CREATE-A-DOMAIN

A CLERIC DOMAIN CREATION GUIDE

WRITTEN BY MATTHEW GRAVELYN

Create-A-Domain

A how-to guide for creating a cleric Domain in 5e

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INTRODUCTION

Hello and welcome to my Create-A series, guides designed to help you created your own class archetypes compatible with D&D 5e. In this guide I take a look at the cleric, whose Domain grants them access to thematic spells, unique abilities, and flavorful damage options.

This guide starts with a quick review of the primary cleric abilities so you can keep them in mind when crafting your new Domain features. Next there's a section on choosing a deity for your Domain in a respectful and conscientious way. Next, we get into the sections for each aspect of Domain creation with two examples that I will build upon as we go. Finally, I recap the example Domains so you can see what they look like when we're done.

Thank you for checking out my guide; I have many more available on DMs Guild. I appreciate your support!

USING THIS SOURCEBOOK

This book is meant to be a template, a guide to help you create your very own cleric Domain that is compatible with virtually any 5e setting or campaign. In this way, you have nearly limitless potential to entertain yourself and find new ways to bring the cleric to life in your game.

Each section covers an area of Domain creation, including an overview of existing options, concepts to consider during creation, and how to balance the features that go into a Domain.

This book is based on research of the official cleric Domain options as well as many other homebrew and self-published options. Using that research as a framework, I created this guide to help you create a Domain as quickly and easily as possible.

EXAMPLES

Included at the end of each section are two example Domains that I have created following this guide. Feel free to use these Domains in your game, but their true purpose is to illustrate the practical application of the guide.

Examples are found in blue boxes at the end of each section and detail the choices of that section. Complete versions of the Arts Domain and Platinum Domain can be found at the end of this guide.
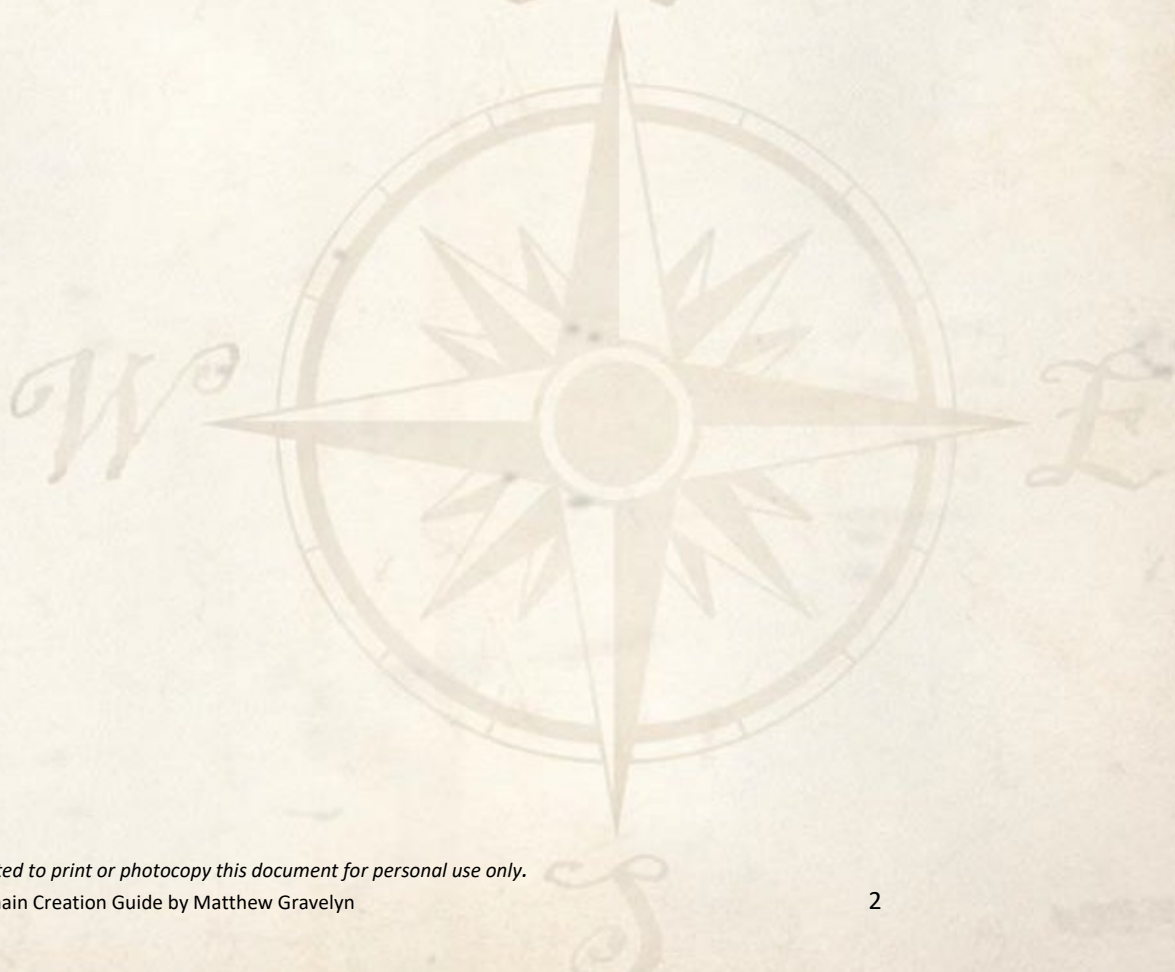
CLERIC ABILITIES

