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TIME DOMAIN

The Time domain focuses on the unending passage of time -- one of the most powerful forces in the universe. Gods and goddesses of time see every passing season, year, and lifetime. They control the cycles of life and death, and ultimately determine the fate of all peoples. Few deities are part of this domain, but there are a few notable ones, such as Savras or Istus. Clerics of a god of time are given godly insight and powerful chronomancy, which they use to protect and bring justice to the people of the world.

TIME DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Longstrider, Sleep</i>
3rd	<i>Blur, Gentle Repose</i>
5th	<i>Haste, Slow</i>
7th	<i>Divination, Dimension Door</i>
9th	<i>Modify Memory, Transmute Rock</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the Mending cantrip if you don't already know it.

GLIMPSE OF THE FUTURE

Also at 1st level, you can give yourself a brief glimpse into the future. When you make an attack, ability check or saving throw, you may use your bonus action to give yourself advantage on the roll.

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.

CHANNEL DIVINITY: CONTINUUM SPLIT

Starting at 2nd level, you can use your Channel Divinity to create a rift in time, which you later revert back to.

As a bonus action, you present your holy symbol, and a visible time rift appears on the ground below you. Using your reaction, you may teleport back to this rift and restore your health to what it was when you created the time rift. Maintaining the rift requires your concentration, and you cannot revert back if you lose it. At the start of your next turn, you automatically revert back to the rift if you haven't already done so and haven't lost concentration.

IMPROVED GLIMPSE

At 6th level, you can also use your Glimpse of the Future feature when a creature that you can see within 30 ft of you makes an attack, ability check, or saving throw, granting them advantage on the roll. Using the feature in this manner uses your reaction rather than your bonus action.

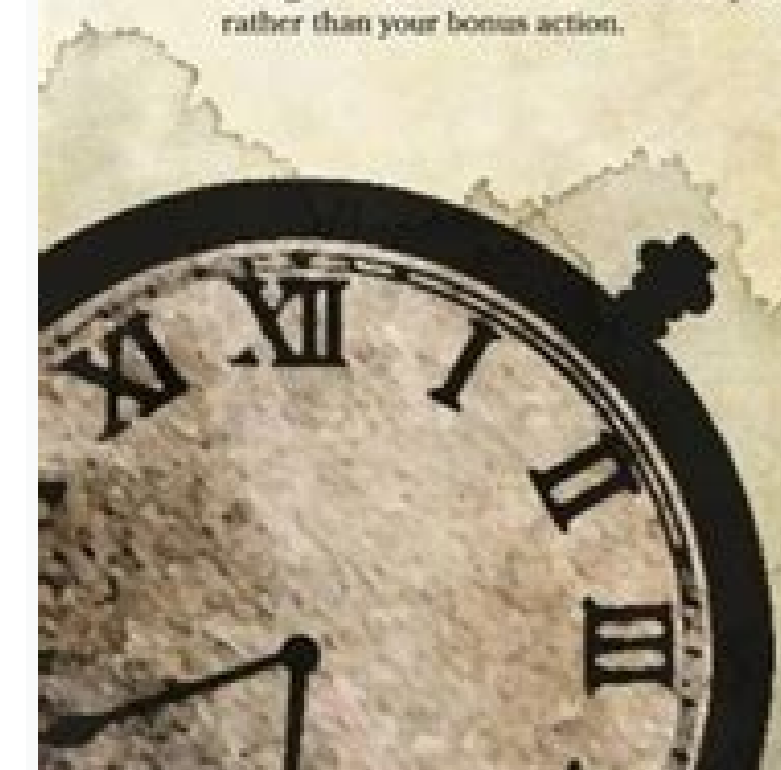


POTENT SPELLCASTING

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

MASTER OF TIME

At 17th level, you learn the spells Time Stop and Foresight. You always have these spells prepared, and they don't count against the number of spells you can prepare each day. These spells count as cleric spells for you.



