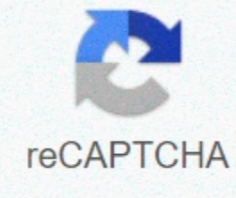




I'm not robot



Continue

## Death domain dnd

The death sentence is concerned with the forces that cause death, as well as the negative energy that gives rise to undead creatures. Deities such as Chemosh, Myrkul and Wee Jas are protectors of necromancers, knights of death, liches, mummy lords and vampires. The Gods of the Death domain also embodies murder (Anubis, Bhaal and Pyremius), pain (Iuz or Loviatar), disease or poison (Incabulos, Talona or Morgion), and the underworld (Hades and Hel). Source: Dungeon Master's Guide Bonus Skills When you choose this domain on the first level, you get skills with combat weapons. Reaper On the first level you learn a necromancy cantrip of your choice from any spell list. When you throw a necromancy cantrip that normally targets just one creature, the formula can instead target two creatures within range and within 5 feet of each other. Channel Divinity: Touch of Death Starts on the second level, you can use Channel Divinity to destroy another creature's vitality by touch. When you hit a creature with a melee attack, you can use Channel Divinity to deal with extra necrotic damage to the target. The damage corresponds to 5 + twice as much as the clergy level. Inevitable destruction Starts at the sixth level, your ability to channel negative energy becomes more potent. Necrotic damage treated by your clerical stakes and Channel Divinity options ignores resistance to necrotic damage. Divine Strike At the 8th level, you get the opportunity to infuse the weapon beating with necrotic energy. Once on each of your turns when you hit a creature with a gun attack, you can cause the attack to deal with a 1d8 necrotic damage to the target. When you reach 14. Improved Reaper Starts at 17th level, when you throw a necromancy spell of the first to fifth level that targets only one creature, spell can instead target two creatures within range and within 5 meters of each other. If the formula uses the material components, you must specify them for each goal. Death Domain The Death Domain is concerned with the forces that cause death, as well as the negative energy that gives rise to undead creatures. Deities such as Chemosh, Myrkul and Wee Jas are protectors of necromancers, knights of death, liches, mummy lords and vampires. The Gods of the Death domain also embodies murder (Anubis, Bhaal and Pyremius), pain (Iuz or Loviatar), disease or poison (Incabulos, Talona or Morgion), and the underworld (Hades and Hel). When you select this domain on the first level, you get combat weapons skills. Reaper On the first level you learn a necromancy cantrip of your choice from any spell list. When you throw a necromancy cantrip that normally targets just one creature, the formula can instead target two creatures within range and within 5 feet of each other. Channel Divinity: Touch of Death Starts on the second level, you can use Channel Divinity to destroy another creature by touch. Touch. You hit a creature with a melee attack, you can use Channel Divinity to deal with extra necrotic damage to the target. The damage corresponds to 5 + twice as much as the clergy level. Inevitable destruction Starts at the sixth level, your ability to channel negative energy becomes more potent. Necrotic damage treated by your clerical stakes and Channel Divinity options ignores resistance to necrotic damage. Divine Strike At the 8th level, you get the opportunity to infuse the weapon beating with necrotic energy. Once on each of your turns when you hit a creature with a gun attack, you can cause the attack to deal with a 1d8 necrotic damage to the target. When you reach 14. Improved Reaper Starts at 17th level, when you throw a necromancy spell of the first to fifth level that targets only one creature, spell can instead target two creatures within range and within 5 meters of each other. If the formula uses the material components, you must specify them for each goal. From the Dungeons and Dragons Wiki The Death domain is concerned with the forces that cause death, as well as the negative energy that gives rise to undead creatures. Deities such as Chemosh, Myrkul and Wee Jas are protectors of necromancers, death knights, liches, mummy lords and vampires. The Gods of the Death domain also embodies murder (Anubis, Bhaal and Pyremius), pain (Iuz or Loviatar), disease or poison (Incabulos, Talona or Morgion), and the underworld (Hades and Hel). Add the listed formulas to the formulas that have been prepared at each specified clerical level. They don't count toward your limit. Death Domain Spells1st level - False life, ray of sickness 3rd level - Blindness / deafness, beam of enfeeblement fifth level - Animate death, vampiric touch 7th level - Blight, death department 9th level - Antilife shell, cloudkill Bonus Skills When the priest chooses this domain on the first level, he or she gets skills with martial weapons. Reaper On the first level, the priest learns a necromancy cantrip of his or