Before diving into your own archetype, it's good to know what the base class has going for it. This helps guide you thematically but can also prevent you from adding new features that overlap with or contradict existing abilities the class already has access to.

Chances are that, if you're reading this guide, you're already interested in clerics. Even so, take a minute to refresh yourself on the features granted by the base cleric class.

SPELLCASTING

Right out of the gate, clerics are competent casters. They start the game with three cantrips and two 1st level cleric spells and your spellcasting ability is wisdom. These quantities increase with almost every cleric level, and you typically gain access to a new level of spell at every odd level.

Spellcasting will make up the vast majority of your cleric's abilities and thus their spell slots are their primary resource. Domains supplement this by adding Domain spells, a list of spells that become available at 1st, 3rd, 5th, 7th, and 9th level. These spells are always prepared and don't count against the number of spells the cleric can have ready. These are primarily thematic, but also add some great utility to the cleric.

CHANNEL DIVINITY

Calling on their deity, the cleric can invoke a powerful effect to help their allies, punish their enemies, and shape the world around them. This is effectively their god answering a prayer, and as such it cannot be over-used. When you gain this ability at 2nd level, you can only do it once per long or short rest. This increases to two times at 6th level and three times at 18th level.

The standard usage of Channel Divinity that all clerics have access to is Turn Undead. This effect repels all undead who fail a wisdom saving throw, keeping them clear of the cleric.

In addition to this, each Domain adds another option for Channel Divinity at 2nd level that is specific to that deity or faith. This can be anything from dealing damage, healing wounds, or creating objects. Some Domains add yet another option for Channel Divinity at 6th level, although this is less common.

DESTROY UNDEAD

Keeping with the theme of the undead being inherently unholy, another ability all clerics receive at 5th level is Destroy Undead. This feature improves the Turn Undead option for Channel Divinity, and any target that fails its saving throw is instantly destroyed. This only affects enemies with a CR of 1/2 or less, but that limit increases to 1 at 8th level, 2 at 11th level, 3 at 14th level, and maxes out at 4 at 17th level.

DIVINE INTERVENTION

The final feature available to all clerics at 10th level is Divine Intervention. This is a rather thematic ability that allows the cleric to make a plea for help to their god. There is a relatively small chance of success, only 10% when you first gain the feature, but it increases slightly with each level. Upon reaching 20th level, this ability automatically succeeds.

DOMAIN CREATION

To grossly simplify the matters of faith, religion, and gods in fantasy roleplaying games, there are many gods who each have many areas of control. Those areas are referred to as Domains. Clerics choose a Domain to adhere to, or perhaps the Domain chooses them. Whatever the circumstances, a cleric's Domain is their sacred charge, a set of ideals and principles they uphold above all others.

DEITIES OF THE REALMS

The PHB has seven pages of appendix dedicated to a variety of pantheons, gods, and their areas of influence. Other sourcebooks expand on this as well, not to mention the infinite resources available online, in books, and in real-world religions. If there is a deity, real or imagined, that you want your cleric to follow, this system can manage it.

I am no theologian or man of the cloth, so I feel obligated to present you with a brief bit of advice. In creating your cleric's Domain, it will be exceptionally easy for you to appropriate from a culture or religion. Yes, this is "just a game" but others take religion very seriously. Please make sure you are being respectful and considerate when using real-world religion as the basis for your cleric's Domain.

