

Cleric as a class currently contends to be one of the better classes in Pathfinder 2e, one that can manage its assigned role competently enough to not make me shirk away immediately. I'll be covering the Playtest Deities, the spells and weapons they offer, and the domains they give access to. I will try to keep this guide independent of other cleric class features, such as non-domain feats and multiclassing, except when an exceptional synergy worth building towards is brought to note. In the future I may expand this guide to an overall cleric guide. Wherever possible, since this is a **playtest**, I will attempt to give some constructive criticism to making any lackluster or outstanding options more in line with my **personal** sense of balance.

In the spirit of many a Pathfinder guide before me, I'll attempt to stick to some sort of rating guide by color to more easily pick out the better options from such a wide variety.

These options are exceptional!

These options are good!

These options are okay!

These options are bad!

To give better context to the deities, I will be covering **Domains** first. Keep in mind that the second domain power requires a 4th level feat, and both adds and costs Spell Points equal to the number beside it.

Ambition: Blind Ambition, Competitive Edge (2)

Blind Ambition makes it easier to use interaction skills to convince an enemy to betray its allies. It requires two actions and a Spell Point from you, an action from you or an ally to convince the enemy, and for the enemy to fail its save enough to a degree you can pass its check. Three actions, a spell point, and two dice rolls against the same saving throw to 'remove' an enemy. The definition of 'its own ambitions' is still up to the GM. Given that this is effectively a save or die effect, as in, you either succeed and the target is removed, or fail and make zero progress towards actually removing the enemy via conventional means, I'm tempted to rate this on the lower end of okay. If your GM tends to rule against you with mental effects, stay away from this.

Competitive Edge gives you a 1 minute buff for two actions and two spell points, that gives you a +1 circumstance bonus on rolls against a DC more than 11 greater than your roll. High action cost for a situational bonus that only applies to you. Bad.

Air: Pushing Gust, Walk on Air (1)

Pushing Gust is a single action for a Fortitude save on a target within 500ft to move them five feet away from you, or five feet and prone on a crit fail. If this were five feet in any direction it would be significantly better. Being one action is the only thing saving this option from being bad.

Walk on Air lets you spend a spell point to gain the Air Walk spell for one Stride. It's situational, and a very short distance in most cases, ranging from 20 to 30 feet of movement, but it's not a bad situational effect. I'd appreciate this more if it was a Free Action that gave you

Air Walk until end of turn, affecting all movement ranging from Steps to Strides to movement from Combat Feats, if one decided to multiclass fighter or cleric.

Cities: Face in the Crowd, Watching the Watchers (2)

Face in the Crowd is two actions for a one minute buff to yourself. It gives you a Conditional bonus to Deception and Stealth while blending in with a crowd of 'similar looking' creatures. I'd personally argue that this is something your GM should give you without needing a domain or spell point. Even such, gaining this effect as a domain is bad.

Watching the Watchers is a one minute spell that alerts you to the nearest instance of openly visible guard activity. It doesn't even alert you to any secret activity, and is already a highly situational spell, so I'll have to call this one bad.

Confidence: Veil of Confidence, Delusional Pride (2)

Veil of Confidence is two actions for a one minute proactive fear protection. If you're aware of an enemy with debilitating fear effects, or have time to identify and recognize the enemy's fear abilities, this one is pretty good, as usually you'll be the one casting *Remove Fear* on the martial before they flee the scene. On the other hand, you already have WIS as a main stat and expert Will saves. Given how swingy rolls can be in 2e I'm willing to give this one some leeway.

Delusional Pride is two actions for a Will saving throw debuff on a single target within 30 feet. It grants a -1 penalty to attack rolls if the target missed its first attack on the round, and a -2 if it failed both its first attacks. It lasts for one round on a pass and ten minutes on a fail, which is effectively the entire encounter. I'm struggling to think of when you would use this. The effect only sees consistent use when the enemy would tend to miss in the first place.

