

CLERIC HUNT DOMAIN

A cleric who serves the god or goddess of the hunt, the hunt domain provides food and security for those who serve the deity. While most clerics spend the majority of their time in study and daily rituals at a temple, hunt domain clerics spend a lot of their time in nature, learning its secrets and caring for the world around them. Thus it is more common to see them with outlander backgrounds than acolyte backgrounds, and sometimes their temples are little more than a roof against the rain.

HUNT DOMAIN SPELLS

Clerics gain the following domain spells at the appropriate level. These are considered to be always prepared, and do not count against the number of spells known for the character.

Cleric Level	Spells
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1st	<i>Faerie Fire, Purify Food and Drink</i>
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3rd	<i>Pass without Trace, Spike Growth</i>
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5th	<i>Conjure Barrage, Plant Growth</i>
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7th	<i>Locate Creature, Stoneskin</i>
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9th	<i>Swift Quiver, Tree Stride</i>
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TRAINED HUNTER

Starting at 1st level, you gain proficiency with martial ranged weapons and nets. You also gain proficiency with one of the following skills: Nature, Stealth, or Survival.

CHANNEL DIVINITY: PURGING VOLLEY

Starting at 2nd level, you may use your Channel Divinity to take down your enemies as if they were game for hunting. As an action you invoke the name of your deity and perform a ranged attack: if the attack hits, choose any number of targets within 5ft of the original target: the target and all of the selected targets suffer 1d4 radiant damage and their movement speed is reduced by 10 until the end of your next turn. The initial target also suffers the normal damage of the weapon in addition to the radiant damage.

NATURE ADEPT

Starting at 6th level, you do not suffer movement penalties from terrain (natural and magical). In addition, your speed increases by 10 feet.

FOREST CLEANSER

Starting at 8th level, you infuse your ranged attacks with magical 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 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8. In addition, the radiant damage from your *Purging Volley* Channel Divinity ability is increased to 1d6.

HUNT MASTER

Starting at 17th level, you may cast the *Lightning Arrow* spell a number of times each day equal to your Wisdom modifier without spending a spell slot, replenished after a long rest. In addition, the radiant damage from your *Purging Volley* Channel Divinity ability is increased to 1d8.