

Cleric

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Fate domain

Fate is seen by some as a power above the gods themselves; the cosmic force to which all, mortal and immortal, are bound. Clerics of such a force are seers, oracles, and prophets. They attempt to unravel the mysteries of destiny. Through their art they gain secret knowledge of things past, present, and future.

Fate Domain Spells

1st identify, find familiar

3rd augury, detect thoughts

5th sending, clairvoyance

7th divination, locate creature

9th commune, contact other plane

Oracle

At 1st level you learn the Thaumaturgy cantrip.

Vestal Teachings

At 1st level you become proficient in your choice of two of the following skills: Arcana, Religion, Insight.

Channel Divinity: Seer's Omen

Starting at 2nd level, you can use your Channel Divinity to force a creature you can see within 30 feet to make a Wisdom saving throw. If the creature fails its saving throw, then for the next minute whenever it makes an attack roll or a saving throw, it must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Glimpse

At 6th level you may use your Channel Divinity as a bonus action to see things as they actually are. Until the start of your next turn, you have truesight, notice secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

Potent Spellcasting

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

Seal Fate

At 17th level you gain the ability to sever a creature's fate. As an action you choose a creature you can see, roll 1d4 and choose rounds, days, or years. The creature is forced to make a Wisdom saving throw. After the chosen time has passed, the creature takes 10d10 necrotic damage on a failed save or half as much on a successful one. You can't use this feature again until you complete a long rest.

Eldritch domain

Even the most benevolent divine beings operate outside the bounds of mortal comprehension. These eldritch forces sing a siren song that calls out for mortal worshippers through lucid dreams and the whispers of dead gods. The Eldritch domain empowers the devoted followers of unknown and distant forces of chaos, divine entities of eldritch oblivion, and dead gods.

Eldritch Domain Spells

Cleric Level Spells

- 1st hideous laughter, sleep
- 3rd detect thoughts, see invisibility
- 5th fear, tongues
- 7th confusion, phantasmal killer
- 9th contact other plane, dream

Eldritch Effects

d8 Effect

- 1 The creature cannot speak or cast spells that have verbal components.
- 2 The creature takes 1d8 psychic damage at the start of each of its turns.
- 3 The creature is disoriented. It immediately falls prone and falls prone again at the end of each turn it moves 5 feet or more.
- 4 The creature is distracted by visions and voices and has disadvantage on attack rolls and Wisdom (Perception) ability checks.
- 5 The creature is unsure of itself. It can move or take an action on its turn but not both and it cannot use reactions.
- 6 The creature is reckless. It has advantage on attack rolls and attack rolls against it have advantage.
- 7 The creature is deafened and cannot see objects or creatures further than 30 feet away.
- 8 The creature is frightened of you.

Unpredictable Inspiration

At 1st level, choose any cantrip. The chosen cantrip counts as a cleric spell for you but does not count against the number of cleric cantrips you know. Each time you finish a long rest you can replace the chosen cantrip with any other cantrip of your choice.

In addition, you gain proficiency in a skill of your choice. Each time you finish a long rest you can replace the chosen skill with another skill of your choice.

Eldritch Contagion

Starting at 1st level, you've been gifted with the ability to impart a fleeting taste of the unknowable on others. When you cast a spell with a spell slot of 1st level or higher that targets one or more creatures, you can use a bonus action on the same turn to force one of the spell's targets to make a Wisdom saving throw. On a failure, roll on the Eldritch Effects table and the creature suffers that effect for 1 minute. At the end of each of its turns, the creature can make another Wisdom saving throw, ending the effect on a success. This effect ends early if you use this feature again.

Channel Divinity: Prophecy of Doom

Starting at 2nd level, you can use your Channel Divinity to speak a prophecy, inducing visions and hallucinations in nearby creatures. As an action, choose a point within 120 feet of you that you can see and roll on the Eldritch Effects table. Each creature in a 15-foot-radius sphere centered on the chosen point must succeed on a Wisdom saving throw or suffer the temporary effect for 1 minute. At the end of each of its turns, an affected creature can make another Wisdom saving throw, ending the temporary effect on a success.

Otherworldly Calm

Starting at 6th level, you gain resistance to psychic damage and advantage on saving throws against being charmed and frightened. Additionally, any creature that attempts to read your thoughts find them incomprehensible. The attempt automatically fails and they must succeed on a Wisdom saving throw against your cleric spell save DC or take psychic damage equal to your cleric level.

