

THE CLERIC

THIS IS PLAYTEST MATERIAL

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The divine spellcaster that channels the power of the gods, the cleric is one of the fundamental D&D classes. Although relegated as a healer class by many players due to the cleric having the spells that do heal injured party members, the D&D cleric has always been a mix of magical and physical mettle. While the cleric does have spells that recover hit points, it also has spells that enhance its allies, impair its foes, uncover secrets, and smite those that earn its wrath. Not only does the cleric master spells, it is also accomplished in fighting, able to don armor and use a range of weapons to engage alongside fighters and paladins on the front lines.

The cleric is the best class because it matches decent combat strength with a range of defensive, offensive, and utility spells. When adventuring parties welcome a new member, they most welcome that member when it is a cleric. A cleric can be a healer, warrior, master of the elements, protector, or all of these and more. You get to define the cleric you play, and decide if you seek the destruction of your foes or if you want to support your allies, or mix and match. A good cleric prepares a diverse range of spells to cover many scenarios.

OPTIONAL CLASS FEATURES

The cleric class receives new features and subclasses in this section. You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features you can gain as a cleric. Unlike features in the *Player's Handbook*, you don't gain the features here automatically. Consult with your DM on whether you gain a feature in this section if you meet the requirements. These features can be selected separately from one another; you can use some, all, or none of them.

If you take a feature that replaces another feature, you gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

CHANNEL DIVINITY: REBUKE UNDEAD

1st-level cleric feature which replaces the Turn Undead and Destroy Undead features

As an action, you present your holy symbol and speak a prayer entreating the undead. Each undead that can see or hear you within 30 feet must make a Wisdom saving throw. If the creature fails its saving throw, it is rebuked

for 1 minute or until you or a creature you control deals damage to it.

A rebuked creature can't attack you or otherwise seek to do you harm. It understands your words and you have advantage on ability checks to interact socially with it.

EVIL DIVINITIES

Evil clerics often command power over the undead, creating awe instead of fear. These clerics rebuke undead instead of turning them. If you are playing a cleric that isn't of good alignment, the DM may decide that you rebuke and command undead instead of turning and destroying them.

DOGMA

1st-level cleric feature

You choose a divine path from the options below.

Cloister. Your faith is fueled by your dedicating to the texts, teachings, and mantras of your religion. You use Intelligence instead of Wisdom for your spellcasting ability and for your cleric features.

Devout. Your devotion empowers you to act on behalf of your beliefs. You use Wisdom as your spellcasting ability and for your cleric features.

Evangelism. You derive power and validation from the trust others place in you. You use Charisma instead of Wisdom for your spellcasting ability and for your cleric features.

MULTICLASS DOGMA

Clerics who take the Cloister or Evangelism dogmas must still meet the 13 Wisdom score requirement to multiclass.

COMMAND UNDEAD

5th-level cleric feature which requires the Rebuke Undead feature

When an undead fails its saving throw against your Rebuke Undead feature, the creature becomes controlled by you for 24 hours if its challenge rating is at or below a certain threshold, as shown on the Command Undead table. The creature obeys your verbal commands, even if it doesn't share your language, to the best of its ability. Each time a controlled creature takes damage, it makes a new Wisdom saving throw. On a success, the creature is no longer controlled by you. You can only control a number of creatures equal to half Wisdom modifier (minimum of one) at once; you must relinquish control of one undead before you can control a new one.

COMMAND UNDEAD

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

DIVINE DOMAIN OPTIONS

Divine Domains receive additional options and spells in this section.

PEACE DOMAIN

The Peace Domain receives the following feature.

EMBOLDENING BONDS

1st-level Peace Domain feature which replaces the Emboldening Bond feature

You can forge an empowering bond among people who are at peace with one another. As an action, you choose a number of willing creatures within 30 feet of you (this can include you) equal to 1 + your Wisdom modifier (minimum of 2 creatures). You create a magical bond among them for 8 hours. While any bonded creature is within 30 feet of another, the creature can roll a d4 and add the number rolled to an attack roll, an ability check, or a saving throw it makes. Each creature can add the d4 no more than once per turn, and no more than a total number of times equal to your cleric level.

