

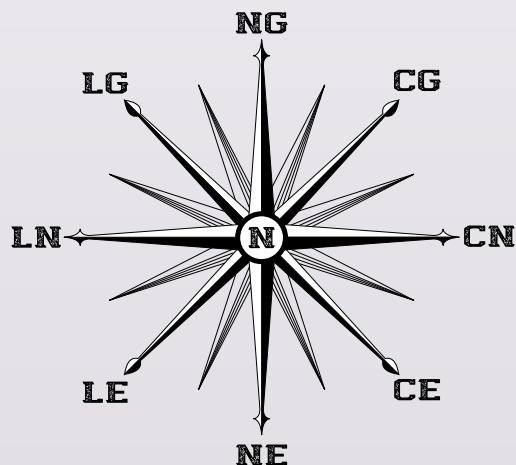
SPIRITUAL ALIGNMENT

Neutral Cleric

DOMAINS

RATHER THAN DEVOTE THEMSELVES to an aspect of a particular deity, some clerics choose to follow the philosophy and ethics of a particular alignment.

This article focuses on the three alignments of neutrality—neutral good, neutral evil, and true neutrality—and the clerical domains associated with each.



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USING ALIGNMENT DOMAINS WITH OTHER DOMAINS

Alignment domains help strengthen the ties of alignment to a game world and it can be tempting to forego the other domains and make the nine domains in these “Spiritual Alignment” articles the only ones available to clerics. While this certainly does make clerics paragons of the philosophies that their deities personify, it also has the effect of diminishing the differences between deities that share alignments. A cleric of Belemus, for example, would have the same clerical powers as a cleric of Artemis, even though the former is a god of light and the latter a goddess of life and nature. Shouldn't they feel distinct from each other?

The first article in this series answered this question by making alignment an additional domain available to clerics of each deity based on the deity's alignment; thus clerics of Belemus could choose from the Community (lawful good) and Light domains while clerics of Artemis could choose from the Community, Life, and Nature domains. There are, however, other options.

The first option is to allow a cleric of an alignment domain to substitute one or both of their domain spells with those from the other domains of the deity they worship. Thus, a cleric of Belemus could choose two domain spells from the Community or Light domain lists, while a cleric of Artemis could choose their domain spells from the Community, Life, and Nature domain lists. You might also allow the cleric to substitute the damage type of any divine strike abilities with one identified with the deity the cleric worships.

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The second option is to treat clerics of alignment as separate from clerics of gods; the former are more philosophers than priests and draw their abilities directly from the philosophical path they've chosen rather than any particular deity. Thus, a cleric of community may support followers of Artemis, but they are not her priests and may not necessarily follow her specific teachings. Rather than prayers, such clerics offer “arguments” that impart the wisdom of their chosen path.

NEUTRAL PHILOSOPHIES

Neutral philosophies hold position between the wants and needs of society and the individual. They understand that law and order has its place but prefer to operate within the spirit of the law rather than the letter. They recognize that it's better to have a society—even if they only intend to exploit it—than live in absolute chaos. That said, neutral adherents won't hesitate to ignore or even break the law if it gets in the way of personal beliefs or desires.

Perhaps paradoxically, neutral philosophies tend to have the most influence on governments when they are forming and adherents of neutral philosophies tend to be amongst the most popular politicians. This is because neutral adherents strive to make new laws and governments reflective of the wishes of the people. There are just enough laws to make people feel safe and secure while not onerous enough to get in their way. Unfortunately, such communities tend to calcify into bureaucratic law or crumble into anarchic chaos over time.

In places where neutrality holds a minor voice, its adherents advocate for movement away from extremes. Neutral adherents tend to point out the flaws in the codes of lawful societies while encouraging stronger laws in chaotic societies. The neutral good want to see societies better reflect the will of its people, true neutral adherents merely wish to preserve the status quo, and the neutral evil want enough laws to hide behind but not enough to stifle their passions.