Potent Spellcasting

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

Sing the Song that Ends the World

Starting at 17th level, creatures who fail a saving throw against your Prophecy of Doom feature take 10d10 psychic damage. Once a creature has taken damage in this way, it can't take damage from this feature again for 10 minutes.

Inquisition domain

The Inquisition domain reflects the order of the multiverse and the rejection of tainted magic—at least so far as certain celestial powers see it. Only the divine casters are pure and fit for use. Since arcane magic is strong enough to challenge the gods, divine beings of this domain, such as the Arch Seraph Empyreus, demand magic-using mortals are kept in check. Most zealots root out all arcanists, while some strike fragile truces when complete removal isn't feasible.

Inquisition Domain Spells

Cleric Level Spells

1st detect magic, identify

3rd see invisibility, silence

5th dispel magic, remove curse

7th arcane eye, locate creature

9th creation, hallow

Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons and heavy armor.

Witch Hunter's Strike

At 1st level, when you hit a creature with a weapon attack, you can deal an additional 1d8 force damage. If the creature is concentrating on a spell, you deal an additional 2d8 force damage instead. If a creature fails its saving throw to maintain concentration as a result of taking damage from this feature, you gain a number of temporary hit points equal to the extra force damage dealt by this attack. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once), regaining all uses upon completion of a long rest. At 14th level, this damage increases to 2d8, and 3d8 if the creature is concentrating on a spell.

Channel Divinity: Spell Shield

Starting at 2nd level, you can use your Channel Divinity to bestow a temporary resilience to arcane harm. As a bonus action, you present your holy symbol and choose a creature you can see

(including yourself) within 30 feet. The chosen creature gains temporary hit points equal to 1d10 + your cleric level. While a creature has temporary hit points granted by your spell shield, it has resistance to damage from spells and advantage on saving throws against spells. The creature loses any remaining temporary hit points after 1 hour.

Rebuke Invoker

Starting at 6th level, as a reaction when a creature you can see within 60 feet casts a spell, you can force the creature to make a Constitution saving throw. On a failure, the creature takes force damage equal to 1d8 per level of spell slot expended casting the spell + your Wisdom modifier. Cantrips are considered first-level spells for this ability. On a successful save the creature takes half as much damage instead. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once), regaining all uses upon completion of a long rest.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with the power of celestial order. 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.

Supernal Safeguard

Starting at 17th level, when you use your Spell Shield feature, you can choose a number of creatures up to your Wisdom modifier (minimum 2) instead of choosing only one.

Cleric spell list

Cantrips

Guidance

Light

Mending

Resistance

Sacred Flame

Spare the Dying

Thaumaturgy

1st level

Bane

Bless

Command

Create or Destroy Water

Cure Wounds

Detect Evil and Good

Detect Magic

Detect Poison and Disease

[Elevated Sight](#)

Guiding Bolt

Healing Word

Inflict Wounds

Protection from

Evil and Good

Purify Food and Drink

Sanctuary

Shield of Faith

2nd level

Aid
Augury
Blindness/Deafness
Calm Emotions
Continual Flame
Enhance Ability
Find Traps
Gentle Repose
Hold Person
Lesser Restoration
Locate Object
Prayer of Healing
Protection from Poison
Silence
Spiritual Weapon
Warding Bond
Zone of Truth

3rd level

Animate Dead
Beacon of Hope
Bestow Curse
Clairvoyance
Create Food and Water
Daylight
Dispel Magic
Feign Death
Glyph of Warding
Magic Circle
Mass Healing Word
Meld into Stone
Protection from Energy
Remove Curse
Revivify

Sending
Speak with Dead
Spirit Guardians
Tongues
Water Walk

4th level

Banishment
Control Water
Death Ward
Divination
Freedom of Movement
Guardian of Faith
Locate Creature
Stone Shape

5th level

Commune
Contagion
Dispel Evil and Good
Flame Strike
Geas
Greater Restoration
Hallow
Insect Plague
Legend Lore
Mass Cure Wounds
Planar Binding
Raise Dead
Scrying

6th level

Blade Barrier
Create Undead
Find the Path
Forbiddance
Harm
Heal
Heroes' Feast
Planar Ally
True Seeing
Word of Recall