After using this feature, you can't use it again until you finish a long rest.

TRICKERY DOMAIN

The Trickery Domain receives the following feature.

BONUS CANTRIP

1st-level Trickery Domain feature

You gain the *minor illusion* cantrip if you don't already know it. It counts as a cleric spell for you.

TWILIGHT DOMAIN

The Twilight Domain receives the following features.

VIGILANT BLESSINGS

1st-level Twilight Domain feature which replaces the Vigilant Blessing feature

The night has taught you to be vigilant. As an action, you give one creature you touch (which can be you) advantage on the next initiative roll the creature makes. This benefit ends immediately after the roll or if you use this feature again.

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.

CHANNEL DIVINITY: DARK SANCTUARY

2nd-level Twilight Domain feature which replaces the Twilight Sanctuary feature

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. These temporary hit points are lost early if the creature exits the sphere.
- You end one effect on it causing it to be charmed or frightened. Moreover, the creature is immune to the unsettled condition while it remains in the sphere.

UNSETTLED CONDITION

This condition is introduced in the *Psychic and Spiritual Handbook* and represents the oppressive feeling of a haunting. If you aren't playing with the unsettled condition, you can disregard references to it.

DIVINE DOMAINS

The following options are available to you when you choose your Divine Domain: Sacrifice Domain and Wrath Domain.

SACRIFICE DOMAIN

Offering is the sermon of clerics of this divine domain. While it is more common among evil gods demanding blood sacrifices, some good deities also take on the mantle of personal sacrifice and martyrdom to sermonize to the faithful.

DOMAIN SPELLS

1st-level Sacrifice Domain feature

You gain domain spells at the cleric levels listed in the Sacrifice Domain Spells table. See the Divine Domain class feature in the *Player's Handbook* for how domain spells work.

Each spell is in the *Player's Handbook*, unless it has a dagger, in which case it is in the appendix.

SACRIFICE DOMAIN SPELLS

Cleric Level	Spell
1st	<i>false life</i> , <i>sacrifice</i> †
3rd	<i>aid</i> , <i>bloodsworn</i> †
5th	<i>bestow curse</i> , <i>vampiric touch</i>
7th	<i>staggering smite</i> , <i>psalm of martyrs</i> †
9th	<i>aura of peace</i> †, <i>circle of power</i>

BONUS PROFICIENCIES

1st-level Sacrifice Domain feature

You gain proficiency with any two martial weapons that deal slashing damage, and with one of the following skills: Arcane, Deception, Intimidation, Nature, Persuasion, or Religion.

BLOOD SACRAMENT

1st-level Sacrifice Domain feature

Immediately after dealing damage or taking damage, you can take a reaction to embolden you or one of your allies that you can see within 30 feet of you. The target gains a number of temporary hit points equal to 1d8 + your level in this class.

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.

CHANNEL DIVINITY: MARTYRDOM

2nd-level Sacrifice Domain feature

You can use your Channel Divinity feature to transfer the plight of a creature to another. As an action, you can transfer one condition you choose from a willing or incapacitated creature you touch to a different creature within your reach (which can be you). An unwilling creature must succeed on a Charisma saving throw against your spell save DC or the condition and any associated effects are transferred to it.

If the target is immune to the condition, it ends, along with any additional effects from that condition. The new target is treated as the target for repeated saving throws and any other effect connected to the condition. The effect's duration remains unchanged.

CHANNEL DIVINITY: SANGUINE FLOW

6th-level Sacrifice Domain feature

You can use your Channel Divinity feature to cause your foes to bleed. When you deal piercing or slashing damage with a weapon attack or a cleric spell to a creature, you can use your Channel Divinity to cause one of the targets to bleed. At the start of each of its turns, the target takes 1d6 damage from blood loss. A target stops bleeding after a number of rounds equal to your Wisdom modifier (minimum of 1 round) or when it regains hit points.

You can't use this feature against a creature that can't bleed. Your divine connection makes you aware if a target you hit can't bleed.