INTEGRITY DOMAIN (NEUTRAL GOOD)

Clerics of integrity are firm believers in goodness and justice. While they see law as a potential means to that end, they follow the law only as much as it doesn't conflict with their own sense of right and wrong. To a cleric of integrity, the actual facts regarding a situation are more important than what the law demands.

Clerics of integrity are usually amongst the easiest to get along with in a party of adventurers. They never betray their friends and generally look out for everyone's best interests, even when it may not necessarily be in the cleric's own. Where a cleric of integrity might come into conflict with their allies is when they insist on taking an unprofitable or extremely risky (or both) mission because "it's the right thing to do" or when they refuse to condone morally questionable party actions.

INTEGRITY DOMAIN SPELLS

Cleric Level Spells

1st	<i>entangle, healing word</i>
3rd	<i>find traps, flame blade</i>
5th	<i>beacon of hope, counterspell</i>
7th	<i>fabricate, locate creature</i>
9th	<i>faithful hound, hallow</i>

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor.

Spreading the Word

At 1st level, you can more easily communicate with others for the benefit of all. You gain two additional languages of your choice. In addition, when making a Charisma check that would normally require you to be able to speak with a creature, you may still make the roll, with disadvantage, if you can't speak with that creature. You can't communicate very complex thoughts in this way, but you can convey simple thoughts and generally cause the creature to understand what you want it to do.

Channel Divinity: Turn Evil

At 2nd level, you can use your Channel Divinity to turn fiends and other creatures of evil alignment. As an action, you present your holy symbol and speak a prayer condemning evil. Every intelligent evil creature within 30 feet of you must make a Wisdom saving throw. On a failure, the creature is turned, as the Turn Undead channel divinity.

Words of Encouragement

At 6th level, you can inspire others to push harder to obtain good goals. You may grant a creature within 30 feet of you a +10 bonus on a single attack roll, ability check, or saving throw (you choose to which check the bonus is applied). You may do this a number of times equal to your Wisdom modifier. You regain all expended uses after a long rest.

Potent Cantrips

At 8th level, you gain mastery of your cantrips. You may add your Wisdom modifier to your damage rolls when using a cantrip.

Shining Paragon

At 17th level, your goodness is an example to all. You can no longer be charmed or frightened and you always have advantage on Charisma checks.

HARMONY DOMAIN (TRUE NEUTRAL)

As servants of true neutrality, clerics of harmony are often misunderstood. As proponents of universal balance, they are often confused with druids. Others falsely assume clerics of harmony are incapable of making decisions. In truth, clerics of harmony play the long game, always considering how their actions today will affect the future. What seems good now may ultimately aid evil in the long run, and defeating an evil today may inadvertently cause more damage in the future.

Clerics of harmony work well with adventuring parties focused on discovery and exploration; bringing to light things that were lost returns balance to the universe. Such clerics also work well in

parties that are acting against a force that obviously can't be left unchecked. They are generally team players, but they aren't likely to allow themselves to be distracted once they commit to a course of action.

HARMONY DOMAIN SPELLS

Cleric Level Spells

1st	<i>comprehend languages, cure wounds</i>
3rd	<i>calm emotions, web</i>
5th	<i>dispel magic, counterspell</i>
7th	<i>banishment, private sanctum</i>
9th	<i>dispel evil and good, legend lore</i>

Bonus Proficiencies

When you choose this domain at 1st level, you become proficient in the Medicine skill, your proficiency bonus is doubled when you make Wisdom (Medicine) checks.

Fate is in Your Hands

At 1st level, you have an innate understanding of who should live or die to promote harmony. Whenever a creature within 60 feet of you makes a death saving throw, you can grant it either advantage or disadvantage as a reaction.