7th level

Conjure Celestial
Divine Word
Etherealness
Fire Storm
Plane Shift
Regenerate
Resurrection
Symbol

8th level

Antimagic Field
Control Weather
Earthquake
Holy Aura

9th level

Astral Projection
Gate
Mass Heal
True Resurrection

Community domain

The community domain focuses on the ties that bind all people together. These are the ties of family and friendship, the ties to ancestors, as well as the ties between elders and the next generation with whom they share their wisdom. The power of the Gods of community is in the security of home and hearth, and the joy of good company. Many such gods teach the value of tradition and simple ways of living in harmony with the natural world. They also tend towards the rule of law, not as a kind of great bureaucracy, but as sacred traditions passed from generation to generation. Some gods advocate the removal of harsh or disruptive forces to this order, and proper sanctions for the violation of the goodwill that any community ought to provide.

Clerics of such gods value unity, and praise the strength that can be gained when people support each other.

Community Domain Spells

Cleric Level Spells

1st bless, goodberry

3rd aid, heroism

5th beacon of hope, spirit guardians

7th banishment, faithful hound

9th mass cure wounds, telepathic bond

Blessing of the Hearth

From 1st level, you gain the ability to conjure a small flagstone hearth with a simple iron cooking pot whenever you rest. This hearth helps warm you and your companions, and can be used to prepare hearty and nutritious meals on the road. If you or any friendly creatures you make camp with would regain hit points at the end of a short rest by spending one or more hit dice, each of those creatures may choose to re-roll one of their resting dice, taking the higher roll between the two.

Additionally, you gain proficiency with Cook's utensils.

Channel Divinity: Magnificent Feast

Starting at 2nd level, you may use your Channel Divinity to conjure a magical feast for the rough road ahead. By spending 10 minutes, you may create a number of delicious, well-prepared, yet simple food items equal to your Wisdom modifier (minimum of 1). These food items will last up to 8 hours or until the end of a rest, and will never spoil. Eating food created in this way takes an action, providing whomever eats it with healing equal to 2d4 + your cleric level, and can remove either the frightened or poisoned condition from that creature (chosen by the creature when consumed).

Channel Divinity: Community Watch

Starting at 6th level, you can use your Channel Divinity to instill a feeling of vigilant protection in you and your allies. You grant yourself and a number of allies, up to your Wisdom modifier (minimum of 1), a boon from your deity. Allies must be able to see you and be within 30 feet to receive the boon. Once per round, a creature benefitting from this boon can roll a d6, adding the result to a skill check, saving throw, or attack roll. This effect lasts for a number of rounds equal to your Wisdom modifier (minimum of 1 round). A creature can only benefit from this effect if it can see at least one of its allies.

Divine Strike

At 8th level, you gain the ability to infuse your weapon with the power to punish wrongdoing. 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 psychic damage to the target. Visions of the evil they have wrought upon others flash before their eyes. You choose whether any foe reduced to 0 hit points by this attack remains stable or dies. When you reach 14th level, the extra damage increases to 2d8.

Paragon of the People

At 17th level, your Community Watch grants an additional d6 to each affected ally. It also grants immunity to fear for the duration of the effect. Additionally, your Magnificent Feast produces twice as many foodstuffs, each of which can, when consumed, remove a single curse or disease affecting the target (including attunement to a cursed item).

Night domain

The night is mysterious, and conceals many unseen dangers. However, the cover of darkness also brings protection from predators and shadows within which one can conceal themselves. The gods of night are varied, encompassing those who would use the cover of darkness to protect others from threats, to those who would use the shadows for wrong doings. The motives of night gods are often shrouded in mystery. Many teach their followers that it is only by peering through the darkness and looking beyond what is hidden that one can attain truth. Clerics of night do their best to keep themselves and their companions safe while journeying through the darkness.

Night Domain Spells

Cleric Level Spells

1st sleep, veil of dusk*

3rd darkness, moonbeam

5th nondetection, [globe of twilight](#)*

7th divination, stellar bodies*

9th dream, seeming

Spells marked with an asterisk (*) can be found in this book.

Eye of Twilight

Beginning at 1st level, a divine blessing grants you the ability to see more clearly in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in magical or nonmagical darkness as if it were only dim light. You can't discern color in the darkness, only shades of gray.

When you reach 6th level, you can see in dim light within 120 feet of you as if it were bright light, and in magical or nonmagical darkness as if it were dim light. You can't discern color in the darkness, only shades of gray.

