towards. This hostility does not necessarily end in violence. When the spell ends, the creature becomes indifferent again, unless the DM rules otherwise.

Any Charisma checks intended to influence the subject in a direction the spell is inclining the subject towards has advantage on the roll. Any checks intended to influence them in a direction contrary to the spell have disadvantage. A creature with an Intelligence of 3 or lower is unaffected by this spell.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, you can increase either the area by 10 feet or the duration by 1 hour per slot level above 3rd.

Classes: Bard, Cleric, Wizard

CONTROL FLAMES

transmutation cantrip

Casting Time: 1 Action

Range: 60 feet

Components: S

Duration: Instantaneous

You choose nonmagical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously extinguish the flames within the cube.
- You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.
- You cause simple shapes—such as the vague form of a creature, an inanimate object, or a location—to appear within the flames and animate as you like. The shapes last for 1 hour.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

As you gain levels you can have additional non-instantaneous effects of this spell active at the same time. Four non-instantaneous effects at 5th level, five effects at 11th level, and six effects at 17th level.

Additionally, starting at 5th level, you can cast this spell to cause the flame to lash out at a target within 5 feet of the affected fire. Make a melee spell attack, on a hit the target suffers 1d4 fire damage. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

Classes: Cleric (Fire), Druid, Sorcerer, Wizard

COPY/ERASE

transmutation cantrip

Casting Time: 1 Action

Range: Touch

Components: S, M (a writing implement)

Duration: Concentration, up to 1 round

When you cast this spell, you touch a non-magical written or drawn document and by the end of the spell's duration, you create a duplicate of the document you touched. The amount of text or drawing that can be duplicated with a single casting is equal to 5 pages of material. If you are proficient with Calligrapher's Supplies (or Painter's Supplies or Cartographer's Tools as appropriate to the material) or a Forgery Kit, you can duplicate a number of additional pages equal to your proficiency bonus with the appropriate tool for each casting of the spell. If you need to determine the precision of a copy, you can make Spell Casting ability check that applies your proficiency with the appropriate tool to determine the quality of the copy.

You must supply any blank pages or books necessary to hold the copied materials.

Alternatively, you can cast this spell to instantaneously erase an equal amount of non-magical writing.

The speed at which you can copy or erase material using this spell increases as you gain levels. You increase the effective number of pages by five at 5th level (10 pages), 11th level (15 pages), and 17th level (20 pages).

While you cannot make exact copies of magical texts using this spell, a wizard that knows this cantrip can reduce the time it takes to copy spells into their spell book from another spell book or scroll or to craft scrolls of spells contained their spell book. Starting at 5th level it takes you only half the normal time. This decreases to ¼ the time at 11th level and to 1/8th the time at 17th level.

Classes: Cleric, Wizard

CORRUPTING AURA

1st-level necromancy

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

You call forth an aura of corruption and decay to infuse your attacks. Each time you hit a creature with a melee attack during this spell's duration, you deal an additional 1d4 points of necrotic or poison damage (your choice).

At any point during the duration you can expend the spell when you hit a target within your reach with a melee attack, the target suffers an additional 2d4 necrotic damage and 2d4 poison damage and must make a Constitution saving throw or become Poisoned until the end of your next turn.

At Higher Levels. The damage when the spell is expended increases by 1d4 necrotic damage and 1d4 poison damage per slot level above 1st.

Classes: Paladin, Warlock, Wizard

CREATE ICE

conjuration cantrip

Casting Time: 1 Action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute.

You create a sheet of slippery magical ice on a surface of your choice within range. Until the spell ends, the magical ice coats a 5-foot square. When the ice appears, a creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone. The area of ice is difficult terrain.

If cast an area of water you can freeze a 5-foot cube of water for the duration, provided that there are no creatures in it. If you maintain concentration on the spell for the full minute, the water remains frozen for 1 hour before beginning to thaw normally.

If an area of magical fire overlaps the area affected by this spell, the ice evaporates.

This spell can also be cast to create the following minor effects that are instantaneous or last for 1 minute without concentration:

- You chill up to 1 cubic foot of non-living material.
- You create a small, harmless effect such as a sprinkling of snowflakes, a tiny ice sculpture, or a patch of thin frost.
- You create a rough tool or object made of ice that is no more than 1 pound in weight. This object is no more durable than a normal object of its size made of ice.
- If you target an area of snow, you can instantaneously excavate it, move it along the ground, and deposit it up to

5 feet away. This movement doesn't have enough force to cause damage.

You can create a larger area of ice as you reach higher levels. At 5th-level the ice coats any two adjacent 5-foot squares within range. This increases to three 5-foot squares at 11th-level, and four 5-foot squares at 17th-level. Alternatively, you can freeze the same number of 5-foot cubes of water. If you know this cantrip, the area of an *ice slick* spell cast by you increases by 5 feet at 5th level, 10 feet at 11th level, and 15 feet at 17th level.

Classes: Artificer, Cleric (Winter), Druid, Sorcerer, Wizard

CRITICAL INSIGHT

divination cantrip

Casting Time: 1 Action

Range: Self (Special)

Components: V

Duration: Instantaneous

You make a short centering incantation as you make an attack against a target you can see. The attack affected by this spell can be an unarmed strike, a weapon attack, or a spell attack that you can make without casting the spell as part of this action. You score a critical hit with this attack on a roll of 19 or 20 (or increase your critical range by 1 if you already score a critical on a roll other than a 20). On a hit, the target suffers the attack's normal effects, and if you had advantage on the attack roll, the target suffers an additional 1d6 points of damage of the same type as the attack.

You only score a critical hit on a roll of other than 20 if you would normally hit with the attack roll, otherwise the result is a miss as normal.

When you reach 5th-level, the additional damage on a hit increases by 1d6, regardless of if you have advantage (+1d6 or +2d6 with advantage); this increases by a further 1d6 at 11th-level (+2d6 or +3d6 with advantage) and 17th-level (+3d6 or +4d6 with advantage). When you reach 11th-level or higher you score a critical hit using this spell on a roll of 18, 19, or 20 (or increase your critical range by 2 if you already score a critical on a roll other than a 20).

Classes: Artificer, Bard, Cleric (Knowledge, Order, Luck, Truth), Druid, Sorcerer, Warlock, Wizard

CRUSHING BLOW

transmutation cantrip

Casting Time: 1 Action

Range: Self (Reach)

Components: S, M (A melee weapon that inflicts bludgeoning, piercing, or slashing damage)

Duration: Instantaneous

The weapon used in casting this spell acquires additional mass and density as you make a melee attack using it against one target within your reach, gaining the Heavy property for this single attack. On a hit, the target suffers the attack's normal effects, except the attack is considered magical and inflicts additional 1d12 damage if the attack was made with advantage or against a slow or unmoving target.

This additional damage is inflicted on a hit if you have advantage on the attack roll, the target has a Dexterity bonus to its AC of 0 or less, or the target's movement speed is currently 0.

Unattended objects and structures always suffer this additional damage, as do creatures wearing heavy armor or with a Dexterity score of 10 or less, along with creatures suffering from the Grappled, Paralyzed, Petrified, Restrained, Stunned, or Unconscious conditions.

The additional mass imparted by the spell increases the damage of the weapon as you gain levels. The melee weapon attack inflicts an additional 1d12 damage to any target when you reach 5th-level (1d12 or 2d12 if slow or unmoving or with advantage), the additional damage when you have advantage or against a slow or unmoving target increases to 2d12 at 11th-level (1d12 or 3d12 if slow or unmoving or with advantage), and the additional damage on a hit to any target increases to 2d12 at 17th-level (2d12 or 4d12 if slow or unmoving or with advantage).

Classes: Artificer, Cleric (Nature, War, Earth, Strength), Druid, Sorcerer

CYCLE OF LIFE AND DEATH

1st-level abjuration

Casting Time: 1 Reaction

Range: Self

Components: S

Duration: 1 round

You can cast this spell as a reaction when you take necrotic or radiant damage. The spell captures some of the incoming energy, lessening its effect on you, transforming it into its opposite, and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 radiant damage (if the triggering damage type was necrotic) or an extra 1d6 necrotic damage (if the triggering damage type was radiant), and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Classes: Cleric, Druid

DARK REAPER

2nd-level necromancy

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You create a weapon of solid life-stealing shadow. This magic weapon usually takes the form of a scythe, lasts until the spell ends, and must be wielded in two hands. If you drop the weapon, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a Bonus Action to cause the scythe to reappear in your hand.

You can wield the Dark Reaper as a simple melee weapon with which you are proficient. It possesses the Two-Handed and Reach properties and inflicts 2d10 necrotic damage on a hit. You can use your Spellcasting Ability modifier in place of Strength on the attack and damage rolls using the weapon.

Within 30 feet of the weapon bright light becomes dim and dim light becomes darkness. While you hold the scythe, you can see normally in dim light and darkness, both magical and nonmagical, to a distance of 60 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the necrotic damage increases by 1d10 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

Classes: Cleric, Paladin, Warlock, Wizard

DARK SHARD

illusion or necromancy cantrip

Casting Time: 1 Bonus Action

Range: Self

Components: S, M (dim light or darkness)

Duration: 10 minutes

When you learn this cantrip, choose whether you learned it as an illusion or necromancy cantrip. When you cast this cantrip you gain the ability to create weapons formed from shadow and glamour. If you are in dim light or darkness when you cast the spell, you can cast it normally, otherwise you must suffer 1 point of damage as you pull upon your own essence to maintain the spell.

For the duration of the spell, you can cause a magical dagger formed of shadow to appear in your hand whenever you would make a weapon attack or cast a spell that requires a weapon. The dagger has the Finesse, Light, and Thrown (range 30/90) properties and inflicts 1d4 psychic damage (if cast as an illusion spell) or 1d4 necrotic damage (if cast as a necromancy spell) on a hit. The dagger disappears at the end of your turn if it is not within your grasp.

You can use your Spellcasting Ability in place of Strength or Dexterity for attack and damage rolls using the weapons.

As you gain levels you learn to use the shadowy constructs created by this spell in different ways. At 5th-level you learn the version of the cantrip (illusion or necromancy) that you do not already know, and you gain the ability to form thieves' tools using the cantrip when you would use them. At 11th-level the spell is cast as both an illusion spell and a necromancy spell and the weapons created by the spell inflict 1d4 psychic damage and 1d4 necrotic damage on a hit. At 17th-level you have advantage on attack rolls using the weapons while in dim light or darkness.

Classes: Cleric (Night), Sorcerer, Warlock, Wizard

DARKEST NIGHT

5th-level evocation

Casting Time: 1 Bonus Action

Range: 240 ft

Components: V, S

Duration: Concentration, up to 10 minutes

The inky blackness of the darkest night encompasses a location you specify within range. Until the spell ends, a 60 foot cube of magical darkness shrouds the area. The darkness spreads around corners. A creature with darkvision can't see through this darkness. Nonmagical light, as well as light created by spells of 5th level or lower, can't illuminate the area.

This magical darkness is disorienting to hostile creatures within. Unless a creature hostile to you in the area can see within the magical darkness, it must use 2 feet of movement for every foot it moves within the area and must make an

Intelligence saving throw if it starts its turn within the area. On a failed save it suffers the following effects until the start of its next turn:

- If it moves during its turn, it moves in a random direction.
- If it attempts to teleport, the direction it teleports is determined randomly.
- If it makes an attack, the target (or area) is chosen randomly among unhidden targets or areas within range of the attack (or spell).

If you are within 60 feet of the area, you can move it up to 60 feet as a bonus action on your turn. If any of this spell's area overlaps with an area of light created by a spell of 5th level or lower, the spell that created the light is dispelled.

At Higher Levels. If you cast darkness using a spell slot of 6th level or higher, the duration increases by 10 minutes per slot level above 5th and the level of magical light it can dispel equals the level at which the spell is cast.

Classes: Cleric, Warlock, Wizard

DASHING SMITE

2nd-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Instantaneous

As part of the Bonus Action used to cast this spell you take the Dash Action. You may make one extra attack with a melee weapon or unarmed strike at any point during your movement which inflicts an additional 2d8 points of damage of the attack's damage type if it hits.

At Higher Levels. If cast using a spell slot of 3rd-level or higher the distance you may move during the turn you cast this spell increases by 10 feet and the additional damage increases by 1d8 per slot level used above 2nd.

Classes: Bard, Paladin, Ranger, Warlock, Wizard

DAZE

enchantment cantrip

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A creature within range must make a Wisdom save or have disadvantage on its next attack roll and be unable to take Reactions until the start of your next turn.

Creatures immune to being charmed aren't affected by this spell.

The effect of Daze increases as you gain levels: when you reach 5th-level (A target failing its save has disadvantage on ALL of its attacks until the start of your next turn), 11th (If the target fails its Wisdom save it must make a Constitution save vs your spell DC or lose concentration on any spell it is currently maintaining), 17th (the target is incapacitated until the start of your next turn, this effect ends if the target is attacked or takes damage).

Classes: Bard, Cleric (Knowledge, Order, Eldritch), Sorcerer, Wizard

DAZZLING SMITE

1st-level evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Your melee weapon or fist begins to glow shedding dim light in a 10-foot radius when you cast this spell. The next time you hit with an unarmed strike, a melee spell attack that inflicts radiant damage, or a melee weapon attack during this spell's duration, the target suffers the attack's normal effects and is blasted with an additional 2d6 points of radiant damage. Unless the target is immune to the Blinded condition it also has disadvantage on attack rolls and ability checks that require sight until the end of your next turn. The spell ends after the first successful hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d6 for each slot level above 1st.

Classes: Bard, Cleric, Paladin, Sorcerer, Wizard

DEATH CURSE

3rd-level necromancy

Casting Time: 1 Reaction

Range: 90 ft

Components: V

Duration: Special

As a reaction when you would drop to 0 hit points you can pronounce a curse on the creature that inflicted the damage if it is within range. That creature is cursed, and you immediately suffer three death saving throw failures and die.

You can expend additional spell slots when you cast this spell, the spell is considered to be cast a level equal to the combined total of the spell slot used to cast the spell plus the additional spell slots expended, to a maximum spell level equal to half your level (round up).

Choose the effects of the curse as described in the *bestow curse* spell. The curse lasts indefinitely and can only be removed by a *wish* spell or by a *remove curse* spell cast at a level higher than that used to cast the curse. If you are returned to life, the curse can be removed normally.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, you can choose an additional target that participated in your demise for every slot level above 3rd.

Divine Synergy. If you know or have the *bestow curse* spell prepared, you can also cast this spell.

Classes: Bard, Cleric, Warlock, Wizard

DEATH KNELL

1st-level necromancy

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You must know the *toll the dead* cantrip to cast this spell.

As part of the action used to cast this spell you must cast *toll the dead* targeting a creature within range. If the target fails the saving throw versus *toll the dead*, it suffers an additional 1d12 necrotic damage and is Frightened until the end of your

next turn. On successful saving throw the echoes of dread cause to target to take 1d6 necrotic damage.

A construct or an undead is immune to the fear caused by this spell.

If a target other than a construct or undead is slain by this spell, you regain the spell slot used to cast it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage on a failed save increases by 1d12 and the damage on successful save increases by 1d6 for each slot level above 1st.

Classes: Cleric, Warlock, Wizard

DEATH STRIKE

necromancy cantrip

Casting Time: 1 Action

Range: Self (Special)

Components: S, M (a weapon)

Duration: Instantaneous

You conjure an aura of necromantic energy around the weapon used in the spell's casting and make a melee or ranged weapon attack using it against one creature within your reach or the weapon's range.

On a hit, the target suffers the attack's normal effects, except that the weapon attack is considered magical and if the target is missing any of its hit points it suffers an additional 1d6 necrotic damage.

A target other than a construct or undead creature brought to 0 hit points by this attack is slain instantly if it suffered necrotic damage from the attack.

Additionally, spell is a conduit for necromantic magic. If you hit with an attack using this spell while you maintain a necromancy spell that allows you to deliver the spell effect with a spell attack or an unarmed strike, you inflict the damage and effects of both spells on a hit with the *death strike* weapon attack.

Death Strike grows more potent as you gain levels. When you reach 5th-level the weapon attack inflicts an additional 1d6 necrotic damage on a hit, or 2d6 necrotic damage if the target is missing any of its hit points. This damage increases by 1d6 at 11th-level (+2d6 or +3d6) and 17th-level (+3d6 or +4d6).

Divine Synergy. If you cast *death strike* while you are maintaining *vampiric touch* you regain hit points equal to half the total amount of necrotic damage inflicted. If maintaining *wraith touch* the target's hit point maximum is reduced by the total necrotic damage inflicted on a failed save.

Classes: Cleric (Death), Warlock, Wizard

DEBILITATING CURSE

5th-level necromancy

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: Concentration, up to 1 minute

You utter a wasting curse that drains the youth and vigor of those in the area. You curse up to six creatures of your choice in a 50-foot cube within range. Each target suffers

5d4 necrotic damage and must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is halved, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. In addition, an affected creature deals only half damage with attacks that use Strength, Dexterity, or Constitution and has disadvantage on Strength, Dexterity, and Constitution checks and Strength, Dexterity, and Constitution saving throws.

A creature affected by this spell makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it. Undead and creatures immune to magical aging automatically succeed on saving throws versus this spell. A *remove curse* spell can also remove this effect on a target.

At Higher Levels. If you cast this spell using a spell slot of 6th-level or higher, you can affect 3 additional targets within a cube of 50 feet plus 10 feet per slot level above 5th.

Classes: Cleric (Fury), Warlock, Wizard

DETECT ENEMY

2nd-level divination

Casting Time: 1 Action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

For the duration, you know the direction of the nearest creature hostile to you within 60 feet, but not its distance from you. You can sense the presence of hostile creatures that are ethereal, invisible, disguised, or hidden, as well as those in plain sight. If you sense a hostile creature in this way, you can use your action to pinpoint the location of the closest such creature. For the duration of the spell, you also have advantage on Wisdom (Perception) and Wisdom (Insight) checks made to detect hostile creatures and on Initiative rolls.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 1 hour if using a 3rd level spell slot, 8 hours if using a 4th level spell slot, or 24 hours if an 5th level or higher spell slot is used. If cast using a spell slot of 6th level or higher, the range of the sense increases by 30 feet per slot level above 5th.

Classes: Cleric, Druid, Paladin, Ranger

DETECT SECRETS {FIND TRAPS}

2nd-level divination

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes.

You sense the presence of any trap, secret door, hidden compartment, or other hidden or disguised construction within range. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. A secret door or compartment for the purposes of this spell is any construction designed to prevent detection. Thus, the spell

would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, or a concealed panel in a wardrobe, but it would not reveal a natural weakness in the floor, an unstable ceiling, a hidden sinkhole, a magic ring that fell down a crack.

This spell merely reveals that a trap or secret construction is present. You don't learn the location of each trap or secret, but you do learn the general nature of the danger posed by a trap you sense or general size and composition of a hidden compartment. You also gain advantage on saving throws versus traps and Intelligence (Investigation) and Wisdom (Perception) checks made to search for traps, secret doors, hidden compartments, or similar mechanical or structural anomalies for the duration of the spell. The knowledge granted by this spell also grants advantage on attempts to disarm traps or open secret construction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 1 hour if using a 3rd level spell slot, 8 hours if using a 4th level spell slot, or 24 hours if an 5th level or higher spell slot is used. If you cast this spell using a spell slot of 4th level or higher, it no longer requires concentration to maintain.

Divine Synergy. This is an altered version of the *find traps* spell, if a creature knows that spell it can replace it with this one.

Classes: Cleric, Druid, Ranger

DISPELLING STRIKE

4th-level abjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute.

The next time you hit a creature with an unarmed strike or weapon attack (ranged or melee) during this spell's duration, your attack glows with magical energy and deals an extra 4d10 force damage to the target. Additionally, any spell of 3rd-level or lower on the target ends. For each spell of 4th-level or above on the target make an ability check using your Spellcasting Ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, a spell is dispelled automatically if its level is less than the level of the spell slot you used and it inflicts an additional 1d10 force damage for each slot level used higher than 4th.

Classes: Artificer, Bard, Cleric, Druid, Paladin, Sorcerer, Warlock, Wizard

DISRUPT UNDEAD

necromancy cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a single undead creature and seek to disrupt its necromantic life force. Make a melee spell attack. If successful, you inflict 1d12 points of necrotic damage that bypasses necrotic resistance and immunity. An undead

creature reduced to 0 hit points by this spell is instantly destroyed. Only undead creatures are affected by this spell. An undead creature with a CR of 1/8 or less damaged by this spell is Incapacitated until the end of your next turn. The amount of necrotic damage inflicted increases by 1d12 when you reach 5th-level (2d12), 11th-level (3d12), and 17th-level (4d12). The CR of an undead creature that can be incapacitated by this spell increases to 1/2 at 5th-level, 1 at 11th-level, and a CR of 2 or less at 17th-level.

Classes: Cleric (Grave), Wizard

DISRUPTIVE STRIKE

abjuration cantrip

Casting Time: 1 Action

Range: Self (Reach)

Components: S, M (a melee weapon)

Duration: 1 round

You momentarily enchant a weapon to place a ward on a target it hits that painfully disrupts its ability to channel magic. As part of casting this spell, you make an attack with the weapon used in the casting against one creature within your reach. On a hit, the target suffers the attack's normal effects and the creature's ability to channel magic is disrupted.

If the target is currently maintaining concentration on a spell it suffers an additional 1d8 force damage when hit by the attack, and this spell ends.

If the target is not currently concentrating upon a spell, the first time the target attempts to cast a spell before the start of your next turn it suffers 1d8 force damage, and this spell ends. The target must make a Constitution saving throw to maintain concentration on the casting based on the damage it suffered, if the saving throw fails the spell fails, but the spell slot or use of the spell is not lost.

This spell's damage increases when you reach higher levels. At 5th-level, the melee attack deals an extra 1d8 force damage to the target, and the force damage suffered by a target concentrating on a spell or when a target attempts to cast a spell before the start of your next turn increases to 2d8. Both damage rolls increase by 1d8 at 11th-level (2d8 and 3d8) and 17th-level (3d8 and 4d8).

Classes: Cleric (Protection), Wizard

DIVINE BLESSING

1st-level enchantment (ritual)

Casting Time: 1 Minute

Range: Special

Components: V, S, M (a sacrifice worth at least 25gp, which the spell consumes)

Duration: A Year and a Day

As part of casting this spell you must use your *Channel Divinity* to grant a blessing related to the portfolio of your Deity or Faith to a business, a vessel, or a group of creatures embarking on an task or endeavor. For example a cleric of a deity of trade could bless a business or a business endeavor, while a cleric of the sea could bless a ship or ocean voyage, and the cleric of a war god could bless warriors going into battle.

The blessing grants one appropriate piece of good fortune during the duration. The DM determines the exact effects of the blessing, but use the following as a guide:

- Once during the duration, the group can cause one die roll related to the blessing to be rerolled and choose which result to use.
- When rolling for a downtime activity the blessed endeavor can gain a bonus equal to the your cleric level to a d100 roll or equal to your proficiency bonus to an ability check.
- The time it takes to accomplish some craft, task, or travel is reduced by 10%.
- Some fortuitous event occurs. For example if the group was attempting to gain an audience with a noble, they might stumble on the opportunity to save the noble's sister from bandits.
- A random calamity is avoided. This should be some event not central to the plot. For example, avoiding a random encounter or hazard.

Multiple applications of this spell are not cumulative, only the most recent or most powerful blessing applies. The blessing ends when the blessing's granted effect occurs or the blessed endeavor ends or is abandoned.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the spell can grant one additional incident of good fortune during the duration per slot level above 1st before ending.

