



DIVINE DOMAINS

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

Each domain's description gives examples of deities who have influence over that domain. Gods are included from the worlds of the Forgotten Realms, Greyhawk, Dragonlance, and Eberron campaign settings, as well as from the Celtic, Greek, Norse, and Egyptian pantheons of antiquity.

UR DOMAIN

Ur priests are scarcely clerics in the traditional sense; many even despise the gods. Rather than being granted divine magic and authority by a deity or powerful idea, clerics of the Ur Domain siphon off the energies granted by gods to divine spellcasters, using it for their own needs without giving even lip-service to any god. Ur Priests can come from any walk of life, but the most dangerous are always ex-clerics and paladins who have abandoned their gods. They violently oppose religion in any form, and use their powers to weaken the gods and destroy their followers.

UR DOMAIN SPELLS

Starting at 1st level, when you prepare spells following a long rest, you can select one spell to prepare from any list of cleric domain spells, and it doesn't count against the number of spells you can prepare each day. This spell must be of a level for which you have spell slots. At 8th level, you may prepare 2 spells in this way, and at 17th level, you may prepare 3.

GODHATE

At 1st level, you have advantage on saves against divine spells, which are spells cast by clerics, paladins, druids, rangers, and other sources the DM deems appropriate.

CHANNEL DIVINITY: ANTI-HEAL

By 2nd level, as a bonus action on your turn, you can use your Channel Divinity to invert positive energy auras around you. For 1 minute, no creature within 60 feet of you can regain hit points due to magic. Instead, when a creature would regain hit points, it must make a Constitution saving throw or take necrotic damage equal to the amount it would have regained.

SIPHON SPELL

Starting at 6th level, you can expend two spell slots of the same level to cast a spell that you know of 1 level higher.

POTENT SPELLCASTING

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

STEAL MAGIC

By 17th level, you have learned to siphon magic from spellcasters just as you do from the gods. As a reaction when you are affected by a spell, you can learn it as a cleric spell and prepare it until you complete a long rest. You can only learn one spell in this fashion at a time and it does not count against the number of spells you can prepare. If you attempt to learn a new spell after you have learned one with this feature, you immediately forget the old spell.