FORGE DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Bonus Proficiencies, Blessing of the Forge
2nd	Channel Divinity: Artisan's Blessing
6th	Soul of the Forge
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Saint of Forge and Fire

DOMAIN SPELLS

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

FORGE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>identify, searing smite</i>
3rd	<i>heat metal, magic weapon</i>
5th	<i>elemental weapon, protection from energy</i>
7th	<i>fabricate, wall of fire</i>
9th	<i>animate objects, creation</i>



Domain Spells: Elemental Weapon: Good for targeting a specific weakness, but there is no way you use this over the Spirit Guardians spell in your concentration slot. Being able to switch it to armor or a shield based on the items you collect throughout the campaign is a nice way to make it always meaningful. Saves: Wisdom and Charisma are not what you are looking for in a melee spellcaster. War Caster: Advantage on CON saves and casting spells as opportunity attacks are both beneficial components of this feat. The lack of WIS hurts though. Mediocre damage, common damage type for resistances, common save proficiency for ending the effect, and when it's upcast only the initial damage is increased. Resilient: Cleric's don't have CON proficiencies which really hurts when trying to maintain concentration on spells. 8th Level Divine Strike: An extra d8 of damage once per turn is always nice. 9th Level Domain Spells: Animate Objects: Animate Objects is really, really good. Not many builds get to start with +4 ASIs, but melee Forge Domain Clerics certainly can make the most of this. Backgrounds Forge Domain Clerics are particularly inclined to buff their STR. Get this to at least 15 for plate armor. If you can make it work, this is a great choice. Proficiencies: Light armor, medium armor, and shields are a good start, but being able to pick up heavy armor at 1st level through your domain bonus proficiencies is amazing. Skills: Refer to the 5e Cleric Guide. Strengths Forge Domain Clerics gain access to heavy armor and some great damage-dealing spells. Dwarf: Dwarves are a very synergistic Cleric race. Protection from Energy: Granting resistance to a specific damage type is situational but could save a life or enable taking a path that may not be otherwise traversable. Below are some of the best options for Forge Domain Clerics from the standard races. As mentioned previously, Forge Domain Clerics are at their best when they have the War Caster feat, so picking it up at 1st level is a huge boon. Seeing as Clerics are a full caster, they need to be able to make full use of their spell slots so buffing WIS is the highest priority. Example Forge Domain Cleric Build This build is the typical Forge Domain Cleric. Overall a really solid choice for Forge Domain Clerics. This tanky, solid damage-per-round build is rounded out with some buff, healing, and utility spells. If you end up with an odd STR or CON score after character creation, the following feats are a great pickup. It also scales quite well at higher levels. You can find a full overview of the Cleric class here: DnD 5e Cleric. Before You Start Races Check out our Guide to DnD Races for non-standard races. 5th Level Destroy Undead: This gets a slightly higher ranking here than in our 5e Cleric Guide because Forge Domain Clerics like to be on the frontlines, which will likely increase the number of undead you can catch. 2nd Level Channel Divinity: Turn Undead: This is a great anti-undead feature that is made even better by the Forge Domains proclivity for melee combat. Cleric Spells Refer to the 5e Cleric Guide. In addition, you won't need a free hand to cast meaning you can hold your shield or weapons in both hands. Pirate: This might be a harder one to sell roleplaying wise, but the Athletics and Perception proficiencies are worth it. Half-Orc: +2 STR and +1 CON is a great start for melee Forge Domain Cleric builds. They are most comfortable going into battle with a hammer in one hand and a shield in the other, switching between dealing damage and supporting their party. If you like our content subscribe to Arcane Eye! If you do not take this option your character would not be optimized For our Subclass Guides, we focus mainly on the Blue and Sky Blue options and options that are different from the parent class' rating for races, backgrounds, and feats. A 5th level spell that allows you to make 10 attacks with a +8 to hit and 1d4+4 damage as a bonus action is insane, even if it requires concentration. Combine these two issues with the fact that Clerics don't get a whole lot of ASIs and you will realize that you don't have the luxury to take a bunch of cool feats. Maintaining your concentration on Heat Metal or Spirit Guardians will be worth a lot more than the STR modifier bonus. In summary, Forge Domain Clerics should