Creation: Fabricate, Artistic Flourish (2)

Fabricate is two actions to create a temporary one minute 'vegetative matter' object (wood or hemp I imagine being the most practical) of bulk one or less. It cannot rely on intricate craftsmanship or complex moving parts. If you can think of any standout items to create with this, please let me know, Otherwise I'll rate this as okay for general purpose narrative power.

Artistic Flourish allows you to temporarily (24 hours) upgrade an item's quality to expert, up to master or legendary when heightened, with a ten minute ritual and 2 to 5 spell points. The most practical application of this I can think of is upgrading a set of skill tools, but generating a legendary toolset by 15th level with 5 spell points seems rather lackluster.

Darkness: Touch of Shadows, Darkened Eyes (2)

Touch of Shadows is a melee touch attack for one action that Dazzles the target for one round with a success, or one minute on a crit. Dazzled renders targets Concealed if the affected creature only has sight as a precise sense, giving it a 25% miss chance on attacks. An emphasis is the requirement of a melee touch attack. It may be one action, but it's also requiring a move action to engage the target if you'd like to use this offensively, preventing you from casting a normal spell in the same turn. As a defensive action, I'd rather just step away or stride away from the target.

Darkened Eyes is two actions for a fortitude save against a target within 60ft. It removes their darkvision or low light vision on a failed save. This is so situational and bad I can't even begin to talk about it.

Death: Undead's Bane, Death's Call (1)

Undead's Bane is a free action to add your level to damage when casting *Heal* on undead. Given you already have Disrupt undead to combat undead, this is only really useful if you need to deal AoE damage by full round channeling, which I would doubt will come up often.

Death's Call is a reaction to gain temporary hit points equal to an opponent's level when *you* reduce them to zero hit points, doubled if the opponent is undead. These hitpoints do not stack with themselves. Meager benefit, requires you to deal the finishing blow. Bad.

Destruction: Destructive Cry, Destructive Aura (2)

Destructive Cry is an action usable if your last action was a Strike that dealt damage. It allows you to automatically deal extra damage equal to your level. If you're striking with a weapon and then spending a spell point and an action, you're better off getting the Fire domain.

Destructive Aura is two actions to create a 10 foot aura lasting for one minute, that reduces the resistance of *all* creatures, enemy and allied including you, by one. This power Heightens for an additional resistance reduction of one for every two spell levels. Hideously bad.

Dreams: Sweet Dreams, Dreaming Potential (3)

Sweet Dreams is a one minute spell to give a sleeping target +4 against effects that would influence their sleep, like *Nightmare*. This is extremely situation and bad.

Dreaming Potential is a ten minute spell that allows the target to gain one day of retraining if it sleeps for eight hours. This could almost be okay but then it goes on to state that it can't do any retraining that would require an instructor or specialized knowledge.

Earth: Hurtling Stone, Localized Quake (2)

Hurtling Stone is a one action ranged *non-touch* attack, dealing 1d10+STR damage within 60ft. It Heightens for an additional 1d10 damage per two spell levels. This is okay actually, given the only other offensive action to compare it to is Fire Ray. The only issue is the strength damage, which will usually be zero, and the non-touch aspect. The fact that it's d10 base is the only thing saving it from bad.

Localized Quake is two actions for a 15 foot aura. It requires a reflex save from all enemies or they fall prone. This is astonishingly good, exceptional even, given everything we've been reading so far, and can be a net gain in action economy if you knock down at least three enemies. Reflex *normally* tends to be a weaker save on enemies in 1e. I haven't thoroughly looked over the 2e bestiary to see if that remains true.

Family: Soothing Words, Unity (2)

Soothing Words is two actions to attempt to counteract an emotion effect on an ally within 30ft. Given that your powers are automatically heightened, this has a pretty reliable success chance. Given that the only other option in your spell list is *remove fear* for exclusively fear effects, I'd say this is a good ability to have available.

