



DIVINE DOMAINS



HOMEBREW

Nine new Divine Domains for the Cleric Class
in the World's Greatest Roleplaying Game

DIVINE DOMAIN

At 1st level, a cleric gains the Divine Domain feature. The following options are available to a cleric, in addition to those in the *Player's Handbook*: Beauty, Blood, Chaos, Hearth, Luck, Mysticism, Poverty, Prosperity, and Shadow.

BEAUTY DOMAIN

Beauty is a concept that is interpreted differently by every culture, creed, and individual. For some it is an objective standard, unchanging and permanent. For others, true beauty must be fleeting and temporary to be appreciated. The beautiful can be used to uplift and inspire, but it can also be used to twist, control, and manipulate the naive.

Clerics of Beauty recognize that most things are beautiful in their own way, and will go to great lengths to avoid bloodshed. When compelled to fight, Beauty clerics look to end conflicts quickly and decisively with powerful enchantment magic.

BEAUTY DOMAIN FEATURES

Cleric Level Feature

1st	Bonus Cantrip, Domain Spells, Shelter the Beautiful
2nd	Channel Divinity: <i>Impulsive Infatuation</i>
6th	Enchanting Presence
8th	Potent Spellcasting
17th	Resplendent Beauty

BONUS CANTRIP

When you adopt this Divine Domain at 1st level, you learn the *friends* cantrip. It counts as a cleric cantrip for you, but it doesn't count against your total number of Cantrips Known.

When you cast *friends* targeting a creature that is already friendly towards you, they do not realize they have been charmed and don't become hostile when the spell ends.

BEAUTY DOMAIN SPELLS

Cleric Level Spells

1st	<i>friends, charm person, heroism</i>
3rd	<i>enthrall, suggestion</i>
5th	<i>beacon of hope, hypnotic pattern</i>
7th	<i>charm monster, compulsion</i>
17th	<i>dominate person, hold monster</i>

SHELTER THE BEAUTIFUL

Beginning at 1st level, you can rebuke those that attempt to destroy beauty with violence. As a reaction, when a creature within 60 feet that you can see is hit by an attack, you can grant them a bonus to their Armor Class against that attack equal to your Wisdom modifier (minimum of +1).

Once you use this feature, you must complete a short or long rest before you can use it again. If you wish to use it an additional time you can expend a cleric spell slot of 1st-level or higher to use this reaction again.



CHANNEL

DIVINITY: *IMPULSIVE INFATUATION*

Starting at 2nd level, you can use your Channel Divinity to overwhelm a creature with a flash of intense admiration for you, driving them to rash action in your defense. As an action, present your holy symbol and force one creature you can see within 30 feet to make a Wisdom saving throw. On a failed save, the creature is charmed by you until the start of your next turn, and it must immediately use its reaction to make a weapon attack against a target you designate. If there are no valid targets, it uses its reaction to admire you.

ENCHANTING PRESENCE

Your god has blessed you with an otherworldly elegance that disarm those who behold you. Beginning at 6th level, when you cast an enchantment spell of 1st-level or higher, and the target is within 5 feet and can see you, you can impose disadvantage on their saving throw against that spell.

Once this feature causes a target to fail their saving throw you must finish a short long rest before you can use it again.

POTENT SPELLCASTING

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

RESPLENDENT BEAUTY

You have become an avatar of celestial beauty. Your enemies attack with uncertainty, fearful of damaging the wondrous being they behold. Upon reaching 17th level, when a creature targets you with an attack, you can use your reaction to force them to make a Wisdom saving throw. On a failed save, they must choose another target within range. If there is not available target then their attack misses or fails.





BLOOD DOMAIN SPELLS

Cleric Level Spells

1st	<i>inflict wounds, ray of sickness</i>
3rd	<i>hold person, ray of enfeeblement</i>
5th	<i>bestow curse, vampiric touch</i>
7th	<i>blight, dominate beast</i>
17th	<i>dominate person, hold monster</i>

BLOODWELL

Starting at 1st level, when you draw blood you can channel it into a magic ward, known as a Bloodwell. Your Bloodwell can have a maximum number of hit points equal to your Wisdom modifier + your cleric level. Whenever you take damage, your Bloodwell takes the damage instead. If your Bloodwell is reduced to 0 hit points, you take any remaining damage.

