

Creation Domain

Everything in the multiverse was created. From the smallest drop of dew, to the mighty Tarrasque. In the case of many worlds or cultures, the gods collaborated to in the process of creation, and in some, it was the work of one figure. Whether they revere a full pantheon, or learn from a single deity, clerics who follow this path wish to unlock the secrets of creation, whether for good or evil. Patron deities of this domain include gods of creation, including Moradin and The Creator, as well as deities of fertility and childbirth such as Lathander, Yondalla, Arawai, Frigga, and Hathor.

Domain Spells

Cleric Level	Spells
1st	Create and Destroy Water, Unseen Servant
3rd	Dust Devil, Flaming Sphere
5th	Conjure Animals, Create Food and Water
7th	Conjure Woodland Beings, Mordenkainen's Faithful Hound
9th	Conjure Elemental, Creation

Creator's Blessing

When you choose this domain at 1st level, you learn 3 Conjuration cantrips from any class's list.

Channel Divinity: Polyconjure

Starting at 2nd level, you can use your Channel Divinity to maintain multiple creations at once. As a bonus action while you are concentrating on a spell, you can use your Channel Divinity to maintain that concentration until the end of your next turn and still cast a conjuration spell that requires concentration on that turn. If you fail a concentration check as a result of taking damage, both spell effects fade.

If you have multiple uses of Channel Divinity, you can maintain both spells for multiple turns in a row.

Channel Divinity: Enduring Creations

At 6th level, you gain the ability to help your creations to stay on their feet in the midst of savage battle. As an action, you may present your holy symbol and any creatures you have conjured within 30ft of you gain resistance to bludgeoning, slashing, and piercing damage from non-magical weapons for 1 minute.

The resistance remains if the conjuration moves farther than 30ft of you after you use this feature.

Potent Spellcasting

Starting at 8th level you add your Wisdom modifier to the damage of any of your cleric cantrips.

Diverse Creation

At 17th level, you have learned how to create beings that many of your walk of life cannot. You choose one conjuration spell from any class's spell list and add it to your own. If it is not a cleric spell, it is considered one for you, and is always prepared, but does not count against the number of spells you can have prepared.