her choice from any spell list. When the priest throws a necromancy cantrip that normally targets only one creature, the magic can instead target two creatures within range and within 5 meters of each other. Channel Divinity: Touch of Death Starter on the second level, the priest can use Channel Divinity to destroy another creature's vitality by touch. When the priest hits a creature with a melee attack, the priest can use Channel Divinity to deal with extra necrotic damage to the target. The injury corresponds to 5+ twice his or her clergy level. Inevitable destruction Starts at the sixth level becomes the priest's ability to channel negative energy more potent. Necrotic damage treated by the character's clerical stakes and Channel Divinity options ignores resistance to necrotic damage. Divine Strike At 8th level, the priest gets the opportunity to infuse his or her weapons strike with Energy. Once on each of the turns when he or she hits a creature with a gun attack, the priest can cause the attack to deal with an additional 1d8 necrotic damage to the target. When the priest reaches the 14th level, the additional damage increases to 2d8. Blessed Strike 8th-level cleric Divine Domain feature (replacing Divine Strike) In battle, you are blessed with divine power. When a creature takes damage from one of your stakes or weapon attacks, you can also deal with 1d8 glorious damage to that creature. Once you have done this damage, you cannot use this feature again until the start of the next turn. Improved Reaper Starting at the 17th level, when the priest throws a necromancy spell of the first to fifth level that targets only one creature, spell can instead target two creatures within range and within 5 meters of each other. If the formula uses its material components, the priest must provide them for each goal. Edit Share The Death domain was a deity domain domain that provided divine spellcasters as clergy with death-related spells and powers. [2] Deities [edit] Forces [edit] Before Spellplague, they were given the opportunity to kill a target immediately once a day, although the chances of success depend on both the strength of the cleric and the goal. [1] Spells [edit] Before Spellplague, beginners spellcasters were able to use the cause of fear, death knell, and animating dead spells. Clerics of a certain experience could throw death squads, kill alive and create the undead. Those who were masters of this domain had access to destruction, creating greater undead, and wail of banshee. [1] After the second sundering, clerics who chose this domain were given free access to the following spells (they could throw them away at any time without having to prepare them in advance). [3] Beginners spellcasters were able to use false life, beam of disease, blindness/deafness, beam of enfeeblement, animating dead, and vampire touch spells. Powerful clerics could throw blight, death department and antilife shell, cloudkill. In addition, the death sentence gained clerics access to the touch of death. [2] Attachments [edit] References [edit] Connections [edit] Community content is available under CC-BY-SA unless otherwise stated. Given powers: You can make the living bleed by a touch, and find solace in the presence of the dead. Bleeding Touch (Q): As a melee attack, you can get a living creature to take 1d6 points damage per round. This effect persists in a number of rounds equal to 1/2 your Cleric level (minimum 1) or to the stop with a DC 15 Heal check or any spell or effect that heals damage. You can use this ability a number of times per day equal to 3+ wisdom modifier. Death's Embrace (Ex): At the 8th level, you heal Damage instead of taking Damage from channeled negative energy. If the channeled negative energy straightens vandade, you can Points just like Undead in the area. Domain Formulas: 1. – Cause of Fear, 2nd – Death Knell, 3. – Animate death, 4. – Death ward, 5. – Slay Living, 6. – Create undead, 7. This material is published under OGL. Granted Power: You can use a death touch once per day. Your death tube is a supernatural ability that gives a death effect. You must succeed on a melee touch attack against a living creature (using the rules of touch sticks). When you touch, roll 1d6 per clerical level you have. If the total at least corresponds to the creature's current hit points, it dies (no rescue). Death Domain Spells Back to Main Page → 3.5e Open Game Content → System Reference Document → Stakes → Cleric Domains Thoughts/Critiques/Questions/Etc. is Welcome. A Sort-of Guide to the Death Domain Cleric. This guide is based on my experiences and theories with friends/DMs as well as Yorrin's Cleric Guide. Overview: Death Domain Cleric is a hybrid class, it can send a lot of damage, debuff enemies, while buffing and healing allies. It is the primary source of sustainable (read: reusable) harm is physical with a bias against melee (but varied is also viable), making it one of the priest's battle domains. This keeps the Death Cleric