Unity is a reaction upon you and one or more ally within 30 feet being targeted by a spell or ability that allows a saving throw. It allows your allies to choose (presumably before rolling) to use either your saving throw modifier, or theirs. Given that the three stats you want to be raising are also keyed to saving throws, and you receive advancements in fortitude and will, I'd have to say this is a reliable way to give +1-3 to your allies' saving throws.

Fate: Read Fate, Tempt Fate (1)

Read Fate is basically a way for the GM to feed the character almost useless enigmatic clues. It is a ten minute spell that asks the GM to give you a one-word clue to a creature's fate within the next day for a 'sedentary' creature, or the next few hours for an active one. This is the sort of effect I'd expect to get from a nameless NPC fortune teller off the street for a few silver.

Tempt Fate is a free action triggered by you or a willing ally within 120ft being prompted to roll a saving throw. You must use this before the saving throw is rolled. It causes the roll to be a critical success if it was a success, or a critical failure if it was a failure. This is a good way to reduce a minor effect to nothing, or increase a painful effect to death. This is absolutely horrible.

Fire: Fire Ray, Flame Barrier (1)

Fire Ray is two actions for a ranged touch attack within 60ft. It deals 1d6+WIS fire damage, and is Heightened for +1d6 for each spell level. This is the premier damage option for clerics, and the option to be weighed against for the time being. Aside from Earth's *stone hurl*, this is the only real damage effect for clerics at level 1. A important note to make is that *Fire Ray* cannot crit, unlike other damage cantrips. The ability to crit more than makes up for the small damage increase *Fire Ray* has over a spell like *Ray of Frost*, but would require making some choices with ancestral feats to acquire.

Flame Barrier is a reaction whenever an effect would deal fire damage to you or an ally within 60 feet. The target gains fire resistance equal to *twice* your level for that one attack, ignoring any enhancements or conditions. The wording on this is a bit vague. The trigger says effect, while the text says attack, implying it has to be an explicitly offensive action with an attack roll. If your GM goes with *effect*, allowing any sort of fire damage, this is good, as fire damage is common both from enemies and the environment. If it's only against *attack rolls dealing fire damage*, this is absolutely terrible. I'll lean towards assuming one has a reasonable GM.

Freedom: Unimpeded Stride, Word of Freedom (3)

Unimpeded Stride is a free action triggered whenever you would step or stride that allows you to ignore magical impediments to your movement, as if you benefited from the *freedom of movement* spell. However, it does not help with escaping from mundane or magical effects that have immobilized you. Going fast is good. The only downside is it doesn't help with mundane terrain, such as mud or thick brush. However, generally such environmental hazards are easy to see and plan around ahead of time. A sudden grease spell blocking your exit? Not so much.

Word of Freedom is two actions to remove the grabbed condition from a target within 30 feet, or suppress any confused, entangled, frightened, or paralyzed condition affecting the target for one round. You can concentrate on this for up to one minute to maintain the suppression,

and the condition returns (with its remaining duration, presumably) afterwards. All of these conditions are bad. Saving the fighter from being ganked or accidentally slaughtering your backline is exceptional.

Healing: Healer's Blessing, Healing Font (2)

Healer's Blessing is a free action triggered when you cast the *heal* spell to add +2 healing per die rolled. This is good when the burst healing is necessary, and helpful for increasing the efficiency of your action economy. Given how *heal* scales, the single target version gain extra dice per Heightening, allowing the bonus from this to stack as the levels go higher. An efficient power that scales is exceptional.

Healing Font is a free action when you use Channel Energy to *heal*. You can instead spend two Spell Points to *heal* instead of a Channel Energy use. The amount of potential healing this ability offers is phenomenal. Your potential *heal* uses per day goes from $3+CHA$ to $3+CHA+(WIS/2)+1$, and as a cleric you plan on actively increasing your WIS as high as possible. This allows you to go into more encounters with the party topped off, use more single target *heal* spells to sustain your frontline, and in general progress much further in a given day. If time is ever a critical factor in an adventure this power will shine as your party endurance increases.

