



CLERIC: ELDRITCH DOMAIN

The horrors that lurk in the shadows of nightmares inspire fear in even the bravest among us. These eternal, eldritch beings have scarred the cultural psyche so deeply that the mere mention of their name threatens to drive weak-willed beings to insanity. Their goals are steeped in mystery, yet their creeping influence can be felt in the farthest reaches of the multiverse.

Clerics of the Eldritch domain pay service to these terrors in the dark. Though they are not inherently evil, their willingness to praise unearthly horrors can be confusing to outsiders. They twist the craze-inducing magic of their gods to implant eldritch nightmares, wrap themselves in protective shadows, and use their infectious madness to overwrite the minds of their enemies.

ELDRITCH DOMAIN SPELLS

1st-Level Eldritch Domain Feature

You gain domain spells at the cleric levels listed in the Eldritch Domain spells table. See the Divine Domain class feature for how domain spells work.

Cleric Level	Spells
1st	<i>false life, hideous laughter</i>
3rd	<i>darkness, enthrall</i>
5th	<i>fear, hypnotic pattern</i>
7th	<i>black tentacles, phantasmal killer</i>
9th	<i>dominate person, dream</i>

ELDRITCH INITIATE

1st-Level Eldritch Domain Feature

When you choose this domain at 1st level, you gain proficiency in the Intimidation skill, and you learn the *nightmare* cantrip. For you, this cantrip counts as a cleric cantrip.

In addition, you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

SHIELD OF SHADOWS

1st-Level Eldritch Domain Feature

Also at 1st level, you wrap yourself and your allies in a cloak of protective shadows. As a bonus action, you drape a cloak of undulating shadows around you, or one ally of your choice within 60 feet of you, for the next minute or until you use this feature again. When a creature hits the cloaked ally with a melee attack for the first time on a turn, it must make a Wisdom saving throw against your spell save DC. On a failed save, the creature takes psychic damage equal to 1d4 x half of your level in this class and becomes frightened of the cloaked ally until the start of the creature's next turn as a spectral tentacle lashes out in retaliation. On a successful save, it takes half as much damage and is not frightened.

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.



*Nightmarish tentacles emerged from the
pool of shadows beneath her cloak,
and all we could do was pray.*

CHANNEL DIVINITY: ELDRITCH HORROR

2nd-Level Eldritch Domain Feature

Starting at 2nd level, you can use your Channel Divinity to summon the nightmarish tentacles of your god. You conjure a shadowy pool of spectral, squirming tentacles which lash out at a number of creatures within 30 feet of you equal to your Wisdom modifier. Each creature must make a Wisdom saving throw.

On a failed save, a creature becomes frightened for 1 minute. A creature frightened in this way takes psychic damage equal to 1d4 x your proficiency bonus at the start of each of its turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DEVOURER OF NIGHTMARES

6th-Level Eldritch Domain Feature

At 6th level, you begin to feed off of your enemy's nightmares. At the start of your turn, you gain a number of temporary hit points equal to your Wisdom modifier for each frightened enemy that you can see within 120 feet of you.

In addition, you have advantage on saving throws against being frightened.

POTENT SPELLCASTING

8th-Level Eldritch Domain Feature

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

INFECTIOUS SHADOWS

17th-Level Eldritch Domain Feature

Starting at 17th level, you have become one with the shadows of nightmares, driving craze-inducing magic into even the most fearless of foes. You, and the creature wrapped in your Shield of Shadows, are immune to becoming frightened.

In addition, any spell or effect you create ignores immunity to the frightened condition. Instead, an enemy which would be immune to being frightened makes the resulting saving throw with advantage. This feature does not affect creatures with legendary or lair actions.

Art Credits

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