

Time Domain (2014)

The gods of time watch over the strands of fate. These deities see many timelines that can be, and many that should never be. Some deities have divinely ordained timelines they believe their followers must enforce, while others merely wish to preserve timelines that protect their followers.

Clerics of these deities often devote themselves to long periods of meditation, aiming to glimpse visions of other times, or make pilgrimages to strange destinations that have significance to the past or future.

Time Domain Features

Cleric Level	Feature
1st	Bonus Proficiency, Domain Spells, Quickened Recovery
2nd	Channel Divinity: Timeline Glimpse
6th	Channel Divinity: Time Dilation
8th	Potent Spellcasting
17th	Anachronistic Casting

1st Level: Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor.

1st Level: Domain Spells

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Time Domain Spells table, you thereafter always have the listed spells prepared.

Time Domain Spells

Cleric Level	Spells
1st	<i>Dissonant Whispers, Sanctuary</i>
3rd	<i>Augury, Hold Person</i>
5th	<i>Blink, Counterspell</i>
7th	<i>Death Ward, Fabricate</i>
9th	<i>Legend Lore, Hold Monster</i>

1st Level: Quickened Recovery

You learn to harness the time-warping magic of your deity to regain magical energy more quickly. When you finish a **Short Rest**, you can choose expended spell slots to recover. The spell slots can have a combined level equal to no more than half your Cleric level (round up), and none of the slots can be 6th level or higher. For example, if you're a 4th level Cleric, you can recover up to two levels' worth of spell slots, regaining either one 2nd level spell slot or two 1st level spell slots.

Once you use this feature, you can't do so again until you finish a **Long Rest**.

2nd Level: Channel Divinity: Timeline Glimpse

As a Bonus Action, you expend a use of your Channel Divinity to roll 1d20 and record the number rolled. Once within the next minute, you can replace one ability check or attack roll made by you or a creature you can see within 60 feet with the number rolled on the d20. You lose the d20 roll early if you are **Incapacitated** or if you use this feature again.

6th Level: Channel Divinity: Time Dilation

You learn to alter time to suit your needs. When a creature you can see within 60 feet of you takes an Action, you can take a Reaction and expend a use of your Channel Divinity to force that creature to make a Charisma saving throw against your Spell Save DC. On a failed save, the triggering action does not take effect until the end of your next turn.

For example, if you are fighting a **Young Red Dragon** and it uses its **Fire Breath** action, you can use Time Dilation to try and delay that action. If the Dragon fails its saving throw, then you and your allies have until the end of your next turn to reposition yourselves out of the Fire Breath's Area of Effect.

RULE TIP: REPEATED DILATIONS?

You cannot expend multiple uses of Channel Divinity to delay the same action. In the example above, the **Fire Breath** action has already been taken; thus, when the **Fire Breath** takes effect, the conditions to delay the action using Time Dilation are not met, because the dragon is not taking that action again; it is simply taking effect.

8th Level: Potent Spellcasting

You can add your Wisdom modifier to the damage you deal with any cleric cantrip.

17th Level: Anachronistic Casting

You can temporarily step outside of time to break the laws of magic.

Immediately after you use an Action to cast a spell, you can cast another spell with a casting time of 1 action (no action required). The combined level of the chosen spells can be no higher than half your Cleric level (round down). Immediately after you do so, you cannot take another Action until the end of your next turn, although you can still take Bonus Actions and Reactions.

Once you use this feature, you can't do so again until you finish a **Long Rest**.

DM NOTE: CASTING TWO SPELLS IN THE SAME TURN

There is no official rule in the 2014 Player's Handbook that prevents a player from casting two "leveled spells" in the same turn; that assumption is based on a misunderstanding of the rules about casting a spell as a Bonus Action. These rules state that if you cast a Bonus Action spell of any level (including cantrips) on your turn, you cannot cast another spell on that turn except for a Cantrip with a casting time of 1 action.

If you have any house rules that prevent casting two "leveled spells" in the same turn, this feature will not work properly unless you suspend that rule for the purposes of using this feature. For more information on Casting Time, see Chapter 10 of the 2014 *Player's Handbook*.