Classes: Cleric

DIVINE EXHORTATION

enchantment cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V

Duration: Instantaneous

You utter a prayer to your deity and an exhortation to an ally, inspiring an attack against a foe. Choose one friendly creature that can hear you within range, the creature can immediately use its reaction to make a weapon attack or unarmed strike against a target of your choice within range. The attack granted by the spell is considered magical for the purposes of overcoming resistance or immunity to damage.

Starting at 5th level, your prayer lends potency to the attack. The attack inflicts an additional 1d6 damage on a hit. This damage is radiant or necrotic (your choice, usually dependent upon your alignment), or of the same type as your Divine Strike, if your domain has that feature. This additional damage increases to 2d6 at 11th level, and to 3d6 at 17th level.

If your cleric level is 8th level or higher, the attack granted by this spell gains an additional effect, depending upon your domain's class feature:

- If you have the **Potent Spellcasting** feature, the attack inflicts additional radiant or necrotic damage (your choice, usually dependent upon your alignment) equal to your Wisdom modifier.
- If you have the **Divine Strike** feature, and you cast this spell during your turn, you can infuse the ally's attack with divine energy, inflicting your Divine Strike's additional damage on a hit, but you can't use that feature yourself this turn.

- If you have the **Blessed Strikes** feature, you can inflict its additional damage if the ally hits the target.

Classes: Cleric

DIVINE WARRIOR

2nd-level evocation

Casting Time: 1 bonus action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

For the duration of the spell, your unarmed strikes and weapon attacks are considered magical for the purposes of overcoming resistance or immunity to damage. Once per turn, when you hit a hostile creature within 10 feet with a melee attack you can inflict an additional 1d6 weapon damage and cause each friendly creature within 10 feet of you (including yourself), to regain 1d6 hit points.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the amount of healing and damage increases by 1d6 per slot level above 2nd.

Classes: Cleric, Paladin

DRAIN LIFE

necromancy cantrip

Casting Time: 1 Action

Range: Touch

Components: S

Duration: Instantaneous

Shadows briefly envelope your hand as you reach to drain the target's life energy; make a melee spell attack against a creature within your reach. On a hit, the target takes 1d8 points of necrotic damage, and you regain 1 hit point. You only regain hit points if the target suffers necrotic damage from the spell and do not regain hit points from attacks against constructs or undead.

You can cast this spell as part of the same Action used to make a melee spell attack using a Necromancy spell such as *shadow touch*, *vampiric touch*, or *wraith touch* after the initial casting of such a spell. On a hit you inflict the damage and effects of both spell attacks.

The spell's damage increases by 1d8 and the number of hit points you regain increases by 1 when you reach 5th-level (2d8 and 2), 11th-level (3d8 and 3), and 17th-level (4d8 and 4).

Classes: Cleric (Death), Sorcerer, Warlock, Wizard

DREAD BLADE

necromancy cantrip

Casting Time: 1 Action

Range: Self (Reach)

Components: V

Duration: 1 round

You lay a fearsome curse as you strike at a target, shaking their resolve. As part of casting this spell, you make a melee attack against one creature within your reach. The attack affected by this spell can be an unarmed strike or a weapon attack. On a hit, the target suffers the attack's normal effects, and its resolve is shaken. Until the end of your next turn it has disadvantage on saving throws and ability

checks made to resist fear or intimidation or to remove the frightened condition.

If the target is frightened it suffers an additional 1d8 psychic damage when hit by the attack.

If the target is not currently frightened, if it becomes frightened before the end of your next turn it suffers 1d8 psychic damage.

The damage from attacking with this spell never disrupts or ends a fear effect.

This spell's damage increases when you reach higher levels. At 5th-level, the melee attack deals an extra 1d8 psychic damage to the target, and the psychic damage suffered by a frightened target or a target that becomes frightened increases to 2d8. Both damage rolls increase by 1d8 at 11th-level (2d8 and 3d8) and 17th-level (3d8 and 4d8).

Classes: Cleric (Dread, Night), Warlock, Wizard

EARTHEN DURABILITY

1st-level transmutation

Casting Time: 1 Action

Range: Self

Components: V, S, M (a stone)

Duration: 8 hours

Your skin assumes a stony appearance and you gain a base AC of 13 + your Constitution modifier. If your AC would be higher due to the armor you are wearing, you use that AC instead.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the duration increases by 2 hours per slot level above 1st and bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 1 per two slot levels above 1st.

Classes: Cleric (Earth, Strength), Druid, Sorcerer

EARTH HAMMER

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure a large stone hammer which appears in your hands. The magic of the spell connects you to the strength of the earth which allows you to easily wield the heavy weapon. The hammer lasts for the duration, if you end your turn without the hammer in your hand it disappears, but you can conjure the hammer again as a Bonus Action during the duration.

You can wield the *earth hammer* as a simple melee weapon with which you are proficient. It possesses the Two-Handed and Heavy properties and inflicts 2d12 bludgeoning damage on a hit. Hits from the hammer inflict double damage to unattended objects and structures. You can use your Spellcasting Ability modifier in place of Strength on the attack and damage rolls using the weapon.

The *earth hammer* can be best wielded when firmly rooted upon solid earth. During any turn that you do not move, melee attacks made using this weapon have advantage if both you and the target are standing upon earth or stone.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the bludgeoning damage on a hit

increases by 1d12 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

Classes: Cleric (Earth), Druid, Sorcerer

EARTH SENSE

3rd-level divination

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 8 hours

When you cast this spell, you gain tremorsense with a range of 30 feet while you are in contact with earth or stone or increase the range of your tremorsense by 30 feet if you already possess this sense. A creature with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the creature and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. This sense is not blocked by solid barriers composed of earth or stone.

In addition, during the duration, you can sense the presence, quantity, and type of earth, stone, gems, or metal within range of your tremorsense and you have advantage on ability checks relating to earth, stone, or metal within this range. This spell is often used to sense the presence of gems and precious metals within the earth.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, you can increase the range of your tremorsense by 30 feet or the duration of the spell by 8 hours per slot level above 3rd.

Classes: Cleric (Earth), Druid, Ranger, Sorcerer

EARTH SHIELD

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S

Duration: 1 minute

You must be standing upon earth or stone to cast this spell. You pull a sheltering wall of stone from the earth at a point adjacent to you. This wall grants you three-quarters cover from attacks originating beyond it. A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws.

The wall sinks back into the earth if you move or the spell ends. For the duration of the spell, you can reestablish the wall at a new location, or to protect against attacks from a different direction as a bonus action during your turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 minute per slot level above 2nd.

Classes: Cleric (Earth), Druid, Sorcerer

EARTH STOMP

1st-level evocation

Casting Time: 1 Bonus Action

Range: up to 10 feet

Components: S

Duration: Instantaneous

You slam your foot into the ground causing a momentary tremor within range. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage, is knocked prone, and cannot take reactions until the start of its next turn.

Creatures immune to the prone position automatically succeed on the saving throw versus this spell.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d6 and the range increases by up to 5 feet per slot level above 1st.

Classes: Cleric (Earth), Druid, Sorcerer, Wizard

EARTHSTRIDER

1st-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a pinch of dirt)

Duration: 1 hour

You touch a creature. For the duration of the spell, it can move across difficult terrain made of earth or stone without expending extra movement or needing to make an ability check. While standing upon earth or stone it has advantage on Strength and Dexterity saving throws and checks made against effects that would push it or knock it prone.

In addition, when the target is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone. Doing so immediately ends the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature or increase the duration by 1 hour for each slot level above 1st.

Classes: Cleric (Earth), Druid, Ranger

ELYSIAN BOLTS

1st-level conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: 1 Hour

For the duration of the spell, you can pull forth bolts from the armories of the celestial hosts. Whenever you would make an attack, you can either cause a gleaming javelin or spear to appear in your hand or a silvery arrow or bolt to appear in a ranged weapon you are using.

Javelin. A magical javelin or spear appears (no action required) when you would make a melee or ranged weapon attack while unarmed. When used to make a melee attack, the weapon remains until released. When used to make a ranged attack, the weapon disappears immediately after it hits or misses its target, and another javelin or spear appears in your hand if you wish it (no action required). The javelin or spear hits as a magical weapon of its type.

Bolt. You can ignore the ammunition and loading properties of ranged weapons you wield. Ammunition produced by this spell strikes as magical ammunition of its type and disappears immediately after it hits or misses its target or if the ranged weapon leaves your hand.

When wielding weapons affected or summoned by this spell, you may use your Spellcasting Ability in place of Strength or Dexterity for weapon attack and damage rolls and you can use your Divine Smite and Improved Divine Smite features with ranged weapon attacks using the weapons.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, duration increases to 2 hours if a 2nd level slot is used, 4 hours at 3rd level, 8 hours if a 4th level slot is used, and to 24 hours if cast at 5th level or higher.

Divine Synergy. Variations on this spell exist that grant access to different weaponry, a dwarven paladin may instead draw their weapons from the forges of Moradin and summon hand axes or light hammers instead of javelins or spears; or a paladin of the Order of the Hellrider might draw from an infernal armory and summon weapons of dark metal with the same effect. Melee weapons summoned in place of javelins or spears should be simple weapons with the thrown property.

Classes: Paladin

EMPATHIC SENSE

divination cantrip

Casting Time: 1 Action

Range: Self (30-foot radius)

Components: S

Duration: 10 minutes

You get a sense of the feelings and emotions of creatures around you. A creature with an Intelligence score of 1 or less is not affected nor are constructs or creatures immune to having their thoughts read. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can use your Spellcasting Ability in place of Wisdom for Wisdom (Insight) checks made during the duration of this spell.

When you cast the spell and as an Action during the duration you can search for the presence of thinking and feeling creatures within range. You learn the approximate direction and numbers of such creatures and sense the presence of any strong emotion within the area. This use of the spell might alert you to the presence of creatures with hostile intent within the area, but not the target of that hostility, or the identity of the creatures.

As a Bonus Action during the duration you can focus your senses on one creature you can see or sense within range. You learn the target's location and prevailing emotion (love, anger, fear, etc.). You have advantage on Wisdom (Insight) checks when dealing that creature for the duration of the spell or until you choose to focus your empathic sense on a new creature.

Finally, events of great import related to powerful emotions can leave a lasting psychic impression on an area or item. As an Action, you can use the spell to sense such impressions in your area or related to an item you handle. You sense the emotions or feelings such events evoked. Such impressions usually fade in a matter of days; however, especially strong impressions can last for months or even years.

The sensitivity of your empathic sense is enhanced as you gain levels. Starting at 5th-level the range of your sense

increases to 60 feet and you gain a +1 bonus to Wisdom (Insight) checks during the duration, this increases to 90 feet and +2 at 11th-level, and to 120 feet and +3 at 17th-level.
Classes: Bard, Cleric (Knowledge, Peace, Eldritch, Love, Trade, Wisdom), Wizard, Sorcerer

EMPOWER CANTRIP

1st-level evocation

Casting Time: 1 Action

Range: Self

Components: M (a spellcasting focus)

Duration: Instantaneous

As part of the action used to cast this spell, you also cast a cantrip you know with a casting time of 1 Action that requires a saving throw to avoid the damage and effects of the cantrip. During the turn you cast this spell, any damage roll of the cantrip is increased by 1d8 and any creature succeeding on its saving throw versus the cantrip still suffers half damage, but none of the cantrip's other effects.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the additional damage increases by 1d8 per slot level above 1st.

Classes: Artificer, Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

ENDURE ELEMENTS

2nd-level Abjuration (Ritual)

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: 24 hours

You protect your target from environments of extreme heat or cold. The target is immune to environmental conditions of extreme heat and cold or altitude, it does not have to make saving throws to avoid exhaustion from such conditions.

If the target is subject to a damaging attack of heat or cold, it gains resistance versus that one attack and the spell ends.

If cast as a ritual, you can protect a single creature as normal or a single tent or other structure no larger than a 25-foot cube. If cast on a structure the environment within remains comfortable for any creature within the structure.

At Higher Levels. If cast using a spell slot of 3rd-level or higher you can protect one additional target for each level slot above 2nd.

Classes: Artificer, Cleric, Druid, Ranger, Sorcerer, Wizard

ENLIGHTENED DIVINITY

1st-level divination

Casting Time: 1 Action

Range: Self

Components: V, S, M (a holy symbol)

Duration: 1 Hour

You must have the Channel Divinity class feature to cast this spell.

When you cast this spell, you can choose one *Channel Divinity* effect available to your cleric Divine Domain (or Subdomain feat) or Paladin Oath. For the duration of the spell, you can use the chosen Divinity effect as if you knew it. You must meet any prerequisites for the effect you choose.

Any effects of the *Channel Divinity* option learned through this spell end when the spell's duration expires.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 1 hour for each slot level above 1st. If cast at 4th level or higher you can choose one additional Channel Divinity effect that has as its prerequisite the other effect you chose for this spell. If you do so, the spell's duration is halved (round down).

Classes: Cleric, Paladin

ENRAGE

2nd-level Enchantment

Casting Time: 1 Action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You draw upon the emotion and furor of combat to drive opponents into an unreasoning rage. Choose up to 3 hostile creatures of your choice that can hear you within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration, becoming consumed with rage towards you, attempting to reach you and attack you in melee combat. Constructs are immune to this spell.

While enraged by this spell a creature cannot cast or concentrate on spells. If an affected creature is not within 5 feet of you at the start of its turn it must move towards you by the most direct route, trying to get within 5 feet of you. It must take the Dash action if it cannot move adjacent to you using its normal move. If an affected creature is prevented from moving to within 5 feet of you, it can use its Action to make ranged attacks targeting you or attack or destroy creatures or barriers that prevent it from reaching you. If within 5 feet of you, an affected creature must use its Action to make melee attacks against you.

It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than you, the target can make a Wisdom saving throw. The target can also make this save if it starts its turn in a location where it doesn't have line of sight to you. On a successful save, the spell ends for that creature. The spell also ends for a creature when it successfully hits you with a melee attack.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher you can target 3 additional creatures per slot level above 2nd.

Divine Synergy. A *calm emotions* or *control emotions* spell can suppress the effects of an *enrage*.

Classes: Bard, Cleric (Fury), Wizard

ENRAGING ATTACK

enchantment cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V

Duration: 1 round

You utter a series of magic laced taunts as you attack a creature. As part of the action used to cast this spell you make a melee or ranged attack against a target within 60 feet of you. On a hit, the target suffers the attack's normal

effects and is overwhelmed with hatred towards you. If the target does not make an attack against you or otherwise attempt to damage you before the end of its next turn the psychic distress causes it to suffer 1d6 psychic damage. The spell then ends.

The psychic distress caused by the spell increases as you gain levels. At 5th-level, the attack deals an extra 1d6 psychic damage on a hit, and the damage the target takes if it does not attack you before the end of its next turn increases to 2d6. Both damage rolls increase by 1d6 at 11th-level (2d6 and 3d6) and 17th-level (3d6 and 4d6).

Classes: Bard, Cleric (*Fury*), Warlock, Wizard

FAMILIAR FORAY

conjunction cantrip

Casting Time: 1 Action

Range: 100 feet

Components: None

Duration: Instantaneous

When you cast this spell, you infuse your familiar with eldritch energy and mentally command it to take an Action. Your familiar's eyes glow with power and it can immediately use its Reaction to move up to its speed and take an action, which can be the Attack action.

You may use your spell attack modifier for any attack rolls or ability checks the familiar makes during the Action and you may add your Spellcasting Ability modifier to damage rolls the familiar makes during the Action. Any saving throw required as a result of the Action may use your spell save DC instead of the normal save DC.

This spell is cast entirely via the familiar bond, since it has no components the casting is almost undetectable, and it can be cast while you are restrained, silenced, grappled, etc.

Classes: Cleric (*Locus*), Warlock, Wizard

FEY STRIKE

1st-level evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute.

The next time you hit a creature with a weapon attack (ranged or melee) during this spell's duration, your weapon glows with a fey radiance, and the attack deals an extra 1d6 radiant damage. The target struck becomes outlined in flickering faerie fire. For the duration, it sheds dim light in a 10-foot radius.

Any attack roll against the affected creature has advantage if the attacker can see it, and the affected creature can't benefit from being invisible.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the additional radiant damage increases by 1d6 for every slot level used higher than 1st.

Divine Synergy. If the *faerie fire* spell is on your class's spell list, this spell is also added to your spell list.

Classes: Bard, Cleric (*Light, Twilight*), Druid, Paladin (*Ancients*), Ranger

FINAL STRIKE

5th-level divination

Casting Time: 1 Reaction

Range: Self

Components: None

Duration: Instantaneous

You sense the opportunity in your opponent's finishing strike. You can cast this spell as a Reaction when you would be reduced to 0 hit points. You suffer one death saving throw failure, and as part of the reaction used to cast this spell you may make one weapon or spell attack. (A spell attack must be made using an ongoing spell effect that allows an attack as an Action.) You have advantage on the attack roll and inflict an additional 10d6 damage on a successful hit.

At Higher Levels. If cast using a spell slot of 6th-level or higher the damage on a hit increases by 2d6 per slot level above 5th.

Classes: Bard, Paladin, Warlock, Wizard

FIND ANIMALS OR PLANTS

{LOCATE ANIMALS OR PLANTS}

2nd-level divination

Casting Time: 1 Action (Ritual)

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes.

When you cast this spell, and as an Action during the duration, you can describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 1 hour if using a 3rd level spell slot, 8 hours if using a 4th level spell slot, or 24 hours if an 5th level or higher spell slot is used.

Divine Synergy. This is an altered version of the *locate animals or plants* spell, if a creature knows that spell it can replace it with this one.

Classes: Bard, Cleric (*Hunt*), Druid, Ranger

FIRE BLAST

evocation cantrip

Casting Time: 1 Action

Range: 90 feet

Components: V, S, M (a tiny ball of bat guano and sulfur)

Duration: Instantaneous

You launch a blast of fire at a point within range. Each creature within 5 feet of that point must succeed on a Dexterity saving throw or take 1d6 fire damage. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

The fire damage caused by the spell increases by 1d6 when you reach 5th-level (2d6), 11th-level (3d6), and 17th-level (4d6). Additionally, if you know this cantrip, starting at 5th level you inflict an additional 1d6 damage when you cast a *fireball* spell. This increases to 2d6 at 11th level, and to 3d6 at 17th level.

Classes: Artificer, Cleric (*Light, Fire*), Sorcerer, Wizard

FISSURE

2nd-level evocation

Casting Time: 1 Action

Range: Self (30-foot line)

Components: S

Duration: Instantaneous

You smash your foot or staff onto the ground causing the earth to erupt and crack in a line from you 30-feet long by 5-feet wide. Each creature in that line must make a Dexterity saving throw. If it fails it takes 2d12 points of bludgeoning damage and is pushed 10 feet to the side of the area and knocked prone. If it succeeds it is pushed 5 feet to the side of the area, takes half the bludgeoning damage, but is not knocked prone. This spell can only be cast on a surface connected to the earth.

This spell deals double damage to objects and structures. Unattended objects and structures in the spell's path automatically suffer damage, resulting in cracked stone, splintered wood, and disturbed earth. The area of the spell is difficult ground until cleared and may cause flooring to collapse if sufficiently damaged. If the area encounters a wall or a door, that barrier suffers damage as well.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the bludgeoning damage increases by 1d12 for each slot level above 2nd.

Classes: Cleric, Druid, Sorcerer, Wizard

FORCE BLADE

2nd-level evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You create a sword of pure arcane force in your hand. If you drop the weapon, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a Bonus Action to cause the sword to reappear in your hand.

You can wield the *force blade* as a simple melee weapon with which you are proficient. It possesses the Finesse and Versatile properties and inflicts 2d8 force damage on a hit, or 2d10 if wielded two-handed. You can use your Spellcasting Ability modifier in place of Strength or Dexterity on the attack and damage rolls using the weapon.

When you attack a creature with this weapon, and score a critical hit on the attack roll, the target takes an extra 8 force damage.

The blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the force damage increases by one die and the extra damage on a critical increases by 4 for every two slot levels above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

- Starting at a 7th-level or higher spell slot, if you score a critical hit on a creature using this weapon, roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, you lop off a portion of its

body instead. In addition, when you attack an object with the weapon, and hit, maximize the damage dice against the target.

- If a 9th-level spell slot is used, you can cut off one of the creature's heads if the additional d20 roll after a critical hit is a 20. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing or force damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon.

Classes: Bard, Sorcerer, Warlock, Wizard

FORCEFUL BLOW

evocation cantrip

Casting Time: 1 Action

Range: Self (Reach)

Components: V, M (a melee weapon)

Duration: Instantaneous

You let forth an arcane battle cry imbuing the weapon used in the casting with additional force and make a melee attack using it against one target within your reach. On a hit, the target suffers the weapon attack's normal effects and must make a Strength saving throw if it is a size Medium or smaller creature (or a size Large or smaller creature if the attack is made using a Two-Handed melee weapon or a Versatile melee weapon wielded in two hands). If you hit a prone creature of any size with this attack, it must make a Strength saving throw with Disadvantage.

On a failed Strength save, or if the target is an object, it suffers 1d8 force damage and is knocked prone.

The force of the melee weapon attack increases as you gain levels. At 5th-level, the melee attack deals an extra 1d8 force damage to the target, and the force damage suffered by a creature failing the Strength saving throw or to an object increases to 2d8. Both damage rolls increase by 1d8 at 11th-level (2d8 and 3d8) and 17th-level (3d8 and 4d8).

- Starting at 11th-level this spell can knock creatures of up to size Large prone or size Huge if the attack is made using a Two-Handed melee weapon or a Versatile melee weapon wielded in two hands.

Classes: Artificer, Cleric (War, Destruction, Fury), Sorcerer, Warlock, Wizard

FREEZE

2nd-level transmutation

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (an insect frozen in ice)

Duration: Concentration, up to 1 minute

Choose a medium sized or smaller creature that you can see within range. The target suffers 2d4 cold damage and must succeed on a Constitution saving throw or be paralyzed for the duration.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

A creature resistant to cold damage has advantage on saving throws versus this spell. A creature immune to cold damage automatically succeeds on its saving throw.

Alternatively, you can cast this spell to instantly freeze one unoccupied 5-foot cube of liquid, plus an additional 5-foot cube per slot level above 2nd.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the cold damage increases by 1d4 and you can target one additional medium or smaller creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

- Starting at 4th-level you can instead affect a single Large sized creature, plus an additional large creature per slot level above 4th.
- Starting at 6th-level, you can instead affect a single Huge creature, plus an additional huge creature per slot level above 6th.
- Starting at 8th-level, you can affect a single gargantuan creature or two such creatures using a 9th-level slot.

Classes: Cleric (Winter), Druid, Sorcerer, Warlock, Wizard



GELID SLOTH

3rd-level evocation

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (an insect frozen in ice)

Duration: Concentration, up to 1 minute

You evoke an aura of intense cold in a 30-foot cube within range. Each creature in the area when you cast the spell suffers 3d4 cold damage must succeed on a Constitution saving throw or be slowed by the cold for the duration.

A slowed target's speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, the effect ends for it.

A creature resistant to cold damage has advantage on saving throws versus this spell. A creature immune to cold damage automatically succeeds on its saving throw.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, the area increases by 5 feet and the cold damage by 1d4 per slot level above 3rd.

Classes: Cleric (Winter), Druid, Sorcerer, Wizard

GRACEFUL ESCAPE

divination cantrip

Casting Time: 1 Action

Range: Self

Components: S

Duration: 1 round

As part of the Action used to cast this spell you take the Disengage Action or make an attempt to escape the Grappled or Restrained condition.

Additionally, to determine your Dexterity modifier for Dexterity checks and Dexterity saving throws made until the start of your next turn, you can add your Spellcasting Ability modifier to your Dexterity modifier, to a maximum of a +5 modifier. (If your maximum Dexterity or Spellcasting Ability is above a 20, you can increase the maximum for this modifier accordingly.)

