

SUBCLASS

DIVINE DOMAIN

BALANCE DOMAIN

The Balance domain is centered upon establishing true equality throughout the multiverse, and eschewing all bias: good and evil, law and chaos. Followers of this domain often embody an introspective and even-tempered lifestyle. Many neutral deities, such as Khaylûs and Oghma, claim influence over this domain, but it is also especially prevalent among clerics who worship no particular deity—instead choosing to serve the natural forces of the cosmos.

Balance Domain Spells

Cleric Level	Spells
1st	<i>comprehend languages, protection from evil and good</i>
3rd	<i>calm emotions, enlarge/reduce</i>
5th	<i>bestow curse, remove curse</i>
7th	<i>banishment, death ward</i>
9th	<i>dispel evil and good, hold monster</i>

BONUS CANTRIP

When you choose this domain at 1st level, you learn the mending cantrip.

TIP THE SCALES

Also at 1st level, when you miss with an attack or when you're hit by an attack, you can invoke the cosmic forces of the multiverse to tip the balance in your favor. Roll a d4 and either add the number to or subtract it from the attack roll, respectively, possibly changing the outcome.

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.

The die for this feature increases when you reach certain levels in this class, increasing to a d6 at 5th level, a d8 at 10th level, and a d10 at 15th level.

CHANNEL DIVINITY: RECTIFY IMBALANCE

Starting at 2nd level, you can use your Channel Divinity to equalize the transgressions of your foes, calling forth holy power to rebuke them and restore your allies.

Immediately after a hostile creature within 60 feet of you deals damage to you or a friendly creature you can see, you can present your holy symbol as a reaction. The hostile creature must make a Constitution saving throw, taking radiant damage equal to 2d6 + your cleric level on a failed save, or half as much damage on a successful one. In addition, one creature of your choice that took damage from the hostile creature, regains hit points equal to the amount of radiant damage you dealt. A prone creature that regains hit points in this way is magically lifted to a standing position, if it chooses.

COSMIC SCALES

When you reach 6th level, you can also use your Tip the Scales feature as a reaction when a creature that you can see within 30 feet of you misses with an attack or is hit by an attack.

POTENT SPELLCASTING

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

SPHERE OF BALANCE

Beginning at 17th level, you can use your action to activate an aura of balance that lasts for 1 minute, or until you're incapacitated or you dismiss it as a bonus action. For the duration, whenever a creature within 60 feet of you has advantage or disadvantage on an ability check, attack roll, or saving throw, the roll is instead made with neither advantage nor disadvantage.