

# DIVINE DOMAIN

## CLERIC

The following option is available to clerics when they gain the Divine Domain feature at 1st level.

### INFINITY DOMAIN

To follow the Infinity Domain is to embrace the understanding that everything known and accepted to be fact by the inhabitants of this reality—including even the greatest of the deities worshiped by mortals—is not the all-encompassing truth for all beings that have ever existed. Clerics of this domain pursue the deities and godlike beings of these foreign realms, known and unknown, with awe and reverence, entreating such entities to share their divine power and ability to comprehend such dimensions.

The Far Realm is one such reality beyond the Material Plane, beyond the Elemental Chaos, and even beyond the Outer Planes of the deities themselves. The Far Realm is entirely separate from the known multiverse, and it is believed that aberrations such as mind flayers and beholders either originated from this plane or were shaped by its strange influence.

Infinity clerics, in their divine search, often discover one of the few gods (such as Khaylûs or Tharizdun) known to have a connection to the Far Realm—a realm governed by utterly alien and incomprehensible laws of magic and physics that would send most mortal minds spiraling into delusion and hysteria. Some deities of the known multiverse who claim dominion over esoteric knowledge and unconventional magic (such as Oghma and Mystra) may also exhibit some degree of influence over this domain.

### Infinity Domain Spells

Cleric Level	Spells
1st	<i>arms of Hadar, cause fear</i>
3rd	<i>crown of madness, phantasmal force</i>
5th	<i>enemies abound, hunger of Hadar</i>
7th	<i>confusion, Evard's black tentacles</i>
9th	<i>enervation, legend lore</i>

### ABERRANT UNDERSTANDING

At 1st level, you learn to speak and understand Deep Speech. In addition, the *eldritch blast* and *minor illusion* cantrips are added to the cleric spell list for you, and you learn one of these cantrips of your choice, which doesn't count against your number of cantrips known.

### PHASE STEP

Also at 1st level, you gain the ability to move through other creatures as if they were difficult terrain, as you partially shift between realms.

In addition, when you move through a hostile creature's space in this way, you can use your bonus action to pierce the creature's mind with imagery of terrifying eyes and inky, black tentacles. The creature must succeed on a Wisdom saving throw against your spell save DC or take 2d8 psychic damage. Regardless of the result, that creature can't make opportunity attacks against you until the start of its next turn.

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.

### CHANNEL DIVINITY: FAR RIFT

Starting at 2nd level, you can use your Channel Divinity to open up a rift in space, momentarily connecting your world to the Far Realm.

As an action, you present your holy symbol and choose a point you can see within 60 feet of you. The rift appears as a 5-foot-radius sphere of blackness centered on that point, and long, slithery tendrils immediately lash out from it.

Choose a number of creatures up to your Wisdom modifier (minimum of 1) that you can see within 30 feet of the sphere. Each target must succeed on a Dexterity saving throw against your spell save DC or be pulled up to 20 feet toward the sphere. A target that is not an aberration and is pulled into the sphere takes psychic damage equal to 2d8 + your cleric level as it catches a glimpse of the inexplicable horrors of the Far Realm. The rift then closes.

### CHANNEL DIVINITY: BEND SPACE

When you reach 6th level, you learn to use your Channel Divinity to instinctively manipulate the fabric of space itself to subvert your enemies' attacks.

Whenever you or a friendly creature you can see within 30 feet of you would be hit by an attack, you can use your reaction to warp the space between the target of the attack and another willing creature you can see within 30 feet of you, who becomes the target instead. When you do so, you teleport the two chosen creatures, exchanging their positions. The effect fails if both creatures are not Large or smaller.

The new target of the attack gains a +2 bonus to AC against the attack, as the sudden swap confounds the attacker.

### POTENT SPELLCASTING

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

### IMPART MADNESS

Starting at 17th level, whenever a creature takes damage from your Phase Step or Far Rift features, you can bestow an effect of madness on that creature for 1 minute or until you lose your concentration (as if you were concentrating



on a spell). At the end of each of the target's turns and each time it takes damage, it can make an Intelligence saving throw against your spell save DC, ending the effect on a success.

Roll on the table below to determine the effect the madness has on the creature.

### Madness Effects

d10	Effect
1	The creature retreats into its mind and becomes paralyzed.
2	The creature becomes incapacitated; begins uncontrollably screaming, laughing, or weeping; and might use its movement on each of its turns to move in a random direction.
3	The creature becomes frightened of you and, as long as it has line of sight to you, must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move.
4	The creature begins babbling, can't understand what other creatures say, and is incapable of coherent speech or casting spells with a verbal component.
5	The creature must use its action each round to attack the nearest creature, using its movement as necessary in order to do so. If it is unable to attack the nearest creature, it wastes its action that turn doing nothing.
6	The creature experiences vivid hallucinations and has disadvantage on all ability checks.
7	The creature is charmed by you and, if it can hear and understand you, does whatever you tell it to do that isn't obviously harmful to it.
8	The creature becomes incapacitated and experiences an overwhelming urge to eat something strange such as dirt, slime, or offal.
9	The creature falls prone and is stunned.
10	The creature falls unconscious.

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