You cannot cast this spell if wearing heavy armor.

As you gain levels the spell also increases your movement speed. Your movement speed increases by 5 feet for the turn you cast this spell when you reach 5th-level (+5 feet) and 17th-level (+10 feet). At 11th-level you also gain the benefits of the Dodge Action when you cast this spell.

Divine Synergy. If you can take the Disengage Action as a Bonus Action, you can cast this spell using a Bonus Action instead of an Action. If you do so, you do not also gain the benefits of the Dodge Action at 11th-level, unless you also have the ability to take the Dodge Action as a bonus action.

Classes: Bard, Cleric (Peace, Freedom, Love, Travel), Druid, Wizard

GRANITE GRASP

transmutation cantrip

Casting Time: 1 Action

Range: Self

Components: V

Duration: 1 round

You ground yourself, making a connection to the strength of the earth as you cast this spell. As part of the Action used to cast this spell, you can make a Grapple or Shove attempt or an unarmed strike against one creature within your reach, attempt to break an object within your reach, or make an unarmed Disarm or Sunder attempt against an object being held within your reach. To determine your Strength modifier for a Strength check or Unarmed Strike made as part of this spell, you can add your Spellcasting Ability modifier to your Strength modifier, to a maximum of a +5 modifier. (If your maximum Strength or Spellcasting Ability is above a 20, you can increase the maximum for this modifier accordingly.)

On a successful Grapple, Shove, Sunder attempt, or unarmed strike you can inflict 1d4 + your Strength modifier bludgeoning damage (or the normal damage for an unarmed strike + your Strength modifier) to the target creature or object. On a successful Disarm attempt you can grab the item if you wish.

Until the start of your next turn after you cast this spell, or until you move from your current location, you can use this spell's Strength modifier for ability checks, unarmed strikes, and saving throws using Strength.

If you cast this spell when you already have a creature grappled or are holding an object in your hands, you can crush the creature or object, inflicting the spell's damage automatically without an attack roll.

The crushing strength of the spell increases as you gain levels. You inflict an additional 2d4 damage with the spell at 5th level (+1d4+2d4+STR), 11th level (+1d4+4d4+STR), and 17th level (+1d4+6d4+STR).

Classes: Cleric (Earth, Strength), Druid, Sorcerer

GREATER SCRYING

7th-level divination

Casting Time: 1 minute

Range: Self

Components: V, S, M (as per the scrying spell)

Duration: Concentration, up to 1 hour

This spell functions as the 5th-level divination spell Scrying (PHB p.273) except that you can scry even other planes of existence and for as long as you maintain the spell you may, as an Action, switch your view to any location you know or to a creature that fails its save. In addition, you gain knowledge of the exact location of the target of your scrying and may teleport or plane shift there without failure.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the duration doubles for every slot level above 7th.

Classes: Bard, Cleric, Druid, Warlock, Wizard

GRIEVOUS WOUND

1st-level necromancy

Casting Time: 1 Bonus Action

Range: Self (60 feet)

Components: V

Duration: Concentration up to 1 minute

The next time you hit a creature within range with an attack during the spell's duration, you inflict a grievous wound.

The target suffers an additional 4d4 necrotic damage from the attack and must make a Constitution saving throw.

On a failed save, for the duration of the spell it suffers an additional 4 necrotic damage at the start of each of your turns and cannot regain hit points.

A creature can use its action to make a Wisdom (Medicine) check versus your spell save DC, ending the spell on itself or another creature within its reach on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 2d4 and the continuing damage by 2 for each slot level above 1st.

Classes: Artificer (Physicker), Cleric, Warlock

GRIP OF BITTER FROST

evocation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

Ice flows from your hand as you grasp the target. Make a melee spell attack, on a hit the target suffers 1d8 cold damage and you may make an immediate Athletics check using your Spellcasting Ability to grapple the target if you have a free hand and the target is no more than one size larger than you. For as long as you maintain the grapple granted by this spell, up to 1 minute, the DC of the check to escape the grapple is your spell save DC.

If you hit a creature that you currently have grappled using this spell, that creature is restrained until it is no longer grappled. If you touch an unattended item when you cast this spell, for 1 minute the item can only be removed from your grasp with a successful Strength check versus your spell save DC or until you choose to release it.

The spell's damage increases by 1d8 when you reach 5th-level (2d8), 11th-level (3d8), and 17th-level (4d8).

Classes: Cleric (Winter), Druid, Sorcerer, Warlock, Wizard

GUIDING LIGHT

1st-level evocation

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You must know the *hand of brilliance* or *sacred flame* cantrip to cast this spell.

As part of the action used to cast this spell you must cast *hand of brilliance* or *sacred flame* targeting a creature within range. If you hit with *hand of brilliance* or the target fails its saving throw versus *sacred flame* it takes an additional 1d12 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then. On a miss or successful saving throw the target is still seared by brilliant light and suffers 1d6 radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage on a hit or failed save increases by 1d12 and the damage on a miss or successful save increases by 1d6 for each slot level above 1st.

Classes: Cleric

GUST

transmutation cantrip

Casting Time: 1 Action

Range: 30 ft

Components: V, S

Duration: Instantaneous

You seize the air and compel it to create one of the following effects at a point you can see within range:

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.

- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

The weight of an object that can be moved by this spell increases to 10 pounds at 5th level, 15 pounds at 11th level, and 20 pounds at 17th level. In addition, at 11th level gust can push a creature of up to size Large that fails its Strength save or push a Medium or smaller creature an additional 5 feet.

Additionally, starting at 5th level you can choose to inflict 1d4 bludgeoning damage on a creature failing its Strength saving throw versus this spell. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

Classes: Cleric (Air), Druid, Sorcerer, Wizard

HAND OF BRILLIANCE

evocation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

You glow with inner light as you make this attack. Make a melee spell attack against a creature you can reach. On a hit, the target takes 1d10 radiant damage. You have advantage on the attack roll if the target is vulnerable to radiant damage or sensitive to light (such as sunlight sensitivity or hypersensitivity).

If you score a critical hit on the attack using this spell the target must make a Constitution saving throw or be Blinded until the end of your next turn.

This spell's damage increases by 1d10 when you reach 5th-level (2d10), 11th-level (3d10), and 17th-level (4d10).

Classes: Cleric, Wizard

HEALTHY GLOW

1st-level Conjuration

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

When you cast this spell, you glow with a faint radiance, illuminating an area within 5 feet of you with dim light. Any friendly creature (including yourself) that ends its turn within the glow regains 1d4 hit points.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the amount of healing increases by 1d4 per slot level above 1st.

Classes: Cleric

HEARTH WARD

3rd-level abjuration (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (rare materials and powered minerals worth 250gp which the spell consumes)

Duration: Until dispelled

You weave a set of magical protections about a specific structure. A structure of up to 2500 square feet can be protected by a casting of this spell. Multiple castings can be tied together to protect a larger structure. The entire structure, as well as all windows, doors, and other entrances are protected by an Arcane Lock spell and gain resistance to all damage types.

A *knock* spell can only bypass an Arcane Lock on the warded structure if the caster of the knock succeeds at an ability check using its Spellcasting Ability vs your spell save DC.

You or anyone you designate is mentally notified if any creature other than those you have authorized enters the structure uninvited, or if the structure is damaged, or if an attempt is made to gain unauthorized entrance to the structure. You can change what creatures are authorized as an Action at any time.

A *Hearth Ward* protecting an entire structure can only be dispelled if the underlying structure is materially destroyed.

You can also use the *Hearth Ward* as the foundation for other abjuration spells:

- **Endure Elements.** The interior of the structure remains at a constant temperature; the spell becomes permanent until dispelled.
- **Glyph of Warding.** A glyph of warding can be attached to the wards in such a way that it triggers on attempts to damage the structure, pick a lock, the casting of a knock spell, etc. An object inscribed with a glyph within the ward can be moved around freely as long as it does not leave the warded area. (It can also be set to trigger if removed from the warded area.)
- **Magic Circle.** A magic circle can be tied to a *Hearth Ward* in such a way to prohibit entry one type of creature described in the spell. If cast in such a way, the magic circle protects the structure and anyone within from such a creature as described in the spell and requires 500gp in components but becomes permanent until the structure is destroyed. This can be done multiple times, each casting hedging out one listed type of creature.
- **Nondetection.** Can be set to trigger if an unauthorized creature attempts to scry or use divination magic at a target within the structure, the spell then lasts for 24 hours. You or anyone you designate is alerted if this occurs. If cast on a warded structure every day for 30 days, the effects of a *Nondetection* spell can be made permanent on a structure.
- **Teleport Block.** Can be set to trigger if an unauthorized creature attempts to teleport into the structure, it then lasts for 24 hours. The caster of the *Hearth Ward* is alerted if this occurs.
- **Private Sanctum.** This spell can be tied to a structure protected by a *Hearth Ward*. If cast on a warded structure every day for 30 days, the effects of a *Private Sanctum* can be made permanent on the structure. You or anyone you designate can use an Action to change what properties of the sanctum are active at any time.

- **Forbiddance.** Can be made permanent on a structure protected by a Hearth Ward with a single casting.
- **Guards and Wards.** Can be set to trigger under certain conditions, the spell then lasts for up to 7 days.
- **Symbol.** A symbol can be attached to the wards in such a way that it triggers on attempts to damage the structure, pick a lock, the casting of a knock spell, etc. An object inscribed with a symbol within the ward can be moved around freely as long as it does not leave the warded area. (It can also be set to trigger if removed from the warded area.)

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, area that can be affected increases by 2500 square feet per slot level above 3rd.

Classes: Cleric, Druid, Wizard

HEAT STROKE

3rd-level evocation

Casting Time: 1 Action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

Choose one creature you can see within range. That creature suffers 3d4 fire damage. A creature that suffers fire damage from this spell must make a Constitution saving throw. On a failed save it gains one level of exhaustion. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage to the target again.

Any levels of exhaustion caused by this spell go away when the fire damage inflicted by the spell is completely healed.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d4 and you may choose an additional target per slot level above 3rd.

Classes: Cleric (Fire), Druid, Sorcerer, Wizard

HELLISH MANTLE

3rd-level evocation

Casting Time: 1 Action

Range: Self

Components: V

Duration: Concentration, up to 1 Minute

Hellish power radiates from you in an aura with a 30-foot radius, empowering the attacks of your allies with hellish fury. Until the spell ends, the aura moves with you, centered on you. While in the aura, each non-hostile creature in the aura (including you) deals an extra 1d4 fire, necrotic, or poison damage (chosen when you cast the spell) when it hits with a weapon attack.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher the duration increases by 1 minute per slot level above 3rd. If cast using a 5th level spell slot, the extra damage on a hit increases to 1d6.

Classes: Paladin, Warlock

HUMBLE HOMESTEAD

3rd-level conjuration

Casting Time: 10 minutes

Range: 50 ft

Components: V, S, M (a piece of stone or item from a structure with personal significance)

Duration: 24 hours

A humble abode of stone and earth rises from an area of earth that you can see within range. The small house rises from the earth in a 25-foot square or 15-foot radius circle, 10 feet high, at the point you choose. The area must not have any other structures or buildings on it. Any creatures or vegetation in the area is harmlessly lifted as the home rises.

The main structure is composed of local earth and un-mortared stone with a chimney protruding from an earthen roof and windows and doors of sturdy construction. The interior can be an open room or partitioned as you desire and is furnished with sturdy furniture, cookware, implements, simple tools, and other homey items. Such items disappear with the house when the duration expires or if taken more than 50 feet away from the abode. The walls of the abode are AC 15 and have 60 hit points. The doors and windows are sturdy wood, AC 14 and 20 hit points, and DC 16 to force open if barred.

If you have the appropriate artisan tool proficiency, this spell can be used to create a temporary forge, workshop, stable, or other structure that can fit within the dimensions. If you cast this spell again on the same location before the duration expires the duration is extended by 24 hours. If structure remains in existence for a season (90 days) it becomes permanent.

At Higher Levels. If you cast this spell using a spell slot of 4th-level or higher, you can either increase the duration by 24 hours or the size of the structure by an additional 25 foot square or 15 foot radius circle per slot level above 3rd.

Divine Synergy. This spell is a common favorite among halfling and gnomish spellcasters.

Classes: Cleric (Hearth), Druid, Wizard

IMPEL WEAPON

transmutation cantrip

Casting Time: 1 Action

Range: Self (Special)

Components: S, M (a weapon)

Duration: Instantaneous

You telekinetically propel the weapon used in the casting. If the weapon is not normally a ranged weapon it gains the thrown property with a range of 20/60; a thrown or ranged weapon's range increases by 20-foot additional short range and 60-foot additional long range.

As you cast this spell you make a thrown or ranged weapon attack using the weapon against one target within the weapon's range. On a hit, the target suffers the weapon attack's normal effects and if the attack is made within the weapon's short range, the target suffers an additional 1d6 points of damage of the weapon's damage type.

The force of the impelled weapon increases as you gain levels causing additional damage of the weapon's type. The range of the weapon increases by 10/30 and the damage of the weapon increases by 1d6 regardless of range when you reach 5th-level (+30/90 range and +2d6 damage at short range or +1d6 damage at long range), 11th-level (+40/120

range and +3d6 or +2d6 damage), and 17th-level (+50/150 range and +4d6 or +3d6 damage).

Classes: Artificer, Cleric (Air, Hunt), Bard, Druid, Sorcerer, Warlock, Wizard

IMPLEMENT ANIMATION

1st-level transmutation (ritual)

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (the tools to be animated)

Duration: 8 hours

You animate a small sized or smaller implement or set of tools to perform a task. It can perform unskilled tasks suited to the tool; such as cleaning for a broom, digging for a shovel, chopping wood for an axe, fetching water for a bucket, etc., without supervision.

If you animate a set of artisan tools with which you have proficiency, they can assist you in crafting, providing the production of an additional craftsman. You can direct Thieves' Tools animated using this spell to remotely open locks or disarm traps using your skill bonus; alternatively, they can grant you advantage on such rolls if they are working alongside you. Objects animated by this spell cannot attack, but otherwise have the statistics of animated objects listed under the Animate Objects spell (PHB p. 213).

Once on each of your turns as a bonus action, you can mentally command animated implements within range to move up to 30 feet and perform a function suited to their purpose. Once you give the command, the tool performs the task to the best of its ability until it completes the task, then waits for your next command.

Alternately, this spell may be cast on a small sized or smaller machine to provide power enough to run the machine for the duration. This spell only provides mechanical motion, not heat, electricity, etc. If cast in this manner the machine must be used or directed as normal, this spell does not otherwise animate the machine. Used on a crossbow this can remove the Loading property for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you may animate an additional set of tools or increase the duration by 8 hours for every slot level above 1st.

- Alternately, if cast upon a machine you may power a medium sized machine at 2nd-level, a large machine at 3rd, a huge machine at 4th, a gargantuan machine (25' by 25') at 5th, and increases the size of the machine you may power by 25 foot by 25 foot for every slot level above 5th.
- Instead of increasing the size of the machine you may increase the duration by 8 hours for every slot level above 1st.

Classes: Artificer, Bard, Cleric (Creation), Sorcerer, Warlock (The Machine), Wizard

INSPIRATIONAL SERMON

1st-level enchantment (Ritual)

Casting Time: 1 Minute

Range: 60 feet

Components: V

Duration: Instantaneous

You recite a sermon to inspire the faithful as you cast this spell. Make a Charisma (Religion) check, you can choose a number of creatures other than yourself that witnessed the sermon equal to the result plus 5. The chosen creatures gain Inspiration.

In order to cast this spell as a ritual, you must either have Inspiration or a use of your Channel Divinity available. As part of the ritual, you must spend your Inspiration or your Channel Divinity to inspire the targets of the spell.

Creatures hostile to your faith cannot benefit from this spell.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, you can affect an additional 5 creatures per slot level above 1st.

Classes: Cleric

INSIGHTFUL DODGE

divination cantrip

Casting Time: 1 Action

Range: Self

Components: V

Duration: 1 Round

With a quick centering chant, you ready yourself for any attack. As part of the action used to cast this spell, you take the Dodge action and gain an insight into the flow of battle around you. If a creature within your reach misses you with an attack before the start of your next turn, it provokes an opportunity attack from you.

As you reach higher levels, your insight into the combat around you enhances any opening you find. At 5th level, the first time you hit with an opportunity attack before the start of your next turn, you inflict an additional 1d8 damage of the attack's damage type. This increases to 2d8 at 11th level and to 3d8 at 17th level.

Classes: Bard, Cleric (Freedom, Luck, Time, Truth, Wisdom), Sorcerer, Warlock, Wizard

INSTANT GIRDING

1st-level transmutation

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (The items to be worn)

Duration: Instantaneous

You indicate a set of clothing, armor, or other apparel (including accessories) within range that is not worn by another creature. The garment instantly animates and you or a willing or incapacitated creature you choose within range is attired in the armor or clothing indicated by the end of your current turn.

Alternatively, you can cast this spell to remove armor, clothing, or other apparel worn by a willing or incapacitated creature within range to cause the target apparel or armor to be doffed, folded, and neatly stowed in a space within range by the end of your current turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher you may animate an additional target attire to be garbed or be doffed for each slot above 1st.

Divine Synergy. If you know the *prestidigitation* cantrip a target also has its existing clothing removed, is cleaned, perfumed, and its hair (or other adornments) are styled.

Classes: Artificer, Bard, Cleric, Warlock, Wizard

IRON BULWARK

3rd-level abjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M (medium or heavy armor made of metal)

Duration: 1 minute

When you cast this spell, you become an immovable bulwark of iron. You gain the following advantages for the duration:

- You cannot be pushed or knocked prone against your will.
- You have resistance to all damage except psychic damage.
- You have advantage on Strength and Constitution checks and saving throws.
- Creatures provoke an opportunity attack from you when they move 5 feet or more while within your reach, and if you hit a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

This spell ends early if you willingly move from the point where you cast it or remove the armor.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the duration increases by 1 minute for every slot level above 3rd.

Classes: Artificer, Paladin, Wizard

IRON SHELL

1st-level abjuration

Casting Time: Special

Range: Self

Components: V, S, M (medium or heavy armor made of metal)

Duration: Special

You cast this spell as you don a suit of medium or heavy armor made of metal. You gain temporary hit points equal to your Spellcasting Ability modifier plus the AC granted by the armor minus 10. You lose these temporary hit points when you finish a long rest, or you remove the armor. While you have temporary hit points from this spell, the armor you wear is considered magical for the purposes of resisting or enduring damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the temporary hit points increase by 5 for every slot level above 1st.

Classes: Artificer, Paladin, Wizard

IRON WING

4th-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M (you must be wearing medium or heavy metal armor)

Duration: 1 hour

You cause your armor to sprout wings of metal formed of the same substance as your armor. You otherwise decide the appearance of the metal wings. The wings grant you a fly speed of 40 feet and your armor becomes magical for the duration.

When not using the wings to fly, you can use the metal wings to shelter yourself from attacks, granting you half

cover. A target with half cover has a +2 bonus to AC and Dexterity saving throws.

You can make a melee attack as a bonus action using the wings on your turn. Make a melee weapon attack. On a hit, you inflict 1d8 + your Strength modifier bludgeoning or slashing damage (your choice). This attack is considered magical for the purposes of overcoming resistance or immunity to damage.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the duration increases by 1 hour per slot level above 4th.

Classes: Artificer, Paladin, Wizard

LURING SONG

3rd-level enchantment

Casting Time: 1 Action

Range: Self (60 foot radius)

Components: V, S

Duration: Concentration, up to 1 hour

You sing a magical melody. Every Humanoid within 60 feet of you that can hear the song must succeed on a Wisdom saving throw or be charmed until the song ends. You must take a Bonus Action or an Action on your subsequent turns to continue singing. You can stop singing at any time. The song ends if you are incapacitated, or at the end of a turn in which you do not continue singing. You may choose to only affect creatures of a certain race, size, or age when you cast the spell, you may change the criteria as an Action during your turn.

While charmed by you, a target is Incapacitated and ignores magic that imposes the charmed condition from other sources. If the charmed target is more than 5 feet away from you, the target must move on its turn toward you by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than you, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it and the target is immune to the song for the duration.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the area affected by the song increases by 30 feet per slot level above 3rd. If you cast this spell using a slot level of 5th-level or higher the song can affect Giants as well. If cast using a 9th-level spell slot, the area affected by the song increases to 300 feet, can affect all types of creatures of your choice, and it lasts for as long as you continue singing.

Classes: Bard, Cleric (Revelry)

MADDENING WHISPER

1st-level enchantment

Casting Time: 1 Action

Range: 60 feet

Components: V

Duration: Instantaneous

You whisper an insidious word of madness that only one creature of your choice within range can hear. If the target can hear you, it must make a Wisdom saving throw. On a

failed save the target suffers 1d8 + your Spellcasting Ability modifier psychic damage and must use its reaction to make a melee attack against one creature of your choice that you can see. On a successful save the target takes 1d4 psychic damage.

Constructs and undead are immune to this spell. If you have any form of Telepathy, this spell does not require a verbal component, and the target does not have to be able to hear you if it is within range of your telepathy.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can either choose an additional target or increase the damage to all targets by 1d8 on a failed save or 1d4 on a successful save for each slot level above 1st.

Classes: Cleric (Fury), Warlock

MAGIC ARMOR

3rd-level abjuration

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S,

Duration: Concentration, Up to 1 hour

You touch set of nonmagical armor or a shield. Until the spell ends, that armor or shield is magical and grants a +1 bonus to AC.

At Higher Levels. When you cast this spell using a spell slot of 5th or 6th-level, the bonus increases to +2. When you use a spell slot of 7th-level or higher, the bonus increases to +3.

Divine Synergy. This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Cleric (Creation, Forge, War), Paladin, Sorcerer, Wizard

MAGIC DART

evocation cantrip

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create a glowing dart of magical force, similar to a *magic missile* spell. Choose a creature you can see within range, while the *magic dart* does not strike unerringly, it does so with uncanny accuracy. The target must make a Dexterity saving throw with disadvantage on the roll and gains no benefit from cover for this saving throw. On a failed save, it suffers 1d4 + 1 force damage.

A target protected by a *shield* spell takes no damage from a *magic dart*.

As you reach higher level you gain additional darts: two darts at 5th level, three darts at 11th level, and four darts at 17th. You can target each dart on the same target or a different one. Each creature targeted by one or more darts must make a Dexterity saving throw with disadvantage on the roll. The darts all strike simultaneously, and each target failing the save suffers 1d4+1 force damage per dart targeted on it.

Additionally, if you know this cantrip, you generate additional darts when casting the *magic missile* spell as you reach higher level, one additional *magic missile* dart at 5th level, two additional darts at 11th level, and three additional darts at 17th level.

Classes: Cleric (Arcana), Sorcerer, Wizard

MAKE WHOLE

6th-level transmutation

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a tool related to the item to be repaired)

Duration: Instantaneous

Choose an object, structure, or construct you can see within range. The target regains 70 hit points, has missing or destroyed pieces restored, and any AC reduction or damage penalty due to rust or corrosive effects is removed. If you have proficiency in a related artisan tool, such as smith's tools for metal objects, mason's tools for stone objects, etc. or if you know the *mending* cantrip, you restore additional hit points equal to double your proficiency bonus.

If you cast this spell upon a construct, any negative conditions or effects on the target are removed. If cast on a destroyed magical item or construct within 10 days of the event that caused its destruction the enchantment is restored as well. A machine restored to full hit points using this spell is also restored to full function.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the number of hit points restored increases by 20 for each slot level above 6th. This length of time since destruction in which the enchantment of a destroyed construct or magical item can be restored is increased to 1 year if cast at 7th-level, 100 years if cast at 8th-level, and has no limit if cast using a 9th-level spell slot.