When you deal piercing, slashing, or necrotic damage to a creature with blood in its veins, your Bloodwell gains hit points equal to half the damage you dealt to the creature.

You can sacrifice your vitality to fuel your Bloodwell. As a bonus action, you can expend 1 Hit Die, adding hit points to your Bloodwell equal to 1d8 + your Wisdom modifier.

CHANNEL DIVINITY: *BLOOD CURSE*

At 2nd level, you gain access to this Channel Divinity. As an action, you can curse a target within 60 feet, as long as it has blood in its veins, forcing it to make Constitution saving throw. On a failed save, it is restrained for 1 minute as its blood congeals in its body. It can repeat this saving throw at the end of each of its turns, ending the effect on a success.

SANGUINE REBUKE

Starting at 6th level, your Bloodwell rebukes those who strike you. As a reaction, when a creature hits you with a melee attack, and your Bloodwell takes damage, the attacker takes necrotic damage equal to the damage dealt to your Bloodwell.

DIVINE STRIKE

Beginning at 8th level, your god imbues your weapon attacks with their divine wrath. 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 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

VAMPIRIC MASTERY

Your god has shown you the dark techniques necessary to draw power from death. Starting at 17th level, when you kill a creature with a necromancy spell of 2nd-level or higher, you can use your reaction to regain one of your expended spell slots. The spell slot you recover must be at least one level lower than the spell you cast to kill the creature.

BLOOD DOMAIN

Blood magic is one of the most ancient forms of divine power. Clerics that serve gods of this Domain draw upon the primal power of life-blood to perform great and terrible feats. When there are no creatures from which to draw life-blood, these Clerics must sacrifice their own vitality to work their magic. Blood Clerics most often serve gods that revel in suffering, but some wield this ancient power to serve noble ends.

Drawing on the primal magic of life-blood, they become terrible warriors who strike fear into the hearts of their foes.

BLOOD DOMAIN FEATURES

Cleric Level	Feature
1st	Bonus Proficiencies, Domain Spells, Bloodwell
2nd	Channel Divinity: <i>Blood Curse</i>
6th	Sanguine Rebuke
8th	Divine Strike
17th	Vampiric Mastery

BONUS PROFICIENCIES

Clerics of the Blood Domain are familiar with implements of all sorts that draw blood. When you adopt this Divine Domain at 1st level you gain proficiency with all martial weapons that deal slashing and piercing damage.

THE MAGIC OF LIFE-BLOOD

If one of your features specifies that the target must have blood flowing in its veins, then that ability has no effect of constructs or undead creatures. Talk to your Dungeon Master if you wish to lift this restriction for your Blood Domain Cleric.





CHAOS DOMAIN

Only worshiped by the most unhinged devotees, or believers in pure anarchy, gods (and other entities) of Chaos, care little for the wellbeing of their followers. Their desires are often incomprehensible to mortals, and for the clerics who access the power that comes with from the Chaos Domain, it is only a matter of time before they are overtaken by insanity. These strange acolytes spread discord and chaos wherever they go.

CHAOS DOMAIN FEATURES

Cleric Level Feature

1st	Shattered Mind, Domain Spells
2nd	Channel Divinity: <i>Touch of Madness</i>
6th	Channel Divinity: <i>Discordia</i>
8th	Potent Spellcasting
17th	Mantle of Insanity

SHATTERED MIND

When you adopt this Domain at 1st level, your mental state is irrevocably altered by the twisted power of your god. You gain resistance to psychic damage, and you are immune to having your thoughts read unless you allow it.

WORDS OF CHAOS

You can also project the chaos within your mind into the world through your twisted words. At 1st level, you learn *vicious mockery*. It counts as a cleric spell for you, but it doesn't count against your total number of Cantrips Known.

CHAOS DOMAIN SPELLS

Cleric Level Spells

1st	<i>vicious mockery, dissonant whispers, hideous laughter</i>
3rd	<i>crown of madness, phantasmal force</i>
5th	<i>bestow curse, fear</i>
7th	<i>confusion, hallucinatory terrain</i>
17th	<i>antilife shell, synaptic static</i>

CHANNEL DIVINITY: *TOUCH OF MADNESS*

At 2nd level, you gain this additional Channel Divinity option. As an action on your turn, you can grasp your holy symbol and force a creature within 30 feet to make a Wisdom saving throw. On a failed save, the madness of your god infects their mind, and they are incapacitated for up to 1 minute. While incapacitated, they spend their turn babbling incoherently, and use their movement to move in a random direction.

