

## Domain of Spirit (2014)

Clerics of the Domain of Spirit embody their gods' will through body, mind, and spirit. Gods of this domain are strong willed beings who refuse to be followed by the weak, and their clerics push themselves to this standard. Their god tests their spirit and they in return test the spirit of those around them. A strong spirit makes a strong follower, and there's no room for the weak.



### Quirk Table

Some examples of magical character traits that might appear when you pick the Spirit Domain.

| Dice Roll | Trait  |
|-----------|--|
| 1         | Green tendrils emanate of your body when you cast spells   |
| 2         | Your eyes glow a cold teal when you get angry              |
| 3         | Your footsteps leave traces of your spirit with each step  |
| 4         | Your laughter fills an entire room with echoing sound      |
| 5         | Your traditional tattoos move and shift with your emotions |

## Domain of Spirit Spells

| Spirit Domain Spells |                                   |
|----------------------|-----------------------------------|
| Cleric Level         | Spells                            |
| 1st                  | Arms of Hadar, Heroism            |
| 3rd                  | Spiritual Weapon, Healing Spirit  |
| 5th                  | Spirit Guardian, Speak with Dead  |
| 7th                  | Guardian of Faith, Aura of Purity |
| 9th                  | Reincarnate, Hold Monster         |

## Unstoppable Will

Starting at 1st level, your unyielding spirit pushes your body through the toughest trials. If you are below half your hit point maximum, you can add your Wisdom modifier on concentration checks to keep spells up. Additionally, if you fall below 0 hit points, any spells you are concentrating on stay up until you fail your first death save.

## Channel Divinity: Test of Spirit

Starting at 2nd level, you can use your Channel Divinity to pull the spirit out of a creature.

As an action, you target a creature within 30 feet of you pulling the spirit out of their body. They must make a Wisdom Saving Throw against your spell save DC. On a failure, The spirit manifests in front of you, resembling the visage of the original creature. It is translucent and can be freely moved through. The spirit has the stat block listed below.

The creature targeted by this spell can make a Wisdom saving throw at the end of each of its turns to attempt to return the spirit to its body. When the spirit takes damage, it stores the damage, dealing half the damage stored to the target creature when the spirit returns. This feature can not affect creatures that do not have spirits, such as undead or constructs. The spirit returns to the creature after the creature succeeds on a Wisdom save, after 1 minute, or until the Spirit's hit points are reduced to 0.

## TEST OF SPIRIT

Medium same as target creature, any alignment

**Armor Class** 10

**Hit Points** same as target creature

**Speed** 0 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, incapacitated, invisible, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** passive Perception 10

**Languages** —

**Challenge** 0 (10 XP)

### Imposing Wisdom

Starting at 6th level, your will commands spirits around you. When a creature within 30 ft rolls a Wisdom saving throw, as a reaction you can increase or decrease their roll by an amount equal to half your Wisdom modifier (rounded up).

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

### Judicator of Souls

At 17th level, any damage you deal to the spirit from the *Test of Spirit* feature is doubled.

Additionally, you can spend 5th level spell slots or higher to target additional creatures with your *Test of Spirit* feature. You can spend a number of spell slots and target a number of creatures equal to your Wisdom modifier.

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|   |   |
|---|---|
| 5 | Your traditional tattoos move and shift with your emotions    |
| 6 | Your spirit wanders as you sleep and may be spotted by others |

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The spirit is the size of the target creature and shares its appearance. It has the health of the target creature but its armor class is 10. The spirit is resistant to damage from non-magic forms of bludgeoning, piercing, and slashing damage.

The creature targeted by this spell can make a Wisdom saving throw at the end of each of its turns to attempt to return the spirit to its body. When the spirit takes damage, it deals half the damage dealt to the target creature. This feature can not affect creatures

that do not have spirits, such as undead or constructs. The spirit returns to the creature after the creature succeeds on a Wisdom save, after 1 minute, or until the spirit's hit points are reduced to 0.

### **Imposing Wisdom**

Starting at 6th level, your will commands spirits around you. When a creature within 30 ft succeeds on Wisdom saving throw, as a reaction you can increase or decrease their roll by an amount equal to your Wisdom modifier. You can use this feature once per long rest.

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