DIVINE STRIKE

8th-level Sacrifice 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 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

SACRED RITES

17th-level Sacrifice Domain feature

While you are below half your maximum hit points, you have resistance to damage except force and psychic damage. While you have this resistance, you can choose to perform one of the following rites during your turn (no action required):

- **Blood Alacrity.** Until you finish a long rest, your movement speed increases by 10 feet and you have advantage on Strength and Dexterity checks and weapon attack rolls.
- **Dark Calling.** One creature you can see within 30 feet of you must succeed on a Constitution saving throw against your spell save DC or become blinded, deafened, and poisoned until it finishes a short or long rest.
- **Self Sacrifice.** You lose half of your remaining hit points and one corpse you can see that has been dead for no more than one minute is restored to life with all of its hit points.

After performing a rite, you can't benefit from this feature's damage resistance again until you finish a long rest.

WRATH DOMAIN

Clerics of the Wrath Domain seek out gods that are often exacting and demanding of faith from their followers, offering divine punishment for those who stray from the path. In some cases, these gods may be primordial deities with province over natural disasters such as floods, earthquakes, and volcanic eruptions, whom must be appeased through worship to avert disaster.

DOMAIN SPELLS

1st-level Wrath Domain feature

You gain domain spells at the cleric levels listed in the Wrath Domain Spells table. See the Divine Domain class feature in the *Player's Handbook* for how domain spells work.

WRATH DOMAIN SPELLS

Cleric Level	Spell
1st	<i>bane, wrathful smite</i>
3rd	<i>blindness/deafness, shatter</i>
5th	<i>blinding smite, fear</i>
7th	<i>blight, wall of fire</i>
9th	<i>geas, insect plague</i>

BONUS PROFICIENCIES

1st-level Wrath Domain feature

You gain proficiency with martial weapons and heavy armor.

RETRIBUTION

1st-level Wrath Domain feature

When you take damage from a creature you can see within 30 feet of you, you can take a reaction to focus your wrath on it. The first time you hit the target with a weapon within 1 minute, it takes an extra 2d6 damage. The damage from this attack can't be reduced or redirected in any way and ignores temporary hit points.

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

CHANNEL DIVINITY: HERETIC'S BRAND

2nd-level Wrath Domain feature

You can use your Channel Divinity to mark one foe which has harmed you or an ally within the last hour. As an action, you brand one creature within 60 feet of you that you can see. The brand remains for 1 minute or until the target is reduced to 0 hit points. The target has disadvantage on ability checks, and you or one ally you choose that the target has harmed within the last hour have advantage on weapon attack rolls against the target.

SWORN DEVOTION

6th-level Wrath Domain feature

Once set on your path, it is hard to sway you. You can choose to add your Wisdom modifier to your Strength and Charisma saving throws. In addition, you add your proficiency bonus on Wisdom (Insight) checks. If you already have proficiency in Insight, you are treated as having expertise in the skill, adding twice your proficiency bonus.

DIVINE STRIKE

8th-level Wrath 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.

FLAMES OF CONSECRATION

17th-level Wrath Domain feature

During your turn, you can ignite the target of your Heretic's Brand in divine flame. Until the fire is put out, the target takes 1d8 fire and 1d8 radiant damage at the start of each of its turns. While burning, the target has disadvantage on attack rolls. If the target is reduced to 0 hit points, you can choose to reduce it to ash.

MAKING YOUR OWN CLERIC SUBCLASS

YOU MAY DECIDE THAT YOU WANT TO CREATE YOUR own cleric subclass that best fits your campaign. Before embarking on this task, you want to be sure that no existing cleric subclass meets your design goals. One of the greatest flexibilities offered in 5e class design is how easy it is to re flavor the features. If there is a subclass that can meet your mechanical needs and stylistic vision, it is best to simply use that and save a lot of time in designing, writing, and playtesting.

If, however, you find that no existing subclass achieves the fantasy or has the mechanics to match your vision, this section will guide you toward making a cleric subclass that fits the 5e D&D model. The guidelines will help you create the features for your subclass and detail how you should balance the class to fit within the official options and those offered by Therin Creative and similar content creators.

Please note that despite the guidance offered herein, your subclass may need further tuning. Be certain to spend the time to playtest your subclass.