At the end of each turn, the creature can repeat the saving throw, ending this effect on a successful save.

CHANNEL DIVINITY: *DISCORDIA*

At 6th level, you gain this additional Channel Divinity option. When you are forced to make an Intelligence, Wisdom, or Charisma saving throw, you can use this Channel Divinity as a reaction, forcing another creature of your choice within 30 feet to make the saving throw in your place. It then suffers the effects of the spell as if it had been the original target.

POTENT SPELLCASTING

The madness festering within your own mind empowers your cantrips. Starting at 8th level, you can add your Wisdom modifier to the damage you deal with any cleric cantrip.

MANTLE OF INSANITY

You are a conduit for Chaos to enter the world. Beginning at 17th level, when a creature that you can see within 60 feet targets you with an attack, you can use your reaction to force them to make a Wisdom saving throw. On a failed save, they attack a target of your choice within the range of their attack.

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

OPTIONAL RULE: INDEFINITE MADNESS

Servants of Chaos are often inflicted with insanity. At the end of each long rest, roll on the Indefinite Madness table from the *Dungeon Master's Guide*. The effect takes hold until your next long rest.





HEARTH DOMAIN

Gods of the Hearth are patrons of all those who offer shelter to others. Clerics of this Domain are most often selfless individuals that put the comfort of their companions before all else. They strive to provide shelter to the weak, and bolster the spirits of the weary. Hearth clerics see themselves as the first line of defense in the cosmic battle against evildoers that seek to destroy the warm, cozy, and safe places of the world.

HEARTH DOMAIN FEATURES

Cleric Level Feature

1st	Bonus Proficiencies, Domain Spells Blessing of the Hearth
2nd	Channel Divinity: <i>Restful Sojourn</i>
6th	Selfless Healer
8th	Divine Strike
17th	Beacon of Hospitality

BONUS PROFICIENCIES

A host has certain obligations to their guests, and you must be able to provide comfort and warmth to your friends. When you adopt the Hearth Domain at 1st level you gain proficiency with the herbalism kit, cook's utensils, and heavy armor.

HEARTH DOMAIN SPELLS

Cleric Level Spells

1st	<i>create bonfire, goodberry, sanctuary</i>
3rd	<i>healing spirit, rope trick</i>
5th	<i>beacon of hope, create food and water</i>
7th	<i>faithful hound, private sanctum</i>
17th	<i>circle of power, hallow</i>

BLESSING OF THE HEARTH

Starting at 1st level, your presence during respites allows your companions to rest without care. At the end of each short rest, you can choose a number creatures equal to your Wisdom modifier (minimum of 1). These creatures have their level of exhaustion, if any, reduced by 1, and they regain (additional) hit points equal to your cleric level.

In addition, you learn the *create bonfire* cantrip. It counts as a cleric cantrip for you, but it doesn't count against your total number of Cantrips Known.

CHANNEL DIVINITY: *RESTFUL SOJOURN*

At 2nd level, you gain this Channel Divinity option which provides respite. While you grasp your holy symbol, you can use this Channel Divinity to cast the *tiny hut* spell as a ritual.

Creatures that expend Hit Dice as part of a short rest while inside this *tiny hut* have advantage on their Hit Die rolls.

SELFLESS HEALER

Beginning at 6th level, when you cast a spell that restores hit points or stabilizes a creature, you are under the effects of the Dodge action until the start of your next turn.

DIVINE STRIKE

Starting at 8th level, you learn to channel the warmth of the Hearth into your weapon's strikes. Once per turn, when you hit a creature with a weapon attack, you can cause the attack to do an extra 1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

BEACON OF HOSPITALITY

Your god has blessed you with unmatched resilience so that nothing can stop you from spreading the warmth of the Hearth. Upon reaching 17th level, you are resistant to fire and poison damage, and you have advantage on saving throws to resist the paralyzed, restrained, and stunned conditions.



