

Salvation Domain

A cleric supplement for the world's greatest roleplaying game

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For use with the 5th edition *Player's Handbook*



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SALVATION DOMAIN

Salvation comes in many ways, be it lucky coincidence, intervention by powerful beings, or even the will of immortals such as the gods themselves. More often than not, it is as unpredictable as the dice of fate. Any lawful deity can claim influence over this domain, particularly deities that promote religious obedience, unshakeableness, or purity of the soul. Clerics that follow the path of salvation seek guidance in the face of great peril and believe in the forgiveness of sins. They find strength in the idea of being released from their mortal coil someday to experience a peaceful afterlife. Those worshipping more belligerent deities also set out to punish heretics and deliver evildoers from sins. Many a warrior of the "true faith" has strayed from the path of good on his ambitious journey for righteousness.

SALVATION DOMAIN SPELLS

Cleric Level Spells

1st	<i>bless, protection from evil and good</i>
3rd	<i>gentle repose, zone of truth</i>
5th	<i>magic circle, remove curse</i>
7th	<i>aura of purity, guardian of faith</i>
9th	<i>dispel evil and good, greater restoration</i>

ACOLYTE OF SALVATION

When you choose this domain at 1st level, you learn the *guidance* cantrip if you don't already know it. You also gain proficiency in the Religion skill.

DIVINE HARBINGER

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

CHANNEL DIVINITY: ACT OF FAITH

Starting at 2nd level, your devout nature empowers you to overcome worldly obstacles. As an action, you present your holy symbol and speak a faithful prayer, using your Channel Divinity. Until the start of your next turn, you gain one benefit of your choice, choosing from the options presented below.

At the start of your subsequent turns, you can immediately use your action to continue praying, extending the chosen benefit until the start of your next turn. In this way, you can pray for a maximum number of turns equal to 5 times your cleric level. The effect on you ends instantaneously if the prayer is interrupted. Talking normally or being unable to speak interrupts the prayer, as well as taking a bonus action, reaction, or action other than praying. Using this feature requires concentration (as if concentrating on a spell).

Faithful Step. You gain the ability to walk short distances through the air as if walking on solid ground. You can move through the air up to a number of feet equal to 10 times your cleric level, ascending or descending no more than 5 feet in the process. While airborne, the benefit ends early if you change direction, move less than 5 feet on your turn or if an effect physically moves you 5 feet or more into any direction.

You can use this benefit an unlimited number of times, but you fall if it ends and nothing else is holding you aloft.

Alternatively, you gain the ability to move across any liquid surface as if you had cast the *water walk* spell on yourself.

Integrity. You gain divine protection from physical harm. Attack rolls against you have disadvantage. Additionally, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you have advantage on the saving throw.

Serenity. Your faith bestows great mental strength upon you. You can't become charmed, frightened or possessed and you have advantage on saving throws that you make to end these effects on yourself.

Shelter. Your deity magically conceals you from other creatures. Any creature with a passive Wisdom (Perception) score equal to or lower than your cleric spell save DC that sees or hears you for the first time after you gained this benefit must make a Wisdom (Perception) check. The DC equals your cleric spell save DC.

On a failed check, the creature can't see or hear you until the benefit ends, not even by magical means. If it succeeds on the check or comes into physical contact with you, the creature becomes immune to this effect for 1 hour. Creatures that can see or hear you when you gain this benefit automatically succeed on their check.

This benefit can't be dispelled by spells like *dispel magic*, but entering the area of an *antimagic field* spell or similar effect forces you to make a DC 20 Wisdom (Religion) check. On a failed check, your benefit ends early. You must also make this check at the start of each of your turns while being subjected to such an effect.

CHANNEL DIVINITY: ENFORCE ATONEMENT

At 6th level, you can use your Channel Divinity to make the wicked atone for their sins. As an action, you present your holy symbol and speak a censuring prayer of absolution, targeting yourself or another humanoid creature within 30 feet of you that can see or hear you. Your prayer accuses the target of a wicked deed, choosing from the wicked deeds detailed below. The target is then severely punished for its iniquity. An unwilling creature must succeed on a Wisdom saving throw to avoid this effect. On a successful saving throw, you can't use this feature on it again for 24 hours.

If the target was guilty of the wicked deed it was accused of within the last 30 days and didn't confess to a cleric or similar person yet, the target is forced to do penance as described in the wicked deed's descriptive text.

Adultery. The target's physical appearance becomes utterly disgusting. It has disadvantage on any Charisma (Persuasion) and Charisma (Performance) checks that are influenced by its ugly look. No sighted creature could desire such an abomination. This effect lasts for 24 hours.

Blasphemy. The target becomes mute, for it shall rethink its principles in silence. This effect lasts for 24 hours.

Boast (of beauty). See adultery.

Boast (other). See blasphemy.

Denial of the needy. The target is deafened, for it was deaf to others. This effect lasts for 24 hours.

Falsehood. The target is poisoned, for deceit is a poison of heart. This effect lasts for 24 hours.

Homicide. The target takes radiant damage equal to 4d10 + its maximum number of hit dice + your cleric level, for a tainted soul must be purified. This is an instantaneous effect.

Injustice. The target is blinded, for justice is a blind judge. This effect lasts for 24 hours.

Lewdness. See adultery.

Mockery. See blasphemy.

Theft. The target's passive Wisdom (Perception) score is halved (rounded up) and it has disadvantage on Wisdom (Perception) checks, for thieves shall fall victim to theft. This effect lasts for 24 hours.

Tyranny. The target must make a Wisdom saving throw whenever it receives a direct verbal command. On a failed saving throw, the target must obey the order as if under the effect of the *command* spell. This effect lasts for 1 hour.

Unholy Rites. The target's only movement option is crawling, for it shall toady to the powers it invoked. This effect lasts for 24 hours.

A creature can't do penance for more than one wicked deed at a time and the target is considered cursed for the duration, requiring a *remove curse* spell or similar magic to end ongoing effects early. Doing penance for the full duration grants absolution for the atoned sin. It doesn't matter how often the sin was committed, e.g. frenzied Medea who murdered king Creon, his daughter Glauce and even her own children would be punished for homicide only once.

If you are guilty of a wicked deed yourself and didn't receive absolution yet, you can only target yourself with this feature.

CROSSROADS OF FATE

At 8th level, you gain either the Divine Strike or the Potent Spellcasting feature. Your choice is permanent.

DIVINE STRIKE

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.

POTENT SPELLCASTING

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

STRENGTH OF BELIEF

Beginning at 17th level, you perform miracles by the sheer power of your conviction. When you use your Act of Faith feature, interrupting the prayer doesn't end the effect early and you can extend the chosen benefit on subsequent turns as a bonus action instead of an action, up to its maximum duration.