CLASS CHASSIS

The cleric is a resilient spellcaster, with spells that mainly focus on recovery, defense, and bolstering allies. The cleric spell list has a range of options for combat and utility, and when spells fail, the average cleric is competent in fighting hand-to-hand and negotiations.

HIT DICE

The cleric uses a d8 for its Hit Dice, placing it in the middle of average hit points. Backed with decent armor, the cleric can stand its ground, but the cleric class is generally encouraged to also have decent Strength or Charisma, making Constitution a luxury at the expense of versatility. The cleric tends to be above rogue and monk in how well it can handle getting attacked, but well below the warrior classes. A cleric's subclass can change this position drastically.

PROFICIENCIES

With proficiency in medium armors and shields, the cleric is well-rounded defensively. Simple weapons grant it a decent array of melee and ranged weapon options. Its subclass will expand these options or allow the cleric to focus on cantrips instead. Clerics only have the default two skill proficiencies, but subclasses may add to this.

ABILITY SCORE IMPROVEMENT

The cleric uses standard progression for the Ability Score Improvement (ASI) feature (4th, 8th, 12th, 16th, and 19th level). Sorcerers shouldn't gain additional ASI features as that is the domain of the fighter and rogue classes and not something a subclass generally grants.

SPELLCASTING

As a full spellcaster, the cleric has a lot of potential power. The cleric spell list is focused more on beneficial and deterrent effects, and less so on damage. This isn't to say that clerics lack in damage output, as many of the spells they have are strong spells for damage under normal circumstances. A cleric is generally assumed to

be concentrating on one spell each combat and may cast one instantaneous leveled spell in a combat, reserving more of its slots for recovery, exploration, or social interactions. A normal cleric fills most of its turns with attacks from weapons or cantrips.

CHANNEL DIVINITY

The Channel Divinity feature is the hallmark of the cleric. The effects of the feature are as varied as the number of cleric subclasses, and when designing a Divine Domain, you need to create an appropriate option. By default, all clerics have Turn Undead, which is a powerful option in certain circumstances, which is a good guideline to target any new option.

DIVINE DOMAIN FEATURES

Divine Domains grant features at 1st, 2nd, 6th, 8th, and 17th level. This is the most irregular progression of subclass feature levels in the game, but it is because cleric subclasses are the second most formulaic subclass in the core game. Your features at 2nd and 8th level, as well as the Domain Spells feature, are predetermined, and one of your 1st-level features should fit a certain model. You have more latitude on the features at 6th and 17th level.

CHANNEL DIVINITY AND SPELLCASTING

The cleric is a powerful spellcaster, providing it a superb long-rest resource. It also has a great short-rest resource through its Channel Divinity options. For this reason, you need to carefully add any power-enhancing features. Typically power is only added through domain spells, Channel Divinity, or the 1st-level Identity feature. Remember to factor in any spells granted by the subclass when you budget the cleric subclass's power.

BUILDING A DIVINE DOMAIN

Once you understand the class chassis, you're one step closer to building a subclass. You'll also want to review existing subclasses to get a feel for their design and balance. This section will aid you in understanding what your subclass features should accomplish.

Before starting on the formal work to build your subclass, devise its theme and role. What is your subclass's purpose? What roles does it fill in an adventuring party? How are its mechanics interesting and unique? Why would a player choose your subclass?

Let's start by looking at some existing cleric subclasses.

Life Domain. This cleric domain is focused on recovery. It is durable, which allows it to better aid its allies and keep them in a fight. Most of its power boosts are applied to its healing, allowing it and its party members to stay in the fight. Players choose this divine domain to be the party's healer, the one that pushes others to their best.

Light Domain. The Light Domain represents faiths centered on the sun or fire, among others. This cleric subclass is more of a blaster, gaining some strong damage spells and a kit that can harm or hinder foes. Players choose this divine domain because they desire to be the beacon of light to purge their foes with divine radiance or flame.

Forge Domain. With a focus on the tools of war, this domain can double as a warrior or a supporter, granting their blessing to an ally or keeping it for themselves. It is hardier than other clerics. Players choose this divine domain because they like the theme of forging armor and weapons, and blessing them with enchantments, while also being a cleric capable of staying in the thick of the fight alongside the party's fighters or barbarians.