Indulgence: Enhance Victuals, Take its Course (2)

Enhance Victuals is one minute to 'enhance' a pint or pound of mundane food, turning it into a delicious feast and also attempting to counteract poison effects. You can spend a spell point to enhance an additional pint or pound, and the spell Heightens to enhance an additional pint or pound per level. This is just *purify food and drink* combined with *prestidigitation* from 1e. I'd rather have *create food and water* and not have to worry about the poison business.

Take its Course is a two action touch attack to advance a target's poisoned or diseased condition by one step. If the target is willing or unconscious, you can grant them either a +2 or -2 conditional bonus to their saving throw. Any sort of practical offensive use is out of the question, effectively making this a worse *remove poison* or *remove disease*. I'd like to note at this point that 8th level clerics can take a feat allowing them to spend a Channel Energy use to emulate said spells, and Healing clerics can use two spell points for a Channel Energy use. Better off going Healing.

Knowledge: Lorekeeper's Fortune, Know the Enemy (1)

Lorekeeper's Fortune is a free action whenever you would Seek or Recall Knowledge for Perception or Religion, or also Arcana, Nature, and Occult if you are trained in them. You roll twice and take the higher result on the check. Given cleric's six skills and high WIS, I'd say this is rather good for ensuring you can reliably serve as the group's scout or fact checker. Certainly not among the worst options on this list by far.

Know the Enemy is a free action triggered when you hit an enemy with a melee Strike. It allows you to roll to Recall Knowledge with the option to use *lorekeeper's fortune*. As a cleric you should never be melee attacking, so this is bad.

Light: Undead's Bane, Dazzling Flash (2)

Undead's Bane is just as bad as it was for the Death domain.

Dazzling Flash is two actions to create a 20 foot cone in front of you, requiring a fortitude save for all creatures. Success dazzles them for one round, while failure blinds them for one round and blinds them. Given that creatures will tend to have good fortitude saves, the range is small, and it hits all targets including allies, I'll have to give this one a bad rating.

Luck: Bit of Luck, Lucky Break (3)

Bit of Luck is a reaction triggered by you or an ally in 30 feet failing an attack roll, saving throw, or skill check by one, allowing you to add a +1 conditional bonus to the check and allowing it to succeed. I'm optimistic and going to give this one a good rating. A free +1 when it matters is a good mechanic that feels good to use. A +1 on a reaction is efficient action-wise.

Lucky Break is a reaction triggered when you fail (but not critically fail) an attack roll, saving throw, skill check, or perception check. It allows you to roll again and use the better result. It cannot save you from a crit fail, but as the cleric, the ability to sustain the party rests in your hands. Ensuring you are the one person to avoid a nasty AoE effect, or avoid a debilitating single target spell, is critical in maintaining your action economy and keeping your spells and healing going. The high cost is a factor, but the bonus spell points allow you to get more uses of *bit of luck* as well. Since bit is a good enough ability on it's own, I'll keep this as an exceptional rating.

Magic: Divine Vessel, Mystic Beacon (1)

Divine Vessel is a free action triggered when you cast a non-cantrip spell targeting an ally. You can spend one (additional???) Somatic action when casting the spell to give the target a +1 conditional bonus to saving throws for as long as the spell lasts and as long as you concentrate, for up to one minute. If the original spell requires concentration, you can concentrate on both with the same action. This is hilariously bad.

Mystic Beacon is one action targeting a willing creature within 30 feet. The next damaging or healing spell cast by the target is Heightened by +1 level than its actual level for calculating damage; it is treated as its normal level for all other purposes. This is okay. It's weak, but okay.

Might: Athletic Exploit, Enduring Might (2)

Athletic Exploit is one action to ignore armor check penalties and Speed reductions from armor or encumbrance. It's an okay ability. The speed gain will never be more than what you'd gain from just moving a third time with that action, but if you need to make any checks involving relevant skills it could come in handy.