GUIDING LIGHT

If instead of choosing an existing deity from the D&D universe, it is relatively easy to create one from the ground up. What I find is easiest is to start with a simple set of principles, the guiding essence of the Domain you are aiming to create. Start with a mission statement of sorts, something like "to protect all life from harm" or "to punish evil without mercy". This can be virtually anything you want it to be but do make sure it's actionable. A cleric's life is about service and action. Thinking happy thoughts isn't quite enough here.

Once you have your concept, list out a couple examples of core beliefs a cleric of this Domain would believe in or follow. In the example "to protect all life from harm", you might come up with these beliefs:

- I will not harm another creature.
- I will do everything I can to prevent harm from befalling an innocent.
- I will repair the damage done by evil beings.

These sound pretty good, and definitely have an air of divinity and importance to them. Now, I'm sure some of you are already balking at the obvious holes and contradictions here. Don't worry, I see them too, but this is exactly the same as any religion. There will need to be interpretation, judgement calls, and a healthy dose of having your faith tested. An absolutist cleric is going to be a lot less fun and more work than a cleric who sometimes struggles with the rules.

Example: Arts Domain

This Domain focuses on the fundamental goodness of art in all its forms from paintings and crafts to poetry and song. There is beauty in art and the protection and curation of that beauty is of paramount importance to the clerics of this Domain.

The followers of this Domain are part historians, part curators, and part artists. Where art is persecuted, they protect it. Where art is hidden, they liberate it. Where art is absent, they create it. There is no length these clerics will not go to see that the beauty bestowed on this world is admired and enjoyed.

Example: Platinum Domain

This Domain centers around unbridled goodness, abhorrence of evil, and a concept of helping others help themselves. I foresee this Domain turning into a very radiant and supportive type of playstyle.

When it comes to helping others, this Domain prefers to help others fight their own battles through support and healing rather than directly attacking a situation. Furthering that, clerics of the Platinum Domain follow a general policy of "do no harm", preferring to solve matters without resorting to violence.

Domain Spells

When a cleric chooses their Domain at 1ˢᵗ level, they immediately bolster their available spells by gaining access to Domain Spells. This is a list of spells granted specially by the deity of your Domain. They are usually very thematic and exemplify the principles and beliefs of your Domain.

Mechanically, these are always prepared. They still require a spell slot to cast, but it is highly likely these will get used often. That said, the cleric will have many other spells and abilities available, so don't stress too much about picking the best ten spells in the game.

Thematic First

Looking at the Domain Spell lists for the published Domains, it is abundantly clear that these lists are meant to be thematic and representative of the Domain. When a Light Domain cleric casts a damaging spell or lays on hands it is wreathed in divine light or fire. A Grave Domain cleric deals in necrotic energy and the essence of life. While dealing damage is the end result, the type and appearance of the damage is just as important here.

Wide Variety

Domain Spells do not, and arguably *should* not, come from the cleric spell list. Spells from the cleric list are still fine here, as they are always prepared, but gaining access to spells from other lists can really make these spells exciting and engaging for players to utilize.

In addition to the added utility, gaining spells from non-cleric lists can add great flavor to your Domain. Nature Domain clerics gain access to spells from the druid and sorcerer lists to control nature and embody the elements while Knowledge Domain clerics gain access to the learned spells from the wizard list.

You can also ignore the lists altogether and just focus on spells that fit a concept. For a Domain based on judgement and punishment, look for spells like *command* or *dominate person* to allow the cleric to persecute those who have done evil.

Example: Arts Domain

I focused my spell choices on illusion and transmutation to reinforce the concept of creation and art in my Domain. Some of these spells have application outside the realm of creation, but this also lets the cleric have application while still being able to maintain their thematic element.

Arts Domain Spells
- 1ˢᵗ level: *comprehend languages, identify*
- 3ʳᵈ level: *alter self, locate object*
- 5ᵗʰ level: *hypnotic pattern, major image*
- 7ᵗʰ level: *fabricate, polymorph*
- 9ᵗʰ level: *creation, dream*

Example: Platinum Domain

I looked for as many supportive spells as I could to reinforce this cleric being a supporter and less of a fighter themselves. This includes boosting ally's AC and boosting their natural abilities.

Platinum Domain Spells
- 1ˢᵗ level: *heroism, shield*
- 3ʳᵈ level: *detect thoughts, enhance ability*
- 5ᵗʰ level: *aura of vitality, haste*
- 7ᵗʰ level: *aura of purity, stoneskin*
- 9ᵗʰ level: *hold monster, Rary's telepathic bond*

BONUS PROFICIENCIES

An early commonality between Domains is the offering of bonus proficiencies at 1st level. This can be simple like armor or weapon training or as niche as a new skill or language. Think about what your deity would require of your cleric and what gifts might they bestow upon them to get the job done properly.