At 8th level, you can see normally in darkness, both magical and nonmagical within 120 feet.

Finally, at 17th level, your eyes are able to see the truth hiding within darkness. You gain the ability to call upon the powers of your deity to grant yourself truesight within 120 feet of you for a number of minutes equal to your Wisdom modifier (a minimum of 1 minute). Your truesight only functions while in conditions of magical or nonmagical darkness. Once you have used this feature,

you cannot use it again until you have completed a long rest.

Ward of Shadows

At 1st level, you can create a ward of divine shadows to conceal yourself from an attacking enemy. When attacked by a creature you can see within 30 feet of you, you can use your reaction to impose disadvantage on the attack roll, as shadows envelop your form. An attacker that can't be blinded is immune to this feature. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once), and regain all expended uses when you finish a long rest.

Channel Divinity: Invocation of Night

Starting at 2nd level, you can use your Channel Divinity to harness the powers of night, clouding the vision of your foes in a shroud of darkness. As an action, you present your holy symbol causing any source of mundane or magical light within 30 feet of you to be extinguished. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature who fails the saving throw is blinded for a number of rounds equal to your cleric level. A creature blinded in this way gets a new saving throw at the end of each of its turns to remove the effect. A creature that has total cover from you is not affected.

Improved Ward

At 6th level, you can use your Ward of Shadows feature whenever a creature you can see within 30 feet of you attacks a creature besides yourself.

Veil of Dreams

When you reach 8th level, you gain mastery over magical sleep. When you cast the sleep spell, add your cleric level to the dice you roll to determine how many hit points of creatures the spell can affect. You may choose the order in which creatures within the spell's area are affected. If the first target chosen has too many hit points to be affected, the spell will instead target the next creature you have chosen that the spell could affect before affecting other targets. Additionally, any creature you put to sleep cannot be woken until the start of your next turn. Otherwise, the sleep spell acts as normal.

Creature of the Night

Starting at 17th level, you can use your action to activate a supernatural aura of deep night. It lasts for 1 minute, or until you dismiss it using another action. You emit heavily obscuring darkness in a 30-foot radius and lightly obscuring shadows 50 feet beyond that. The darkness and shadows overlap and smother existing sources of light. Only light produced by a 9th level spell or similarly powerful effect can negate the darkness and shadows. Enemies within the shadows constantly feel the presence of hungry predators watching them, and become frightened as long as they remain inside the affected area. Enemies in the darkness are both blinded and frightened for as long as they remain within its area.

Kami domain

Many spirits wander the world of Soburin—in addition to the tsukumogami that have become commonplace since the return of the Mists of Akuma, there are also ethereal beings known as kami. Divine scholars devoted to understanding, assuaging, or destroying these magical creatures gain superlative abilities to deal with them, making them true warriors of the supernatural.

Table: Kami Domain Spells

1st sanctuary, unseen servant

3rd invisibility, see invisibility

5th blink, nondetection

7th faithful hound, secret chest

9th animate objects, contact other plane

Kami Companion

When you choose this domain at 1st level, you find a kami spirit that becomes your companion.

You may cast the find familiar spell to summon your kami spirit. Unlike a normal familiar, your kami companion can never deliver touch spells. It gains the following traits:

Etherealness. Your kami companion enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane (other than you).

Ethereal Sight. Your kami companion can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. Your kami companion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Kami Defenses. Your kami companion is resistant to acid, fire, lightning, and thunder damage, as well as bludgeoning, piercing, and slashing damage from nonmagical weapon attacks. It is immune to cold, necrotic, and poison damage, and it is immune to the charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, and restrained conditions.

Channel Divinity: Fortify

Starting at 2nd level, your kami companion can use its action to activate your Channel Divinity to relieve you of one of the following conditions: charmed, frightened, poisoned, or prone.

Blessed Awareness

Beginning at 6th level, your kami companion can use its action to share a shred of its supernatural senses with you, granting you blindsight to a range equal to your proficiency bonus times 5 feet until the end of your next turn.

Improved Fortify

At 8th level, your kami's ability to relieve conditions improves. It is now able to affect creatures other than you with its fortify ability and it can relieve these additional conditions: grappled, paralyzed, or restrained.