LUCK DOMAIN

Clerics that serve the fickle and spontaneous gods of Luck rarely resemble traditional clerics. Their holy symbols are usually sets of dice, pieces from gaming sets, or strange lucky charms. Luck clerics believe they earn favor with their god each time they leave their life in the hands of fate.

For those who embrace the Luck Domain, the greater the risk, the greater the thrill. Gambling with their lives brings great joy, and they live to encourage rash decisions in others.

LUCK DOMAIN FEATURES

Cleric Level Feature

1st	Bonus Proficiencies, Domain Spells, Tip the Scales
2nd	Channel Divinity: <i>Stroke of Luck</i>
6th	Lucky Streak
8th	Potent Improvisation
17th	Divine Roulette

BONUS PROFICIENCIES

In the game of life, sometimes you win, and sometimes you need to improvise. When you adopt the Luck Domain at 1st level, you gain proficiency in the Sleight of Hand skill, with improvised weapons, and with one gaming set of your choice.

In addition, if you spend at least 1 minute observing or playing a game you are not familiar with, you can add double your proficiency bonus to any ability check you make related to that game until the end of your next long rest. Only one game can benefit from this feature at a time.

LUCK DOMAIN SPELLS

Cleric Level Spells

1st	<i>bane, bless</i>
3rd	<i>enhance ability, rope trick</i>
5th	<i>bestow curse, remove curse</i>
7th	<i>banishment, dimension door</i>
9th	<i>reincarnate, skill empowerment</i>

TIP THE SCALES

Your luck empowers those blessed by your spells. Beginning at 1st level, when you cast a spell of 1st-level or higher that restores hit points, one target of the spell has advantage on their next ability check, attack roll, or saving throw.

CHANNEL DIVINITY: *STROKE OF LUCK*

Starting at 2nd level you gain this additional Channel Divinity option. When you or a creature within 60 feet that you can see, makes an ability check, attack roll, or saving throw, you can use your reaction to hold aloft your holy symbol and grant them advantage, or impose disadvantage, on the roll.

LUCKY STREAK

Your god has blessed your attacks with an entertaining, yet strange, luck. Starting at 6th level, your attack rolls score a critical hit on a roll of 7 or 20 on the d20, but rolls of 13 or 1 on the d20 are both considered critical failures. Good luck!



POTENT IMPROVISATION

Your way of life lands you in many a sticky situation, but you always seems to find a way out. Starting at 8th level, you may use your Wisdom modifier, in place of Strength or Dexterity, for attack and damage rolls with improvised weapons, and your improvised weapon attacks count as magical for the sake of overcoming resistances and immunities.

In addition, 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, this extra radiant damage becomes 2d8.

DIVINE ROULETTE

Beginning at 17th level, you can push your luck to its absolute limits in a divine game of chance. As an action on your turn, you can hold your holy symbol aloft and play Divine Roulette. Roll a d10, and the corresponding spell from the Divine Roulette table below immediately takes effect as if cast as a cleric spell by you. You can choose the target of the spell after you know the spell Divine Roulette will produce.

d10	Spell	d10	Spell
1	<i>no effect</i>	6	<i>power word kill</i>
2	<i>imprisonment</i>	7	<i>time stop</i>
3	<i>invulnerability</i>	8	<i>true polymorph</i>
4	<i>mass heal</i>	9	<i>weird</i>
5	<i>power word heal</i>	10	<i>wish</i>

Once you use this feature you must finish a long rest before you can use it again, unless you expend a 9th-level spell slot.





MYSTICISM DOMAIN

While almost all clerics draw their power from worship of a specific god, there are secretive sects of hermits that derive their power from their belief in themselves. They spend their lives in quiet solitude, mastering their minds and striving for enlightenment. After years of training and meditation, these monastic masters are able to awaken their mind's eye, the psionic potential within them. Using this inner power, they can produce divine magic, much like a traditional cleric.

Once awakened, these psionic clerics often feel compelled to use their gifts for the benefit of all. They are often found wandering the countryside, helping all they meet strive for an enlightened way of life in harmony with those around them.