Order Domain. A leadership or tactical domain, this cleric aims to direct its allies and enchant its foes. Players choose this divine domain to deter unnecessary fights, and to guide their allies to victory when combat becomes necessary.

Sacrifice Domain. This divine domain encompasses the fantasy of sacrifice to gain a boon. This cleric primarily supports its allies, while acting as a skirmisher to harry its foes when the opportunity is present. Players choose this divine domain because they are willing to become martyrs for their party's success and to bleed their opponents dry.

Each cleric subclass adopts a certain outlook, pursues a unique ideology, while keeping to a path that is deeply rooted in the cleric kit; at its core, each is a cleric, tapping divine power to support its allies and keep its faith.

BUILDING THE SUBCLASS

This guide covers building a divine domain consistent with official published material. A Divine Domain enhances the cleric class in a particular fashion that is thematic to the domain. Each is backed by the core kit of the cleric.

Subclass features are granted at 1st, 2nd, 6th, 8th, and 17th level. Each Divine Domain feature level should generally only grant one subclass feature, except 1st level, which should grant three features. Consult the Cleric Subclass Features table for when you should grant features.

There are exceptions to the rule of only granting a single subclass feature:

- Ribbon features are frequently weak on their own, so in certain cases you may grant a second, minor feature, which could be another ribbon feature.
- The feature has some complex interactions that are much clearer when separated. Often this is indication that something should be cut, but in rare cases, it makes sense to split a feature for comprehension.
- You are expanding an existing feature in a minor way. Sometimes it's better to include the enhancement in the core feature, and at other times it could be a note in another feature.

CLERIC SUBCLASS FEATURES

Cleric Level Feature

1st	Identity Feature, Bonus Feature, Domain Spells
2nd	Channel Divinity Option
6th	Cleric Pool Feature I
8th	Divine Strike or Potent Spellcasting
17th	Cleric Pool Feature II

IDENTITY FEATURE

1st-level [Your Cleric Subclass] feature

The identity feature is designed to grant the subclass some unique piece of kit that captures the theme of the domain. The Identity feature doesn't introduce a new mechanic, but instead leverages existing mechanical systems. Many of the cleric subclass Identity features use limited uses determined by its Wisdom modifier.

This feature is flexible in what it can accomplish. It can add damage power, grant the character a new utility function, or otherwise expand upon the options this particular cleric subclass has.

BONUS FEATURE

1st-level [Your Cleric Subclass] feature

This feature should grant the cleric one cantrip or proficiency, including heavy armor or martial weapons. It is acceptable to offer both heavy armor and martial weapons if it makes sense for the domain's theme, but you aren't required. Classic clerics used warhammers and flails, so martial weapon proficiency isn't abnormal for the class.

You should never give the cleric access to the *eldritch blast* or similar multi-attack cantrip if it has the Potent Spellcasting feature, as such spells interact in an unintended way with the feature.

Generally, this feature shouldn't grant more than proficiencies or cantrips. In the case where you decide the subclass needs a ribbon or a minor effect that isn't likely to come into play that has a thematic tie to a bonus proficiency or cantrip, you can combine it with this feature. The Grave Domain does this with its Circle of Mortality feature.

In certain cases, this feature will be folded into the Identity feature. Do this when the Identity feature directly interacts with the bonus proficiencies or spells. The Knowledge Domain is an example of this. The Trickery Domain serves as a different example where the benefit of the Identity feature overlaps with what a bonus proficiency might do.

DOMAIN SPELLS

1st-level [Your Cleric Subclass] feature

Each domain has a list of extra spells that it always has prepared. Each of the spells should tie into the Divine Domain's theme. You also want to ensure the spell picks are relevant for the average character of the subclass, such that a ranged-focused subclass isn't loaded with melee reach spells.

Choose two spells for each spell level from 1st, 2nd, 3rd, 4th, and 5th level. The spell can come from any list, including the cleric list. Domain spells are intended to give the character spells it should have available always, not just to expand its list of options.