Spirit Monster

Starting at 17th level, you and your kami companion can each spend an action to transform into another creature as though using the true polymorph spell. It can spend an action to return to its normal form. Your kami companion can remain in a transformed state for a number of rounds equal to your proficiency bonus plus your Wisdom modifier. You regain expended uses when you finish a long rest.

Technology domain

Gods of technology promote the ideals of invention, city building and science. Cities, electronic and mechanical devices are the example of their ideals, empowering everyone who uses the technology in their name.

Technology Domain Spells

Cleric Level Spells

1st grease, power device*

3rd arcane lock, relay text*

5th electromagnetic pulse*, lightning bolt

7th fabricate, wire walk*

9th instant connectivity*, synchronicity*

Modern spells are marked with an asterisk.

Bonus Cantrip

When you choose this domain at 1st level, you gain the *haywire* cantrip if you don't already know it.

Channel Divinity: Recharge

Starting at 2nd level, you can use your Channel Divinity to power electrical devices.

As an action, you touch your holy symbol and evoke pure energy. You gain a number of energy points equal to five times your cleric level that last for 2 hours or until you finish a short or long rest.

As an action, you can touch an electrical device and transfer energy points from your pool to power it. Expending 1 energy point you can power a medium or smaller electrical device for 10 minutes, and expending 4 energy points you can power a Large or Huge-sized electrical device for 10 minutes. You can increase the duration expending more energy points, up to the maximum amount remaining of your energy points.

Urban Builder

Beginning at 6th level, while in an urban environment, you are considered proficient with the engineering kit and the mechanic tools, and you add double your proficiency bonus to checks using those tools instead of your normal proficiency bonus.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with the 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 damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Techpriest

At 17th level, you gain resistance to lightning damage and you learn the spell chain lightning, which is always prepared and count as a domain spell for you. Additionally, all electric devices that require batteries don't expend charges when you use it.

City domain

The City domain is concerned with the citizenry, commerce, traffic, and even architecture of modern civilization. In the eyes of a cleric of the city, the center of modern life is a sense and spirit of community, and the gravest enemies of the city are those who seek to harm the common weal of its citizens.

New spells introduced for the City domain are marked with an asterisk and detailed in the “New Spells” chapter. For all other spells, see the Player’s Handbook.

City Domain Spells

Cleric Level Spells

1st comprehend languages, remote access*

3rd find vehicle*, heat metal

5th lightning bolt, protection from ballistics*

7th locate creature, synchronicity*

9th commune with the city*, shutdown*

Bonus Cantrip

When you choose this domain at 1st level, you gain the on/off cantrip (see “New Spells”) in addition to your chosen cantrips.

Bonus Proficiencies

Also starting at 1st level, you gain proficiency with sidearms and proficiency with vehicles (land).

Heart of the City

From 1st level, you are able to tap into the spirit of community found in the city. While

you are within any city, you can gain advantage on a single Charisma (Deception, Intimidation, or Persuasion) check, and you are considered proficient in the appropriate skill. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Channel Divinity: Spirits of the City

Starting at 2nd level, you can use your Channel Divinity to call on the city for aid.

As an action, you present your holy symbol, and any city utility within 30 feet of you either works perfectly or shuts down entirely for 1 minute (your choice).

Additionally, each hostile creature within 30 feet of you must make a Charisma saving throw. On a failed save, the creature is knocked prone or restrained (your choice) by hazards such as entangling wires, highpressure water erupting from fire hydrants, pavement collapsing to unseen potholes, and so on. A restrained creature can escape by making a successful Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC.

This effect is entirely local and affects only utilities within 30 feet of you. Determination of what utilities are available within range and how the physical effects of those utilities manifest are left to the GM.

Block Watch

Starting at 6th level, your awareness while in the city extends preternaturally. While in an urban environment, you are considered

proficient in the Insight and Perception skills, and you add double your proficiency bonus to Wisdom (Insight) and Wisdom (Perception) checks, instead of your normal proficiency bonus.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with psychic energy borrowed from the citizens of your city. 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 psychic damage to the target. When you reach 14th level, the extra psychic damage increases to 2d8.

Express Transit

At 17th level, you can use mass transit routes to transport instantaneously to other points in the city. Starting from a bus stop, train station, subway stop, or other suitable mass transit site within the city, you can teleport to any other similar transit stop within the city, as if you had cast a teleport spell whose destination is a permanent teleportation circle you know. Once you use this feature, you must finish a short or long rest before using it again.