ARMOR UP

The most common proficiency added by Domains is heavy armor. The base class is able to use light and medium armor as well as shields, which might be enough for your bookish or magic-focused cleric. If not, consider adding heavy armor to this feature.

My recommendation is to add this along with any other proficiencies you choose. This is something that almost all Domains include, so putting it in will help your Domain stay consistent. Additionally, if you're creating a Domain that encourages the cleric to be in the thick of battle, either fighting or supporting, heavy armor will go a long way toward their survivability.

BATTLE READY

If your Domain is all about the fight, make sure to consider a weapon proficiency here. By default, clerics are proficient in only simple weapons. Another easy addition here for your combat-oriented Domain is to give proficiency in martial weapons.

If you want something a little more specific and flavorful, consider a proficiency in a specific type of weapon, like only one-handed swords or only spears. This is more limiting but if it makes sense for your Domain, here's the place for it.

SKILLFUL CLERICS

Some Domains offer clerics additional skill proficiencies. These are typically thematic but do provide great utility for the cleric. For example, magic-based Domains might give proficiency in Arcana, nature-based Domains could offer Animal Handling or Nature, and doctrine-based Domains might have Religion or History.

Most Domains offer a single proficiency for a skill, sometimes paired with heavy armor. On occasion there are Domains that offer two proficiencies here. If you go that route, make sure they're not too powerful or can be used too often. Utility choices like History and Animal Handling are amazing when needed, but they can't solve every problem.

CHOICES, CHOICES

Most Domains offer up a proficiency and that's it. Some offer a list of options and let the player decide what to pick. This is great flexibility, but I personally feel like this gets away from the concept of a deity's Domain. Your chosen god probably has sway over multiple areas, but as a cleric of a particular Domain, your focus should be relatively narrow. Keep that in mind when going this route.

LACK OF PROFICIENCIES

There are a few Domains that don't offer any bonus proficiencies. These Domains usually make up for this by adding an extra feature or ability to 1st level to compensate. I recommend sticking with a proficiency bonus and one feature at 1st level. It's easy, it's expected, and proficiencies are an often-overlooked mechanic that can have some serious punch in gameplay.

Example: Arts Domain

Clerics of this order are trained in virtually all forms of art from a wide array of cultures and regions. This allows them to spot forgeries, unravel ancient mysteries, and understand the importance of the stories that art tells us. I also wanted to grant another tool proficiency so they can create in multiple fields.

Bonus Proficiencies: When you choose this domain at 1st level, you gain proficiency in the History skill and two sets of artisan tools of your choice from Calligrapher's Supplies, Jeweler's Tools, Leatherworker's Tools, Painter's Supplies, Potter's Tools, Weaver's Tools, or Woodcarver's Tools.

Example: Platinum Domain

I see the clerics of the Platinum Domain as staunch protectors and defenders, so heavy armor is a must. Since the Domain follows a "do no harm" mantra, I didn't feel the need to add martial weapons here.

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

FOUNDATIONAL FEATURE

Very few class archetypes provide a feature at 1st level and the cleric is one of them. In addition to bonus proficiencies they also receive an ability that will immediately shape they playstyle of the cleric.

When creating this feature, start with a concept of how you want the cleric to play and design an ability to support that. If your cleric is a fighter, offer a feature that augments their weapon attacks or makes them hardier. If your Domain focuses on spellcasting, invest in cantrips or other magical benefits.

CANTRIPS

A common ability at this level is to grant the cleric access to an extra cantrip or two. These are usually from a spell list other than cleric but offering another cleric cantrip early on can still be a huge boon for the budding spellcaster. These non-cleric cantrips are usually also considered cleric cantrips, so any other ability that augments or relies on a cantrip being from the cleric list can play nicely with these.

In addition to granting cantrips, some Domains further augment the cantrips by allowing for more targets, more potent effects, or even making certain cantrips available as a bonus action. Be considerate with these types of bonuses; modified spells can get out of balance quickly. Err on the side of making minor or thematic adjustments to cantrips and stay away from messing with things like damage dice or durations.

REACTIONS

Another common ability found at this level are options for reactions. These can be the cleric's reaction or sometimes even extended to the cleric's allies. Most of the official Domains offer reactions to enemy attacks, with a weapon or a spell, and offers the cleric or their ally a chance to mitigate that damage. This can take the shape of imposing disadvantage or dealing damage in return.