Enduring Might is a reaction upon when you would take damage from an attack or effect, implying this is available before damage is applied. You gain resistance equal to your level+STR. Seeing as how you'll either have 10 or 8 STR, this is quite lackluster considering the cost. It is, however, effectively still a level-scaling shield block without having to worry about maintaining a shield. It's passable. If for some reason you felt compelled to make a STR cleric,

I'd rate this domain as a whole higher. *Athletic exploit* becomes more impactful when you reduce the speed penalties for heavy armor.

Moon: Moonlight Glow, Moonbeam (2)

Moonlight Glow is two actions for a 60 foot burst centered on you lasting for 10 minutes. It fills the area with dim light and illuminates magic runes and arcane script, giving a +1 to perception checks to find them. In addition, magic script that would only appear in moonlight becomes visible. The light effect is the most relevant thing here, being far larger than most light effects available to PCs at low levels. Otherwise it's just a mediocre *detect magic*.

Moonbeam is two actions for a 120 foot ranged touch attack dealing 1d6+WIS fire damage and dazzling the target for one round. The damage counts as silver for the purposes of weaknesses, resistances, and the like, and *can* critically hit, unlike *stone hurl* and *fire ray*. It Heightens for +1d6 damage per level. At two spell points per cast, it is less efficient than *fire ray* even accounting for the ability to crit, but the base domain power is mediocre enough to not matter too much, I believe. This is pretty good, as far as domain damage options go.

Nature: Skin of Thorns, Nature's Bounty (1)

Skin of Thorns is two actions for a one minute self buff, causing creatures that hit you with melee attacks and unarmed strikes to take one piercing damage. This heightens for one more damage per spell level. The damage and duration are low and scales poorly. Bad.

Nature's Bounty is a ten minute spell only useable in a natural area that supports plantlife. It generates enough food and water to sustain one medium sized creature for a day. You can spend an additional spell point or Heighten the spell to sustain another medium sized creature. Small creatures eat 1/4th as much as Medium creatures, and Large creatures eat 10 times as much. This is arbitrarily bad for an effect that takes a feat, both mechanically and narratively. A max level cleric cannot even call forth enough sustenance to sustain a single mount, let alone the party's four horses.

Nightmares: Waking Nightmares, Echoing Nightmares (2)

Waking Nightmares is a single action melee touch attack that debuffs a creature for one minute. The creature must make a DC11 flat check before each attack roll, skill check, or saving throw. Successes and crits give a **+1/+2** to the check, while failures and crits give -1/-2 to the check. 50% of the time you hinder the enemy, and 50% of the time you help him crit your fighter. Horrible.

Echoing Nightmares is two actions to target one creature within 30 feet with a will save. On a success, **you are confused for one round**. On a fail, they are confused for three rounds with a new will save at the end of each round. If I had a color worse than bad, this entire domain would be colored in it.

Pain: Savor the Sting, Retributive Pain (3)

Savor the Sting is two actions to make a melee touch attack against a target allowing a will save. A hit deals 1d6 mental damage, doubled on crits, and has an additional effect depending on the will save. You gain a +1 conditional bonus to attack rolls and skill checks

against the target while it is sick. A success leaves the target unaffected by sickness. A fail inflicts it with Sick 1 and 1 persistent mental damage as long as it is sick. This is Heightened for +1d6 base damage and +1 persistent damage. Sick, for the record, applies a penalty to all checks the target takes equal to the Sick value. On the creature's turn, they can spend an action retching to attempt a Fortitude save against the original save to reduce the condition by one. This is honestly passable compared to everything else offered among the domains. It's not good and scales poorly, but it's passable and scales okay.

Retributive Pain is a reaction triggered by taking damage from a creature within 30 feet. You deal mental damage to the target equal to half the damage that triggered the reaction, up to 10. The target gets a fortitude save, halving the damage on a pass. This spell heightens, increasing the damage cap by 5 for every level. This looks *exceptional* until you look at the spell point cost. This is useable at most twice or three times a day, with a high WIS. In the end, this is not worth a feat for the effect.

