

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.

DREAD DOMAIN

Dread dwells deep within the heart of every man, a gloom that darkens the visage of the brave, and reduces cowards to outright terror. Dread is mankind's oldest and strongest emotion, and so it empowers sinister, antediluvian gods which thrive in the darkness. Clerics of Dread can seize the lingering anxiety within one's soul and drive it to terror, showing others their deepest fears and simply letting their psyche do its work.

Gods of the Dread Domain are Erebus, the Shadow Interminable, Somber, the Mourning God, and the Shroud, God of Death and Secrets.

DREAD DOMAIN SPELLS

Cleric Level	Spells
1st	<i>disguise self, false life</i>
3rd	<i>detect thoughts, see invisibility</i>
5th	<i>fear, slow</i>
7th	<i>greater invisibility, phantasmal killer</i>
9th	<i>antilife shell, dream</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you have proficiency with martial weapons and heavy armor.





FRIGHTFUL VISAGE

Also at 1st level, you can use your action to stare into the depths of a creature's soul, revealing flickering nightmares in your eyes. Choose a creature within 30 feet that you can see and that can also see you to make a Wisdom saving throw against your cleric spell save DC. On a failed save, the target is frightened of you and can't move until the end of your next turn.

You can use this ability a number of times equal to your Wisdom modifier (a minimum of once) and regain all expended uses when you finish a long rest. When you reach 17th level in this class, you can use this ability at will.

CHANNEL DIVINITY:

GRIM EXEMPLAR

Starting at 2nd level, you can utter a prayer as a bonus action to become an envoy of dread. You gain the following benefits for 1 minute:

- Your weapon attacks deal additional psychic damage equal to your wisdom modifier.
- Once on each of your turns, while you are in dim light or darkness, you can turn invisible as a bonus action. This invisibility ends at the end of your turn, or when you make an attack roll or cast a spell. While invisible as a result of this feature, you move silently, regardless of the armor you are wearing.
- You add double your proficiency bonus to any Charisma (Intimidation) check you make.

HEART OF TERROR

Starting at 6th level, your soul is intoxicated by the fear that your deity invokes. You can't be frightened. In addition, any creature frightened by you is considered to be under the effects of the *bane* spell for as long as they are frightened.

DIVINE STRIKE

At 8th level, 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 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

AURA OF DREAD

Starting at 17th level, you emanate an aura of sheer terror and dread. When you use your Frightful Visage ability, you affect any number of creatures that you choose within 30 feet of you. In addition to the normal effects on a failed save, creatures take 4d10 psychic damage, or half as much on a successful save.