DUALINK

Domain of the Purifying Flame

Subclass



Warhammer 40K Edition

Domain of the Purifying Flame

Cleric - Domain of the Purifying Flame

Ordo Hereticus

Clerics of the Domain of the Purifying Flame hunt witches, heretics, rogue psykers, and those corrupted by forbidden powers. They are inquisitors as much as warriors, extracting truth, suppressing unnatural abilities, and passing judgement upon those they find wanting.

To wield forbidden power before the Purifying Flame is to invite condemnation.

Domain Spells

Cleric Level: Spells

1st: *command, detect magic*
3rd: *see invisibility, zone of truth*
5th: *dispel magic, magic circle*
7th: *banishment, locate creature*
9th: *dispel evil and good, flame strike*

1st Level: Inquisitorial Authority

You are trained to uncover corruption and extract the truth from those who would conceal it. You gain proficiency in either Insight or Intimidation. If you are already proficient in the chosen skill, you instead gain expertise in it.
In addition, you have advantage on Wisdom (Insight) checks made to determine whether a creature is deliberately lying to you.

1st Level: Condemn the Heretic

You pronounce judgement upon a creature and punish its use of forbidden power.

As a bonus action, choose one creature you can see within 60 feet of you. The creature is condemned for 1 minute. The condemnation ends early if you become incapacitated, you die, or you condemn another creature.

Once per turn, when the condemned creature casts a spell while you can see it, it takes radiant damage equal to your Wisdom modifier (minimum of 1).

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

2nd Level: Channel Divinity — Witchbane

You can use your Channel Divinity to scour away the concentration of those who wield forbidden powers.

As an action, you present your holy symbol and choose any number of creatures you can see within 30 feet of you that are concentrating on a spell or other magical effect.

Each chosen creature must make a Wisdom saving throw against your cleric spell save DC. On a failed save, it takes **2d8 + your cleric level radiant damage**, or half as much damage on a successful one.

A creature you have condemned makes the Constitution saving throw to maintain concentration against this damage with disadvantage.

6th Level: No Sanctuary for the Witch

Your presence smothers forbidden powers before they can take form.
You always have the *counterspell* spell prepared. It counts as a cleric spell for you, and it doesn't count against the number of cleric spells you can prepare.
In addition, when you cast *counterspell* against a creature you have condemned with Condemn the Heretic, you have advantage on any ability check you make as part of the spell.

8th Level: Divine Strike

You gain the ability to infuse your weapon strikes with purifying energy.
Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an additional **1d8 radiant damage**.
When you reach 14th level, the extra damage increases to **2d8**.
When you use Divine Strike against a creature you have condemned, you can also change all damage dealt by that weapon attack to radiant damage.

17th Level: Final Judgement

Your condemnation becomes a sentence from which few heretics can escape.
While a creature is condemned by you:

- It cannot regain hit points.
- You can see it if it is invisible and within 60 feet of you, provided it

is not behind total cover.

- The radiant damage from Condemn the Heretic becomes **2d8 + your Wisdom modifier**.
- Once on each of your turns when you deal radiant damage to it while it has half its hit points or fewer, you deal an additional **2d8 radiant damage**.

In addition, you gain the following use of your Channel Divinity.

Absolution Through Fire

As an action, you present your holy symbol and expend a use of your Channel Divinity to pronounce final judgement upon a creature you have condemned within 60 feet of you. The target must make a Wisdom saving throw against your cleric spell save DC. It takes **8d10 radiant damage** on a failed save, or half as much damage on a successful one. If this damage reduces the creature to 0 hit points, its body is consumed by purifying flame. For the next 24 hours, the creature cannot be returned to life except by the *true resurrection* or *wish* spell.

Once a creature has been targeted by your Absolution Through Fire, it cannot be targeted by this feature again until you finish a long rest.