Channel Divinity: Balancing the Scales

At 2nd level, you can use your Channel Divinity to heal or to injure. As an action, you present your holy symbol and generate a pool of hit points equal to five times your cleric level. Choose a number of creatures within 30 feet of you equal to your Wisdom modifier and divide those hit points among them. You may choose whether each creature affected has those hit points restored or instead takes damage equal to that amount (you may apply damage to some and restoration to others with the same use). If a creature would take damage from this feature, it must make a Wisdom saving throw, taking half as much damage on a successful save.

This feature cannot restore a creature to more than half its hit point maximum or reduce a creature to less than half its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Bending the Laws of Nature

At 6th level, you can use your Channel Divinity to temporarily bend the laws of nature, either granting resistance to a particular damage type or imposing vulnerability to a particular damage type. As an action, you present your holy symbol and demand that natural law bend to your will. Choose a damage type. You may designate a number of creatures within 30 feet up to your Wisdom modifier, including yourself, to either be resistant or vulnerable to that energy type.

Any creature that you choose to be vulnerable may make a Wisdom saving throw. On a success, it resists gaining vulnerability. Creatures that are already resistant or vulnerable to the energy type may have their resistance or vulnerability nullified by this feature. An affected creature retains its resistance or vulnerability for 1 minute or until it takes damage from that damage type, whichever comes first.

Divine Balance

At 8th level, you can absorb some of the damage that you take and balance the scales by giving it to yourself or another creature. Once per turn when you take damage from an attack, you may either immediately recover 1d8 hit points (up to the maximum damage of the attack) or grant it to any friendly creature within 60 feet of you. Hit points recovered in this way cannot heal a creature beyond its hit point maximum. When you reach 14th level, your ability to absorb damage increases to 2d8 points.

Holy Preserver

At 17th level, you are part of the natural balance of the universe and, when you decide to act, you have greater effect. Creatures affected by one of your Channel Divinity options has disadvantage on saving throws to resist your spells.

SUPREMACY DOMAIN (NEUTRAL EVIL)

Clerics of supremacy believe that the best way to live your life is to satisfy your desires and let nothing stand in your way. Laws, rules, and moral codes are nothing but constraints that hold you back from achieving what you want; no one has the right to stop you. Clerics of supremacy have little in the way of organization, as each indulges in their own passions for the glory of their faith.

Clerics of supremacy tend to be awful members of an adventuring party. They join only to further their own interests and won't hesitate to betray or even harm members of the party if there is a change in the status quo or they discover that they want something else more. As such, clerics of supremacy often operate under false pretenses; when their identity is known, they are tolerated if they can contribute something that the party lacks, but they are never trusted.

SUPREMACY DOMAIN SPELLS

Cleric Level Spells

1st	<i>charm person, inflict wounds</i>
3rd	<i>detect thoughts, locate object</i>
5th	<i>bestow curse, vampiric touch</i>
7th	<i>black tentacles, freedom of movement</i>
9th	<i>dream, geas</i>

Bonus Proficiency

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

Skillful Indulgence

You gain two Charisma skills of your choice and your proficiency bonus is doubled when making ability checks with them.

Channel Divinity: Enrage Good

At 2nd level, you can use your Channel Divinity to enrage celestials and other creatures of good alignment. As an action, you present your holy symbol and speak a prayer taunting good. Every good creature within 30 feet of you must make a Wisdom saving throw or be enraged for 1 minute or until it takes any damage. An enraged creature must spend its turns trying to move as close to you as it can, and it can't take reactions. For its action, it can only use the Dash or Attack actions to move closer to you or attack you.

Channel Divinity: Beguile

At 6th level, you can use your Channel Divinity to persuade others to allow you to indulge in your desires. You may cast *charm person* without expending a spell slot and it affects every creature within 30 feet of you.

Divine Strike

At 8th level, you care little about the lives of those who get in your way. 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 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Embodiment of Deception

At 17th level, you allow nothing to get in the way of indulging your whims. You are immune to being charmed or frightened. In addition, you cast any spell that imposes the charmed condition as if it were one spell level higher than the slot you used to cast the spell. 