prioritize WIS > CON > STR. As mentioned before, fire damage is a common resistance, but not common enough to make this undesirable. Mountain: The +2 STR bonus is helpful for a melee Cleric. STR: This is your plus to hit and damage. That being said, they have access to Heat Metal, Spiritual Weapon, and Spirit Guardians, which are amazing multi-turn damage spells. This huge boost to AC allows you to head into battle without the fear of being shredded to pieces. The lack of CON saves here makes picking up feats like Resilient (CON) and War Caster a necessity. It is difficult to imagine a scenario where this may be useful. This means more damage, healing, and higher save DCs for all of your lovely spells. Also, if you plan on running a front-line caster build, you will absolutely need the War Caster feat. CHA: Dump and focus on other stats. From there, you need to make the decision to pump either CON or STR. If you are planning on getting hit a lot, this is a solid pick. The resistance to slashing, piercing, and bludgeoning from non-magical attacks is great but will be skirted around a lot by this late in a campaign. Forge Domain Cleric Class Progression 1st Level Hit Points: A d8 hit dice for a melee character is pretty rough, luckily your high AC, buff spells, and heal spells help to make up for it. Artisan's Blessing: While this may not seem like an overly exciting ability, you'd be surprised how many times being able to create any object that has metal in it, under 100gp, can be useful. Magic items can be identified during a short rest, so burning a spell slot on this spell is usually unnecessary. Searing Smite: Unfortunately this is the worst smite in the game. Spells marked with an asterisk (*) are domain spells and are always prepared. 1st Level: Race: Hill Dwarf Background: Acolyte (Insight, Religion) Ability Scores (Point Buy): STR 10 (+0), DEX 11 (+0), CON 17 (+3), INT 10 (+0), WIS 16 (+3), CHA 10 (+0) Skill Proficiencies: Persuasion, History Equipment: War hammer, chain mail, hand axe, explorer's pack, necklace (holy symbol) Divine Domain: Forge Domain Domain Spells Bonus Proficiencies Blessing of the Forge Spells: Cantrips: Guidance, Sacred Flame, Word of Radiance Add 1st Level: Bless, Cure Wounds, Healing Word, Shield of Faith, Identify*, Searing Smite* 2nd Level: Channel Divinity (one use per short/long rest) Turn Undead Artisan's Blessing Spells: 3rd Level: Spells: Add 2nd Level: Heat Metal*, Magic Weapon*, Spiritual Weapon 4th Level: Feat instead of ASI: War Caster Spells Add Cantrip: Mending Drop: Cure Wounds Add 2nd Level: Prayer of Healing 5th Level: Destroy Undead (CR 1/2) Spells: Add 3rd Level: Elemental Weapon*, Protection from Energy*, Spirit Guardians 6th Level: Channel Divinity (2/rest) Soul of the Forge Spells: 7th Level: Spells: Add 4th Level: Banishment, Fabricate*, Wall of Fire* 8th Level: ASI: +2 WIS (WIS 18) Destroy Undead (CR 1) Divine Strike (1d8) Spells: Add 2nd Level: Blindness/Deafness, Enhance Ability 9th Level: Spells Add 5th Level: Greater Restoration, Animate Objects*, Creation* 10th Level: Divine Intervention Spells: Add Cantrip: Toll the Dead Add 5th Level: Flame Strike 11th Level: Destroy Undead (CR 2) Spells: Add 6th Level: Heroes' Feat 12th Level: ASI: +2 WIS (WIS 20) Spells: Add 5th Level: Mass Cure Wounds Add 6th Level: Heal 13th Level: Spells: Add 7th Level: Fire Storm 14th Level: Destroy Undead (CR 3) Divine Strike (2d8) Spells: Add 7th Level: Divine Word 15th Level: Spells: 16th Level: ASI: +2 CON (CON 19) Spells: Add 3rd Level: Dispel Magic Add 5th Level: Raise Dead 17th Level: Destroy Undead (CR 4) Saint of Forge and Fire Spells: 18th Level: Channel Divinity (3/rest) Spells: 19th Level: Feat instead of ASI: Resilient (CON) Spells: Add 7th Level: Conjure Celestial 20th Level: Divine Intervention Improvement Spells: Add 6th Level: Planar Ally Hope you liked the guide! If you have any questions or feel like we missed something for the Forge Domain Cleric, go ahead and post a comment below. Spellcasting: Refer to the 5e Cleric Guide. Creation: This, unfortunately, is a bit of an underwhelming spell. As mentioned before, Forge Domain Clerics suffer from being MAD as they have to focus on STR, CON, and WIS. This guide is meant as a deep dive into the Cleric Subclass, the Forge Domain. Magic Weapon: There are usually better options for your concentration slot than an extra +1 to damage and attacks, especially if your weapon is already magic from Blessing of the Forge. You can also cause an enemy to attack with disadvantage if they want to keep using their weapon. Boo. Their expanded spell list and subclass features deal mainly with fire damage and metalworking. Their CON boost and Darkvision are great starts and their subraces really bring it home. Keep in mind, most races and subraces are limited by the setting and source material chosen by the DM. Bonus Proficiencies: Proficiency with heavy armor is amazing for any class. As for offense, we will be giving some focus to melee damage, but will also be relying on spells to dish out damage. 