

Archive of Forgotten Lore:

Cleric

This is Supplemental Material

Divine Domain

At 1st level, a cleric gains the Divine Domain feature. This is a revision written by Odvaskar for that feature: The War Domain.

War Domain: Revised

War has many manifestations. It can make heroes of ordinary people. It can be desperate and horrific, with acts of cruelty and cowardice eclipsing instances of excellence and courage. In either case, the gods of war watch over warriors and reward them for their great deeds. The clerics of such gods excel in battle, inspiring others to fight the good fight or offering acts of violence as prayers. Gods of war include champions of honor and chivalry (such as Torm, Heironeous, Kiri-Jolith) as well as gods of destruction and pillage (such as Erythnul, the Fury, Gruumsh, and Ares) and gods of conquest and domination (such as Bane, Hextor, and Maglubiyet). Other war gods (such as Tempus, Nike, Nuada) take a more neutral stance, promoting war in all its manifestations and supporting warriors in any circumstance.

At each indicated cleric level, add the listed spells to your spells prepared.

War Domain Spells

Cleric Level	Spells
1st	<i>Divine Favor, Shield of Faith</i>
3rd	<i>Magic Weapon, Spiritual Weapon</i>
5th	<i>Crusader's Mantle, Spirit Guardians</i>
7th	<i>Freedom of Movement, Staggering Smite</i>
9th	<i>Banishing Smite, Destructive wave</i>

Acolyte of War

1st-level War Domain Revised feature

At 1st level, you gain proficiency with martial weapons and heavy armor. Additionally, you learn a Fighting Style from the fighter's Fighting Style list. You can't take the same fighting style option more than once.

War Priest

1st-level War Domain Revised feature

From 1st level, your god delivers inspiration in the form of martial training. You learn a number of maneuvers of your choice equal to your Wisdom modifier from the Battle Master archetype in the fighter class. If a maneuver requires your target to make a saving throw to resist the maneuvers effects, the saving throw DC is the same as your cleric spells. You gain two superiority die, which is a d6. This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended dice when you finish a short or long rest.

Channel Divinity: Guided Strike

2nd-level War Domain Revised feature

Starting at 2nd level, you can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

War God's Blessing

6th-level War Domain Revised feature

At 6th level, when a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a bonus to the roll equal to your Wisdom modifier. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

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

Extra Attack

8th-level War Domain Revised feature

Starting at 8th level, you can attack twice, instead of once, whenever you take the attack action on your turn.

Master of War

17th-level War Domain Revised feature

At 17th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, your weapon attacks score a critical hit on a roll of 19 or 20 on the d20.