

Archive of Forgotten Lore:

Cleric

This is Supplemental Material

Divine Domain

At 1st level, a cleric gains the Divine Domain feature. This is a revision written by Odvaskar for that feature: The Nature Domain.

Nature Domain: Revised

Gods of nature are as varied as the natural world itself, from inscrutable gods of the deep forests to friendly deities associated with particular springs and groves. Druids revere nature as a whole and might serve one of these deities, practicing mysterious rites and reciting all-but-forgotten prayers in their own secret tongue. But many of these gods have clerics as well, champions who take a more active role in advancing the interests of a particular god. These clerics might hunt evil monstrosities that despoil the woodlands, bless the harvest of the faithful, or wither the crops of those who anger their gods.

At each indicated cleric level, you can add a number of spells to the Nature Domain Spells table from the Druid spell list to your spells prepared. Once chosen the spell can't be changed.

Nature Domain Spells

Cleric Level	Spells
1st	Two 1st level spells
3rd	Two 2nd level spells
5th	Two 3rd level spells
7th	Two 4th level spells
9th	Two 5th level spells

Acolyte of Nature

1st-level Nature Domain feature

You learn two druid cantrips of your choice. You also gain proficiency with one of the following

skills of your choice: Animal Handling, Nature, and Survival. Your proficiency bonus is doubled for any ability check you make with the chosen skill.

Dampen Elements

1st-level Nature Domain feature

You have the *Absorb Elements* spell prepared. It counts as a cleric spell for you, and it doesn't count against the number of spells you can have prepared. Additionally, you can cast *Absorb Elements* without expending a spell slot. You can do so a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Channel Divinity: Spirit of Nature

2nd-level Nature Domain feature

As an action, you present your holy symbol, and invoke the name of your deity. You summon a spirit of nature that appears in an unoccupied space of your choice that you can see within 30 feet of you for 1 hour.

The spirit is friendly to you and your companions and obeys your command. See this creature's statistics in the Nature Spirit stat block below, which uses your proficiency bonus (PB) in several places. The appearance of your spirit is based on the environment you are in, usually an animal.

In combat, the spirit shares your initiative count, but it takes its turn immediately after yours. The only action on its turn is the dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the spirit can take any action of its choice, not just dodge.

Natural Ward

6th-level Nature Domain feature

When a beast, plant, or elemental targets you directly with an attack or harmful spell, that creature must make a Wisdom saving throw against your spell save DC. On a failed save, the creature must choose a new target or the attack automatically misses. On a successful save, the creature is immune to this effect for 1 hour.

This feature doesn't protect you from area of effects, such as the explosion of a fireball.

Potent Spellcasting

8th-level Nature Domain feature

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

Master of Nature

17th-level Nature Domain feature

At 17th level, you choose four spells from the Druid spell list, one from each of the following levels: 6th, 7th, 8th, and 9th. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you.

Nature Spirit

Medium Elemental, unaligned

Armor Class 12 + PB (natural armor)

Hit Points 5 + five times your cleric level

Speed 30 feet., swim 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	13(+1)	15 (+2)	11 (+0)

Damage Resistances acid, cold, fire, lightning, and thunder

Condition Immunities charmed, exhaustion, frightened, restrained

Senses darkvision 60ft., passive Perception 12

Languages understands the languages you know

Keen Senses. The spirit has advantage on Wisdom (Perception) checks that on hearing, smell, or sight (one of your choice)

Pack Tactics. The spirit has advantage on an attack roll against a creature if at least one of the spirit's allies is within 5ft. of the creature and the ally isn't incapacitated.

Actions

Nature's Wrath. Mele Weapon Attack: your spell attack modifier to hit, range 5 ft., one target. Hit: 1d6 bludgeoning, piercing, or slashing damage. The damage increases when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).