Classes: Bard, Cleric, Druid, Sorcerer, Wizard

MALEDICT

1st-level necromancy

Casting Time: 1 Bonus Action

Range: 30 feet

Components: V

Duration: 1 round

You pronounce a curse on one creature of your choice within range. Choose one of the following effects:

- You have advantage on your next attack roll against that target before the end of your next turn.
- The target has disadvantage on the next saving throw you cause before the end of your next turn.
- The next time you inflict damage on the target before the end of your next turn, it suffers an additional 2d6 necrotic damage.
- The target has disadvantage on its next attack roll made before the end of your next turn.
- The target has disadvantage on its next ability check made before the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can choose an additional effect for each slot level above 1st. If you choose the additional damage effect, you may choose to inflict an additional 1d6

necrotic damage for each slot level above 1st, instead of choosing an additional effect.

Classes: Bard, Cleric, Warlock, Wizard

MALICIOUS INVECTIVE

2nd-level enchantment

Casting Time: 1 Action

Range: 30 feet

Components: V

Duration: Instantaneous

You unleash a vicious tirade of insults and intimidation at enemies close to you. All hostile creatures that can hear you within range must make Wisdom saving throw or take 4d4 points of psychic damage and have disadvantage on their next attack roll, saving throw, or ability check made before the end of your next turn. On a successful save a target takes half damage and does not incur disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher the psychic damage increases by 2d4 points for each slot level above 2nd.

If you know the *vicious mockery* cantrip, this spell inflicts additional damage as you gain levels, +1d4 at 5th level, +2d4 at 11th level and +3d4 at 17th level.

Classes: Bard, Cleric (Fury)

MARTIAL FERVOR

5th-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 Minute

You call upon your faith to lend you prowess in battle. As an additional requirement to cast this spell you must expend one use of your Channel Divinity. For the duration of this spell, weapons you wield become magical and can be used as holy symbols. Additionally, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips, make a spell attack you could make as an action, or use a Channel Divinity effect in place of one of those attacks. The cantrip or Channel Divinity effect must require only 1 action or 1 bonus action to cast or use.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, the duration increases by 1 minute per slot level above 5th and the number of attacks you can make when you take the Attack action during the duration increases by 1 for every 2 slot levels above 5th.

Classes: Cleric

MARTYR'S STRIKE

enchantment cantrip

Casting Time: 1 Action

Range: Special

Components: V, M (a melee weapon)

Duration: 1 round

You utter a blessing on a weapon you wield to protect your allies. As part of the Action used to cast this spell, you make a melee weapon attack against one creature within your reach. On a hit, the target suffers the attack's normal effects and is subject to a holy geas. If the target makes an attack against a

creature friendly to you, other than yourself, before the start of your next turn, the target immediately takes 1d8 damage, and the spell ends. The damage is force or radiant damage (if you are good or neutral, your choice) or force or necrotic damage (if you are neutral or evil, your choice.)

This spell's damage increases when you reach higher levels. At 5th level, the initial attack deals an extra 1d8 damage on a hit and the damage the target takes for attacking a target other than you increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and 17th level (3d8 and 4d8).

Classes: Cleric

MASS BANISHMENT

8th-level abjuration

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 Minutes

You attempt to send up to 12 creatures that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished.

If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

At Higher Levels. When you cast this spell using a 9th level spell slot, you can choose up to 18 creatures.

Classes: Cleric, Sorcerer, Warlock, Wizard

MASS COMMAND

5th-level enchantment

Casting Time: 1 Action

Range: 30 feet

Components: V

Duration: 1 Round

You speak a one-word command that affects all creatures of your choice you can see within range. The target creatures must succeed on Wisdom saving throws or follow the command on their next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the range increases by 30 feet per slot level above 5th.

Classes: Cleric, Paladin

MASS CONTROL WATER

9th-level transmutation

Casting Time: 1 Action

Range: Sight

Components: V, S, M (a drop of water and a pinch of dust)

Duration: 8 hours

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up 1 mile. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

Flood. You cause the water level of all standing water in the area to rise by as much as 50 feet. If the area includes a shore, the flooding water spills over onto dry land.

If you choose an area in a large body of water, you instead create a 50-foot-tall wave that travels from one side of the area to the other and then crashes down. Any vehicles in the wave's path are carried with it to the other side. Any vehicles struck by the wave have a 50 percent chance of capsizing.

The water level remains elevated until the spell ends, or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water. You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is up to 25 feet wide at the base, up to 100 feet wide at the top, and up to 50 feet tall. Any creature or object in the water and within 50 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 12d8 bludgeoning

damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 12d8 bludgeoning damage; this damage occurs each round it remains in the vortex. Using the whirlpool option reduces the duration by 1 hour for every 10 minutes (or fraction thereof) the whirlpool is active.

Classes: Cleric, Druid, Wizard

MASS CURSE

7th-level necromancy

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: 8 hours

Choose up to 9 creatures of your choice within range, the chosen creatures are cursed. At the end of each of a cursed target's turns, a target must make a Wisdom saving throw. If a target succeeds on three of these saves, it is no longer cursed, and the spell ends for that target. If a target fails one of these saves, it is cursed for the duration.

Choose one of the options listed under *bestow curse* for the effect of the curse, or create an alternate curse effect, as approved by the DM.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, you may choose three additional targets per slot level above 7th. If cast using an 9th-level spell slot the duration is 24 hours.

Classes: Bard, Cleric, Warlock, Wizard

MASS ENERGY PROTECTION

7th-level abjuration

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: 8 Hours

When you cast this spell choose up to twelve willing creatures you can see within range. For the duration, you and the chosen creatures have resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can choose three additional creatures per slot level above 7th.

Classes: Cleric, Druid, Sorcerer, Wizard

MASS HARM

9th-level necromancy

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You unleash a virulent disease on up to 10 creatures of your choice that you can see within range. The targets must make a Constitution saving throw. On a failed save, it takes 20d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below

1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

Classes: Cleric

MASS INFLECT WOUNDS

5th-level necromancy

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A wave of necrotic energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target must make a Wisdom saving throw, a target takes 5d10 necrotic damage on a failed save or half damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 and the number of targets by 1 per slot level above 5th.

Classes: Cleric

MASS PHANTASM

5th-level illusion

Casting Time: 1 Action

Range: 90 feet

Components: V, S, M

Duration: Concentration, up to 10 minutes

This is a more advanced variant of the spell *phantasmal force* (PHB p.258). The phantasmal object, creature, or phenomenon can be as large as a 40-foot cube and all eligible creatures of your choice within range must succeed at an Intelligence saving throw or be affected.

An affected creature can use its Action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends for that target.

An affected target is so convinced of the phantasm's reality that it can even damage them. Each round on your turn, the phantasm can inflict 2d6 points of psychic damage on affected target if it is in the phantasm's area or within 5 feet of the phantasm, provided the illusion is of something that could logically deal damage, such as by attacking.

At Higher Levels. If you cast this spell using a spell slot of 6th-level or higher, the maximum size of the phenomenon is increased by 10 feet per slot level above 5th and the psychic damage inflicted by the phantasm increases by 1d6 for every 2 slot levels above 5th.

Divine Synergy. Mass Phantasm is often cast to create the seeming of an illusory wall of fire, blades, or similar hazard. Such an effect is opaque to affected creatures and invisible to those unaffected.

Classes: Bard, Cleric (Dread), Sorcerer, Wizard

MASS RAPID HEALING

5th-level transmutation

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: 10 minutes

A wave of restorative energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. You accelerate the natural healing ability of each target. For the duration of the spell, if the target has at least 1 hit point, it regains 1 hit points at the start of each of its turns.

If a target is at 0 hit points, it has advantage on death saving throws. If the target is stable at the start of its turn, it regains 1 hit point.

Any nonmagical scars, brands, and similar cosmetic injuries affecting the target are removed if the spell lasts for at least 1 minute.

The spell can restore a severed body member (fingers, legs, tails, and so on) to a living target if you have the severed part and hold it to the stump for at least 5 minutes. This use of the spell only functions if the spell is used within 1 hour of the member being severed.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can choose two additional targets for each slot level above 5th.

Classes: Cleric, Druid

MASS SHIELD OF FAITH

4th-level abjuration

Casting Time: 1 Bonus Action

Range: 60 ft

Components: V, S, M (a small parchment with a bit of holy text written on it)

Duration: Concentration, up to 1 hour

A shimmering field appears and surrounds up to six creatures of your choice within range, granting them a +2 bonus to AC for the duration. As a bonus action during the duration, you can change what creatures are protected by the spell.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the number of targets increases by three per slot level above 4th.

Classes: Cleric, Paladin

MASS TURNING

6th-level abjuration

Casting Time: 1 Action

Range: Self

Components: V, M (a holy symbol)

Duration: Concentration, up to 1 minute

As part of the action used to cast this spell, you must use your **Channel Divinity: Arcane Abjuration, Turn Aberration, Turn Celestial, Turn Construct, Turn Elemental, Turn Fey, Turn Fiend, Turn the Faithless, Turn the Unholy, or Turn Undead** effect, the turning effect is enhanced in the following ways:

- The range of the effect is doubled.
- Any creature forced to make a saving throw versus the effect suffers 6d8 force, necrotic, or radiant damage (whichever is most deadly to the target). This damage does not disrupt or end the turn effect.
- If a creature affected by this spell is of a challenge rating that would be destroyed or banished by the effect, it suffers maximum damage from the spell instead of rolling.

For the duration of the spell, any creature subject to the effect you used that has line of sight to you must spend 2 feet of movement for every foot it moves towards you. As an action on your turn during the spell's duration, you can use the same *Channel Divinity* effect again, without expending an additional use of your *Channel Divinity*.

At Higher Levels. If you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 per slot level above 6th.

Divine Synergy. If you know the *castigate* cantrip, creatures affected by this spell also suffer the effects of that cantrip that would be inflicted by a turning attempt.

Classes: Cleric

METALLIC WARD

1st-level abjuration

Casting Time: 1 Reaction

Range: Self

Components: S, M (medium or heavy armor made of metal or a metal shield)

Duration: Instantaneous

You can cast this spell as a Reaction when you suffer damage to absorb the brunt of an attack using the mass of your magically enhanced armor and shield. You reduce the damage you suffer from the attack by an amount equal to 5 + the total armor bonus from your armor and shield and if the attack would have pushed you or knocked you prone, you are not pushed or knocked prone.

For example: If you are wearing a breast plate and wielding a shield, the damage would be reduced by 11 points: 5 + 4 (the AC bonus for a breast plate) + 2 (AC bonus for a shield).

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the amount of damage reduction increases by 5 for every slot level above 1st.

Classes: Artificer, Paladin, Wizard

METAL SLAM

1st-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M (medium or heavy armor made of metal or a metal shield)

Duration: Instantaneous

As part of the bonus action used to cast this spell you lash out with an unarmed strike using your armored form or slam a target using your shield. Make an unarmed strike or melee weapon attack. If you hit with an unarmed strike, you inflict an additional 2d4 damage. If you hit with a melee weapon attack using a shield slam, you inflict 3d4 + your Strength modifier bludgeoning damage. If you hit with an attack using this spell, you may immediately make an attempt to Shove the target.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 2d4 for every slot level above 1st.

Classes: Artificer, Paladin, Wizard

MIDNIGHT

5th-level evocation

Casting Time: 1 Bonus Action

Range: 240 ft

Components: V, S

Duration: Concentration, up to 10 minutes

The inky blackness of the darkest night encompasses a location you specify within range. Until the spell ends, a 60 foot cube of magical darkness shrouds the area. The darkness spreads around corners. A creature with darkvision can't see through this darkness. Nonmagical light, as well as light created by spells of 5th level or lower, can't illuminate the area.

This magical darkness is disorienting to hostile creatures within. Unless a hostile creature in the area can see within the magical darkness, it must use 2 feet of movement for every foot it moves within the area and must make an Intelligence saving throw if it starts its turn within the area. On a failed save it suffers the following effects while within the area until the start of its next turn:

- If it moves during its turn, it moves in a random direction.
- If it attempts to teleport, the direction of the teleport is determined randomly.
- If it makes an attack, the target (or area) is chosen randomly among unhidden targets or areas within range of the attack (or spell).

A creature that relies on senses other than sight is immune to this effect.

If you are within 60 feet of the area, you can move it up to 60 feet as a bonus action on your turn. If any of this spell's area overlaps with an area of light created by a spell of 5th level or lower, the spell that created the light is dispelled.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, the duration increases by 10 minutes per slot level above 5th and the level of magical light it can dispel equals the level at which the spell is cast.

Classes: Cleric, Warlock, Wizard

MINOR GLAMOUR

illusion cantrip

Casting Time: 1 Action

Range: Touch

Components: S

Duration: 1 hour

You may use this spell to enact subtle illusions about a person or object.

- **Disguise.** You enhance a disguise with a bit of illusion. You can use Minor Glamour as you would a disguise kit. It can make minor changes in appearance, changing color and style of hair, tint of skin, add or remove the appearance of dirt or cosmetics, slight alterations to the appearance of clothing and style (but not type) of armor, etc. You may use your Spellcasting Ability modifier on rolls to attempt a disguise, and if used in conjunction with a disguise kit with which you have proficiency, you have advantage on rolls to construct a disguise. You can also cast this spell on an object to make it appear as a different object of the same general size and shape.
- **Enhance/Tarnish.** You generally enhance or degrade the appearance of a willing creature or an object. Used to enhance, a creature's skin appears flawless,

hair is styled and glistens, teeth sparkle, boots shine, etc. Used to tarnish, a creature's person and clothing appears dirty and unkempt. If cast on an object it appears particularly well made and kept or neglected and shoddy.

- **Attire.** You can clothe a willing creature you touch in ethereal illusory garments. The garments are obviously magical and often include illusory magical effects such as shimmering translucent flame, strategically positioned concealing vapor, etc. Depending upon the effect, it can shed light, up to bright light in a 5-foot radius and dim light for an additional 5 feet. If cast upon yourself, you can change or renew the effect as a bonus action during the duration.
- **Image.** You create a small three-dimensional image at a point within your reach for as long as you concentrate. The image is accurate, but faintly translucent so cannot be mistaken for real for more than an instant. This effect is usually used to convey information, to provide amusement, or to play pranks. This effect can also generate light equal to a candle. You must concentrate to maintain the image.
- **Obscure.** You subtly obscure the features of a creature or object. The effect is not obvious at the time, but the subtle illusion makes it difficult to recognize the affected target or to later recall its features. A suspicious creature can use its Action to make an Intelligence (Investigation) check versus your spell save DC to attempt to scrutinize a target it can see clearly. If successful, the spell no longer conceals the target's features from that creature.
- **Veiling.** You can render an object you touch that is no greater than 5 pounds invisible, it becomes visible if used in any manner. You can also cast this on your familiar to render it invisible until it attacks or forces a creature to make a saving throw. You must concentrate to maintain this effect.

If you cast this spell multiple times, you may have up to three effects that do not require concentration active a time, though no more than one effect can be active on any single creature or object.

You gain the ability to maintain an additional effect when you reach 5th-level (4 effects), 11th-level (5 effects), and 17th-level (6 effects).

Classes: Bard, Cleric (Love, Trickery), Sorcerer, Warlock, Wizard

MINOR HEALING

evocation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S, M (A Healer's Kit)

Duration: Instantaneous

When you cast this spell, you can spend one use of a healer's kit and bolster the natural healing capabilities of one creature you treat. If the creature has at least 1 hit point it may spend and roll one hit die, it regains hit points equal to the result + its Constitution modifier + your Spellcasting Ability modifier. If the target has no hit dice remaining, or does not spend a hit die, this spell has no effect.

The number of hit dice the target can spend when you cast this spell increases as you gain levels. The target can spend an additional die at 5th level (2 hit dice), 11th level (3 hit dice), and 17th level (4 hit dice). The target regains hit points equal to the result on the hit die + its Constitution modifier for each hit die it spends plus additional hit points equal to your Spellcasting Ability modifier.

Divine Synergy. If you have the Healer feat, you may cast this spell as part of the same action and use of a healer's kit used to stabilize or restore hit points to a creature using that feat.

Classes: Artificer, Cleric, Druid

MINOR PHANTASM

enchantment cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a bit of fleece)

Duration: 1 Round

You create a momentary phantasm in a target's mind, distracting it at a crucial moment. Choose a target you can see within range and an ally within range. The target must make an Intelligence saving throw. On a failed save, if your ally attacks the target before your next turn, the first attack roll is made with advantage, and on a hit inflicts an additional 1d6 psychic damage.

If the target is currently affected by a *phantasmal phobia*, *phantasmal force*, *phantasmal killer*, or similar phantasmal illusion spell cast by you, it automatically fails its saving throw versus this spell.

A creature automatically succeeds on the saving throw versus this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with true sight. This spell has no effect on undead or constructs.

The phantasm inflicted on the target grows more terrifying as you gain levels. At 5th level, the psychic damage the target takes upon being hit by your ally increases to 2d6 and if the target is currently affected by a *phantasmal phobia*, *phantasmal force*, *phantasmal killer*, or similar phantasmal illusion spell cast by you it immediately suffers 1d6 psychic damage upon failing its saving throw versus this spell. Both damage rolls increase by 1d6 at 11th level (2d6 and 3d6) and 17th level (3d6 and 4d6).

Classes: Bard, Cleric (Dread), Sorcerer, Wizard

MINOR RESTORATION

abjuration cantrip

Casting Time: 1 Minute

Range: Touch

Components: V, S, M (An Herbalism kit)

Duration: Instantaneous

You attempt to treat a poison or disease afflicting a creature when you cast this spell. The creature spends one hit die but regains no hit points from the die. If the target has no hit dice remaining, or does not spend a hit die, this spell has no effect. When you start casting the spell, the effects of one poison or disease afflicting the target are suspended while you continue the casting.

When the casting is completed, you may make a Spellcasting Ability check that applies your proficiency in Medicine or Herbalism Kits versus the Saving Throw DC of one poison or disease afflicting the creature. If your check exceeds the Saving Throw DC of the poison or disease, the disease ends, or the poisoned condition is removed.

As you gain levels, if you know this cantrip you gain a bonus to checks that apply your proficiency in Medicine or Herbalism kits. This bonus is +1 at 5th level, +2 at 11th level, and +3 at 17th level. In addition, if you know this cantrip, you can remove two diseases or conditions from a target when you cast *lesser restoration*.
Classes: Artificer, Cleric, Druid

MOLD EARTH

transmutation cantrip

Casting Time: 1 Action

Range: 30 ft

Components: S

Duration: Instantaneous

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't have enough force to cause damage.
- You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.
- If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

As you gain levels you can have additional non-instantaneous effects of this spell active at the same time. Three non-instantaneous effects at 5th level, four effects at 11th level, and five effects at 17th level.

Additionally, starting at 5th level you can choose to force a medium or smaller creature standing on earth above this effect to make a Dexterity saving throw or fall prone and suffer 1d4 bludgeoning damage. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

Classes: Cleric (Earth), Druid, Sorcerer, Wizard

MOMENTARY COMPULSION

enchantment cantrip

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You create a momentary compulsion in the mind of a creature. A creature of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, the target must use its reaction to move up to 5 feet in a direction you chose

that is horizontal to you, to a maximum equal to its current movement speed.

A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction. A creature currently affected by a *compulsion* spell cast by you, automatically fails its saving throws to resist this spell.

As you reach higher levels, the compulsion lasts slightly longer. The maximum distance you can force the target to move increases by 5 feet at 5th level (up to 10 feet), 11th level (up to 15 feet), and 17th level (up to 20 feet).

Classes: Bard, Cleric (Dread, Order)

MOMENTOUS RUSH

transmutation cantrip

Casting Time: 1 Action

Range: Self

Components: V

Duration: 1 turn

As part casting this spell you must move at least 10 feet in a straight line. The spell then propels you forward an additional 10 feet in a straight line extending from the line you began in the casting of this spell. If the line of your movement passes through a creature's space (including the 10 feet moved as part of casting this spell), you must either make an Overrun attempt to pass through the creature's space or a Slam attack against that creature. This additional movement does not provoke opportunity attacks.

At any point during your movement you may make a single Overrun attempt as a bonus action, and either an Overrun attempt or a Slam attack as part of Action used to cast the spell. If you fail an Overrun attempt or fail to Shove a creature prone after a Slam attack, you must immediately stop moving adjacent to the creature after the attempt is made.

Overrun. You make a Strength (Athletics) check contested by the hostile creature's Strength (Athletics) check. You have advantage on this check if you are larger than the hostile creature, or disadvantage if you are smaller. If you win the contest, you can move through the hostile creature's space once this turn.

Slam. Make an Unarmed Strike, you may use your Spellcasting Ability in place of Strength for the attack and damage roll of this strike. On a hit you inflict normal damage for your unarmed strike plus an additional 1d6 damage if you moved at least 10 feet before the attack was made. In addition, if you moved at least 20 feet before the attack was made you may make an immediate attempt to Shove a creature you hit with a Slam attack. If you push a creature with this Shove, you may move to remain adjacent to that creature if you have movement remaining.

You may use your Spellcasting Ability in place of Strength for an Athletics check made as part of this spell.

The distance the spell propels you and the additional damage on a slam attack increases as you gain levels. By 10 feet and an additional 1d6 damage at 5th-level (20 feet and +2d6), 11th-level (30 feet and +3d6), and 17th-level (40 feet and +4d6). Starting at 11th-level, you count as one size larger than your size for the purposes of making Overrun and Shove attempts as part of this spell.

Classes: Cleric (Strength, Valor, War), Sorcerer, Warlock, Wizard

MOON STRIKE

evocation cantrip

Casting Time: 1 Action

Range: Special

Components: V, M (a weapon)

Duration: 1 Round

When you cast this spell your weapon sheds silvery moonlight, illuminating the area around you with dim light in a 10 foot radius until the start of your next turn. The weapon affected by this spell is considered magical and silver for the purposes of overcoming resistance or immunity to damage for the duration.

As part of the action you take to cast this spell you may make a weapon attack against one target within your reach or within the weapon's range.

On a hit, the target suffers the attack's normal effects, plus an additional 1d6 radiant damage if the target's resistance or immunity to damage can be overcome by a silver weapon or if the creature is a Shapechanger.

The radiant damage increases as you gain levels. When you reach 5th-level, the weapon attack inflicts an additional 1d6 radiant damage to any creature on a hit or 2d6 radiant damage if the target's resistance or immunity can be overcome by a silver weapon or is a Shapechanger. This damage increases by 1d6 at 11th-level (+2d6 or +3d6) and 17th-level (+3d6 or +4d6).

Classes: Cleric (Light, Twilight), Druid

MORDANT BLADE

conjuration cantrip

Casting Time: 1 Action

Range: Self (Reach)

Components: S, M (a melee weapon)

Duration: 1 Round

You permeate the weapon used in the spell's casting with a clear, caustic liquid and make a melee weapon attack with it against one target within your reach. On a hit, the target suffers the weapon attack's normal effects and, if a creature, must make a Dexterity saving throw. On a failed save, or if the target is an object, it suffers 1d8 points of acid damage at the start of your next turn. On a successful save, a creature suffers no additional acid damage at the start of your next turn.

A creature can prevent this damage by using its Action to make a DC 10 Dexterity check to remove the acid.

The acid damage increases as you reach higher levels. At 5th-level, the melee attack deals an extra 1d8 acid damage to the target, and the damage the target takes at the start of your next turn increases to 2d8. Both damage rolls increase by 1d8 at 11th-level (2d8 and 3d8) and 17th-level (3d8 and 4d8).