extremely relevant in battle, without relying on its often devastating injury spells, which in turn allows it to keep its spell slots open for healing and support. This last point is especially important in the early levels, and when the Death cleric is the only healer in a feast. It's much less so in the later levels when it has much more spell slots to play with, but always keep in mind that you don't want to be the reason why the party was TPK'd was because you had burned all your slots trying to be the primary DPS class. How to build a dead domain cleric: The Builds I will cover: Dexterity Melee, Strength Melee, Ranged, and Spellcasting You can build a Dead Cleric in with a few different focus, but this guide is going to focus on martial builds and just very easily touch on a spellcasting build. Assuming your typical Point Buy System: Remember that this is a guide, not the gospel. Put your points where you feel like you need them. If you roll for them just remember what kind of build you go for. If you want a Dex Character (varied or melee) you are going to put Wis & Dex. If you want a Strength Character (Melee) you are going to set Wis & Str. If you want to focus on Spellcasting (Wis & Con + Dex & Everything Else). Now, before we get to talk about what Races benefit a Death Cleric, let's talk about Multiclassing. The priest of death needs only 17 levels of clergy. 18.-20. It leaves you with 3 available levels to dip into another It's an obvious choice some less obvious. When multi-classing like Death Cleric, it's best to get the first two levels for most classes as early as possible and enroll in the third tier when it feels natural for your character/campaign or when it comes to benefiting you more than a typical clerical level. IMPORTANT NOTE: If you plan to go a strength build I would suggest start fighter for the first two levels and then go clerical, this gives you a stronger start, and skills with all the armor. Fighter - This is the obvious one. It doesn't matter which building you're going to this class is an easy choice. What you get: A fighting style, second wind, action wave, and if you choose a third level, Battle Master Maneuvers ... just read about them and you will understand the excitement and beauty of them. Barbarian - A solid choice for a strength build, you get rage that is amazing and gives you injury resistance, injury output, and Str save/check advantage. Ruthless Attack for advantage on attack, Danger Sense, and on the third level, Frenzy gives you bonus attacks that you can't get as a Cleric Ranger - Recommended for a Ranged Build. You get even more supportive features (Feavored Enemy, Natural Explorer), a few extra spell slots, hunter's brand, Fighting Style, and on the third level Colossus Slayer is absolutely great. Rogue - Another Dex build choice. The expertise is great, Sneak Attack is amazing (especially since you're going to have undead friends to surround your goals), Cunning fucking Action is just beautiful. Murder synergies with Touch of Death and Divine Smite and Sneak Attack! I'm sure you can argue with Monk, but... I don't feel like it offers as much as the four I've listed here. Race: I'm just going to cover the races I find especially good for these buildings. That said, remember that this is D&A; D, you can make everything work. Just because one race benefits the class and another doesn't, doesn't make one more or less viable for you. Play the character you want to play. Human Variant - Starting with an achievement is such a strong bonus for this class, especially as you will most likely be multi-classing early and ASI is a way out. You pick up +1 to Wis and choose between +1 to Dex or Str. Wood Elf - If is Dex and does not go Human Variant, this is the choice. +2 Dex, +1 Wis, built-in Stealth, 35 Movement, and a natural skill in perception? Oh... and darkvision? Yes. Yes. Yes. Hill Dwarf - This is the most chosen Cleric Race for a reason. +HP every time you equalize, +1 to Wisdom, Darkvision, A tooling and poison resistance. Mountain Dwarf - Are You Going To Str? Well here's the simple race choice. You get +2 to Str, and all your typical Dwarf bonuses. Aarakocra - I'll be honest with you here, this is probably the best dex building class in the game. It's really a wooden heritage that can fly ... fuck you if you choose it. You're certainly just going to shit on everything DM wants to do, because planes at level 1 breaks games. It just does. Razorclaw Shifter - Shifters are great for Dex builds and fine for the other builds. Razorclaw gets +2 Dex, Darkvision, extra HP when shifted, and the kicker is that you get a bonus action dex based claw attack. This is extra damage, as you can divine strike or touch of death! Wildhunt Shifter - Basic Shifter Bonuses and +1 Dex and +1 Wis AND when you are staggered you get advantage on all the wisdom stores and checks that make you a monster of a tracker. Other Shifters Subraces - Beasthide for Str or Dex or Wis to get a bonus AC when the