Passion: Charming Touch, Captivating Adoration (2)

Charming Touch is a single action for a ranged touch attack on a humanoid target within 30 feet, prompting a Will save if it hits. The target receives a +4 circumstance bonus if you or your allies recently threatened it or acted hostile, or a -2 circumstance penalty if it allows you to willingly touch it. The effect of the will save is identical to Charm except it lasts for 10 minutes instead of 1 hour. This spell heightens as a 4th level spell to affect any creature, so long as they would find you attractive. This is a potent 1st level arcane spell granted to you for four times a day at first level, giving you substantial narrative power. This is exceptional and remains relevant in social encounters for a long time, especially since it gains the ability to inflict a -2 penalty the normal charm spell does not and only takes one action.

Captivating Adoration is two actions for a 15 foot aura lasting for one minute, prompting a will save for all targets within it. If a creature leaves and re-enters, it uses its original result. A successful save gives the target -1 to perception and skill checks not directed at you. A failure fascinates the creature. This does not have any save penalty for hostile actions, so this can be used in combat to temporarily incapacitate enemies, or out of combat to distract a crowd. The narrative and practical applications of this are again amazing, and add a lot of utility to the cleric's kit.

Perfection: Perfected Mind, Perfected Form (2)

Perfected Mind is two actions to immediately allow a new Will saving throw against a mental condition affecting you that allowed a saving throw. If the new save would have a worse result than the original result, nothing happens. You can only use this ability once against a particular effect. It is unclear if you can use **Perfected Mind** against mental effects that would incapacitate you, such as Sleep, Paralyze, or Mental Control, as you have to willingly make the Somatic and Verbal actions, and as such I'd have to rate this ability poorly.

Perfected Form is a reaction triggered by you failing or critically failing a saving throw against a petrification or polymorph effect, allowing you to reroll the save and use the better result. I'd have preferred if the cost was raised to 3 to allow this to be used on any saving throw. As is, this is far too situational to be worth a feat.

Protection: Divine Ward, Protective Aura (2)

Divine Ward is a reaction upon an ally taking damage within 30 feet. It allows you to redirect damage up to twice your level to yourself (I assume you can choose specifically how much?). Your own immunities, resistances, and weaknesses don't apply, and it's up to debate if the ally's do. Any conditions or rider effects do not apply to you, and your ally is still subject to any enhancements and conditions even if you redirect all the damage. This ability can be very good due to how effective the scaling is. Being able to split the damage of a barrage of attacks and then effectively *double* the healing of your AoE channel is an efficient use of your action economy. Action economy increases are an exceptional ability.

Protective Aura is three actions to create a 15 foot aura for one minute. You and your allies gain resistance equal to half your level while inside the aura. The cast time is long and the aura scales poorly, but it's not the worst ability if your group is often bunched together.

Secrecy: Forced Quiet, Safeguard Secret (3)

Forced Quiet is two actions to target a creature in 30 feet with a Fortitude save. It is affected for one round on a success and one minute on a fail. The effect is the target is forced to a whisper, unintelligible outside of ten feet without other creatures making a Perception check against the spell's DC. This does not interfere with Verbal components, but may interfere with spells with auditory or lingual effects. This is strange to me. If a caster attempts to cast a *command* spell on me, do I have to make a Perception check to hear them? Can I choose to fail? Either way, the ability in general is weak.

Safeguard Secret is a one minute spell targeting you and any willing allies within ten feet. You choose one specific piece of information, and the targets receive a +4 to skill checks (normally deception) and saving throws to conceal this knowledge from effects that would specifically try to make them reveal it, magical or mundane. An overly narrow effect that requires set up and with no other practical application. Bad.

Travel: Agile Feet, Wanderer's Guide (3)

Agile Feet is a free action triggered whenever you Step or Stride. It increases your Stride movement by five feet and allows you to ignore difficult terrain for both actions. I'd have liked it to apply to any movement to give more combat utility to multiclassers, but it's passable as is. Also a straight upgrade in most cases over the Might domain.