If you include spells from sources other than the *Player's Handbook*, you want to indicate those sources. If you are sharing the subclass, you can't reprint content that is not provided by the publishing license you are using (i.e. don't reprint a spell description from *Tasha's Cauldron of Everything*).

If you do include spells outside the *Player's Handbook*, it is recommended that you offer alternative spells from it so groups without the referenced book can utilize your content without additional work on the DM's part. If the spell is one you created for the subclass, include its description after the subclass (or an appropriate section for a compendium of content).

[YOUR CLERIC SUBCLASS] SPELLS

Cleric Level	Feature
1st	<i>1st-level spell, 1st-level spell</i>
3rd	<i>2nd-level spell, 2nd-level spell</i>
5th	<i>3rd-level spell, 3rd-level spell</i>
7th	<i>4th-level spell, 4th-level spell</i>
9th	<i>5th-level spell, 5th-level spell</i>

CHANNEL DIVINITY OPTION

2nd-level [Your Cleric Subclass] feature

The 2nd-level feature grants the cleric subclass a new way to use its Channel Divinity. This should be thematic to the domain. It doesn't need to be combat-focused, but it often is. This option should be something that comes into play fairly often, but it should never be useful in every situation. You want to carve out a niche that allows it to be relevant throughout a campaign, but not always applicable. Consult the Channel Divinity table to see the niches of some other Divine Domains to understand the scope of this feature.

CHANNEL DIVINITY

Cleric

Domain	2nd-level Channel Divinity Niche
Duality	Cast a spell with any scroll or manifest a power with a dorje
Forge	Craft a nonmagical item worth no more than 100 gp from materials
Grave	Briefly curse one creature for combat
Knowledge	Gain a skill or tool proficiency for 10 minutes
Life	Heal one or more creatures
Light	Banish darkness and damage hostile creatures
Nature	Charm beasts and plants
Order	Charm one creature, optionally disarm it as well
Sacrifice	Transfer one condition to another creature
Tempest	Maximize lightning and thunder damage you deal
Trickery	Create illusory double that you can cast spells through
War	+10 bonus on one weapon attack roll
Wrath	Curse target that has harmed you or an ally

Most Channel Divinity options require an action, but in certain cases a reaction is more appropriate, such as when it modifies a roll. In rare cases, no action is required, such as adding a rider or tweaking an effect, as the Destructive Wrath option does.

CLERIC POOL FEATURE I

6th-level [Your Cleric Subclass] feature

The features gained at 6th and 17th level aren't especially limited, but they do fall under two primary types – Expansion features that add something new to the class kit and Enhancement features that either enhance part of the core class or the Channel Divinity feature. Typically with the 6th-level feature, you will want to choose an Expansion feature.

When the 6th-level feature is an Expansion feature, it will either offer a new Channel Divinity option or way to expend uses of the that feature, or it will add a defensive or traversal option. Defensive features are an explicit type of Expansion feature that adds a new layer of defense for the class. Traversal features are a subtype of Utility features that tend to have practical application in and out of combat by adding some new way to move around.

When the 6th-level feature is an Enhancement feature, it will either enhance the core cleric kit, such as make a subset of spells better, or will enhance the Identity feature to make it better or applicable in more circumstances.

You mostly want to avoid any damage increases here, although transferring damage from the cleric to a party member, as the War Domain does, is acceptable.

DIVINE STRIKE OR POTENT SPELLCASTING

8th-level [Your Cleric Subclass] feature

If your cleric subclass is melee-oriented, give it the Divine Strike feature. You can alter the damage type if it makes sense thematically, but should avoid bludgeoning, piercing, and slashing damage since the effect is magical. Force damage is also a generally poor choice since it tends to be universal.

If your cleric subclass is not melee-oriented, give it the Potent Spellcasting feature, adding its Wisdom modifier to the damage it deals with any cleric cantrip. Do not add this bonus to cantrips from other classes or leveled spells. The 8th-level feature boosts the cleric's filler actions in combat.

In *Tasha's Cauldron of Everything*, the Blessed Strikes optional feature can replace this if the DM chooses. Don't make this choice for DMs.