Another option here is to sort of chain abilities. In a more support-oriented cleric Domain, allowing the target of the cleric's healing or supportive spells to use a reaction to attack or use another skill can greatly improve the effect of the cleric in a battle.

LIMITATION OF WISDOM

There are a few Domains that use powerful features at this early level but limit its usage to a number of times equal to your Wisdom modifier. You regain these uses after a long rest. Thinking about this practically, this means that right out of the gate you're looking at using this feature two or three times per long rest.

When it comes to using this as a balancing mechanic, some of the features that employ this type of limitation are offering abilities like bonus attacks, up to 2d8 damage to enemies that fail a saving throw, and imposing disadvantage on enemy attacks as a reaction. These are all considerably potent effects for a first level character, but they need to focus even more on their Wisdom score to be able to use them often.

ADDITIONAL UTILITY

You don't need to spend a lot of time on this feature if nothing is springing to mind. You can instead find another element of the game and simply add it to the cleric's toolkit. This can be granting languages or even an additional proficiency. Stick to thematic elements and find something that can add variety to the cleric's playstyle.

Example: Arts Domain

I thought about how I can leverage the mechanics to reinforce the concept of art and creation. I decided to grant a bonus cantrip here that is both thematic and also is not usually available to clerics.

Divine Maker: When you choose this domain at 1st level, you gain the *minor illusion* cantrip, which counts as a cleric cantrip for you.

Example: Platinum Domain

Building on the concept of helping others succeed, I wanted this ability to encourage the cleric to fight alongside their allies and aid them without getting in the way. This allows the allies to be successful themselves.

Battle Aid: Starting at 1st level, you are a supporter and ally to those who need it. When an ally within 5 feet of you makes a weapon attack against an enemy, you can use your reaction to grant them advantage on their attack roll. To do so, you must be able to see both your ally and their target.

CHANNEL DIVINITY

At 2nd level, your Domain will offer an additional option for your Channel Divinity feature. This sits alongside the standard Turn Undead and, at early levels, can only be used once per long or short rest. To this end, make sure your features here are suitably potent for how infrequently they will be used.

ALTERNATE TURN

A quick and easy option here is to create an option that basically does the same thing as Turn Undead but for other types of creatures. For a divinely good cleric this could affect fiends and demons or for a natural cleric, this option could turn away constructs and other created entities.

You can keep this in line with Turn Undead by also adding a few lines about this option improving at later levels to immediately destroy the targets upon a failed save. Check back on how the base cleric class handles this for inspiration and direction.

DAMAGING DIVINITY

There are several options in the published Domains that increase the cleric's damage output in a variety of ways. The most obvious is to effectively make Channel Divinity into a potent spell, dealing direct damage to enemies. You can also choose to have this damage attached to a weapon or spell attack as a reaction or take a more subtle approach and have this option impose vulnerability or disadvantage on enemies.

An interesting theme I saw in a few of the official Domains is the notion of maxing out damage dice. For this example, you could use Channel Divinity as a reaction to spell or weapon attack and instead of rolling the damage dice, they are all considered to have rolled their maximum values. This offers a huge burst of guaranteed damage that can also be very thematic.

DIVINE PROTECTION

Clerics are often thought of as a supportive class and you can really lean into that here. By leveraging their divine connections, clerics of your Domain can heal their allies or protect them from incoming attacks. Mechanically this can take the shape of a successful healing spell, imposing disadvantage on enemy attackers, or granting temporary bonus AC to allies.

UTILITY EFFECTS

There is virtually no limit to the types of effects you could offer with Channel Divinity. This is a deity intervening on the cleric's behalf in conjunction with an ability that is already limited in the number of times it can be used. Make sure you're reaching for potent effects with a thematic flair.

You can also look outside of combat for Channel Divinity effects, such as gaining bonuses on skill checks, manifesting helpful objects, or learning critical information to assist the party. Think of abilities the base cleric doesn't have access to and see if it makes sense that their deity would grant them divine inspiration.

Example: Arts Domain

For the Channel Divinity option of the Arts Domain, I was thinking something like a muse, channeling divine inspiration to themselves or their allies. While this is thematically framed as coming up with a "creative" solution to problems, mechanically it will function as a boost to performing skill checks.

Channel Divinity: Divine Inspiration: As an action, yourself or one willing creature that you touch becomes filled with divine inspiration, moved to creation and resourcefulness. The target gains advantage on their next attack roll, skill check, or saving throw.