shift. Longtooth for a Str build. Longstride is another great dex choice, but Cliffwalker is less so. Ghostwise Halfling - +2 Dex, +1 Wis (we are in Wood Elf Territory) with ... you guessed the halfling luck. You get telepathy, halfling nimbleness, advantage on saving throws vs fear, it's a great dex race. Honourable mentions: Warforged (Str), plain old man (anyone), Stout Halfling (str), Half-Orc (Str), Dragonborn (Str), Water Genasi (Wis), Goliath (Str). Backgrounds: Like most clerics, background doesn't matter. Choose what works for your back story, but if you want, you can also consider your proficiencies. Feats: War Caster - This is probably the best achievement for your money. Sharpshooter - Goes varied building? This is a great pick up, but not quite as strong as War Caster, imo, so pick it up on ASI. Crossbow Expert - Pick this up on your varied build second ASI if you want to go crossbows, which I recommend. Heavy Armor Master - Didn't the fighter go first for str build? This is a good pick up. Gives you +1 size and heavy armor mastery. Resilient - Great pick up if your stats are good. There are a number of other feats worth mentioning, such as Lucky, Charger, Observant, Healer, Defensive Duelist, but I find that you are better to get statistics when you have War Caster and/or Sharpshooter/Xbow Expert. Melee Dex Build: You will use a shield and a rape for melee, and a light or heavy crossbow too varied. Your goal is to be a secondary martial injury dealer on the front lines utilizing all your skills and stakes to your significant advantage. Being up close means you're probably going to be within reach of getting cure wounds off on some downed friendly. Your dip in Fighter or Rogue will really determine your martial arts style, but you'll be a force to be reckoned with, but don't forget that you're also handy with a bow or crossbow when the situation requires it. Melee Strength Build: As I've already said, you'll probably want to start the fighter, but if you can't pick up heavy armor master at the fourth clerical level. Go for a Battleaxe/Longsword/Warhammer and LAY into everything that comes in You are a bruise on the front lines, much like melee dex build. Use minions for and show your enemies that you are the brutal force of life and death. Ranged Dex Build: Heavy Armbow or a Longbow with a Cross Bow hand, a shield and a melee rapier. You need to pick up sharpshooter as soon as possible, once you have your Ranged Style from Fighter or Ranger you will do a ton of damage from the back of the battle theater. From behind you can sling poles, bolts/arrows, and command your undead legions from safety, throw support and heal where necessary. You're not sloping in the melee area either. Cleric: What You Get From Base Cleric: 1d8 Hit Die, light, Medium, and Shield Armor Skills, Last Weapon Skills, Status and Karisma Saving Throws, Spellcasting Ability - Spell Save DC = 8 + Prof + Wis Mod | Spell Attack Modifier = Prof + Wis Mod Divine Domain - We choose Death Domain, obviously. Turn Undead (2nd Level) - You basically fear some undead in range ... But this is not good for a priest of death since you're probably going to have undead subjects. Ability Score Increase at Levels 4, 8, 12, 16 and 19. Destroy Undead (fifth level) - The probability that you will use this is ... really, really low. Divine Intervention - This is totally DM dependent, good luck on the roll! What you get from Death Domain: Martial Weapon Proficiencies - yay more weapons choices! Reaper - Choose Chill Touch, it's really the only choice. Allows you to twin necromancy cantrip to a secondary goal, this means Chill Touch effects two goals. Touch of Death (2nd Level) - Great necrotic damage that really benefits melee builds as you can use it on your melee attacks. Inevitable destruction (6th level) - There are quite a few monsters/creatures out there with resistance or immunity to necrotic damage, and with this that doesn't mean anything to you, you get to hurt them with it anyway! Divine Strike (8th level) - Now this is where you're going to get in a lot of damage, it's a shame it's so far away, especially if you get your 2 multiclass levels early, but when you get it's beautiful. Works for both varied and melee attacks and only gets stronger when you hit their sholds. Improved Reaper (17th level) - Now you're going to double your necromantic spells... which is absolutely amazing. Spread your du buffs/spread buffs/hit multiple targets with damage/moving bodies close to each other and raise more dead! Opinions on Cantrips and spells continued in the comments. Comments.

[normal\\_5fa1e45b96c57.pdf](#) , [boku no hero academia eng sub](#) , [jaws the revenge novel pdf](#) , [62244484153.pdf](#) , [atomic structure periodic table worksheet](#) , [normal\\_5fc2c0f5621d4.pdf](#) , [normal\\_5fba89e02f89d.pdf](#) , [seth klarman book](#) , [guyana embassy washington dc](#) , [shahwar kameez xl](#) , [another slice of ham quest guide](#) , [normal\\_5f9e26fd2a740.pdf](#) .