

SUBCLASS

DIVINE DOMAIN

FAR DOMAIN (INFINITY DOMAIN)

To follow the Far Domain is to embrace the understanding that everything known and accepted as 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 god-like 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 a world.

The Far Realm is one such reality beyond the Material Plane, beyond the Elemental Chaos, even beyond the Upper Planes of the gods and the Outer Planes such as the Outlands. 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.

This realm is governed by utterly alien and incomprehensible laws of magic and physics that would send most mortal minds spiraling into delusion and hysteria. Tharizdun, the god of madness, is one of the few deities known to have a connection to the Far Realm, but other deities of esoteric knowledge and magic (such as Oghma and Mystra) claim some degree of influence over this domain as well.

Far 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 (your choice).

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 that creature's mind with imagery of terrifying eyes and inky, black tentacles. If the target is not an aberration, it must succeed on a Wisdom saving throw or take 2d8 psychic damage. Whether the target succeeds or fails on the save, that creature can't make opportunity attacks against you for the rest of your 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 centered on an unoccupied 10-foot cube within 60 feet of you. The rift appears as a 5-foot radius sphere of blackness and long, slithery tendrils immediately lash out from it.

Choose a number of creatures up to your Wisdom modifier within 30 feet of the sphere that you can see. Each target must succeed on a Dexterity saving throw or be pulled 20 feet toward the sphere. A target that is not an aberration and is pulled into the sphere's space 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 instantaneously manipulate the fabric of space itself to subvert your enemies' attacks.

Whenever you or a friendly creature within 30 feet of you would be hit by an attack, you can use your reaction to warp the space between the original 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, 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 cleric spell save DC, ending the effect on a success.

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

d10	Effect
1	<i>The creature retreats into its mind and becomes paralyzed.</i>
2	<i>The creature becomes incapacitated, begins uncontrollably screaming, laughing, or weeping, and may use its movement on each of its turns to move in a random direction.</i>
3	<i>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.</i>
4	<i>The creature begins babbling, can't understand what other creatures say, and is incapable of coherent speech or casting spells with a verbal component.</i>
5	<i>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 incapable of attacking the nearest creature, it wastes its action that turn doing nothing.</i>
6	<i>The creature experiences vivid hallucinations and has disadvantage on all ability checks.</i>
7	<i>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.</i>
8	<i>The creature becomes incapacitated and experiences an overwhelming urge to eat something strange such as dirt, slime, or offal.</i>
9	<i>The creature falls prone and is stunned.</i>
10	<i>The creature falls unconscious.</i>