Example: Platinum Domain

The immediate option that came to mind was being able to summon the goodness of the Domain's dragon patron to repel evil creatures. This adds new options to the cleric's tool belt without reinventing the wheel.

Channel Divinity: Turn Evil: As an action, each evil creature 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 turns 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.

UTILITY FEATURE

At 6th level Domain feature is the first that is really open to interpretation. These abilities start to become more varied and while still being influenced by the theme of the Domain, are very mechanically focused.

As always, start with the theme and concept of your Domain and then look for mechanics that could support that. Warrior clerics would be looking for a feature that augments attack and damage rolls while support-oriented clerics are interested in more potent healing spells.

BATTLE PROWESS

If your cleric is to wade into the fray, they're going to need some extra muscle to get the job done. Look for subtle ways to do this without just adding more damage. This method is prone to unbalancing combat and being harder to scale across levels. Instead, consider having certain damage types ignore resistances or allowing reactions to reposition enemies into a position that is favorable to the cleric.

You can also make the cleric more effective in combat if they have better defenses to prevent incoming damage. This can be anything from a static AC bonus, additional resistances that are thematic to your Domain, or self-healing as a reaction to dealing or receiving damage.

DOUBLE DUTY

For the more support-focused cleric, they can find themselves acting on allies without much time to think about anything else. This is a great place to add a feature that improves the cleric's efficiency. A couple of the published Domains have an option that allows the cleric to heal themselves when healing allies.

You could expand this to features that allow you heal yourself when you damage an enemy with a damage type related to your Domain or grant temporary resistance to an ally when you heal them. Think about how you can combine two smaller effects into one to add some oomph to your cleric.

CHANNEL DIVINITY OPTION

In a few instances, Domains use this feature to offer another Channel Divinity option to the cleric. This coincides with an increase in Channel Divinity uses, from once to twice per long or short rest. With that extra flexibility, some Domains take it even further with another option.

For the Domains that go this route, the effects of the Channel Divinity are often very utilitarian instead of outright offensive. This can be abilities like imposing status affects like madness or charmed, granting the cleric mobility options like increased movement speed or even invisibility, or supporting allies with roll bonuses.

You can look to the previous Channel Divinity option for inspiration as well. If the 2nd level option allows the cleric to grant themselves a boon, this option could allow them to do the same for an ally. You could even flip it around and have this option be to impose the opposite effect on an enemy.

Example: Arts Domain

Based on the *minor illusion* cantrip and the other Domain spells to create illusions and temporary objects, I wanted to add a feature that allowed the cleric to turn these into real objects. In this way, they can more freely create art without needing tools or supplies.

Art Made Real: Starting at 6th level, when you cast a spell that creates an illusion or temporary object, you can use your reaction to make this object become real. This object cannot be magical. This feature cannot create living or animated objects; illusions of a creature become a realistic statue or carving.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Example: Platinum Domain

My first thought was to really lean into the good vs. evil of this Domain by adding the ability to use the *detect* spell at will. To make it a little bit more enticing, I added in a reaction to attack an evil creature if one is found.

Bane of Evil: Starting at 6th level, you can use the *detect evil and good* spell at will without requiring material component. If you detect an evil creature you can use your reaction to make a weapon attack against them.

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9

Damage Feature

At 8th level we have what I refer to as the Damage Feature. Never before in my research have I seen a feature across so many class archetypes that follow such a rigid structure. After looking at fourteen different Domains, there are only two types of options used at this level.

Bonus Weapon Damage

The vast majority of official and published Domains is to add bonus damage to weapon strike that is thematic to the Domain. This means necrotic damage for death Domains, radiant damage for light Domains, and lightning damage for storm Domains. Whichever damage type makes the most sense for your Domain is what you'll use here.

As I mentioned there is a very standard structure for this feature. It goes like this:

Step 1. Start with a thematic opener, something like "the cleric infuses their weapon with the pulsing energy of the sun" or some such.

Step 2. You will copy this bit exactly: *Once on each of the cleric's turns when they hit a creature with a weapon attack, the cleric can cause the attack to deal an extra 1d8 TYPE damage to the target.* Replace "TYPE" with your chosen damage type.

Step 3. Finish it off with: *When the cleric reaches 14th level, the extra damage increases to 2d8.* That's right, this damage scales, friends!

This type of feature is referred to as "Divine Strike".

Bonus Spell Damage

While only a couple of the Domains took this approach, I think this is a great alternative for Domains that focus more on spellcasting in place of melee combat. This one simply reads: *Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.*

That's it. The great thing is that this scales with your Wisdom modifier and also applies to any cantrips you were granted by your Domain that are now treated as cleric cantrips.