Classes: Artificer, Cleric (Nature, Destruction), Druid, Sorcerer, Warlock, Wizard

MYSTIC TALISMAN

abjuration cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a crystal, token, amulet, or item of jewelry)

Duration: Concentration, up to 10 minutes

You touch the item used in casting the spell. That item wards its bearer against magic. Once before the spell ends, the bearer of the item can roll a d4 and add the number rolled to one saving throw or check vs a spell or magical effect or subtract 1d4 from one spell attack roll targeting it. It can roll the die after rolling the saving throw or after the attack roll is rolled. The spell then ends.

The magical protection provided by this spell increases as you gain levels, the die increases to a d6 at 5th-level and a d8 at 17th-level. The duration of the spell increases to 1 hour when you reach 11th-level.

Classes: Artificer, Bard, Cleric (Protection), Wizard



NAME WEAPON

1st-level conjuration (ritual)

Casting Time: 10 Minutes

Range: Touch

Components: V, S, M (10gp worth of sacred oils, which the spell consumes)

Duration: Instantaneous

Through a ceremony of purification, you create a bond between yourself and one weapon with which you are proficient. The weapon must be within your reach throughout the spell, at the conclusion of which you touch the weapon and forge the bond, bestowing a special name upon the weapon and linking it to your own name and oath.

Once named, the weapon can be used as a holy symbol for your spells and becomes a magical weapon, but only in your hands. Any creature hostile to you or your goals suffers disadvantage on attack rolls using the weapon. You can use your Spellcasting Ability modifier in place of Strength

or Dexterity for attack and damage rolls using the weapon and you can't be disarmed of that weapon unless you are incapacitated.

Your named weapon always finds its way into your grasp when you need it most. If it is within your reach, the weapon springs into your grasp whenever you would ready it or make an attack using it (no action required). If you lose the weapon, it makes its way back to you through a series of happenstance and coincidence by the end of your next rest.

You can treat any spell you cast as requiring your named weapon as a component. The use of your named weapon replaces any material component of a spell that is not consumed in the casting or integral to the function of the spell.

This spell occupies the same mystical connection as a familiar. If you cast this spell while you have a familiar or are already bonded to a named weapon, your bond to the familiar or your previous weapon ends, and you create the bond to the new weapon. If you cast *find familiar* while bonded to a named weapon, your bond to the weapon immediately ends.

Classes: Paladin

OUTBREAK

9th-level necromancy

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Special

Choose up to 9 targets of your choice within range, the targets are cursed. Targets cursed by this spell have disadvantage on attack rolls and ability checks.

At the end of each of a cursed target's turns, the target must make a Constitution saving throw. If a target succeeds on three of these saves, it is no longer cursed, and the spell ends for that target. If a target fails three of these saves, remains cursed until the curse is lifted by a remove curse or similar magic and the target is subjected to one of the diseases chosen below for as long as it remains cursed. All targets that succumb are afflicted by the same disease, chosen when you cast the spell.

The disease induced by this spell cannot be cured until the curse is lifted. Once the curse is lifted, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Blinding Sickness. Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Filth Fever. A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Flesh Rot. The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

Mindfire. The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat.

Seizure. The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

Classes: Cleric

PARADISE

9th-level conjuration

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

When cast, this spell instantly transports you and up to 99 other willing creatures you can see within range to a paradise that exists in an extraplanar space. You choose the form that the paradise takes. It could be a tranquil garden, lovely glade, cheery tavern, immense palace, tropical island, fantastic carnival, or whatever else you can imagine. Regardless of its nature, the paradise contains enough water and food to sustain its visitors. Everything else that can be interacted with inside the extraplanar space can exist only there. For example, a flower picked from a garden in the paradise disappears if it is taken outside the extraplanar space.

For each hour spent in the paradise, a visitor regains hit points as if it had spent 1 Hit Die. Also, creatures don't age while in the paradise, although time passes normally, and the effects of all poisons, curses, and diseases afflicting the creatures are suspended. Visitors can remain in the paradise for up to 100 days divided by the number of creatures present (round down).

When the time runs out or you use an action to end it, all visitors reappear in the location they occupied when you cast the spell, or an unoccupied space nearest that location. Once you return, you and creatures affected by this spell cannot be affected again for 10 days.

Classes: Cleric

PARAGON

5th-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (fur or a feather from six different beasts)

Duration: Concentration, up to 1 hour

You touch a creature and bestow upon it an enhancement that makes of it a paragon of all virtues.

- The target has advantage on all ability checks and saving throws.
- The target's carrying capacity doubles.
- It doesn't take damage from falling 30 feet or less if it isn't incapacitated.
- It gains 5d6 temporary hit points, which are lost when the spell ends.
- When it makes an attack, it may roll 1d4 and add the result to either the attack or damage roll.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you can target one additional creature for each slot level above 5th.

Classes: Artificer, Bard, Cleric, Druid, Sorcerer, Wizard

PENUMBRA

evocation cantrip

Casting Time: 1 Action

Range: Touch

Components: S

Duration: 1 hour

You touch an object no larger than 10 feet in any dimension and shroud it in shadow. The light level decreases in a 10-foot radius around that object. Bright light becomes dim, dim light becomes darkness. Darkvision functions normally within the radius of this spell. A creature suffers no ill effects from sunlight sensitivity while it remains in the area of a penumbra spell.

The spell ends if you cast it again or dismiss it as an Action. This spell is dispelled if its area is overlapped by an area of bright magical light of 1st-level or higher.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Starting at 5th-level, you can cast this spell again without ending the spell on an existing target. You may have penumbra active on one additional object at 5th-level (2 objects), 11th-level (3 objects), and 17th-level (4 objects).

Note: The light level is not further dimmed if within the area of multiple penumbra spells.

Classes: Cleric (Twilight, Night), Sorcerer, Warlock, Wizard

PHANTASMAL PHOBIA

1st-level illusion

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (a white feather or the heart of a hen)

Duration: Concentration, up to 1 minute

You project a phantasmal image of a creature's worst fears. Choose a single creature within range, that creature must succeed on a Wisdom saving throw or become frightened for the duration.

As an action during its turn, the creature can make a Wisdom saving throw, on a success the spell ends for that creature.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you may affect an additional creature within range for each slot level above 1st.

Classes: Bard, Cleric (Dread), Sorcerer, Warlock, Wizard

PHANTOM STRIKE

illusion cantrip

Casting Time: 1 Action

Range: Self (120 feet)

Components: S, M (a light melee or ranged weapon)

Duration: Instantaneous

You weave an illusion around a single light melee or ranged weapon as you make an attack. The weapon appears to blur, and phantasmal duplicates appear, each making slightly

different attacks to confuse your target. As part of casting the spell, you make a melee or ranged weapon attack with the weapon used in the casting of the spell against one creature within 120 feet and within your reach or the weapon's range.

The target of the attack must make an Intelligence saving throw. On a failed save you gain advantage on the weapon attack roll and the attack inflicts an additional 1d6 psychic damage on a hit. On a successful save you gain no additional benefit or damage from this spell and the target suffers the weapon attack's normal effects on a hit.

A creature automatically succeeds on the saving throw versus this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with true sight.

The psychic damage inflicted on a successful hit when the target fails its Intelligence saving throw increases by 1d6 when you reach 5th-level (2d6), 11th-level (3d6), and 17th-level (4d6).

Divine Synergy. If you cast this spell while under the effects of a *blur*, *mirror image* or *reflected semblances* spell or wielding a *shadow blade* it becomes even more confusing: Intelligence saving throws versus *phantom strike* are made with disadvantage.

Classes: Bard, Cleric (Trickery), Sorcerer, Warlock, Wizard

PHOENIX RISING

3rd-level evocation

Casting Time: 1 Action

Range: 60 feet (10-foot radius)

Components: V, S

Duration: Instantaneous

You succor a downed ally, causing the flames of the phoenix to heal them and sear your enemies. Choose an allied creature within range that is either prone, unconscious, or at 0 hit points. The target regains 3d6 hit points, is cleansed of any condition causing them to be unconscious, and is no longer prone, levitating in their space until the start of their next turn whereupon they float to the ground.

All hostile creatures within 10 feet of the target when you cast the spell or approaching to within 10 feet of the target for the first time before the start of the target's next turn must make a Dexterity saving throw. On a failed save a creature suffers 3d6 fire damage and 3d6 radiant damage. On a successful save they suffer half damage. A creature within 10 feet of the target also suffers this damage each time they attack it before the start of the target's next turn (no saving throw allowed).

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the healing, fire damage, and radiant damage each increases by 1d6 per slot level above 3rd.

Classes: Cleric

PRAYER

3rd-level enchantment

Casting Time: 1 Action

Range: 60 feet

Components: V

Duration: Concentration, up to 10 minutes

You utter a prayer that brings fortune to your allies and calamity to your foes. When you cast this spell, you can target up to 8 creatures of your choice within range with a blessing or a curse. Choose one of the following effects for each creature you target:

Bless. You bless a creature. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

Bane. You curse a creature. The target must make Charisma saving throw. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

If the spell is not currently affecting its maximum number of targets, as an action during the duration you can select additional targets within range to affect, up to the maximum allowed number of targets.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target two additional creatures for each slot level above 3rd.

Classes: Cleric

PRAYER OF RESOLVE

2nd-level evocation

Casting Time: 10 Minutes

Range: 30 feet

Components: V

Duration: Instantaneous

Up to six creatures of your choice that you can see within range each gain temporary hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

You can expend a use of your *Channel Divinity* when you cast this spell. If you do so, each target gains additional temporary hit points equal to double your cleric level.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can either increase the number of targets by three or the temporary hit points granted by 1d8 for each slot level above 2nd.

Classes: Cleric

PRESCIENCE

4th-level divination

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 1 hour

For the duration of the spell you gain a prescient sense of imminent danger, granting you the following benefits:

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- You have advantage on saving throws and checks made to avoid or resist traps.
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.
- You can take the Disengage Action as a Bonus Action on your turn; your movement doesn't provoke opportunity attacks for the rest of the turn.

- You can take the Dodge Action as a Bonus Action on your turn. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

At Higher Levels. If you cast this spell using a spell slot of 6th or higher, the duration increases to 8 hours at 6th or 7th-level, and to 24 hours at 8th-level or higher.

Classes: Bard, Cleric (Time), Druid, Sorcerer, Warlock, Wizard

PROGNOSTICATIVE READINESS

divination cantrip

Casting Time: 1 Action

Range: Self

Components: V

Duration: Concentration, up to 1 Round

You mutter a quick chant, attuning yourself to one specific set of potential outcomes of one action you take in the next few moments. As part of the action used to cast this spell, you take the Ready action. If you move or take any action other than the action you readied, the spell ends.

When you use your reaction to take the action you readied, you gain advantage on one attack roll, ability check, or saving throw made as part of that reaction.

As you reach higher levels, you hone your preternatural readiness further. At 5th level, if the action you readied is an attack you inflict an additional 1d6 damage of the attack's damage type on a hit if you have advantage on the attack roll. This increases to 2d6 at 11th level and to 3d6 at 17th level.

Classes: Bard, Cleric (Time), Sorcerer, Warlock, Wizard

PROVIDENCE

7th-level divination

Casting Time: 1 minute

Range: Touch

Components: V

Duration: 24 hours

You imbue the target with a knack for acting at the right moment or moving in the right way to succeed when it is truly necessary. Once during the duration of this spell when the target fails a saving throw or ability check, it can treat the d20 roll as a 20, and the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 8th-level or higher, the target can treat a failed saving throw or ability check as a 20 result one additional time for each slot level above 7th.

Classes: Bard, Cleric, Druid, Warlock, Wizard

PSYCHIC THRUST

enchantment cantrip

Casting Time: 1 Action

Range: 60 feet

Components: S

Duration: Instantaneous

You lash out with a sharp spike of psychic force at a creature within range in an attempt to breach its mental defenses.

The target must make a Charisma saving throw. On a failed save the target takes 1d6 psychic damage and the next Intelligence, Wisdom, or Charisma saving throw the target

makes against a spell cast by you before the end of your next turn is made with disadvantage.

This amount of psychic damage inflicted increases by 1d6 when you reach 5th-level (2d6), 11th-level (3d6), and 17th-level (4d6).

Classes: Wizard, Warlock, Sorcerer, Cleric (Eldritch)

PURGE DECEPTION

3rd-level abjuration

Casting Time: 1 Action

Range: Self (30 feet)

Components: V, S

Duration: Concentration, up to 10 minutes

You surround yourself with a sphere of power with a 30-foot radius. Anything invisible becomes visible while within the area and other illusions of 3rd level or lower are revealed for what they are and become translucent. You and friendly creatures within the area gain advantage and on saving throws and ability checks to pierce, detect, and resist illusions. Within the area all ability checks made to lie or conceal the truth suffer disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically reveal illusions if the spell's level is equal to or less than the level of the spell slot you used. If cast using a spell slot of 5th level or higher, the spell also reveals the true form of creatures shapechanged or polymorphed by magic of a level equal to or less than the level of the spell slot you used.

Classes: Cleric

PYROMANCY

4th-level divination (ritual)

Casting Time: 1 Minute

Range: 10 ft

Components: V, S, M (a fire)

Duration: Concentration, up to 10 minutes

You gaze into a flame within range as you focus on a particular creature or place that you are familiar with. If there is a lit flame near that creature or location, you can see and hear as if you were standing within that flame. You must have met the creature or visited the location viewed for this spell to function, and it must be on the same plane of existence.

As an Action on your turn you can change the location or creature you are viewing or cause an image of yourself to appear within the flame to speak to those near it.

A creature peering into the flame at the location you are viewing may make an Intelligence saving throw. If successful, it can see an image of you within the flame.

At Higher Levels. If cast using a spell slot of 5th-level or higher the duration increases by 10 minutes for every slot level above 4th.

- If cast using a spell slot of 6th-level or higher, as an Action you may step through the fire to any location you are currently viewing, both the fire you are using and the destination blaze must be large enough for you to fit through. You take no damage from either fire when you do this.

Classes: Cleric, Druid, Sorcerer, Warlock, Wizard

QUELL MAGIC

abjuration cantrip

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: Instantaneous

Choose a single spell or magical effect that you have identified with an Arcana check or can see using *detect magic*. You slowly attempt to dismantle the spell. A cantrip is automatically dispelled. For a spell of 1st-level or higher, make an ability check using your Spellcasting Ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

Your ability to dispel magic of 1st-level or higher increases as you gain levels. Starting at 5th-level you gain a +1 bonus to your Spellcasting Ability check as part of casting this spell or a *counterspell* or *dispel magic* spell, this increases to a +2 bonus at 11th-level, and to +3 at 17th-level.

Additionally, if you know this cantrip, when you make a Spellcasting Ability check as part of casting *counterspell* or *dispel magic*, you gain an additional bonus to the check equal to the level of the spell slot you expended to cast it.

Classes: Artificer, Cleric, Druid, Sorcerer, Wizard

RADIANT BLADE

evocation cantrip

Casting Time: 1 Action

Range: Self (Reach)

Components: V, M (a melee weapon)

Duration: 1 round

When you cast this spell, your melee weapon blazes with a bright golden light. The light lasts until the start of your next turn or until the weapon leaves your grasp and provides bright illumination in a 30-foot radius and dim light for an additional 30 feet. The weapon is considered magical during the duration.

As part of casting the spell, you may make a melee weapon attack against one creature within your reach with the weapon used in the casting. On a hit, the target suffers the attack's normal effects.

An undead creature or a creature vulnerable to radiant damage or sensitive to light (such as Sunlight Sensitivity or Hypersensitivity) that is hit by this attack takes an additional 1d8 radiant damage and suffers the negative effects from its sensitivity on rolls and checks while in the bright light generated by the spell.

The radiant damage increases as you gain levels. When you reach 5th-level, the melee weapon attack inflicts an additional 1d8 radiant damage to any creature on a hit or 2d8 radiant damage if the target is undead or is vulnerable or sensitive to light. This damage increases by 1d8 at 11th-level (+2d8 or +3d8) and 17th-level (+3d8 or +4d8).

Classes: Cleric, Warlock, Wizard

RAISE SPECTRAL UNDEAD

6th-level necromancy

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (150gp of crushed black onyx for each spirit)

Duration: Instantaneous

You can cast this spell only at night in a graveyard, battlefield, or place of great death. This spell calls forth 4 Shadows, 3 Specters, or 3 Will-O'-Wisps.

As a Bonus Action on each of your turns, you can mentally command any spirit you raised with this spell if the spirit is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what Action the spirit will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. You can also give a general command to the spirits not to attack certain creatures, if not commanded otherwise the spirits seek out and kill living creatures they can see. Once given an order the spirit continues to follow it until its task is complete.

The spirits are under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the spirits for another 24 hours, you must cast this spell on the on the spirit before the current 24-hour period ends. This use of the spell reasserts your control over the spirits you have raised, rather than raising new ones.

At Higher Levels. When you cast this spell using a 7th-level spell slot, you can raise or reassert control over 5 Shadows, 4 Specters, 4 Will-O'-Wisps.

- When you cast this spell using an 8th-level spell slot, you can raise or reassert control over 6 Shadows, 5 Specters, 5 Will-O'-Wisps, 2 Ghosts, or 2 Wraiths.
- When you cast this spell using a 9th-level spell slot, you can raise or reassert control over 7 Shadows, 6 Specters, 6 Will-O'-Wisps, 3 Ghosts or 3 Wraiths.

Classes: Cleric, Warlock, Wizard

RAPID HEALING

1st-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: 1 minute

You touch a target and accelerate its natural healing ability. For the duration of the spell, if the target has at least 1 hit point, it regains 1 hit points at the start of each of its turns.

If the target is at 0 hit points, it has advantage on death saving throws. If the target is stable at the start of its turn, it regains 1 hit point.

Any nonmagical scars, brands, and similar cosmetic injuries affecting the target are removed if the spell lasts for at least 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the duration of the spell increases by 1 minute for each slot level above 1st.

If cast using a spell slot of 5th level or higher, the spell can restore a severed body member (fingers, legs, tails, and so on) to a living target if you have the severed part and hold it to the stump for at least 5 minutes. This use of the spell only functions if the spell is used within 1 hour of the member being severed.

Classes: Cleric, Druid

RECITATION

4th-level enchantment

Casting Time: 1 Action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You start a fervent recitation that invokes your deity's favor upon yourself and your allies. All friendly creatures within range that can hear the recitation gain advantage on attack rolls and saving throws and any attack roll against an affected creature suffers disadvantage.

On each of your turns, you must use an action or bonus action or cast a cleric spell with a verbal component to continue the chant. The spell ends early if you are silenced, you stop chanting, or if you voluntarily end it (no action required). An affected creature loses the benefits of the spell while deafened or otherwise unable to hear the recitation but regains the benefits once the chant can be heard once again.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration increases by 1 minute per slot level above 4th.

Classes: Cleric

RECTITUDE

1st-level enchantment

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

A willing creature you touch is imbued with moral rectitude. Until the spell ends, the creature is immune to being charmed and gains a bonus on Wisdom checks and Wisdom saving throws equal to your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Classes: Cleric

THE VERBAL COMPONENT FOR THE RECTITUDE SPELL LOOSELY TRANSLATES AS "MAKE GOOD CHOICES..."

REFLECTIVE SHIELD

2nd-level abjuration

Casting Time: 1 Reaction

Range: Self

Components: S, M (a metal shield)

Duration: Instantaneous

You can cast this spell as a reaction when you are hit by an attack, are targeted by a *magic missile* spell, or have to make a Dexterity saving throw versus an attack that targets you as opposed to an area, or a Dexterity saving throw versus a line effect no more than 5 feet wide. You gain a +5 bonus to your AC or Dexterity save versus the triggering attack or effect, take no damage from a *magic missile* spell, and suffer no damage if you succeed on a Dexterity saving throw versus an effect.

If this causes a magical effect to miss you or inflict no damage, you may immediately choose a new target for the effect. You use your spell attack bonus or save DC as appropriate for the redirected effect, or automatically inflict damage from redirected *magic missiles*. If you succeed on

a Dexterity saving throw to avoid a line effect, you may redirect the remaining length of the line in a direction of your choice extending from you.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you actually amplify a redirected magical effect, inflicting an additional 1d8 damage for every slot level above 2nd.

Classes: Artificer, Paladin, Wizard

REPAIR OBJECT

1st-level transmutation

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (a tool related to the item to be repaired)

Duration: Instantaneous

Choose an object, structure, or construct you can see within range. The target regains a number of hit points equal to 1d8 + your Spellcasting Ability modifier. If you have proficiency in a related artisan tool, such as smith's tools for a metal object, mason's tools for a stone object, etc., or if you know the *mending* cantrip, you restore additional hit points equal to your proficiency bonus.

If cast upon armor or weapon that has had its AC or damage reduced by a rust or corrosive effect, this spell restores one level of AC or removes one level of damage penalty. If cast upon a non-functional machine or construct for which you have an associated tool proficiency this spell can render it functional again if it is restored to full hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the number of hit points restored increases by 1d8 for each slot level above 1st. The level of AC reduction or damage penalty removal this spell provides is increased by one for each slot level above 1st.

Classes: Artificer, Bard, Cleric, Druid, Sorcerer, Wizard

RESTORATIVE REST

3rd-level abjuration

Casting Time: 1 Minute

Range: 30 feet

Components: V, S

Duration: 1 Hour or 8 Hours

You utter a blessing on up to 6 creatures of your choice within range as you prepare to take a short or long rest. The affected creatures gain additional benefits when they complete the rest.

An affected creature that completes a short rest is cleansed of all diseases and the blinded, deafened, paralyzed, and poisoned conditions, removes one level of exhaustion, and regains one hit die. A creature affected by this spell that spends hit dice to regain hit points after a short rest regains the maximum amount on the die instead of rolling.

An affected creature that completes a long rest gains the benefits granted on a short rest, regains all of its hit dice, and removes an additional level of exhaustion.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, you can affect an additional 3 creatures and affected creatures regain an additional hit die on a short rest per slot level above 3rd.

• If you cast this spell using a spell slot of 6th level or higher, an affected creature completing a short rest is cleansed of all curses, the charmed condition, any reduction to its ability scores, and any effect reducing its hit point maximum. In addition, if cast using a spell slot of 6th level or higher, the spell eliminates all levels of exhaustion suffered by an affected creature completing a long rest.

Classes: Cleric, Druid

RESTORING SMITE

5th-level evocation

Casting Time: 1 Bonus Action

Range: Self (30 feet)

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack before this spell ends, your weapon blazes with divine power, and the attack deals an extra 3d8 radiant damage to the target.

Additionally, you and up five creatures of your choice other than undead or constructs within 30 feet of you regain hit points equal to 3d8 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage and healing increases by 1d8 and the number of targets that can be healed increases by 1 for each slot level above 5th.

Classes: Cleric, Paladin

RIME BLADE

conjuration cantrip

Casting Time: 1 Action

Range: Self (Reach)

Components: S, M (a melee weapon)

Duration: 1 Round

You conjure an aura of intense cold around the weapon used in the spell's casting and make a melee weapon attack against one creature within your reach. On a hit, the target suffers the weapon attack's normal effects and the aura of cold is transferred to the creature. If the target does not move at least 5 feet from its current location before the end of its next turn, it suffers 1d8 cold damage.

The aura of cold increases as you gain levels causing additional cold damage. At 5th-level, the melee attack deals an extra 1d8 cold damage on a hit, and the damage the target takes for not moving increases to 2d8. Both damage rolls increase by 1d8 at 11th-level (2d8 and 3d8) and 17th-level (3d8 and 4d8).

