



CLERIC - GUNPOWDER DOMAIN

In the Evil West, there are only two gods: gold and guns. Ideally, you'd have golden guns, but since worshipping gold is frowned upon, the clerics of the Gunpowder Domain have chosen the other item as their deity. Regular gods won't save you when you are attacked by devils and undead, instead you must fend for yourself, and gunpowder certainly helps.

Domain Spells

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

GUNPOWDER DOMAIN SPELLS

SPELL LEVEL	SPELLS
1st	heroism, quickdraw*
3rd	Killshot*, scorching ray
5th	fireball, haste
7th	fire shield, wall of fire
9th	six shooter*, full throttle*

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with firearms and tinker's tools.



Bullet Spells

Also at 1st level, you may infuse your bullets with spells to help them reach further. When you cast spells with a range of touch, you may cast them through your guns, firing the spell up to the range limit of the gun instead. When cast a spell in this way, you must make a ranged weapon attack with the firearm for the spell to hit its target, even if the spell does not normally require an attack roll or requires a saving throw. On a miss you waste the spell slot.

This can't increase the spell's range above 60 feet. This range limit increases to 120 feet at 14th level.

Channel Divinity: Animated Firearm

Starting at 2nd level, you can use your Channel Divinity to summon a spiritual firearm, shooting enemies at your command.

As a bonus action, you can summon a floating revolver within 30 feet of you, which lasts for 1 minute or until you dismiss it as a free action. When you summon the gun, and as a bonus action on subsequent turns, you can cause it to shoot a creature within 60 feet of it, using your spell attack modifier. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

You can also spend an action to move the gun up to 30 feet with your mind, and you can shoot spells from this firearm as per your Bullet Spells ability.

This weapon also benefits from your Divine Strikes feature, once you gain access to it.

Explosive Caster

Beginning at 6th level, your spell leaves remnants of gunpowder behind. Whenever a creature fails a saving throw against one of your spells, you can cause gunpowder to cover them as a reaction, for 1 minute. While covered the target loses resistance to fire damage and radiant damage. If a covered creature is hit by fire or radiant damage, the gunpowder explodes causing the target to take additional damage of that type equal to your Wisdom modifier + your Cleric level. The gunpowder then vanishes.

Once you've used this feature, you can't do so again until you finish a short or long rest.

Bullet Hell

Also at 6th level, if you cast a spell of 1st level or higher through your Bullet Spells ability as your action, you can make an attack with a firearm as a bonus action.

You may use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain expended uses on a short or long rest.

Divine Strikes

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 fire damage. When you reach 14th level, the extra damage increases to 2d8.

Pass Through Fire

At 17th level, your body is adapted to explosions, whatever their nature may be. You gain resistance to fire and radiant damage and whenever you must make a saving throw against an effect or spell that would deal fire or radiant damage, you automatically succeed the saving throw.