MYSTICISM DOMAIN FEATURES

Cleric Level Feature

1st	Mind's Eye, Domain Spells, Unarmored Defense
2nd	Channel Divinity: <i>Enlightened Spell</i>
6th	Psionic Bastion
8th	Potent Spellcasting
17th	Mystic Enlightenment

MIND'S EYE

Upon adopting the Mysticism Domain at 1st level, your inner psionic power, your Mind's Eye is awakened. This potential allows you to produce wondrously strange cleric spells. When you cast a cleric cantrip or spell that deals radiant damage, it instead deals psychic damage for you.

Cleric spells that you cast in this way are considered to be the same as spells cast by any other cleric or spellcaster.

MYSTICISM DOMAIN SPELLS

Cleric Level Spells

1st	<i>catapult, dissonant whispers</i>
3rd	<i>detect thoughts, hold person</i>
5th	<i>clairvoyance, enemies abound</i>
7th	<i>confusion, phantasmal killer</i>
9th	<i>dominate person, telekinesis</i>

UNARMORED DEFENSE

Your Mind's Eye provides you with the foresight to predict and dodge enemy attacks. Beginning at 1st level, when not wearing armor or using a shield, your Armor Class is equal to 10 + your Dexterity modifier + your Wisdom modifier.

CHANNEL DIVINITY: *ENLIGHTENED SPELL*

At 2nd level, you gain this additional Channel Divinity option. When you cast one of your Mysticism Domain Spells, you can expend a use of your Channel Divinity to cast the spell so that it requires no verbal or somatic components, and no material components unless they are consumed by the spell.

PSIONIC BASTION

Your psionic potential allows you to rebuff mental assaults. Starting at 6th level, you are resistant to psychic damage.

Also, when you, or a creature within 15 feet, is forced to make an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to grant them a bonus to their roll equal to your Wisdom modifier (minimum of +1).

POTENT SPELLCASTING

The wondrous power of your Mind's Eye bolsters the power of your cantrips. Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

MYSTIC ENLIGHTENMENT

Your mind, body, and soul have become suffused with psionic power. Beginning at 17th level, you are immune to psychic damage, and while you are not wearing any armor or using a shield you are resistant to bludgeoning, piercing, and slashing damage from non-magical attacks.

OPTIONAL RULE: PSIONIC SPELLCASTING

For the mechanics to match the fantasy of a cleric who uses their inner psionic power to cast spells, replace your Charisma saving throw proficiency, spellcasting ability, multiclassing prerequisites, and any other Wisdom-based features from your class or the Mysticism Domain with Intelligence.



POVERTY DOMAIN

Gods of the Poverty Domain value quality of their followers over quantity, and have strict requirements for their clerics. They are required to give up all rights to material possessions beyond basic necessities. Usually, clerics of Poverty are only armed with a quarterstaff, and only carry a small amount of food and water and the cloak on their back. These devotees are bound by divine law to seek peace above all, resorting to violence only when all other options have been exhausted.

While followers of the Poverty Domain are few, they are among the most devout of clerics. Their ascetic way of life allows them to look beyond normal cares, and grants them a supernatural perspective beyond most mortal creatures.

POVERTY DOMAIN FEATURES

Cleric Level Feature

1st	Bonus Proficiencies, Domain Spells, Mantle of Poverty
2nd	Channel Divinity: <i>Guardian's Shield</i>
6th	Warrior of Reconciliation
8th	Divine Strike
17th	Ascetic Master

BONUS PROFICIENCIES

When you adopt the Poverty Domain at 1st level, you are blessed with supernatural insight into the motivations of others, so that you may avoid violence at all costs. You gain proficiency in the Insight skill, and you can add double your proficiency bonus to any Wisdom (Insight) check you make.

POVERTY DOMAIN SPELLS

Cleric Level Spells

1st	<i>sanctuary, sleep</i>
3rd	<i>hold person, ray of enfeeblement</i>
5th	<i>hypnotic pattern, slow</i>
7th	<i>death ward, resilient sphere</i>
9th	<i>hold monster, wall of force</i>

MANTLE OF POVERTY

As a devout follower of the way of Poverty, your god has blessed you with a special measure of protection against bodily harm. Starting at 1st level, when you are not wearing armor, using a shield, and wielding only a simple weapon (such as a quarterstaff or club), your Armor Class is equal to 10 + your Dexterity modifier + your Wisdom modifier.

