

DIVINE DOMAIN

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.

ABYSSAL DOMAIN

It is a common misconception that the members of demon-worshipping cults are all mindless slaves, crazed hedonists, or violent murderers. The truth is that many of them are perfectly sane, with dreams of enslaving demons for themselves, rather than the other way around. A select few are even strong enough to do so, rising through the ranks of their cult to become powerful priests and summoners, capable of calling upon armies of fiends and mortals alike to do their bidding.

ABYSSAL DOMAIN SPELLS

Cleric Level	Spells
1st	<i>command, inflict wounds</i>
3rd	<i>ray of enfeeblement, scorching ray</i>
5th	<i>lightning bolt, summon lesser demons</i>
7th	<i>dominate beast, summon greater demon</i>
9th	<i>enervation, planar binding</i>

BLOOD SACRIFICE

When you choose this domain at 1st level, you can use dark magic to siphon power from dying creatures. Whenever you reduce a hostile creature to 0 hit points, you gain

temporary hit points equal to your Wisdom modifier. Furthermore, whenever you reduce a willing creature to 0 hit points, you gain temporary hit points equal to your cleric level plus twice your Wisdom modifier and have advantage on the first attack roll you make in the next minute. Creatures that you have summoned or dominated are always considered to be willing for the purposes of this ability.

RUTHLESS

Also at 1st level, the experience you have gained dealing with cunning fiends and treacherous cultists equips you well for future conflicts. Whenever you make a contested ability check against a creature, you can add twice your proficiency bonus to the roll.

CHANNEL DIVINITY: DUST TO DUST

Starting at 2nd level, you can use your Channel Divinity to augment your offensive spells, the better to unleash the infinite chaos of the Abyss on your foes.

When you cast a spell that deals damage to one or more creatures, you can use your Channel Divinity to add your Wisdom modifier to the damage. Any creature reduced to 0 hit points by this spell is disintegrated into a fine grey dust, along with anything it is wearing or carrying (except for magic items). The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Any Large or smaller nonmagical object or a creation of magical force that would be hit by the spell is also disintegrated.

CHANNEL DIVINITY:

BINDING OF THE DEEP

At 6th level, you can use your Channel Divinity to chain demons to your will.

When you cast a spell that summons demons, you present your holy symbol and use your Channel Divinity to bind them. Any demons bound in this way cannot break free from your control, and are never hostile towards you or your allies.

POTENT SPELLCASTING

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

DEMONIC ASCENDANCY

When you reach 17th level, you infuse your soul with demonic energy, gaining immense power. You have resistance to cold, fire and lightning damage, and gain telepathy with a range of 120 feet.