This type of feature is referred to as "Potent Spellcasting".

Anything Else?

If you really want to play outside the proverbial box, feel free to write up a completely new type of feature here. Make sure to balance it out well though; with such a widely used and standardized feature, I have to believe that this type of feature used at this level was deemed the best utility for the class.

> ### Example: Arts Domain
> Since I didn't want this Domain to focus on physical combat, I went with the alternative bonus to cleric cantrip damage. I'm imagining this cleric as more of a ranged class, especially given they don't have proficiency in heavy armor.
>
> **Potent Spellcasting**: Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

> ### Example: Platinum Domain
> After some exhausting internet searching, I found many sources claiming different types of damage associated with a platinum dragon, including cold, force, and radiant. I decided to go with force as radiant was too obvious and cold didn't seem "good" enough.
>
> **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 force damage. When you reach 14th level, the extra damage increases to 2d8.

CAPSTONE FEATURE

Much like at 6th level, the feature available at 17th level is open to a wide array of interpretations. As always, it should fit cleanly within the concept of your Domain and have a thematic flair that represents your deity's power. Below are some examples but feel encouraged to try out new and exciting abilities too.

One thing I noted about all the features I looked at is that the majority of these abilities are passive or always available. These are not generally actions that the cleric needs to perform, but rather permanent modifications to how the cleric interacts with the world around them.

ARMOR OF FAITH

A common use of this feature is to grant the cleric permanent resistances or even immunities to certain types of damage. You can choose resistances liberally here, but limit them to two or three at most, and, if they are physical damage types, they should be overcome by magic weapons.

If you're looking to add an immunity, this should be limited to one type of damage and, in my opinion, must be related to your deity and Domain. A cleric who follows a sun god might be immune to radiant or fire damage due to their prolonged exposure to such energy. Having them be immune to cold damage however doesn't make as much sense.

MORE MAGIC

For the spellcasting clerics, this is a great time to go wild by granting access to more spells, especially those on non-cleric spell lists. If you offered a cantrip at 1st level, consider building on that same type of magic here by offering higher level spells from the same lists or schools.

You can also consider improving spell potency here, allowing spells to have more targets, longer durations, or increased ranges. You can also consider having spells at this level be always prepared, but make sure to consider *which* spells you're offering that for, as some can radically alter the game.

IMPROVING DOMAIN FEATURES

A few Domains make references to previous features and allows the cleric to use them in new or more powerful ways. You can use this space to make the Domain's Channel Divinity options more potent, extending their effects to more targets, increasing their duration, or adding new abilities such as being able to read the thoughts of enemies you turn or charm.

For other abilities, you can consider a number of possible improvements: increased damage or damage dice, increased number of targets, increased number of times a feature can be used, or increased range.

Example: Arts Domain

This is straight up just that animated movie where the clocks and candlesticks and stuff come to life. I thought that would be fun to do, so I did it.

Art Speaker: Starting at 17th level, you can use an action to imbue a piece of art with the energy of your deity. You can communicate with the piece through telepathy for 1 minute. The art has complete memory of its entire existence and will share any information it has freely. Only one piece may be affected by this feature at a time. You can dismiss the effect with a bonus action or if you use the feature again.

Once you use this feature, you must finish a short or long rest before using it again.

Example: Platinum Domain

To round out this Domain, the cleric can send a target to stand before their draconic patron and, if the target is evil, take damage. This works as a standalone control ability, but also punishes those who are evil.

Draconic Judgement: At 17th level, when you detect an evil creature with your Bane of Evil feature, instead of attacking them you can use your reaction to make them make Wisdom saving throw against your cleric spell save DC. A creature who fails is immediately banished to the realm of your draconic patron for 1 minute and takes 4d8 force damage.

You can use a bonus action to end this effect early, at which point the target returns to the same spot they occupied before being banished, or the next closest space if it is occupied.

Once a target fails this saving throw, you can't use this feature again until you finish a short or long rest.

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Create-A-Domain: A Cleric Domain Creation Guide by Matthew Gravelyn   11

ARTS DOMAIN

This Domain focuses on the fundamental goodness of art in all its forms from paintings and crafts to poetry and song. There is beauty in art and the protection and curation of that beauty is of paramount importance to the clerics of this Domain.