Wanderer's Guide is a one minute spell allowing you and your allies to ignore difficult terrain for overland travel for one day. This does not apply in combat situations. If this were free it'd be okay, but it costs you a feat and three spell points at the start of your day.

Trickery: Sudden Shift, Master's Illusion (3)

Sudden Shift is a free action triggered by an enemy missing you with a melee attack. You can Step for free to any new square *still within the enemy's reach*. At best this lets you reposition for a flank, but you shouldn't be engaging in melee combat in the first place.

Master's Illusion is two actions to target up to six willing creatures in 30 feet, granting them the effect of a first level *illusory disguise* for ten minutes. The narrative power is strong, but

the cost is high for the effect. On the other hand, you won't ever be using *sudden shift*, and 2-3 uses per day should be more than enough. If you lack a wizard I wouldn't say this is the worst ability to pick up, but it's still questionable.

Truth: Word of Truth, Glimpse the Truth (3)

Word of Truth is a single action combined with speaking a statement of 25 words or fewer that you believe to be true and free of any twisted words, omissions, or any other attempt to deceive someone. The symbol of your deity will glow above your head, and anyone who sees you and hears your statement knows that you believe it to be true. In a game with a moderate amount of political intrigue, this ability is absolutely phenomenal, allowing you to validate any alibi or statement you present. In most other games, this is quite effective in general for preventing any villainous attempts to frame or impersonate the party or their allies. The utility it provides for social encounters and the lack of needing to roll anything to objectively verify yourself makes this a good ability.

Glimpse the Truth is one action allowing you to attempt a 'special secret dispel check' rolled by the GM for any possible illusions within 30 feet. If you succeed, you personally see through the illusions, but they remain intact for others. This is an okay situational ability. The cost is high but in most cases you can plan ahead for *word of truth* uses and won't be starved for spell points.

Tyranny: Touch of Obedience, Commanding Lash (2)

Touch of Obedience is one action for a melee touch attack. A success inflicts Stupefied 1 for one round, giving the target a -1 circumstance penalty to spell rolls, spell DCs, and INT, WIS, and CHA related checks. In addition, any time the target attempts to cast they must make a spell roll against the DC of this effect (this effect lacks a DC, so I would assume it would use your class DC. The exact ruling is unclear). The effect is okay but the duration is short enough that most times you'll accomplish very little.

Commanding Lash is a single action available after your last action was a Strike against the target. It allows you to cast the *command* spell on them as a part of the action. While this can potentially be a ranged strike, the range of *command* itself is 30 feet. The effect is mediocre overall, considering it requires a feat, a successful Strike, an additional action after that, and a failed saving throw from the enemy.

Undeath: Unlife's Blessing, Touch of Undeath (2)

Unlife's Blessing is the same effect as *healer's blessing* from the Healing domain, except only for when you heal undead with the *harm* spell. Not much more needs to be said.

Touch of Undeath is a single action melee touch attack dealing 2d8 negative damage and halving the effect of positive energy healing for one round on the target if it hits. This cannot crit, and is heightened for +1d8 damage each level. This is okay, all things considered, and is a passable burst damage option. The cost is high, however, and the rider effect is decent but situational.

Water: Tidal Surge, Downpour (2)

Tidal Surge is a single action targeting a creature within 60 feet with a fortitude save. A fail moves the target five feet in any direction. This is exactly what I wanted from the Air domain. If your allies can choose to fail the save voluntarily, this ability becomes extremely strong, as the critical fail option allows you to move the target up to 10 feet. Giving one action to reposition allies freely, or potentially shove away enemies, is a powerful tactical tool. Exceptional if allies can fail the save voluntarily, okay if not.

Downpour is two actions to create a 20 foot burst within 120 feet. The burst lasts for one minute and grants those within it Concealed, Dazzled, and Fire Resistance 4, in addition to extinguishing any non-magical flame. The spell Heightens for +2 Fire Resistance per spell level. The ability to use it defensively by Concealing exposed allies, offensively by hampering enemies with Dazzled, or the narrative ability to call down a localized rain storm makes this a phenomenal ability, what all other domain abilities should be modeled after. It's an effective tactical and narrative ability, requiring proper thought and planning to use properly. I'd say the Water domain as a whole is the most aesthetically pleasing domain and the best designed, and should be the baseline for all other domains to be designed around.