CLERIC POOL FEATURE II

17th-level [Your Cleric Subclass] feature

The features gained at 6th and 17th level aren't especially limited, but they do fall under two primary types – Expansion features that add something new to the class kit and Enhancement features that either enhance part of the core class or the Channel Divinity feature. The 17th-level feature can be either type of feature.

For an Enhancement feature at 17th level, you mostly want to enhance part of the subclass's kit, unless that kit is predominantly an enhancement to the core cleric kit, as in the case of the Life Domain. The Channel Divinity Option you introduced with the 2nd-level feature is a prime candidate for subclass kit to enhance.

If you opt with an Expansion feature, it is very appropriate to grant a Defensive or Traversal feature instead (these features are subtypes of the Expansion feature). Alternately, you may decide to go with a new part of the kit if that makes more thematic sense, such as with the Duality Domain and Light Domain.

Be very careful about adding damage to this feature. While it can be appropriate, you need to ensure it isn't too much of a power bump. Contrast your subclass with stronger domains like Light Domain and Tempest Domain.

PREWRITTEN FEATURES

The Divine Strike and Potent Spellcasting text is provided for your convenience. For Divine Strike, you need to replace the bracketed elements with appropriate text and the damage type it deals.

DIVINE STRIKE

8th-level [Your Cleric Subclass] feature

You gain the ability to infuse your weapon strikes with [your flavor text]". Once of each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 [type] damage to the target. When you reach 14th level, the extra damage increases to 2d8.

POTENT SPELLCASTING

8th-level [Your Cleric Subclass] feature

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

APPENDIX: NEW SPELLS

The spells are presented in alphabetical order. Other classes can use these spells if the DM chooses, as shown on the New Spells table.

NEW SPELLS

Level	Spell	Class
1st	Sacrifice	Cleric, Paladin
2nd	Bloodsworn	Cleric, Warlock
4th	Psalm of Martyrs	Cleric, Paladin
5th	Aura of Peace	Cleric, Paladin

AURA OF PEACE

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a broken blade)

Duration: Concentration, up to 1 minute

Tranquil energy radiates from you with a 30-foot radius. Each creature within the area deals only half damage with weapon attacks until the spell ends.

BLOODSWORN

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of blood, which the spell consumes)

Duration: 1 minute

You create a magical link between you and a hostile creature you can see in range. The creature must make a Charisma saving throw. On a failed save, the creature is linked to you. For the duration, whenever you take damage, the linked creature takes half as much damage. On a successful save, the spell ends for the target. At the end of each of the target's turns, it makes a new saving throw, ending the spell for it on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for every two slot levels above 2nd.

PSALM OF MARTYRS

4th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (an ofuda or prayer bead, which the spell consumes)

Duration: 1 minute

You and each willing creature within 15 feet of you that you choose when you cast the spell are warded against harm by for 1 minute. A warded target takes 2d4 less damage each time it takes damage. Once the spells ends, each warded target takes 6d4 psychic damage.

SACRIFICE

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You transfer your stamina and resolve to another creature. You take 1d6 damage from stress and a creature within range that you can see regains 2d6 + your spellcasting modifier hit points. If you are reduced to 0 hit points, the spell fails and the creature regains no hit points from it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you increase the damage you take by 1d6 and the amount a target regains by 2d6 for each slot level above 1st.

UPDATE NOTES

1.0 PLAYTEST VERSION (MAY, 2024)

- Blood Domain renamed to Sacrifice Domain
- Sacrifice Domain
 - Blood Ministry renamed to Bonus Proficiencies (since that is what it does) and now lists the skills you can choose.
 - Sacrament is now Blood Sacrament and has a new effect to support both types of sacrifice.
 - Blood Buff (Channel Divinity) replaced with Martyrdom which has a new effect for fitting the revised theme.
 - Sanguine Flow is now a Channel Divinity and no longer scales with Proficiency bonus.
 - Sacrificial Rites replaced with Sacred Rites which has a different effect.
- Wrath Domain
 - Wrath renamed Retribution and no longer requires a spell so it doesn't get impacted by concentration.
 - Heretical Brand (Channel Divinity) renamed Heretic's Brand and has a more immediately useful effect.
 - Retribution replaced with Sworn Devotion.
 - Flames of Consecration now enhances Heretic's Brand.