DUALINK

# Domain of the Emperor

*Cleric Subclass*



Warhammer 40K Edition

# Domain of the Emperor

Clerics of the Domain of the Emperor are battlefield preachers, heralds of divine unity, and living conduits of radiant authority. They do not whisper prayers, they proclaim victory. Their voice hardens resolve, their judgment breaks the faithless, and their presence turns fear into obedience.

These clerics stand at the heart of war, turning chaos into formation and fear into obedience through radiant decree.

## Domain Spells

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

## Domain of the Emperor Spells

- **1st**: *command, heroism*
- **3rd**: *aid, spiritual weapon*
- **5th**: *beacon of hope, spirit guardians*
- **7th**: *freedom of movement, guardian of faith*
- **9th**: *flame strike, hold monster*

When you cast *spirit guardians* using this domain, its damage is radiant, and the spirits appear as radiant warriors, blazing sigils, or manifestations of divine authority.

When you cast *flame strike* using this domain, its fire damage is replaced with radiant damage.

## Bonus Proficiencies

At 1st level, you gain proficiency with heavy armor and martial weapons. You also gain proficiency

in either Persuasion or Intimidation (your choice).

## Voice of the Imperium

Also at 1st levl, your divine command reshapes the flow of battle.

When you cast a cleric spell of 1st level or higher that targets one or more allied creatures, you can choose one creature affected by the spell. That creature can use its reaction immediately after the spell resolves to do one of the following:

- Move up to half its speed without provoking opportunity attacks.
- Make one weapon attack.
- Stand up from prone.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Channel Divinity: Radiant Proclamation

Starting at 2nd level, you can use your Channel Divinity to issue a divine decree.

As an action, you present your holy symbol and choose one of the following proclamations. The effects originate from you and affect creatures of your choice within 30 feet.

### Stand Unbroken

Allied creatures gain temporary hit points equal to twice your cleric level. For 1 minute, those creatures have advantage on saving throws against being frightened or charmed.

If an affected creature fails a saving

throw against being frightened or charmed during this duration, it can reroll the saving throw once. It must use the new roll.

### Judgment Without Mercy

Each hostile creature must make a Wisdom saving throw against your spell save DC. On a failed save, a creature:

- Takes radiant damage equal to 2d10 + your cleric level.
- Has disadvantage on its next attack roll before the end of its next turn.
- Has its speed reduced to 0 until the start of its next turn.

On a successful save, a creature takes half as much damage and suffers no additional effects.

## Aura of Conviction

Beginning at 6th level, your presence fortifies allied resolve and suppresses the faithless.

Allied creatures within 10 feet of you gain a bonus to saving throws against being frightened, charmed, or stunned equal to your Wisdom modifier (minimum of +1). When an allied creature within this aura succeeds on such a saving throw, it gains temporary hit points equal to your cleric level halved.

Additionally, when a hostile creature within 10 feet of you fails a saving throw against one of your cleric spells, you can move that creature up to 10 feet in a direction of your choice. This movement does not provoke opportunity attacks.

At 18th level, the range of this aura increases to 30 feet.

## Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with radiant authority.

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.

When you reach 14th level, the extra damage increases to 2d8.

## Grand Edict of the Throne

At 17th level, your voice carries divine inevitability. When you cast a cleric spell of 5th level or lower that affects one or more creatures, you can issue a Grand Edict as part of the same action. Choose one of the following effects:

- Advance: Each allied creature affected by the spell can immediately move up to its speed without provoking opportunity attacks.
- Break: Each hostile creature affected by the spell must succeed on a Wisdom saving throw against your spell save DC or be knocked prone and frightened of you until the end of your next turn.
- Endure: Each allied creature affected by the spell gains resistance to all damage until the start of your next turn.

Once you use this feature, you cannot use it again until you finish a long rest.