10th Level Divine Intervention: Refer to the 5e Cleric Guide. 3rd Level Domain Spells: Heat Metal: No save and consistent, stellar damage. Weaknesses Because Forge Domain Clerics want high STR for heavy armor, attacks, and damage, high CON for tanking, and high WIS for spellcasting, they are seen as a very multi-ability dependent (MAD) build. You are going to be fighting with a hammer in one hand, a shield in the other, and bringing the wrath of a fire god down on your enemies. This is extremely important for characters who will be in melee when buffing party members. Add Shield of Faith and another +1 from Blessing of the Forge and you could have a pretty consistent 24 AC at 6th level. In addition, Forge Domain Clerics rely on spells to keep up with other melee classes for damage output. 17th Level Saint of Forge and Fire: Immunity to fire damage is absolutely stellar. Divine Domain: Forge Domain Source: Xanathar's Guide to Everything Domain Spells: Identify: However flavorful this spell is to the Forge Domain, it sucks. Athletics is a great pickup and Intimidation is a good social skill, just be sure to make good use of this in social encounters. Ability Scores Ability Score Increases (ASI) at 4th, 8th, 12th, 16th, and 19th level. Forge Domain Clerics, found in Xanathar's Guide to Everything, are artisans that draw their power from a god of forging, metallurgy, and fire. Feats Forge Clerics are pretty Multi-Ability Dependand (MAD) builds because they will need WIS for spellcasting, STR for heavy armor and melee attacks, and CON for survivability. DEX: Unfortunately, you don't get to be stealthy or agile when wearing heavy armor. CON: CON will mean more hitpoints and better concentration checks. Hill: The WIS bonus here is great for any Cleric build. 6th Level Soul of the Forge: Damage resistances are great, especially when the damage type is as common as fire is. Heavy Armor Master: HAM is amazing for tanking at lower levels and, while it may taper off at higher levels, can certainly still help survivability. Because of the low hit dice of the Cleric class, AC is our primary defensive concern. If used correctly, Wall of Fire is pretty devastating. This makes a background that provides Athletics as a skill proficiency a solid pick. Acolyte: Insight and Religion aren't very exciting, but roleplaying wise this is a good pick. WIS: Your spellcasting modifier is always your most important ability score when you are a full caster. Wall of Fire: One of the better battlefield control options. This is to allow a streamlined view of the subclass's features and because the other options are discussed in the 5e Cleric Guide or other Subclass Guides. Because Forge Domain Clerics will likely be upfront and personal with enemies while concentrating on spells, CON is typically the better choice. The following feats (except for War Caster) are great "half-feats" that will allow you to pump an ability score while also picking up a cool feature. INT: No benefit for a Forge Domain Cleric. Relentless Endurance keeps you in the fight to save your friends. The +1 to AC while wearing heavy armor is another huge plus because of the lack of AC scaling in 5e. At this point, you can easily have 21 AC with plate and a shield. Sailor: Same trouble with roleplay as the Pirate, same great benefits. Variant Human: Boosting your WIS/STR, or WIS/CON is where you want to be at the start. If you know you are going into a situation that will call for a different spell, feel free to switch them out at you see fit. The increase at 14th level is a great way to keep your melee damage scaling. Soldier: A Soldier background for a Forge Domain Cleric is certainly easier to believe than Pirate or Sailor. Throw in the fact that these Forge Domain Clerics usually want at least one feat in War Caster, and you find yourself strapped for ability scores off the get-go. Awesome! 7th Level Domain Spells: Fabricate: Situational, but is truly only limited by your imagination. Seeing as Clerics can prepare any spell from the Cleric spell list after a long rest, these are suggestions of some foundational spells to take. While tool proficiencies aren't used very well in the 5e system, smith's tools are among the best tools to have. Blessing of the Forge: Getting a +1 magic weapon from 1st level is absolutely stellar. What is a Forge Domain Cleric? For our full class guides, we use the following color rating scheme: Red isn't going to contribute to the effectiveness of your character build at all Orange is an OK option Green is a good option Blue is a great option, you should strongly consider this option for your character Sky Blue is an amazing option.

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