

# SPIRITUAL ALIGNMENT

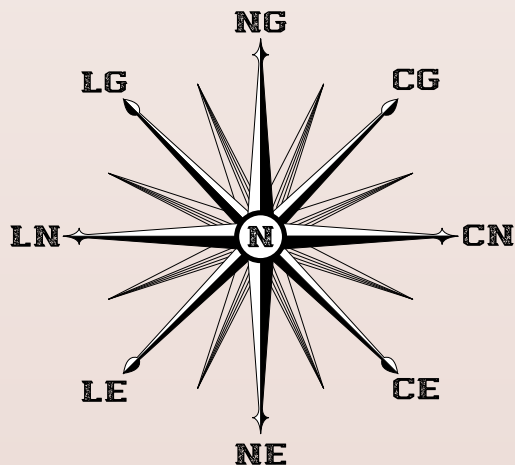
# Chaotic Cleric

# DOMAINS



**R**ATHER 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 chaos—chaotic good, chaotic neutral, and chaotic evil—and the clerical domains associated with each.



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## A WORLD ALIGNED

While alignment is a very useful shorthand for a character's personality or how she tends to make ethical and moral decisions, it has the potential to have a far greater impact on a campaign world, especially in one where alignments are more clearly defined and emphasized.

For example, humans tend to be of any alignment, but it's only natural that, in a world of strong alignments, they'd cluster together according to their ethics and morality. Each human nation may strongly profess a particular alignment (and worship any deities associated with it) and how each relates to its neighbors would depend upon their alignments. Two neighboring lawful good nations would likely have excellent relations with each other and, over time, may even meld into a single nation, while baronies on the borderlands of a lawful good empire may tend towards chaotic good and thus agitate for autonomy or, eventually, revolution. A lawful good nation and a lawful evil nation that share a border would likely be in a constant state of war (hot and cold), although both would observe honor on the battlefield.

Alignment differences could be even more pronounced amongst the non-human races. In many campaign worlds there are only one or two nations that represent a non-human race on a given



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continent; it would make sense that the alignments of the single dwarf nation and single elf nation would be lawful good and chaotic good respectively. A dwarf PC that is not lawful good wouldn't feel comfortable amongst her own kind (which gives her a reason for going adventuring), while a chaotic good elf would have a very difficult time understanding and accepting the behaviors, laws, and mannerisms of a lawful neutral human culture.

Note that just because two nations or cultures share an alignment does not mean that they'll agree with each other on every issue or refrain from going to war against each other. Alignments are ideals—their adherents occasionally fall short when it comes to petty concerns—and, even when those ideals are upheld, some alignments encourage argument and violence even within their own adherents. It is up to the clerics to advise their rulers on the proper path and suggest alternative courses of action more in line with their alignment.

## ALIGNMENT "LANGUAGES"

Another consideration in a "strong alignment" world is the concept of alignment languages (a dusty old concept from the early days of RPGs). In a world where the nine dominant philosophies each have one primary religion or deity associated with it, it makes sense that an alignment would have its own language as the predominant gods and holy figures would set certain commonalities that all adherents of that philosophy follow.

Depending on the game world, an alignment language may be a full language like common or Elvish, it might be a series of familiar gestures and holy words amongst all members of a particular language that imparts basic understanding between them, or it may be a psychic "language" that every one of the same alignment has with each other because their minds are attuned to the same alignment wavelength. In this case, every character gains their alignment language as a starting language (whether characters can learn other alignment languages over time is up to the Game Master).

## CHAOTIC PHILOSOPHIES

Chaotic philosophies have little use for organized government or, more generally, bending the knee to someone else's will. Adherents of chaotic philosophies believe that they are the best masters of themselves and only begrudgingly accept minimal law and order in return for necessities that they can't easily obtain themselves. If a chaotic adherent maintains a law or tradition it is only for practical or nostalgic reasons; the best laws are temporary inconveniences. Chaotic adherents are the first to call for societal change and revolution when the government, in their view, no longer works for them.

Adherents of chaotic philosophies are constant checks on governments and other organizational structures. Chaotic governments have minimal laws and impositions on its people and generally needs popular consensus to continue to rule. This is not to say that chaotic adherents won't go beyond the law to help others; they'd just prefer to volunteer on their own terms rather than be forced to do so.

As a minor player, adherents of chaotic philosophies agitate for freedom, whether it be to lobby for less restrictive laws, simply ignoring laws they don't agree with, or outright resistance. They may organize for a common goal, but only with the understanding that once the threat is over they'll disperse to their own lives.

## LIBERTY DOMAIN (CHAOTIC GOOD)

Clerics of liberty believe that following one's conscience is the best form of law. They understand that minimal laws are necessary to protect the public, but everyone should be free to live their own lives and pursue their own dreams, so long as they

### LIBERTY DOMAIN SPELLS

#### Cleric Level Spells

1st	<i>create or destroy water, shield</i>
3rd	<i>arcane lock, protection from poison</i>
5th	<i>dispel magic, tiny hut</i>
7th	<i>faithful hound, guardian of faith</i>
9th	<i>hallow, wall of force</i>

are not harming the lives and dreams of others.

Clerics of liberty are good listeners. They want party decisions to be unanimous; as such, everyone has a right to be heard. Even without consensus, a cleric of liberty can be counted on to do what they feel is right in any given situation.