CHANNEL DIVINITY: *GUARDIAN'S SHIELD*

At 2nd level you gain this additional Channel Divinity option. As a reaction, when a creature that you can see within 30 feet takes damage, you can clutch your holy symbol and invoke this Channel Divinity, supernaturally transferring the damage of the attack to yourself. As part of the same reaction, you gain resistance to all damage, then you take the damage from the triggering effect as if you had been the target.

Once you take the damage from the triggering effect, any resistances from this Channel Divinity immediately end.



WARRIOR OF RECONCILIATION

Your dedication to Poverty grants you a supernatural ability to spare your foes. Beginning at 6th level, when you reduce a creature to 0 hit points with a simple weapon or cleric spell, you can choose to charm the creature in place of killing it.

Instead of falling unconscious or dying, the creature falls to 1 hit point and is charmed by you for 1 minute. The charmed creature is docile, and will refuse to do anything unless you use a bonus action to command it to. You cannot order it to attack, or cause damage of any kind to itself or others. This effect ends early if you are incapacitated, or if the charmed creature takes any damage. If the creature still has hit points remaining when the effect ends it falls unconscious.

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

DIVINE STRIKE

Starting at 8th level, you god chastises those you strike. Once on each of your turns, when you hit a creature with a melee weapon attack, you can cause the attack to deal an additional 1d8 radiant damage to the target. When you reach 14th level, the extra radiant damage becomes to 2d8.

ASCETIC MASTER

Your ascetic lifestyle has hardened your body against worldly harm. Upon reaching 17th level, you are immune to poison damage and the poisoned condition, and you gain resistance to all bludgeoning, piercing, and slashing damage.





PROSPERITY DOMAIN

With enough gold, most mortal creatures can be motivated to do almost anything. Prosperity Clerics live their lives by this great truth, dedicating their lives to amassing great fortunes. In the service of gods of riches, greed, and trade, they enact divine will through the mercantile arts. Prosperity chooses its clerics from all walks of life; the wealthy aristocrat, the leader of a crime syndicate, the merchant, or the master artisan.

No matter their background, those who serve the gods of Prosperity value gold above all else, and view their economic success, or lack thereof, as a sign of divine favor, or disdain.

PROSPERITY DOMAIN FEATURES

Cleric Level Feature

1st	Bonus Proficiencies, Domain Spells Gilded Strike
2nd	Channel Divinity: <i>Distilled Fortune</i>
6th	Channel Divinity: <i>Divine Vault</i>
8th	Potent Spellcasting
17th	Gilded Guardian

BONUS PROFICIENCIES

At 1st level when you adopt the Prosperity Domain, you gain proficiency in the Insight skill. Whenever you make a Wisdom (Insight) check related to assessing the value of an item you can add double your proficiency bonus to the roll.

In addition, whenever you make a Charisma check related to negotiating a trade or exchange of goods you gain a bonus to the roll equal to your Wisdom modifier (minimum of +1).

PROSPERITY DOMAIN SPELLS

Cleric Level Spells

1st	<i>magic stone, alarm, identify</i>
3rd	<i>arcane lock, heat metal</i>
5th	<i>sending, tiny servant</i>
7th	<i>resilient sphere, secret chest</i>
9th	<i>animate objects, legend lore</i>
17th	<i>summon construct (metal only)</i>

GILDED STRIKE

Your divinely inspired desire for material fortune is embued in each coin you touch. At 2nd level you learn the *magic stone* cantrip. It counts as a cleric cantrip for you, but it doesn't count against your total number of Cantrips Known.

When you cast *magic stone* you must touch coins in place of stones, increasing the damage based on the value of the coin; copper (1d6), silver (1d8), gold (1d10), gems (1d12).

CHANNEL DIVINITY: *DISTILLED FORTUNE*

At 2nd level, you gain the following Channel Divinity option. As an action, you can touch your holy symbol to one Large or smaller non-magical object, that is not being worn, carried, or part of a structure. It is transfigured into a tiny precious gemstone worth the exact monetary value of the item.

As an action, a creature can crush the gemstone, causing the object to reappear on an empty flat surface within 5 feet.