The followers of this Domain are part historians, part curators, and part artists. Where art is persecuted, they protect it. Where art is hidden, they liberate it. Where art is absent, they create it. There is no length these clerics will not go to see that the beauty bestowed on this world is admired and enjoyed.

ARTS DOMAIN FEATURES

Cleric Level	Features
1st	Domain Spells, Bonus Proficiencies, Divine Maker
2nd	Channel Divinity: Divine Inspiration
6th	Art Made Real
8th	Potent Spellcasting
17th	Art Speaker

ARTS DOMAIN SPELLS

Cleric Level	Spells
1st	*comprehend languages, identify*
3rd	*alter self, locate object*
5th	*hypnotic pattern, major image*
7th	*fabricate, polymorph*
9th	*creation, dream*

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency in the History skill and two sets of artisan tools of your choice from Calligrapher's Supplies, Jeweler's Tools, Leatherworker's Tools, Painter's Supplies, Potter's Tools, Weaver's Tools, or Woodcarver's Tools.

DIVINE MAKER

When you choose this domain at 1st level, you gain the minor illusion cantrip, which counts as a cleric cantrip for you.

CHANNEL DIVINITY: DIVINE INSPIRATION

As an action, yourself or one willing creature that you touch becomes filled with divine inspiration, moved to creation and resourcefulness. The target gains advantage on their next attack roll, skill check, or saving throw.

ART MADE REAL

Starting at 6th level, when you cast a spell that creates an illusory or temporary object, you can use your reaction to make this object become real. This object cannot be magical. This feature cannot create living or animated objects; illusions of a creature become a realistic statue or carving.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

POTENT SPELLCASTING

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

ART SPEAKER

Starting at 17th level, you can use an action to imbue a piece of art with the energy of your deity. You can communicate with the piece through telepathy for 1 minute. The art has complete memory of its entire existence and will share any information it has freely.

Only one piece may be affected by this feature at a time. You can dismiss the effect with a bonus action or if you use the feature again.

Once you use this feature, you must finish a short or long rest before using it again.

Living Art

Instead of using telepathy for the Art Speaker feature, you could have the art come to life, anthropomorphizing the piece to have a face or even a body that can move around. The piece would return to its usual form after 1 minute.

PLATINUM DOMAIN

This Domain centers around unbridled goodness, abhorrence of evil, and a concept of helping others help themselves. I foresee this Domain turning into a very radiant and supportive type of playstyle.

When it comes to helping others, this Domain prefers to help others fight their own battles through support and healing rather than directly attacking a situation. Furthering that, clerics of the Platinum Domain follow a general policy of "do no harm", preferring to solve matters without resorting to violence. Platinum Domain Features

Cleric Level	Features
1st	Domain Spells, Bonus Proficiency, Battle Aid
2nd	Channel Divinity: Turn Evil
6th	Bane of Evil
8th	Divine Strike
17th	Draconic Judgement

PLATINUM DOMAIN SPELLS

Cleric Level	Spells
1st	*heroism, shield*
3rd	*detect thoughts, enhance ability*
5th	*aura of vitality, haste*
7th	*aura of purity, stoneskin*
9th	*hold monster, Rary's telepathic bond*

BONUS PROFICIENCY

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

BATTLE AID

Starting at 1st level, you are a supporter and ally to those who need it. When an ally within 5 feet of you makes a weapon attack against an enemy, you can use your reaction to grant them advantage on their attack roll. To do so, you must be able to see both your ally and their target.

CHANNEL DIVINITY: TURN EVIL

As an action, each evil creature 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 turns 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.

BANE OF EVIL

Starting at 6th level, you can use the *detect evil and good* spell at will without requiring material component. If you detect an evil creature you can use your reaction to make a weapon attack against them.

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 force damage. When you reach 14th level, the extra damage increases to 2d8.

DRACONIC JUDGEMENT

At 17th level, when you detect an evil creature with your Bane of Evil feature, instead of attacking them you can use your reaction to make them make Wisdom saving throw against your cleric spell save DC. A creature who fails is immediately banished to the realm of your draconic patron for 1 minute and takes 4d8 force damage.

You can use a bonus action to end this effect early, at which point the target returns to the same spot they occupied before being banished, or the next closest space if it is occupied.

Once a target fails this saving throw, you can't use this feature again until you finish a short or long rest.

ABOUT

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Thank you for downloading this sourcebook! It was a lot of fun to create.

If you have any feedback or suggestions for this sourcebook, please send it to me via email at matthew@gravelyn.com with the subject line "Create-A-Domain Feedback". Your input will help to make this sourcebook even better for future players!

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