### Bonus Proficiencies

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

### Call to Arms

At 1st level, you can hold your ground to protect what you love and can call on others for aid. You gain the blade ward and message cantrips.

### Channel Divinity: Clear Minds

At 2nd level, you can use your Channel Divinity to clear your allies' minds. As an action, you present your holy symbol and call on the forces of liberty to generate a sphere of clarity. Any friendly creature within 30 feet of you gains immunity to being charmed and put to sleep for 1 minute. In addition, you immediately end the effects of any charm or magical sleep effects already on friendly creatures within 30 feet of you when you use this ability.

### Channel Divinity: Counterstrike

At 6th level, you can use your Channel Divinity to turn your injuries into opportunities. As a reaction when a foe hits you with an attack, you may use your Channel Divinity to make a single melee attack against that creature. If that attack hits, it deals an additional 2d8 radiant damage.

### Liberating Power

At 8th level, your desire for liberty fuels your magical might. You may add your Wisdom modifier to damage rolls from your cleric cantrips.

### Liberty Unchained

At 17th level, you are an unstoppable beacon of freedom. All opportunity attacks against you are made with disadvantage and you have advantage on any opportunity attacks you make.

## ANARCHY DOMAIN (CHAOTIC NEUTRAL)

Clerics of anarchy believe that nothing happens for a reason; everything is left to chance. Therefore, they preach that one must do whatever one can to stake the deck in their favor in order to get what they want. While usually stopping short of causing harm to others, clerics of anarchy do emphasize that there is no duty to help others. They believe that people should get out of life what they desire without others imposing their will on them.

Clerics of anarchy only take leadership roles within a party if it best suits their interests; otherwise they are happy for someone else to take that role if it's too risky. When two or more party members want the same thing, clerics of anarchy suggest settling it by chance (drawing lots, throwing dice, etc). They believe that parties are formed for mutual benefit and won't hesitate to kick someone out or leave themselves if the circumstances warrant.

### ANARCHY DOMAIN SPELLS

#### Cleric Level Spells

1st	<i>detect magic, disguise self</i>
3rd	<i>augury, invisibility</i>
5th	<i>bestow curse, blink</i>
7th	<i>confusion, freedom of movement</i>
9th	<i>dispel evil and good, mislead</i>



### Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with any two skills of your choice. Your proficiency bonus is doubled when using these skills.

### Magic Tricks

At 1st level, you can use magic to entertain and perform magical sleights of hand. You gain the prestidigitation cantrip.

### Channel Divinity: Stacking the Deck

At 2nd level, you can use your Channel Divinity to change the course of battle. As an action, you present your holy symbol and call on the forces of fortune to generate a field of probabilities. Any friendly creature within 30 feet of you gains advantage on the next roll it makes and any hostile creature within 30 feet of you gains disadvantage on the next roll it makes.

### Channel Divinity: Only a Flesh Wound

At 6th level, you can use your Channel Divinity to mitigate the effects of damage. Whenever you are hit by an attack, you may focus your divine energy to take the least amount of damage possible. Instead of rolling, your opponent must count the result of every die of damage as a 1.

### Lucky Strike

At 8th level, you can focus the randomness of chance. Once per turn, you may reroll your damage dice with a successful weapon attack and take the better of the rolls. Alternatively, you can shake the faith of the creature you struck, imposing disadvantage on its next attack roll before the end of your next turn. When you reach 14th level, you may reroll any die results of 1 or 2 on your reroll (not your original damage roll).

### Master of Chance

At 17th level, you are the living embodiment of luck and chance. As a reaction, you can grant advantage or disadvantage to any one ability roll, attack roll, or saving throw.

## ENTROPY DOMAIN (CHAOTIC EVIL)

Clerics of entropy are nihilists; everything collapses in the end. Nothing will prevent this inevitable collapse; every government falls and every creature dies. As such, clerics of entropy perceive the end of everything as the perfect moment and that followers of entropy should do everything they can to hasten that inevitable conclusion.

Clerics of entropy make the worst team players in a party. Indeed, it is difficult to fathom how one would fit into a party at all, as even a party made of purely chaotic evil characters would turn on each other without a moment's hesitation. Those that do tend to hide their true nature, working their discord from within to ensure the most destructive end possible.

As a Game Master, you should seriously consider not allowing player characters to enter this subclass.

### ENTROPY DOMAIN SPELLS

#### Cleric Level Spells

1st	<i>inflict wounds, witch bolt</i>
3rd	<i>shatter, spiritual weapon</i>
5th	<i>animate dead, fireball</i>
7th	<i>blight, death ward</i>
9th	<i>conjure elemental, contagion</i>

### Bonus Proficiencies

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

### Eldritch Entropy

At 1st level, the forces of chaos work through you to smite those who would stand against you. You gain the eldritch blast cantrip.

### Channel Divinity: Instrument of Destruction

At 2nd level, you can use your Channel Divinity to destroy your enemies. You can use your channel divinity to deal maximum damage on a single attack. Instead of rolling, every die in the damage roll is considered to have rolled its maximum.

### Unstoppable

At 6th level, nothing stands in your way. Any weapon you attack with is considered magical for purposes of overcoming immunities and resistances.

### Divine Strike

At 8th level, your strikes are infused with destructive, cleansing fire. 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.

### Unbreakable

At 17th level, you are a walking avatar of destruction. You are immune to cold, fire, and lightning damage and you cannot be affected by the charmed, frightened, or petrified conditions. 🗡️