Classes: Artificer, Cleric (Nature, Tempest, Winter), Druid, Sorcerer, Warlock, Wizard

SERPENT STRIKE

conjuration cantrip

Casting Time: 1 Action

Range: Self (Special)

Components: V

Duration: Instantaneous

With a sibilant hiss, you imbue a piercing or slashing attack with poison. As part of casting this spell, you make a ranged or melee weapon attack or an unarmed strike that deals piercing or slashing damage against one creature within

your reach or within the weapon's range. On a hit, the target suffers the attack's normal effects and must make a Constitution save. It takes 3d4 poison damage on a failed save, or half as much poison damage on a successful one.

The poison becomes more virulent as your level increases. The poison damage increases by 3d4 when you reach 5th-level (6d4), 11th-level (9d4), and 17th-level (12d4).

Classes: Artificer, Cleric (*Trickery*), Druid, Sorcerer, Warlock, Wizard

SHADOW SURGE

necromancy cantrip

Casting Time: 1 Action

Range: 5 feet

Components: S

Duration: Instantaneous

When you cast this spell, your shadow surges out to lash at creatures within range. Each creature of your choice that you can see within range must succeed on a Constitution saving throw or suffer 1d6 necrotic damage.

The amount of necrotic damage inflicted increases by 1d6 when you reach 5th-level (2d6), 11th-level (3d6), and 17th-level (4d6).

Divine Synergy. If you cast this spell while under the effects of a *shadow of moil* spell, the range increases to 10 feet and you inflict the damage from both spells on a failed Constitution saving throw.

Classes: Cleric, Sorcerer, Warlock, Wizard

SHAPE WATER

transmutation cantrip

Casting Time: 1 Action

Range: 30 ft

Components: S

Duration: Instantaneous

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

As you gain levels you can have additional non-instantaneous effects of this spell active at the same time. Three non-instantaneous effects at 5th level, four effects at 11th level, and five effects at 17th level.

Additionally, starting at 5th level, you can cast this spell to cause the water to lash out at a target within 5 feet of the affected area. Make a melee spell attack, on a hit the target suffers 1d4 bludgeoning damage and you can push a size

medium or smaller swimming creature 5 feet. This damage increases to 2d4 at 11th level, and to 3d4 at 17th.

Classes: Cleric (*Water*), Druid, Sorcerer, Wizard

SHELTER THE FALLEN

1st-level abjuration

Casting Time: 1 Reaction

Range: 30 feet

Components: V, S

Duration: 1 Round

You can cast this spell as a reaction when a creature within 30 feet of you is attacked or damaged while prone, incapacitated, or unconscious. The target suffers only half the attack's damage, and the attacker suffers half the attack's damage as force damage. If the creature being attacked or damaged was unconscious and at 0 hit points, it does not suffer a death saving throw failure from the attack and has advantage on its next death saving throw made before the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell protects the fallen creature against one additional attack before the end of your next turn for each slot level above 1st.

Classes: Cleric, Paladin

SIPHON VITALITY

1st-level necromancy

Casting Time: 1 Action

Range: Touch

Components: S

Duration: Instantaneous

Choose one creature within your reach. A stream of dark energy flows from the target and into you. The target loses two of its hit dice, as if having spent them after a short rest, but regains no hit points. If the target is unwilling, it may make a Constitution saving throw. On a failed save it loses the hit dice, on a successful save it loses half the number of hit dice (round down). If the target has no hit dice remaining, it suffers 1d6 necrotic damage per hit die it would have lost.

When a creature loses hit dice from this spell, you may immediately roll each hit dice the target lost and add your Constitution modifier to it. You regain hit points equal to the total (minimum of 0). If the target had no hit dice remaining, you regain hit points equal to the necrotic damage it suffered.

Alternatively, you can cast this spell to siphon your own energy to heal a creature within your reach. You may spend up to two hit dice, the target may immediately roll each hit dice and add its Constitution modifier plus your Spellcasting Ability modifier to it, regaining hit points equal to the total (minimum of 0). You may not cast this spell to heal a creature if you have no hit dice remaining.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the number of hit dice lost by a target increases by two or the maximum number of hit dice you can spend to heal a target increases by two per slot level above 1st.

Divine Synergy. If you know the *transfer health* cantrip, the maximum number of hit dice you can spend to heal

another creature using this spell increases by 1 at 5th-level (+1 hit die), 11th-level (+2), and 17th-level (+3).

Classes: Cleric, Warlock, Wizard

SMELTING SMITE

transmutation cantrip

Casting Time: 1 Action

Range: Special

Components: V, M (a metal melee weapon)

Duration: Instantaneous

A metal weapon you wield briefly gains the ability to heat other metal it strikes. As part of the Action used to cast this spell, you may make a melee attack using the weapon against one target within your reach. On a hit, the target suffers the attack's normal effects. A creature, construct, or object made of metal or a creature wearing medium or heavy metal armor hit by the attack suffers 1d8 fire damage.

A creature wearing medium or heavy armor made of metal that suffers fire damage from this spell must make a Constitution saving throw. On a failure, it has disadvantage on attack rolls and ability checks until the start of your next turn.

Alternatively, as part of the action used to cast this spell you can strike a metal object within your reach with the weapon to heat it to glowing. If you attempt to strike an item held by a creature, make a melee attack, the creature must make a Dexterity saving throw with a DC equal to the result of your attack roll, on a failure you strike the object. A creature holding or wielding an object struck by your weapon can use its Reaction to drop it. If it doesn't drop the object, it suffers 1d8 fire damage and must make a Constitution saving throw. On a failure, it has disadvantage on attack rolls and ability checks until the start of your next turn. Using this spell on a metal hammer allows the caster to craft metal items without a forge.

When you reach 5th level any target hit by the weapon suffers an additional 1d8 fire damage, regardless of construction (1d8 fire damage or 2d8 if a creature, construct, or object made of metal or a creature wearing medium or heavy metal armor). The fire damage to a creature that does not drop a metal item heated by this spell also increases to 2d8 at 5th level. The fire damage increases by an additional 1d8 at 11th level (2d8 or 3d8 if metal) and 17th level (3d8 or 4d8 if metal).

Classes: Artificer, Cleric (Forge), Druid

STONE FIST

transmutation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

Your fists become briefly encased in stone and you gain a connection to the strength of the earth when you cast this spell. Make a melee spell attack against a target within reach. On a hit, the target takes 1d8 bludgeoning damage, or 1d12 bludgeoning damage if both you and the target are standing upon earth or stone.

The bludgeoning damage increases as you gain levels. The bludgeoning damage increases by 1d8 or 1d12 if upon earth or stone when you reach 5th-level (2d8 or 2d12), 11th-level (3d8 or 3d12), and 17th-level (4d8 or 4d12).

Classes: Cleric (Earth), Druid, Sorcerer, Wizard

SOMNOLENCE

enchantment cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (A pinch of fine sand, rose petals, or a cricket.)

Duration: 1 minute

You attempt to send a single creature within range into a magical slumber. Roll 2d8 and add your Spellcasting Ability modifier; the total is how many hit points the spell can affect. A creature's current hit points must be equal to or less than the total rolled for that creature to be affected. An affected creature falls unconscious until the spell ends, the sleeper takes damage, or someone uses an Action to shake or slap the sleeper awake.

Undead and creatures immune to being charmed aren't affected by this spell.

The enchantment becomes more powerful as you reach higher levels. You roll an additional 2d8 to determine how many hit points the spell can affect at 5th-level (4d8), 11th-level (6d8), and 17th-level (8d8).

If you know this cantrip you also become more proficient with the *sleep* spell as you gain levels, adding your spellcasting ability modifier to the die roll to determine how many hit points that spell can affect. Starting at 5th-level you can also add an additional 2d8, this increases to 4d8 at 11th-level, and to 6d8 at 17th-level.

Classes: Bard, Cleric (Night, Twilight), Sorcerer, Warlock, Wizard

SOULBLAST

1st-level evocation

Casting Time: 1 Action or 1 Action and 1 Bonus Action

Range: Self

Components: V, S

Duration: Instantaneous

You release a blast of mystical energy fueled by the very essence of your being. When you cast this spell, you must expend a hit die, or the spell fails. Roll the hit die, reduce your current hit points by the amount rolled on the die. Each creature in a line 5-foot wide and up to 20-foot long extending from you must make a Wisdom saving throw. Aberrations, Celestials, Fiends, and Undead have disadvantage on this saving throw.

On a failed save a creature suffers four times the amount you rolled on the hit die, or half this amount on a successful save. A creature that fails this save by 5 or more is Incapacitated until the start of your next turn. The damage is a combination of force and radiant damage (if you are good), force and necrotic damage (if you are evil), or either force and radiant or force and necrotic damage (your choice, if you are neutral). A creature is not resistant or immune to this damage unless it is resistant or immune to both types of damage, and is vulnerable to the damage if vulnerable to either damage type.

If both your hands are free to gesture (if both hands are empty or holding spellcasting focuses) you can use a Bonus Action on the turn you cast this spell to expend another hit die and release a second blast, in either the same line or a new one.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the maximum length of the line increases by 10 feet per slot level above 1st and the damage inflicted by the blast increases to the following:

- 2nd-level: 5 times the amount you rolled on the hit die.
- 3rd-level: 6 times the amount you rolled on the hit die.
- 4th-level: 7 times the amount you rolled on the hit die.
- 5th-level: 8 times the amount you rolled on the hit die.
- 6th-level: 10 times the amount you rolled on the hit die.
- 7th-level: 11 times the amount you rolled on the hit die.
- 8th-level: 12 times the amount you rolled on the hit die.
- 9th-level: 14 times the amount you rolled on the hit die.

Classes: Cleric, Paladin, Sorcerer, Warlock, Wizard

SPECTRAL SCOURGE

necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

A scourge of spectral lashes bursts from your hand towards a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d4 + your Spellcasting Ability modifier necrotic damage and you gain 1 temporary hit point.

You only gain temporary hit points if the target suffers necrotic damage from the spell and you do not gain temporary hit points from attacks against constructs or undead.

You can cast this spell as part of the same Action used to make a melee spell attack using a Necromancy spell such as *shadow touch*, *vampiric touch*, or *wraith touch* after the initial casting of such a spell. On a hit you inflict the damage and effects of both spell attacks.

The spell's damage increases by 1d4 and the temporary hit points by 1 when you reach 5th level (2d4 and 2), 11th level (3d4 and 3), and 17th level (4d4 and 4).

Classes: Cleric (Death, Grave), Sorcerer, Warlock, Wizard

SPELL WARD

abjuration cantrip

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 1 round

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against the damage of spells and magical effects.

Starting at 5th level, once during the duration, after applying the resistance granted by the spell, you can roll a d4 and further reduce damage dealt by a spell by the result, this increases to a d6 at 11th level, and to a d8 at 17th level. This cannot reduce the damage of an attack below 0.

Classes: Cleric (Protection, Valor), Sorcerer, Wizard

SPELLSTRIKE

evocation cantrip

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (an arcane spellcasting focus)

Duration: 1 round

You strike with a ray of eldritch force that forms a magical resonance within a target, causing it to take additional damage from your evocation spells. The target must make a Dexterity saving throw. On a failed save, the target takes 1d8 force damage and the next time it suffers damage from an evocation spell cast by you before the end of your next turn, it suffers additional damage from the spell equal to 1d4 points of damage plus 1d4 per level of the spell slot used to cast the spell.

This spell's initial force damage on a failed Dexterity saving throw increases by 1d8 when you reach 5th-level (2d8), 11th-level (3d8), and 17th-level (4d8).

Classes: Cleric (Arcana), Sorcerer, Wizard

SPIRITUAL ARMAMENT

evocation cantrip

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: 1 minute

When you cast this spell, you create a spectral weapon in your empty hand. You choose the form that this weapon takes, but you must be proficient in the form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) customarily cast this spell in a form that resembles that weapon. The weapon disappears if you cast this spell again, you end your turn without the weapon in your grasp, if you dismiss the weapon (no action required), or the duration expires. You can re-summon the weapon in a form of your choice using your free object interaction on your turn (as if drawing a weapon) during the duration. You can end the spell at any time (no action required).

The weapon inflicts force damage instead of the normal damage type for the weapon and you can use your Spellcasting ability modifier in place of Strength or Dexterity on attack and damage rolls using the weapon. If you throw the weapon to make an attack it returns to your hand once the attack is completed. If you create a ranged weapon, it summons ammunition each time it is used, you may ignore the ammunition property of the weapon.

You can cast this spell as part of the same bonus action used to cast *spiritual weapon*. If you know this cantrip and your **Divine Domain** offers the **Divine Strike** feature, you can change the damage type of this spell or a *spiritual weapon* spell when you cast it to match the damage type of the **Divine Strike** feature. The damage is always magical, regardless of type. Additionally, when you cast this spell or a *spiritual weapon* spell you can decide if the weapon sheds bright light in a 20-foot radius and dim light for an additional 20 feet, pale dim light in a 10-foot radius, or no light.

If you know this cantrip, you can cause a *spiritual weapon* spell you cast to appear as a ranged weapon with which you

are proficient, allowing you to make ranged spell attacks with the *spiritual weapon* within that weapon's range.

Starting at 5th level, when you cast this spell, you can either summon two light one handed weapons or a one-handed weapon and a spectral shield if you are proficient with shields. You can switch between two weapons of your choice or a weapon and shield using your free object interaction on your turn during the duration.

Starting at 11th level, when you cast this spell you can cause yourself to be garbed in magical spectral armor of a type you are proficient with. You can ignore the Strength requirement of armor created by this spell, so long as your Spellcasting Ability is at least equal to the requirement.

The duration increases to 10 minutes at 17th level.

Classes: Cleric

SPIRITUAL CHAMPION

8th-level evocation

Casting Time: 1 Bonus Action

Range: 120 feet

Components: V, S

Duration: 1 minute

You create a large sized spectral champion floating within range that lasts for the duration or until you cast this spell again. When you cast the spell, and as a bonus action on each of your turns you can command the champion to do one of the following:

- Move up to 60 feet and make two melee spell attacks against targets within 10 feet of it during that movement. On a hit, the target takes force damage equal to 3d8 + your spellcasting ability modifier.
- Move up to 60 feet and make two ranged spell attacks against targets within 600 feet of it during that movement. On a hit, the target takes force damage equal to 3d6 + your spellcasting ability modifier.
- Move up to 60 feet and generate a healing burst at any one point during that movement. Each friendly creature within 10 feet when the champion generates its healing burst regains 2d8 + your spellcasting ability modifier hit points.

The champion is not a creature, does not occupy its space, and can move through and end its movement in the space of other creatures. A hostile creature must use four feet of movement for every foot it moves through the champion's space. If the champion moves beyond the spell's range, the spell ends.

Once per turn, when a hostile creature within 10 feet of the champion moves more than 5 feet or makes an attack against you or one of your allies, you can cause the champion to make a melee spell attack targeting that creature. On a hit, the target takes force damage equal to 3d8 + your spellcasting ability modifier. This attack does not require your reaction, but you must be capable of using reaction to cause the champion to make this attack.

The champion can take whatever form you choose. It usually appears as a celestial (or fiendish) being with an appearance and armament appropriate to your deity. The champion cannot be harmed, but can be dispelled.

At Higher Levels. When you cast this spell using a 9th level spell slot, the champion's damage increases by 1d8 (melee) and 1d6 (ranged), and its healing burst increases by 1d8.

Divine Synergy. If you cast *spiritual strike* during the duration of this spell, you can cause the champion to move and attack again instead of the normal effects of the cantrip.

Classes: Cleric

SPIRITUAL PHALANX

4th-level evocation

Casting Time: 1 Bonus Action

Range: 120 feet

Components: V, S

Duration: 1 minute

You create a phalanx of spectral warriors in an unoccupied area within range, or an area occupied only by friendly creatures within range. The phalanx is 10 feet deep, and up to 25 feet wide. Friendly creatures can move freely through the spectral warriors and have half cover while within the area. A Large sized or smaller hostile creature that enters the area must spend 4 feet of movement for every foot it moves within the area. A Huge sized or larger creature treats the area as difficult terrain.

The spiritual warriors of the phalanx bristle with phantom spears in one direction, selected by you when you cast this spell. When a hostile creature approaches to within 10 feet of that side of the area for the first time on a turn or starts its turn there or within the area of the phalanx, you may make a melee spell attack against that creature. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you may change the direction the phalanx is facing and/or cause it to move up to 20 feet in the direction it is facing. If the area of the spell would move over the area occupied by one or more Large sized or smaller hostile creatures during this movement, the creature(s) must make a Strength saving throw. On a failed save a creature is pushed 5 feet in the direction of the phalanx's movement. Success or failure, the area of the phalanx then halts adjacent to the creatures.

Alternatively, as a bonus action on your turn, if there are no hostile creatures within the phalanx, you can cause it to bristle outwards in all directions until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for every two slot levels above 4th. Additionally, the maximum width or depth of the phalanx increases by 5 feet per slot level above 4th.

Divine Synergy. If you know the *spiritual strike* cantrip, when you cast that spell as an Action, you can change the direction the phalanx is facing and/or make this spell's attack against a creature within 10 feet of the front of the phalanx or within the phalanx instead of the cantrip's normal effect. This increases to an attack against up to 2 creatures at 5th level, 3 creatures at 11th level, and 4 creatures at 17th level.

Classes: Cleric

SPIRITUAL PROTECTORS

6th-level evocation

Casting Time: 1 Bonus Action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You create a spiritual protector within the space of up to three friendly creatures of your choice within range. Each protector resembles a floating, spectral weapon and a floating spectral shield within the protected creature's space.

Each protector moves with the assigned creature, remaining in that creature's space. The shield provides that creature with half cover from all attacks.

When you cast the spell, you can make a melee spell attack against a hostile creature within 5 feet of each protected creature. On a hit, the target takes force damage equal to $3d8 +$ your Spellcasting Ability modifier. Alternatively you can forgo this attack for a protected creature to increase the cover granted by the spell to that creature to three-quarters cover until the start of your next turn.

As a bonus action on your turn, you can change which three friendly creatures within range are protected by this spell, and cause each of the weapons to repeat the attack against a creature within 5 feet of a protected creature or increase that creature's cover until the start of your next turn.

When a creature you can see within 5 feet of a protected creature damages that creature with an attack or provokes an opportunity attack from a protected creature, you can use a Reaction to make the melee spell attack against the attacker.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by $1d8$ per slot level above 6th. If cast using an 8th level or higher spell slot you can protect up to four friendly creatures within range.

Divine Synergy. If you know the *spiritual strike* cantrip, when you cast that spell as an Action, you can make an additional attack with each weapon created by this spell instead of the cantrip's normal effect.

Classes: Cleric

SPIRITUAL STRIKE

evocation cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a melee weapon)

Duration: 1 turn

When use cast this spell, you cause a spectral version of the melee weapon you are wielding to briefly appear. Make a melee spell attack against a target within range. On a hit, the target takes force damage from the weapon equal to $1d8 +$ your spellcasting ability modifier.

If you have a *spiritual weapon* spell active when you cast this spell as an Action, instead of creating and attacking with a weapon you can cause your *spiritual weapon* to move up to a point within range and make an attack as part of the Action, in addition to the normal Bonus Action movement and attack using the spell that turn.

You can add the additional damage from your **Divine Strike** class feature to one successful hit using the weapon created by this spell, or to one successful hit by a *spiritual weapon* on the turn that you cast this spell. If the melee weapon used as a component in this spell has a bonus to hit and damage you gain that bonus on the spell attack and damage roll using the weapon created by this spell or *spiritual weapon* attacks made at any point during the turn you cast this spell.

The range of the spell increases as you gain levels, as does the range of a *spiritual weapon* spell cast by you. The range increases by 20 feet when you reach 5th level (80 feet), and again at 11th level (100 feet), and 17th level (120 feet).

Divine Synergy. If you are a cleric of the War Domain, you can use your War Priest class feature as part of casting this spell to grant yourself an additional attack using the weapon created by this spell against the same target or a target within 20 feet of the first target.

Classes: Cleric

SPRINGING SPEAR

transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a spear)

Duration: 1 turn

You cause the haft of a spear you are wielding to briefly, but abruptly, grow in length. You increase your reach by 5 feet when making an attack using the spear as part of this spell. As part of the Action used to cast this spell, you may make a melee weapon attack using the spear against one target within your reach. On a hit, the target suffers the attack's normal effects, and if the target was within your normal reach it suffers an additional $1d8$ piercing damage due to the extra force granted by spear's abrupt growth.

The additional piercing damage caused by the spear increases as you gain levels. At 5th level, the spear inflicts an additional $1d8$ damage to any target on a hit, or $2d8$ damage if the target was within your normal reach. The additional damage further increases by $1d8$ at 11th level ($2d8$ or $3d8$) and 17th level ($3d8$ or $4d8$).

Classes: Cleric (Hunter), Druid

SPROUT WEAPON

transmutation cantrip

Casting Time: 1 Bonus Action

Range: Touch

Components: S

Duration: 1 minute

When you cast this spell, you cause a club, javelin, quarterstaff, or spear to sprout from the ground into your outstretched hand. If you are not standing upon earth capable of supporting plant life, the spell requires a sprig druidic focus as a material component. For the duration of the spell, the weapon is considered magical for the purposes of overcoming resistance or immunity to damage.

You can choose the form the weapon takes, and for the duration of the spell you can use your free interaction each turn to change the form of the weapon or to cause a new

weapon to sprout. You can use your spellcasting ability instead of Strength or Dexterity for the attack and damage rolls of attacks using the weapon and can use the weapon as a spellcasting focus for your druid spells.

If you end your turn without the weapon in your hand, the weapon shrivels and vanishes.

You gain greater skill at creating and wielding the weapons created by this spell as you gain levels. Starting at 5th level, you gain the following abilities, depending upon the form of the weapon you sprout:

- If you create a club using this weapon you can instead sprout two clubs. If you use your bonus action to engage in two weapon fighting wielding these clubs, you can add your ability modifier to the damage of the bonus weapon attack.
- If you create a spear or quarterstaff, when you attack while wielding the weapon in two hands during your action, you can forgo the additional damage from the Versatile property during that action to make a melee attack with the haft or pommel of the weapon as a bonus action. This attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and it deals bludgeoning damage.
- If you create a javelin, you can cause a new javelin to form in your hand immediately after you throw the javelin to make an attack.

At 11th level the duration increases to 10 minutes and to 1 hour at 17th level.

You may expend a use of your Wild Shape feature when you cast this spell if you do so the duration increases by 1 hour and the weapon(s) gain a bonus to hit and damage as you gain levels: At 5th level the weapon(s) gain a +1 bonus on attack and damage rolls, this increases to +2 at 11th level, and to +3 at 17th level.

Classes: Cleric (Hunt), Druid

STARFALL

9th-level evocation

Casting Time: 1 Bonus Action

Range: 1 mile

Components: V, S

Duration: Concentration, up to 1 minute

When you cast the spell and as a bonus action during the duration you can cause a brilliant star of radiant energy to plummet towards a point you choose within range, whereupon the star bursts into a sphere of dazzling light in up to a 50 foot radius. This light is sunlight and remains until the start of your next turn, shedding bright light for an additional 100 feet around the sphere, and dim light for another 100 feet. Creatures within the area of dazzling light when the star falls, entering the area for the first time on a turn, or ending their turn there suffers 14d4 radiant damage and must succeed at a Constitution saving throw or become blinded.

A blinded creature must make a Constitution saving throw at the end of each of its turns. If the creature succeeds on three of these saves, it is no longer blinded. If the creature fails three of these saves before the blinded condition is removed, it is blinded permanently.

Any magical darkness within the area of bright light is dispelled. The area of dazzling light is treated as heavily obscured to the vision of creatures not immune to the blinded condition.

Classes: Cleric, Druid, Sorcerer, Wizard

STEEL SKIN

4th-level abjuration

Casting Time: 1 Action

Range: Self

Components: V, S, M (medium or heavy armor made of metal)

Duration: 1 Hour

You must be wearing medium or heavy armor made of metal to cast this spell. Until the spell ends, you have resistance to bludgeoning, piercing, and slashing damage from weapons that aren't adamantine. The spell ends early if you remove the armor.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the duration increases by 1 hour for every slot level above 4th.