You can have a total number of objects transfigured in this way equal to your Wisdom modifier (minimum of 1). You can't transfigure an additional object while at your maximum.

CHANNEL DIVINITY: *DIVINE VAULT*

At 6th level, you gain this additional Channel Divinity option. When you cast a spell that requires a material component with a gold cost, you can use this Channel Divinity to draw upon the Divine Vault of your god, substituting the material component of the spell with an object from their vault.

This Channel Divinity can be used to substitute material components worth up to 50 times your cleric level in gold.

POTENT SPELLCASTING

Your god empowers your magic with their burning lust for material wealth. Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

GILDED GUARDIAN

Beginning at 17th level, you can summon one of the Gilded Guardians that protect the Divine Vault of your god. Once per long rest, when you cast *summon construct (metal)*, you can choose to cast it at 5th-level, without expending a spell slot. When cast in this way, the spell has the following changes:

- The Guardian is made from gold, gems, and valuables.
- The spell does not require your concentration.
- The duration of the spell becomes 8 hours.
- As an action, the Guardian can consume nearby treasure, regaining hit points equal to the gold value of the treasure.

You can only have one construct from *summon construct* conjured at a time, casting the spell again causes any other constructs, including a Guardian, to instantly disappear.





SHADOW DOMAIN

Followers of Shadow worship many gods. Some are gods of twilight and dusk that work in tandem with the forces of the natural world. Others are sinister gods worshiped by those that live deep underground, who fear and despise the light of day above all else. Whether good or evil, clerics of Shadow wield the darkness as an extension of themselves, using its power to sow fear and confusion. They blot out the light and instill terror in any who work against the will of their gods.

SHADOW DOMAIN FEATURES

Cleric Level Feature

1st	Eyes of Night, Domain Spells Shroud of Shadow
2nd	Channel Divinity: <i>Eldritch Darkness</i>
6th	Improved Shroud
8th	Potent Spellcasting
17th	Terror of the Void

EYES OF NIGHT

When you adopt the Shadow Domain at 1st level, your god grants you enhanced sight so you may better serve in the shadows. You gain darkvision out to a distance 120 feet. If you already have darkvision its range becomes 120 feet.

When you reach 6th level in this class, your darkvision allows you to see in magical, as well as mundane, darkness.

SHADOW DOMAIN SPELLS

Cleric Level Spells

1st	<i>arms of hadar, cause fear</i>
3rd	<i>darkness, shadow blade</i>
5th	<i>enemies abound, fear</i>
7th	<i>black tentacles, phantasmal killer</i>
17th	<i>dream, enervation</i>

SHROUD OF SHADOW

Starting at 1st level, when a creature that you can see within 30 feet targets you with an attack, you can use your reaction to cause a cloud of darkness to billow around you, imposing disadvantage on their attack roll. Creatures that can see through magical darkness are immune to this feature.

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

CHANNEL DIVINITY: *ELDRITCH DARKNESS*

At 2nd level, you gain the following Channel Divinity option. As an action, you can brandish your holy symbol to conjure momentary eldritch darkness. Light sources within 30 feet are extinguished, and magical lights produced by a spell of a level equal to half your cleric level or lower are dispelled. In addition, creatures of your choice within 30 feet must make a Constitution saving throw. Taking necrotic damage equal to 2d10 + your cleric level on a failure and half on a success.

IMPROVED SHROUD

Starting at 6th level, you can use your Shroud of Shadow to impose disadvantage on an attack roll when a creature within 30 feet that you can see attacks another creature.

POTENT SPELLCASTING

Your dark god infuses your magic with the cloying power of eldritch darkness. Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

TERROR OF THE VOID

Upon reaching 17th level, you can momentarily open a window into the void beyond the stars. As an action, you produce an aura of magical darkness that emanates from you in a 60-foot radius. Creatures of your choice within the aura have disadvantage on saving throws against spells that deal cold or necrotic damage, or cause the frightened condition.

This aura of darkness lasts for 1 minute, or until you are incapacitated or choose to end it as an action on your turn.





DIVINE DOMAINS

Channel the power of the gods and exact their will on the material plane with eight new Divine Domains for the Cleric class.

*Beauty - Blood - Chaos
Hearth - Luck - Mysticism
Poverty - Prosperity - Shadow*

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