

EXORCISM DOMAIN

Sometimes a world is so forsaken that clerics cannot hope to call their patron's power into that dark place and instead must satisfy themselves with lessening the darkness by casting it out. When unnatural creatures infest a region or world, gods may choose to empower their clerics with the Exorcist Domain in place of their more traditional spheres of influence. As their work compels them to constantly confront the supernatural horrors arrayed against the mortal world, exorcists tend towards the grim and serious as a rule.

EXORCISM DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect evil and good, protection from evil and good</i>
3rd	<i>see invisibility, warding bond</i>
5th	<i>dispel magic, magic circle</i>
7th	<i>banishment, locate creature</i>
9th	<i>dispel evil and good, hallow</i>

ARMORED BY FAITH

Starting at 1st level, while you are wearing no armor, your AC equals 10 + your Dexterity modifier + your Wisdom modifier. You can use a shield and still gain this benefit.

ACOLYTE OF EXORCISM

Starting at 1st level, you learn the Abyssal, Celestial, and Infernal languages. Additionally, you become proficient in your choice of one of the following skills: Arcana, History, Insight, Investigation, or Religion.

CHANNEL DIVINITY: TURN EVIL AND GOOD

Starting at 2nd level, you can use your Channel Divinity to turn away the forces of good and evil. As an action you present your holy symbol and speak a prayer censuring celestials, fey, or fiends. Each creature of that type that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turn trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

DESTROY EVIL AND GOOD

Starting at 6th level, when a creature fails its saving throw against your Turn Evil and Good feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold. This feature uses the same table as the Destroy Undead table to determine at what cleric level creatures of certain challenge ratings are destroyed rather than turned.

DIVINE STRIKE

Starting at 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turn when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d6 radiant damage to the target or 1d12 radiant damage if the creature is an aberration, celestial, elemental, fey, or fiend. When you reach 14th level, the extra damage increases to 2d6 or 2d12 if the creature is an aberration, celestial, elemental, fey, or fiend.

INVIOLEATE EXCOMMUNICATION

Starting at 17th level, creature from other planes have difficulty resisting your magical commands. Aberrations, celestials, elementals, fey, and fiends have disadvantage on saving throws they make against spells cast by you.

Exorcism Domain by

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Art Credits in Order of Appearance

"Fantasy Orc Priest in ceremonial attire" by JESockArt