Classes: Artificer, Paladin, Wizard

STEEL SURGE

3rd-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M (medium or heavy armor made of metal or a metal shield)

Duration: Instantaneous

You propel yourself forward in a line 5 feet wide and up 60 feet in length. A creature within the line must make either a Strength or Dexterity saving throw (its choice).

On a failed Dexterity save a creature suffers 2d12 bludgeoning damage and is pushed 5 feet to one side of the line and is knocked prone, and you and the line continue past the creature. On a successful save, the creature suffers half damage and is pushed 5 feet to one side but is not knocked prone, and you and the line continue past the creature.

On a failed Strength save a creature suffers 2d12 bludgeoning damage and is pushed 5 feet to one side of the line and is knocked prone, and you and the line continue past the creature. On a successful Strength save, the creature suffers 2d12 bludgeoning damage but is not knocked prone or pushed, and you and the line stop adjacent to that creature's space unless the damage reduces the creature to 0 hit points.

A large or smaller object suffers 2d12 bludgeoning damage and is pushed to one side. A larger object or structure suffers the same damage but halts your progress unless the damage destroys it.

If you are wearing medium or heavy armor made of metal, you may add your Constitution modifier to the bludgeoning damage. If you are wielding a metal shield, you may add your Strength modifier to the bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the bludgeoning damage increases by 1d12 for every slot level above 3rd.

Classes: Artificer, Paladin, Wizard

STONEBREAKER

conjunction cantrip

Casting Time: 1 Bonus Action

Range: Touch

Components: S, M (a staff spellcasting focus)

Duration: 1 minute

A hammer head of dense elemental stone forms at the end of your staff. You can wield the staff as if wielding a magical weapon with the Two-Handed and Heavy properties. The weapon inflicts 2d6 Bludgeoning damage on a hit. You are considered proficient with the weapon if you can use a staff as an Arcane or Druidic spellcasting focus. You can use your spellcasting ability instead of Strength for the attack and damage rolls of attacks using the weapon, if you do so you may make only a single attack using the weapon during that action.

If you end your turn without the weapon in your hand, the spell ends.

Once you reach 5th-level, objects and structures suffer an additional 1d6 damage when hit by this weapon; as do creatures made of inorganic material such as stone, crystal, or metal. This increases to 2d6 at 11th-level and to 3d6 at 17th-level.

You may expend a use of your Wild Shape feature when you cast this spell, if you do so the duration increases by 1 hour and the weapon(s) gain a bonus to hit and damage as you gain levels: At 5th level the weapon(s) gain a +1 bonus on attack and damage rolls, this increases to +2 at 11th level, and to +3 at 17th level.

Divine Synergy. If you know this cantrip, you inflict the cantrip's additional damage at higher levels to objects and structures or inorganic creatures when wielding an *earth hammer* spell.

Classes: Cleric (Earth), Druid, Sorcerer

STONE FIST

transmutation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

Your fists become briefly encased in stone and you gain a connection to the strength of the earth when you cast this spell. Make a melee spell attack against a target within reach. On a hit, the target takes 1d8 bludgeoning damage, or 1d12 bludgeoning damage if both you and the target are standing upon earth or stone.

The bludgeoning damage increases as you gain levels. The bludgeoning damage increases by 1d8 or 1d12 if upon earth or stone when you reach 5th-level (2d8 or 2d12), 11th-level (3d8 or 3d12), and 17th-level (4d8 or 4d12).

Classes: Cleric (Earth), Druid, Sorcerer, Wizard

STORM HAMMER

evocation cantrip

Casting Time: 1 Action

Range: Self (120 feet)

Components: S, M (a weapon)

Duration: 1 round

You charge a weapon you wield with lightning. Make a melee or ranged weapon attack with the weapon used in the casting against one target within 120 feet. If you throw the weapon to make the attack, the weapon returns to your hand after the attack is completed. On a hit, the target suffers the weapon attack's normal effects and your weapon is wreathed in crackling lightning. If the target hits you with an attack or you hit the target with an attack using the weapon before the start of your next turn, the target immediately takes 1d6 lightning damage as a bolt of lightning leaps from the weapon to strike it. The spell then ends.

This spell's damage increases when you reach higher levels. At 5th-level, the initial attack deals an extra 1d6 lightning damage on a hit, and the lightning damage the target takes for hitting you or being hit by you increases to 2d6. Both damage rolls increase by 1d6 at 11th-level and 17th-level. *Classes:* Artificer, Cleric (Destruction, Nature, Tempest), Druid, Sorcerer, Wizard

STRIKE OF LIVING FLAME

evocation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

Your hand glows with eldritch fire as you reach to touch a creature or object. Make a melee spell attack, on a hit the target bursts into flame suffering 1d10 fire damage and takes an additional 1d4 fire damage at the start of its next turn.

The spell's initial damage increases by 1d10 when you reach 5th-level (2d10), 11th-level (3d10), and 17th-level (4d10). The additional damage the burning target suffers at the start of its next turn increases to 1d6 at 5th-level, to 1d8 at 11th-level, and to 1d10 at 17th-level.

Classes: Artificer, Cleric (Fire), Sorcerer, Warlock, Wizard



SUNDERING TOUCH

transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Choose an object, structure, or construct you can see within range. Make a melee spell attack versus the AC of the target. An object or structure not worn or carried by a creature is hit automatically if its AC is less than your Spell Save DC +5. On a hit the target suffers 1d12 + your Spellcasting Ability modifier force damage. A creature carrying an object targeted by this spell can make a Strength (Athletics) check or Dexterity (Acrobatics) check contested by your Spell Attack roll, if they win the contest, the spell fails.

An object reduced to 0 hit points by this spell is destroyed. A magic item is unaffected by this spell.

The spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12). Starting at 5th-level, if your spell attack roll to sunder an object worn or carried by a creature exceeds their Strength (Athletics) or Dexterity (Acrobatics) check by 5 or more, you can cause the creature wearing or carrying the item to suffer any additional damage beyond that necessary to reduce the item to 0 hit points.

Classes: Artificer, Cleric (Destruction, Fury), Wizard

SUNSHARDS

2nd-level evocation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

You create three shards of shimmering light and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each shard. On a hit, the target takes 1d6 + your Spellcasting Ability modifier radiant damage and begins to glow with bright light until the end of your next turn.

During this time the target radiates bright light in a 10-foot radius, and dim light for an additional 10 feet until the end of your next turn. Any attack against a glowing creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, you create one additional shard per slot level above 2nd.

Classes: Cleric, Druid, Wizard

SUN SLIVER

2nd-level conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure a lance or bow formed of a sliver of dazzling sunlight. The weapon lasts for the duration, if you end your turn without the weapon in your hand it disappears, but you

can conjure a weapon or change which weapon is summoned as a Bonus Action during the duration.

Sun Bow. You summon a bow that you can wield as a simple Ranged weapon (range 200/800). The bow conjures an arrow of radiant sunlight when drawn. The weapon inflicts 2d6 radiant damage on a hit.

Sun Lance. You summon a lance that you can wield as a simple weapon with the Two-Handed, Reach, and Special properties. The weapon inflicts 2d10 radiant damage on a hit and can be used in one hand while mounted.

You are considered proficient in the weapon you summon, and you can use your Spellcasting Ability modifier in place of Strength or Dexterity on the attack and damage rolls using the weapon. A creature hit suffering radiant damage from one of these weapons becomes dazzled and has disadvantage on the next attack roll it makes before the start of your next turn. A creature that can't be blinded is immune to this effect.

While summoned the weapon sheds bright light in a 20 foot radius, and dim light for an additional 20 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher:

- A Sun Bow's range increases by 50/200 for every slot level above 2nd and the damage increases by 1d6 for every two slot levels above 2nd.
- A Sun Lance's damage increases by 1d10 for every two slot levels above 2nd.
- When cast using a spell slot of 3rd or 4th-level the weapon gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

Classes: Cleric, Paladin, Druid, Ranger

SUNSPEAR

4th-level evocation

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S

Duration: 1 minute

You form a shining spear of pure sunlight in your hand. The spear radiates bright sunlight in a 30-foot radius, and dim light for an additional 30 feet. For the duration of this spell, you can use the spear as a spellcasting focus for any spell that inflicts radiant damage or causes light. Any spell cast during the duration that produces light, produces sunlight. Any spell that inflicts radiant damage inflicts an additional 1d6 radiant damage.

At any point during the duration you can use an Action to attack using the spear. Make a melee spell attack against a target within 10 feet or a ranged spell attack against a target within 120 feet. On a hit, the target suffers 8d10 + your Spellcasting Ability modifier radiant damage, the spear disappears, and for the remaining duration the target radiates bright sunlight in a 30-foot radius, and dim light for an additional 30 feet.

During this time any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

On a miss, the spear disappears, and the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d10 per slot level above 4th.

Classes: Cleric, Druid, Wizard

SUPPRESS MAGIC

4th-level abjuration (ritual)

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

You attempt to suppress the magical ability of one creature you can see within range. While the target remains within range, it must succeed at a saving throw using its Spellcasting Ability to cast a spell or at the start of its turn to maintain concentration on an ongoing spell. If the target moves more than 30 feet from you the spell ends.

If cast as a ritual upon a bound and helpless target, the effect is permanent until dispelled, does not require concentration, and is not limited by range. A successful remove curse or dispel magic ends the effect.

At Higher Levels. When you cast this spell using a spell slot of 5th or 6th-level the duration is up to 8 hours, if cast using a 7th-level or higher slot the duration is up to 24 hours.

Classes: Cleric, Wizard

TERRORIZING ONSLAUGHT

illusion cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You unleash a terrifying phantasmal magical assault fueled by the target's own fear. Choose a single creature within range, it must succeed on an Intelligence saving throw or take 1d6 psychic damage. A frightened target suffers disadvantage on the saving throw and instead takes 1d10 psychic damage on a failed save.

The damage from this spell never disrupts or ends a fear effect.

The spell's damage increases by one die when you reach 5th-level (2d6 or 2d10), 11th-level (3d6 or 3d10), and 17th-level (4d6 or 4d10).

Classes: Cleric (Dread), Sorcerer, Warlock, Wizard

THUNDERBOLT

conjunction cantrip

Casting Time: 1 Action

Range: 90 feet

Components: V, S

Duration: Instantaneous

A bolt of thunderous lightning descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 points of lightning or thunder damage (your choice).

If you are outdoors in stormy conditions when you cast this spell the target suffers an additional 1d8 damage on a failed saving throw.

This spell's damage increases by 1d8 when you reach 5th-level (2d8), 11th-level (3d8), and 17th-level (4d8).

Divine Synergy. If you cast this spell during the duration of a *call lightning* spell you control, a target failing the Dexterity saving throw suffers the damage from both spells, or half damage on a successful save.

Classes: Cleric (Air, Tempest), Druid, Sorcerer

THUNDEROUS TUNE

evocation cantrip

Casting Time: 1 Action

Range: Special

Components: S, M (a musical instrument)

Duration: Instantaneous

To cast this spell, you must be proficient in the musical instrument used as a component. You play a brief intense tune on a musical instrument that produces one of the following effects, depending upon the instrument used:

Blast. Using a wind instrument, you release a blast of destructive sound that can be heard up to 100 feet away. Each creature in a 15 foot long by 5-foot-wide line adjacent to you must succeed on a Constitution saving throw or take 1d6 thunder damage. This blast can damage unattended objects in the area.

Bolt. Using a string instrument, you produce a bolt of sound that takes on an almost physical form. Choose one or two targets you can see within 60 feet. If you choose two, they must be within 5 feet of each other. A creature targeted must succeed on a Constitution saving throw or take 1d6 thunder damage.

Clash. Using a percussion instrument, you create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within 5 feet, other than you, must succeed on a Constitution saving throw or take 1d6 thunder damage. This burst can damage unattended objects in the area.

Additionally, if you know this cantrip, you can cause normal playing of your instrument to be clearly heard at double the normal distance.

The thunder damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6). Additionally, the distance at which you can make your instrument clearly heard during normal playing increases to three times normal at 5th level, four times normal at 11th level, and to five times normal at 17th level.

Classes: Cleric (Revelry), Bard

TORRENT

conjunction cantrip

Casting Time: 1 Action

Range: Self (15-foot line)

Components: V, S

Duration: Instantaneous

You conjure a torrent of water in a 15-foot-long by 5-foot-wide line that blasts out from you in a direction you choose. Each creature in the line must make a Strength saving throw. A creature takes 1d4 bludgeoning damage on a failed save and a Medium or smaller creature is pushed 5 feet and knocked prone. Medium or smaller unattended objects in the area are also pushed. A creature suffers no damage and is not pushed or knocked prone on a successful save. This spell also extinguishes all non-magical flame within the area.

This spell's damage increases by 1d4 when you reach 5th-level (2d4), 11th-level (3d4), and 17th-level (4d4). Starting at 11th-level this spell can push and knock prone Large or smaller creatures and objects within the area.
Classes: Cleric (Water), Druid, Sorcerer

TRANSFER HEALTH

necromancy cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and transfer a small amount of your life force to heal the target. You take 1d4 points of necrotic damage and the target creature regains the same number of hit points. The necrotic damage you suffer is not reduced by resistance or immunity.

This spell's damage to you and healing to the target increases by 1d4 when you reach 5th-level (2d4), 11th-level (3d4), and 17th-level (4d4). You may choose to cast the spell for a lesser effect than you are capable of.

Starting at 5th-level, you may instead remove one poison or disease from the target. Make a saving throw using your Spellcasting Ability versus the save DC of the poison or disease. On a successful saving throw, you remove the condition. On a failed saving throw, the poison or disease is removed from the target and you are affected by the poison or disease instead.

Classes: Cleric, Warlock, Wizard

TRUE SENSE

8th-level divination

Casting Time: 1 Action

Range: Self (180 feet)

Components: V, S

Duration: 1 hour

This spell gives you the ability to sense things as they actually are. For the duration, you have the following senses to a range of 180 feet:

You have truesight. You can see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, notice secret doors hidden by magic, and perceive the original form of a shapechanger or a creature that is transformed by magic. Furthermore, you can see into the Ethereal Plane.

You also have true senses of hearing, scent, taste, and touch granting you Blindsight and Tremorsense and the effects of the *detect magic* spell. Your ability to sense the truth of things extends to these senses, you detect auditory, scent, thermal, and tactile illusions and succeed on saving throws against them. You recognize and can track creatures and objects you perceive with any of these senses.

You possess telepathy and understand all methods of communication and you can sense if a creature knowingly communicates a falsehood.

When you would roll an Intelligence (Investigation), Wisdom (Perception) or Wisdom (Insight) check or a (Survival) check to track a creature, you can replace the

number you roll with a 15. You cannot be surprised during the duration of this spell.

At Higher Levels. If you cast this spell using a 9th-level spell slot the duration increases to 8 hours and the range by 60 feet.

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

UNHOLY WEAPON

5th-level evocation

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You imbue a weapon you touch with unholy power. Until the spell ends, magical darkness spreads from the weapon to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. In addition, weapon attacks made with it deal an extra 2d8 necrotic damage on a hit. If the weapon isn't already a magic weapon, it becomes one for the duration.

While you hold the weapon, you can see normally in dim light and darkness, both magical and nonmagical, to a distance of 60 feet. If any of this spell's area overlaps with an area of light created by a spell of 5th level or lower, the spell that created the light is dispelled. If this spell was a *holy weapon* spell, both the *unholy weapon* and *holy weapon* spells are dispelled.

As a bonus action on your turn, you can dismiss this spell and cause the weapon to emit a burst of unholy power. Each creature of your choice that you can see within 15 feet of the weapon must make a Constitution saving throw. On a failed save, a creature takes 4d8 necrotic damage, and it is stunned until the end of your next turn. On a successful save, a creature takes half as much damage and isn't stunned.

At Higher Levels. If you cast holy weapon using a spell slot of 6th level or higher, the necrotic damage on a hit increases by 1d8 and the damage when the spell is expended increases by 2d8 per slot level above 5th.

Classes: Cleric, Paladin

UNIVERSAL KNOWLEDGE

9th-level divination

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Instantaneous

When you cast this spell, you tap into a font of universal knowledge. You instantly gain one of the following benefits:

- You gain expertise with one skill or tool. Your proficiency bonus is doubled for any ability check you make that uses a skill or tool proficiency with which you have expertise. You also gain complete understanding of one subject related to the chosen skill or tool: such as a formula for a magic item (arcana), the secrets to forging adamantine (smith's tools), or similar secret or forgotten lore.
- You gain complete understanding of all language and can speak in any tongue as a native speaker.
- You instantly learn or have prepared one bonus spell of your choice from your class's spell list. The spell must be a

cantrip or a spell of a level you can cast and does not count against the number of spells you know or may prepare. You retain this bonus expertise, language, or spell permanently. If you cast this spell again, the existing expertise, language, or spell granted by *universal knowledge* is replaced by the newly selected one.
Classes: Cleric, Druid, Wizard

UNNATURAL DESIRE

1st-level enchantment

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

A creature of your choice that you can see within range becomes overwhelmed with lust and desire for a single creature or object designated by you within range. The target must succeed on a Wisdom saving throw or be charmed. A charmed creature must rush to the subject of its desire, whereupon it attempts to kiss, fondle, seduce, or flirt with the subject depending upon its usual inclinations. For the duration of the spell the target takes no other Actions aside from seeking to fulfill its desire.

Each time it takes damage, the target can make another Wisdom saving throw and it can make another Wisdom saving throw at the end of each of its turns to remove the effect if the creature or object is not of a type that would normally evoke desire in the target. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher you can target an additional creature for each slot level above 1st.

Classes: Bard, Cleric (Love), Warlock, Wizard

UNSEEN VALET

2nd-level conjuration (ritual)

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (Appropriate Artisan Tools for a task.)

Duration: 8 hours

Similar to *unseen servant* this spell creates an invisible force to act as a servant. An *unseen valet* is not completely mindless and can efficiently, if unimaginatively, perform a task designated when the spell is cast and can even speak in a spectral voice. The servant created by this spell has AC 10, 4 hit points, and attributes of 10. It still cannot attack, and if it drops to 0 hit points, the spell ends. The servant created can act as a Valet, Butler, Maid, Porter or similar unskilled laborer. If the caster possesses proficiency in a tool or performance skill the servant can perform or assist in the use of that single skill as if it were also proficient but only with the caster's direct supervision. If the spell is cast often to create the same servant, the force often develops a slight visible presence. A valet might have a faint ghostly uniform, a maid an apron, etc.

If *unseen valet* is cast as a ritual the created servant is tied to a building or other location instead of accompanying the caster and lasts for 24 hours instead of 8.

If you cast this spell at the same location or to create the same servants every day for a year, the created servants can become permanent.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher you summon an additional servant and increase the duration by 8 hours for each slot level above 2nd.

Classes: Bard, Wizard

UPDRAFT

5th-level evocation

Casting Time: 1 Action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

When you cast the spell and as an action during the duration, you cause a violent updraft of wind to occur in a 10-foot radius by 60-foot tall cylinder within range. The updraft persists until the start of your next turn, is difficult terrain, and has the following effect:

Each creature within its area when it appears, entering the area for the first time on a turn, or ending its turn there must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one and is blown violently upwards if it is size large or smaller. A flying creature has disadvantage on this save.

A size tiny creature is blown upward 60 feet and suffers 6d6 bludgeoning damage if it encounters a solid barrier.

A size small or medium creature is blown upward 40 feet and suffers 4d6 bludgeoning damage if it encounters a solid barrier.

A size large creature is blown upward 20 feet and suffers 2d6 bludgeoning damage if it encounters a solid barrier.

A creature that encounters a solid barrier, such as a ceiling, before it leaves the cylinder suffers damage as noted above and is restrained, pinned by the rush of wind against the barrier until the start of your next turn. A creature restrained in this way can use its action to make a Strength check versus your spell save DC to free itself, and can then crawl across the ceiling to escape the area, but falls from the height of the ceiling once it leave the area if it cannot fly.

A creature blown upward by this spell, that does not encounter a solid barrier, falls from the height it attained, lands 1d4 x 5 feet away from the area in a random direction and suffers the normal effects of falling.

While the updraft persists, the strong wind disperses fog, smoke, and other gases within the area. Small or smaller flying creatures or objects can't pass through the area. Loose, lightweight materials brought into the area fly upward. Arrows, bolts, and other ordinary projectiles launched through the area are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, that pass through the area have disadvantage on the attack roll.) Creatures in gaseous form can't pass through it.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the initial bludgeoning damage increases by 1d8 per two slot levels above 5th, and the

distance the spell blows a creature upwards increases by 10 feet per slot level above 5th.

- At 7th-level the spell can blow a Huge creature up 20 feet, plus 10 feet per slot level above 7th.
- At 9th-level the spell can blow a Gargantuan creature up 20 feet. A creature that encounters a solid barrier when blown upward by this spell suffers 1d6 bludgeoning damage for every 10 feet it would have been blown.

Classes: Cleric (Air), Druid, Sorcerer, Wizard

VEIL

illusion cantrip

Casting Time: 1 Action

Range: Self

Components: S

Duration: 1 minute

You form an imperfect veil of illusion to hide yourself from view, leaving only a blurry outline until you attack or move during a turn.

As part of the Action used to cast this spell you take the Hide Action. You can use your Spellcasting Ability instead of Dexterity for any Stealth check made during this spell. While you are veiled you can attempt to hide even when you are only lightly obscured, such as in dim light, foliage, heavy rain, falling snow, mist, etc. The spell ends if you move or attack.

The spell becomes more able to compensate for movement as you gain levels. At 5th-level you can move up to half your speed during a turn without out disrupting the spell. This increases to up to your normal speed at 11th-level, and to any speed at 17th-level. Starting at 11th-level, you can attempt to hide without any cover or concealment for so long as you do not move.

Divine Synergy. If you can take the Hide Action as a Bonus Action, you can cast this spell using a Bonus Action instead of an Action.

Classes: Artificer, Cleric (Night, Trickery), Bard, Sorcerer, Warlock, Wizard

VIRTUE

transmutation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: 1 minute

You touch one willing creature. That creature gains 1 temporary hit point. The target loses the temporary hit point from this spell when the spell ends. The spell ends when the target loses this temporary hit point, the duration expires, or you cast it again.

The spell grants additional temporary hit points as your gain levels. The spell grants 3 temporary hit points when you reach 5th level, 5 temporary hit points at 11th level, and 7 temporary hit points at 17th level. The duration also increases to 10 minutes when you reach 11th level.

Classes: Cleric, Druid

WATER DANCE

transmutation cantrip

Casting Time: 1 Action

Range: Self

Components: S

Duration: 1 turn

As part of the Action used to cast this spell you take the Dash Action. Until the end of your current turn, so long as you continue moving you may run on liquid as if it were solid land and your movement speed increases by 5 feet until the start of your next turn. If you do not reach solid land before the end of your turn you sink.

The enhancement to your movement speed granted by this spell increases by 5 feet when you reach 5th-level (+10 feet), 11th-level (+15 feet), and 17th-level (+20 feet). At 11th-level you also gain the ability to run up or across walls and other vertical surfaces during the turn you cast this spell, though you fall if you stop moving or do not reach a supporting surface before the end of your turn.

You cannot cast this spell if wearing heavy armor made of metal.

Divine Synergy. If you can take the Dash Action as a Bonus Action, you can cast this spell using a Bonus Action instead of an Action.

