

CLERIC DOMAIN OF SURVIVAL

Survival is a domain of self-preservation and might. The strongest survive and thrive as time goes on, and the weak don't. Survival is about staying on top of the food chain and being the best and longest around, leading to strong decedents in the often-cruel, viscious world.

SURVIVAL DOMAIN SPELLS

Cleric Level	Spells
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1st	Absorb Elements, Goodberry
3rd	Alter Self, Protection from Poison
5th	Create Food and Water, Leomund's Tiny Hut
7th	Death Ward, Dominate Beast
9th	Awaken, Wrath of Nature

SURVIVAL SKILLS

Beginning at level 1, you have advantage on checks to hide yourself, your party, and any camp you establish. You also do not gain disadvantage for perception checks for detecting creatures nearby while asleep.

SAVING WARD

In addition, once per long rest, when you or an ally within 30 feet of you that you can see fails a death save, you can use your reaction to allow the ally to reroll the save.

BONUS PROFICIENCIES

At level 1, you gain proficiency with martial weapons and in Survival.

CHANNEL DIVINITY: BLESSING OF THE FITTEST

Starting at level 2, you may use your Channel Divinity to protect the mighty against the weak.

As a reaction to you reducing a creature to 0 HP, you may regain a number of hit points equal to your cleric level + your Wisdom modifier (minimum of 2) and regain a spell slot of the highest level of spell slot you have (maximum level 5).

MACROEVOLUTION

Beginning at level 6, when you cast Alter Self, you may expend a spell slot of higher level in order to affect an additional creature for each spell slot expended. In addition, the spell is not concentration for you when cast it as a cleric spell.

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 of the damage type of the weapon used. When you reach 14th level, the extra damage increases to 2d8. This damage is magical.

CHAMPION OF NATURE

Beginning with level 17, you may use an action to cause a creature with Intelligence less than 7 to make a Wisdom saving throw against your spell save DC. On a failed save, the creature obeys you to the best of its ability. A creature that succeeds on this save cannot be affected by this effect until the end of your next rest.