Wealth: Acquisitive's Fortune, Money Talks (1)

Acquisitive's Fortune is a ten minute spell that allows the target to reroll a critical failure on a Practice a Trade check within 24 hours, taking the better result. Practice a Trade is already planning to get a rework, so for now I'll leave this ability as bad.

Money Talks is a free action triggered when you cast a spell with a material cost measured in gold. It allows you to substitute *actual gold pieces* in place of the material itself. Useless considering you are well-aware of which and how many spells you'll be preparing at the start of the day. If there's some emergency utility spell that one would for some reason not have the materials for, feel free to comment this section.

Zeal: Weapon Surge, Prepare for Battle (3)

Weapon Surge is one action to imbue your weapon with +1 potency until the start of your next turn, stacking with any other potency the weapon may have, adding +1 attack and +1W damage to your rolls. A half-decent ability for melee clerics, but you shouldn't be making a melee cleric in the first place.

Prepare for Battle is a one minute spell targeting you and an ally within ten feet. The next time both of you would roll initiative in the next 24 hours, you use the higher of the two initiative rolls. It is unclear if you use the *roll* (d20 value) or the *result* (d20 value + perception), but given the internal consistency I'll assume the latter. This effect lasts until you roll initiative, recast the effect, or either of you rest. This effect is okay for putting on your lowest initiative member, as your high WIS will generally give you a higher modifier, but if you're taking Zeal in the first place, you're probably planning on using *weapon surge*, and this will considerably eat into your daily uses.

Domains in Summary

A lot of these options are bad. Very bad. A quick list of the viable domains is Earth, Family, Fire, Freedom, Healing, Luck, Moon, Passion, Protection, Truth, and Water. 11 viable options out of 37 leaves a lot of outright *bad* options for players to wade through. I'll point out the **Healing, Passion, and Water** domain as my three favorite domains, either mechanically, narratively, or both. The bad options are either weak mechanically, unfitting for cleric's best build, or weak narratively. There are *some* options which may be viable for a Paladin, and I may review the domains later from that point of view.

Deities

Deities in 2e offer trained proficiency in a Favored Weapon, four domains, an additional trained skill, and (generally) three spells, at least one first-level, added to the cleric's list from a non-Divine spell list. They also offer either positive, negative, or a choice of flavor for the cleric's Channel Energy. I'll go ahead and state two things right away. Favored Weapon is mostly irrelevant, as I believe cleric can better allocate their resources, and any Deity offering only negative energy is bad. Another factor in the rating is whether or not a Deity has multiple domains with good abilities. Spending a cleric feat to expand your domain access could be worth it, with the lackluster options clerics have across their levels otherwise. With that in mind I'll go ahead and give my thoughts on the Deities offered in the playtest.

Abadar: Positive/Negative, Society, Crossbow, Cities/Earth/Travel/Wealth, *lock, creation, magnificent mansion*

Asmodeus: Negative

Calistria: Positive/Negative, Deception, Whip, Pain/Passion/Secrecy/Trickery, *charm, enthrall, mislead*

Cayden: Positive, Athletics, Rapier, Cities/Freedom/Indulgence/Might, *fleet step, touch of idiocy, hallucination*

Desna: Positive, Acrobatics, Starknife, Dreams/Luck/Moon/Travel, *sleep, dream message, fly*

Erastil: Positive, Survival, Longbow, Earth/Family/Nature/Wealth, *true strike, wall of thorns, tree stride*

Gorum:

Gozreh:

Iomedae:

Irori:

Lamashtu:

Nethys:

Norgober: Negative

Pharasma:

Rovagug: Negative

Sarenrae:

Shelyn:

Torag:

Urgathoa: Negative
Zon-Kuthon: Negative