Classes: Bard, Cleric (Freedom, Travel, Water), Druid, Sorcerer, Wizard

WATER OF LIFE

1st-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a container of drinkable liquid)

Duration: Instantaneous

You grant a container of liquid you touch curative and restorative properties. When consumed, the imbiber of the liquid regains 2d4+4 hit points, the draught satisfies the creature's food and water requirements for the day, and any poison or disease with a save DC less than your spell save DC is cured or removed.

The liquids enchanted by this spell lose their magical potency if not consumed within 24 hours.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can either create one additional draught (targeting an additional container) or cause one draught to restore an additional 2d4+4 hit points when consumed per slot level above 1st, to a maximum of 5 draughts or 10d4+20 hit points at 5th level. If cast using a 6th level or higher spell slot you can create up to 7 draughts or one that restores 10d4+40 hit points, plus 2 draughts or 20 additional hit points per slot level above 6th.

Divine Synergy. One known verbal component of this spell, specific to its use when cast on strong spirits, is the phrase: "For medicinal purposes, you understand..."

Classes: Artificer, Cleric, Druid, Ranger

WATERY ESCAPE

2nd-level transmutation

Casting Time: 1 Bonus Action or 1 Reaction

Range: Self

Components: V, S

Duration: 1 round

When you cast this spell you momentarily assume a watery form. You can cast this spell as a bonus action on your turn, or as a reaction when you suffer bludgeoning, piercing, or slashing damage, or would be grappled, restrained, or knocked prone. Until the start of your next turn you have resistance to bludgeoning, piercing, and slashing damage, are immune to the grappled, restrained, and prone conditions, and can move through and enter other creature's spaces or a space as narrow as 1 inch wide without squeezing.

If cast as a bonus action, you may take the Dash action as part of the same bonus action used to cast the spell. When you cast the spell as a reaction you may immediately move up to half your speed as part of the reaction.

For the duration of the spell, you can't talk or manipulate objects, and any objects you are carrying or holding can't be dropped, used, or otherwise interacted with. You also can't attack or cast spells.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 round per slot level above 2nd. During the duration, you can take the Dash Action as a bonus action on your turn and you may use your Reaction at any point during the duration to immediately move up to half your speed. You can end the spell as a bonus action on any of your turns during the duration.

Classes: Cleric (Water), Druid, Sorcerer

WATERY WEAPON

conjuration cantrip

Casting Time: 1 Bonus Action

Range: Touch

Components: S, M (a drop of water)

Duration: 1 minute

When you cast this spell, you conjure a magical melee weapon of your choice formed of flowing water. You can choose the form that this melee weapon takes, but you must be proficient in the form you choose. You can use your Spellcasting Ability instead of Strength or Dexterity for the attack and damage rolls of attacks using the weapon. Regardless of the form of the weapon, you never suffer disadvantage on attack rolls using the weapon while underwater.

You may use the watery weapon as a spellcasting focus for spells involving water or water creatures. If you end your turn without the weapon in your hand, the weapon vanishes. You can reform the weapon or change the weapon's form as your free object interaction during your turn (as if drawing a weapon).

The cantrip grows in power as you gain levels. The damage inflicted by the weapon increases by 1d4 when wielded underwater at 5th-level (+1d4) and again at 17th-level (+2d4). When you reach 11th-level the duration increases to 10 minutes.

Divine Synergy. If you know this cantrip, the weapon of a *wavespike* spell wielded by you inflicts additional damage when used underwater as you gain levels as described above.

Classes: Cleric (Water), Druid, Sorcerer

WEAPON OF DIVINE WRATH

3rd-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: 1 Hour

You must have one of the following **Channel Divinity** options to cast this spell: **Channel Divinity: Arcane Abjuration, Turn Aberration, Turn Celestial, Turn Construct, Turn Elemental, Turn Fey, Turn Fiend, Turn the Faithless, Turn the Unholy, or Turn Undead**

As part of the action used to cast this spell you must use one of the listed Channel Divinity options as you touch a weapon. Instead of the normal effects, for the duration of this spell the weapon you touched becomes magical and inflicts an additional 1d8 damage on a hit to a creature that could be abjured or turned by the divinity option you used and bypasses any resistance or immunity to damage possessed by such creatures.

If the Channel Divinity option you used would destroy or banish a creature of a certain CR and type, such a creature hit by the weapon is instantly destroyed or banished.

While you wield the weapon, you can use your Spellcasting Ability in place of Strength or Dexterity for attack and damage rolls using it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the weapon inflicts an additional 1d8 damage to creatures of the appropriate type for every slot level above 3rd.

Classes: Cleric, Paladin

WEAPON OF PEACE

enchantment cantrip

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S, M (a simple bludgeoning weapon)

Duration: 1 minute

You enchant a simple weapon that inflicts bludgeoning damage with an aura of peaceful reconciliation. For the duration, you can use your spellcasting ability instead of Strength or Dexterity for the attack and damage rolls attacks using that weapon, and the weapon's damage becomes non-lethal. A living creature reduced to 0 hit points by this weapon automatically stabilizes and does not require death saving throws. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

As an Action at any point during the duration you can touch a creature that is unconscious but stable with the weapon, this spell immediately ends, and the creature becomes conscious and is charmed by you for 1 minute.

While charmed by this effect the target is peaceful and friendly and does not move or take actions or reactions unless ordered by you to do so. You cannot order the creature to attack or cause damage to itself or others. The effect ends early if you are incapacitated, or the creature suffers damage. The creature falls unconscious if it still has 0 hit points when the effect ends.

The duration of this spell and the duration of the charm effect increases as you gain levels, to 5 minutes at 5th level, 10 minutes at 11th level, and to 1 hour at 17th level.

Classes: Cleric

WHISPERING MADNESS

4th-level enchantment

Casting Time: 1 Action

Range: 120 feet

Components: V

Duration: Instantaneous

You whisper an insidious word of madness that can be heard only by up to six creatures of your choice in a 40-foot cube within range. Each target that can hear you must make a Wisdom saving throw. On a failed save a target suffers 5d8 + your Spellcasting Ability modifier psychic damage and must use its reaction to make a melee attack against one creature of your choice that you can see. On a successful save the target takes 5d4 psychic damage.

Constructs and undead are immune to this spell. If you have any form of Telepathy, this spell does not require a verbal component, and a target does not have to be able to hear you if it is within range of your telepathy.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, you can either choose two additional targets or increase the damage to all targets by 1d8 on a failed save or 1d4 on a successful save for each slot level above 4th.

Classes: Cleric (Fury), Warlock

WIND BLADES

4th-level conjuration

Casting Time: 1 Action

Range: 90 ft

Components: V, S

Duration: Instantaneous

You create six invisible blades formed of solidified wind. You can hurl them at one target or several. Make a ranged spell attack for each blade. You have advantage on the attack roll unless the target can see invisible objects or can sense currents of air (such as with a *storm sight* spell). On a hit the target takes 1d4 + your Spellcasting Ability modifier slashing damage.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, you may create two additional blades per slot level above 4th.

Classes: Cleric (Air), Druid, Sorcerer, Wizard

WIND LEAP

conjuration cantrip

Casting Time: 1 Bonus Action

Range: Self

Components: S

Duration: Instantaneous

You create a quick updraft of wind directly below you that propels you upwards 10 feet. Unless you can fly, you float gently back to the ground for up to double this distance, then the effect ends. At any point during this decent, you can move horizontally 5 feet, ending the effect.

If you cast this spell as part of making a jump, increase the vertical distance you can jump by 10 feet and the horizontal distance you can cover with a leap by half this distance.

Alternatively, you can cast this spell as part of intentionally jumping down from a height to reduce the distance you drop by 20 feet for the purposes of calculating damage. If this reduces the fall to less than 10 feet you take no damage and can land on your feet.

The upward vertical movement of this spell does not provoke opportunity attacks and does not cost movement.

The strength of the updraft increases as you gain levels, increasing the distance the spell can lift you by 5 feet and the distance you can safely jump down by 10 feet at 5th level (15 feet or 30 feet down), 11th-level (20 feet or 40 feet down), and 17th level (25 feet or 50 feet down).

Classes: Cleric (Air), Druid, Sorcerer

WORD OF RULERSHIP

9th-level enchantment

Casting Time: 1 Action

Range: 120 feet

Components: V

Duration: 8 hours

You speak a divine word used to marshal the celestial hosts and command obedience from each creature of your choice that you can see within range. Each target must succeed on a Wisdom saving throw or be charmed by you for the duration. A creature can choose to fail this saving throw if they wish.

While charmed in this way, the creature regards you as its trusted leader and is immune to the frightened condition and the charmed condition from any other source. If harmed by you or your companions, or commanded to do something contrary to its nature, a target can repeat the saving throw, ending the spell on itself on a success.

Classes: Cleric

WRACK

5th-level Necromancy

Casting Time: 1 Action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a creature you can see within range. The target must make a Constitution saving throw or suffer 3d12 necrotic damage and be paralyzed with excruciating, wracking pain and muscle spasms. If the save is successful the target suffers half damage, is not paralyzed, and the spell ends for that creature. At the end of each of its turns the target must make a new saving throw. If it fails the save, it suffers 3d12 necrotic damage and remains paralyzed. If successful, it suffers half damage and the spell ends for that creature.

This spell has no effect on a construct or creature immune to the Paralyzed condition.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you may affect an additional creature within range for each slot level above 5th.

Classes: Cleric, Warlock, Wizard

DIVINE MAGIC ITEMS

The following are magical items especially appropriate to divine characters. Each magical item in this sourcebook has a price listed. In settings where magical items may be bought and sold this provides a realistic price for the item in gold pieces, if one is available. The cost to craft a magical item is generally half the purchase price. A set of expanded rules for creating magical items is contained in the [Arcane Mysteries: The Secrets of the Arcanum](#) sourcebook.

DIVINE MAGIC ITEM DESCRIPTIONS

Magic Items are listed in alphabetical order. A magic item's description gives the item's name, its category, rarity, recommended price, and its magical properties.

AMULET OF THE DEVOUT*

Wondrous Item, uncommon (+1), rare (+2), very rare (+3)

This amulet bears the symbol of a deity inlaid with precious stones or metals. While you wear the holy symbol, you gain a bonus to spell attack rolls and the saving throw DCs of your spells. The bonus is determined by the amulet's rarity.

While you wear this amulet, you can use your Channel Divinity feature without expending one of the feature's uses. Once this property is used, it can't be used again until the next dawn.

Price: Uncommon 2500gp, rare 5000gp, very rare 17500gp

CONSECRATED ARMOR

Armor (any), rare (requires attunement)

This armor is emblazoned with the symbol of a deity or faith and grants its wearer a +1 bonus to AC.

An attuned wearer gains the benefits of a *protection of evil and good* spell while the armor is worn. In addition, if a creature with the Incorporeal Movement trait (or a similar ability) attempts to move through the wearer, it suffers 1d10 radiant damage and loses its incorporeal movement ability for the remainder of the turn. Finally, whenever a spell or magical effect causes the wearer to regain hit points, they regain an additional 1d6 hit points.

Price: 3500gp

MARK OF DEVOTION

Tattoo, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a divine spellcaster)

This tattoo bears the holy symbol of a deity and is most commonly inscribed on the faithful's forehead, chest, or palm. While you bear the holy symbol, you gain a bonus to spell attack rolls and the saving throw DCs of your spells and channel divinity effects when using it as a holy symbol. The bonus is determined by the tattoo's rarity.

While you bear this tattoo, you can use your Channel Divinity feature without expending one of the feature's uses. Once this property is used, it can't be used again until the next dawn.

Such a tattoo can be further enhanced, by using special inks and techniques adding flourishes to the symbol, the tattoo can be made to substitute for costly material components when used as a focus. For costly components that are not consumed in the casting the additional cost is

equal to the price of the components. For components that are consumed in the casting, the additional cost is equal to 10 times the material component cost.

Price: Uncommon 2300gp, rare 4800gp, very rare 16800gp (+Special)

PRAYER BOOK

Wondrous Item, uncommon

This book of holy writings can be used as a spellcasting focus for cleric spells. When you cast a cleric spell with the ritual tag, the prayer book substitutes for any material component of the spell that is not consumed in the casting.

Additionally, you can cast any cleric spell as a ritual if that spell has the ritual tag and is of a level you can prepare, you need not have the ritual spell prepared.

Price: Uncommon 1000gp

SACRED EMBLEM

Wondrous Item, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a divine spellcaster)

This emblem is the holy symbol of a deity of a spiritual tradition. As an action, you can attach the emblem to a suit of armor or a shield or remove it. When used as a divine spellcasting focus the emblem substitutes for both the somatic and material components of cleric and paladin spells you cast, and you gain a bonus to spell attack rolls and the saving throw DCs of your spells and channel divinity effects when using it as a holy symbol. The bonus is determined by the emblem's rarity.

Additionally, the emblem has 3 charges. When you cast a spell with a casting time of 1 action using the emblem as a focus, you can expend 1 charge to change its casting time to 1 bonus action.

The emblem regains all expended charges daily at dawn.

Price: Uncommon 2900gp, rare 4900gp, very rare 16900gp (+Special)

SANCTIFIED WEAPON

Weapon (Any simple or martial weapon) rare (+1), very rare (+2) (requires attunement by a divine spellcaster)

This magic weapon grants a bonus to attack and damage rolls made with it. If attuned to the item and proficient with its use as a weapon, you can use the weapon as a holy symbol and gain a bonus to spell attack rolls and to the spell save DC of your spells and channel divinity effects while wielding the weapon as a spellcasting focus. The bonus is determined by the weapon's rarity.

Additionally, when you take the Attack action using the weapon on your turn, you can cast one of your cantrips with a casting time of 1 action or 1 bonus action or use a Channel Divinity effect that requires an action or bonus action in place of one of the attacks.

Price: rare (+1) 2200, very rare (+2) 8800

SMITING BLADE

Weapon (any simple or martial melee weapon); uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a divine spellcaster)

This magic weapon grants a bonus to attack and damage rolls made with it. The bonus is determined by the weapon's rarity.

When the weapon's attuned wielder hits with an attack using this weapon, it can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st. The damage increases by 1d8 if the target is an undead or a fiend.

Price: 3000 uncommon (+1), 6000 rare (+2), 18000 very rare (+3)

SMITING SIDEARM

Weapon (any simple or martial ranged weapon with the ammunition property) uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a divine spellcaster)

This magic weapon grants a bonus to attack and damage rolls made with it and creates a missile of radiant energy when used. The bonus is determined by the weapon's rarity. The weapon's damage type changes to radiant and it ignores the ammunition, loading, and reload properties of the weapon. The radiant ammunition created by the weapon vanishes the instant after it hits or misses a target.

When the weapon's attuned wielder hits with a ranged attack using this weapon, it can expend one spell slot to deal extra radiant damage to the target. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st. The damage increases by 1d8 if the target is an undead or a fiend.

Price: 3500 uncommon (+1), 6500 rare (+2), very rare 18500 (+3)

SUN SLIVER WEAPON

Weapon, Rare (requires attunement by spellcaster with the sun sliver spell on their spell list)

This weapon takes the form of a magical lance or bow made of wood and metal with a golden hue. When a creature becomes attuned to the weapon it disappears, but the creature can cast *sun sliver* to summon a weapon of radiant sunlight, at will, without expending a spell slot or requiring components. The wielder must maintain concentration on the spell, but it's concentration cannot be broken as a result of taking damage.

A creature attuned to the weapon can expend a spell slot when they cast *sun sliver* to increase the level at which the spell is cast by the level of the spell slot expended.

If an attuned wielder dies, or if its attunement to the weapon is broken, the weapon appears at the wielder's side in the last form in which it was summoned.

Price: 6600gp

TALISMAN OF UNDERSTANDING

Wondrous item, rare (requires attunement)

Your Wisdom score is 19 while you wear this talisman.

It has no effect on you if your Wisdom is 19 or higher without it.

Price: 10000gp



APPENDIX I: CHANNEL DIVINITY EFFECTS AND PREREQUISITES

The following table lists each, which Divine Domains it is available to, and its other prerequisites, if any.

Channel Divinity Effect	Prerequisite Domain	Other Prerequisite
Arcane Abjuration	Arcana	
Arcane Banishment	Arcana	5th level; Channel Divinity: Arcane Abjuration
Arcane Secrets	Ancestor, Arcana, Knowledge	
Artisan's Blessing	Forge	
Balm of Peace	Peace	
Banish Elemental	Nature	5th level; Channel Divinity: Turn Elemental
Battle Command	Nobility, Order, War	
Beguile	Love	
Blessed Inundation	Life, Water	
Blessing of Beauty	Life, Light, Love	
Blessing of Fertility	Earth, Life, Light, Love, Nobility, Hearth, Nature	
Blessing of Flight	Air	5th level; Channel Divinity: Blessing of the Sky
Blessing of Grace	Love, Revelry, Trickery	
Blessing of Might	Strength	
Blessing of Night	Night	
Blessing of Protection	Protection	
Blessing of Sagacity	Wisdom	
Blessing of the Ancestors	Ancestor	
Blessing of the Hunt	Hunt, Nature	
Blessing of the Road	Travel	
Blessing of the Sky	Air	
Blessing of the Waves	Water	
Brightglaive	Life, Light, Valor, War	6th level
Celestial Merchant	Trade	Sacred Merchant feat
Celestial Strongbox	Trade	5th level
Charm Animals and Plants	Nature	
Charm Elementals	Nature	Disciple of the Elements feat
Cleansing Inundation	Water	5th level; Channel Divinity: Blessed Inundation
Cloak of Shadows	Trickery	6th level
Compel Truth		
Dark Reaper	Ancestor, Death, Grave, Twilight, War	6th level
Darkest Night	Night	
Daunting Entrance	Dread, Eldritch, Enlightenment, Fury, Love, Nobility, Order	5th level
Death's Embrace	Death	
Destroy Aberration		5th level; Channel Divinity: Turn Aberration
Destroy Celestial		5th level; Channel Divinity: Turn Celestial
Destroy Construct	Arcana, Creation, Forge	5th level; Channel Divinity: Turn Construct
Destroy Fey	Arcana, Locus, Knowledge, Nature	5th level; Channel Divinity, Turn Fey
Destroy Fiend		5th level; Channel Divinity: Turn Fiend
Destroy Undead		5th level; Channel Divinity: Turn Undead
Destructive Wrath	Tempest	
Detect Untruth	Truth	
Divine Authority	Eldritch, Knowledge, Love, Nobility, Order, Trickery, Truth, Wisdom	5th level

Divine Fury	Destruction, Fury, Strength, Tempest, Valor, War, Winter	5th level
Divine Multitude	Enlightenment, Knowledge, Nobility, Time	5th level
Divine Runecraft	Arcana, Creation, Knowledge, Forge	
Divine Tongue	Hearth, Knowledge, Love, Peace, Trade, Travel, Wisdom	
Divine Understanding	Knowledge	Channel Divinity: Knowledge of the Ages
Divine Wings		5th level; Any Domain except Earth
Domain Magic		Domain Spells feature
Domain Strike		Domain with Divine Strike
Dominate Aberration	Eldritch	5th level; Channel Divinity: Turn Aberration
Dominate Construct	Creation	5th level; Channel Divinity: Turn Construct
Dominate Elemental	Air, Earth, Fire, Water	5th level; Channel Divinity: Turn Elemental
Dominate Undead	Ancestor, Arcana, Death, Knowledge	5th level; Channel Divinity: Turn Undead
Earth Hammer	Destruction, Earth, Nature, Strength, War	6th level
Earth Stride	Earth, Grave	5th level
Earthen Grasp	Earth, Grave	
Eldritch Link	Eldritch	5th level; Channel Divinity: Universal Thought
Endurance of Earth	Earth	
Enlightened Meditation	Enlightenment	
Enlightened Miracle	Enlightenment	6th level
Escape Fate	Freedom, Luck, Time, Trickery	
Exorcism		
Fiery Wrath	Fire	
Flame Brand	Destruction, Fire, Hearth, Light, Nature	6th level
Flame Guard	Fire	
Forbidden Knowledge	Ancestor, Arcana, Eldritch, Knowledge	
Forewarning	Ancestor, Enlightenment, Knowledge, Luck, Time	5th level
Forge Hammer	Fire, Forge	
Gift of the Awakened Mind	Eldritch	
Grave Sense	Grave	Eyes of the Grave feature
Green Shape	Earth, Life, Light, or Nature	6th level
Guided Strike	War	
Halo		Good Alignment
Harmony	Love, Peace, Revelry	
Hearth Guard	Hearth	
Hero's Prowess	Ancestor, Freedom, Nobility, Strength, Tempest, Valor, War	6th level
Honor and Valor	Valor	
Ice Guard	Winter	
Ice Spar	Nature, Tempest, Water, Winter	6th level
Incite	Destruction, Dread, Fury, Trickery	5th level
Inspired Force	Strength	6th level; Channel Divinity: Blessing of Might
Inspired Grace	Love, Revelry, Trickery	6th level; Channel Divinity: Blessing of Grace
Inspired Sagacity	Wisdom	6th level; Channel Divinity: Blessing of Sagacity
Invoke Duplicity	Trickery	
Knowledge of the Ages	Knowledge	
Lightbringer	Light	5th level

Maker's Infusion	Arcana, Creation, Knowledge, Forge	
Manifest Domain Spirit	Locus	
Mark of Darkness		Evil Alignment
Mark of the Holy Hunt	Hunt	Hunter's mark spell
Moon Sliver	Hunt, Light, Nature, Twilight	6th level
Natural Secrets	Hunt, Knowledge, Nature	
Night Terrors	Death, Dread, Grave, Night, Twilight	
Ooze Whip	Destruction, Water	6th level
Order's Demand	Order	
Path to the Grave	Grave	
Peacekeeper	Order, Peace	
Preserve Life	Life	
Protective Rebuke	Protection	5th level; Channel Divinity: Protective Rebuke
Provoke Devastation	Destruction	5th level; Channel Divinity: Devastation
Purge Deception	Truth	6th level; Channel Divinity: Detect Untruth
Radiance of the Dawn	Light	
Radiant Bulwark	Enlightenment, Freedom, Light, Nobility, Protection, Valor, War	
Read Thoughts	Eldritch, Knowledge	6th level
Release	Freedom	
Reveal Magic	Arcana, Knowledge, Twilight	
Reweave Time	Time	
Righteous Battle	Nobility	
Righteous Fury	Fury	
Rogue's Blessing	Trickery	Blessing of the Trickster feature
Run of Luck	Luck	
Salvation of Life	Grave, Life, Peace, Protection, Valor	
Sanctify Arms		5th level; magic weapon spell
Sense Wealth	Trade	
Shadow Blade	Dread, Night, Trickery	6th level
Skybreaker	Air, Destruction, Nature, Tempest	6th level
Spirit Legion		
Sun Sliver	Life, Light, Nobility, Protection, Valor, War	6th level
Suppress Element	Nature	6th level, Disciple of the Elements feat
Temporal Manipulation	Arcana, Knowledge, Time	5th level
Temporal Respite	Time	5th level
Terrifying Awe	Dread, Eldritch, Grave, Love, Nobility	5th level
Touch of Death	Death	
Traceless Path	Earth, Hunt, Nature, Travel, Trickery	
Turn Aberration		
Turn Celestial		
Turn Construct	Arcana, Creation, Forge	
Turn Elemental	Air, Earth, Fire, Locus, Nature, Water	
Turn Fey	Arcana, Locus, Knowledge, Nature	
Turn Fiend		
Turn Undead		
Twilight Sanctuary	Twilight	
Universal Thought	Arcana, Eldritch, Enlightenment, Knowledge, Order	

Unreasoned Terror	Dread	
War God's Blessing	War	6th level; Channel Divinity: Guided Strike
Wavespike	Water	6th level
Weaken Structure	Creation, Destruction	
Wild Shape	Nature	
Windbow	Air, Hunt, Nature, Tempest	6th level
Winter's Wrath	Winter	



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