

CLERIC: AMBITION DOMAIN

YOU GUIDE PEOPLE ON THEIR PATH TO GREATNESS



A 5E SUBCLASS BY TREKIROS



Ambition Domain

Those with ambition walk a fine line between greatness and self-destruction. Clerics of this domain help these people reach their goals without sacrificing themselves or their ideals in the process.

Often, these clerics are people who have ambitious goals too, and help themselves by helping others.

Choosing a Faith

The following are examples of religious cults and philosophies which you could follow as a Cleric of the Ambition Domain:

The Forgotten Realms:

- **Ilmater.** The god of perseverance demands a lot from his followers, and the path of his clerics is one covered in hardship. Nevertheless, those who worship Ilmater face those countless obstacles with unwavering optimism and empathy for those who walk alongside them.
- **Kelemvor.** Clerics of the Judge of the Dead can often be found making sure that the people around them make the best off of the one shot they have at life. None know better than them that the rewards for greatness and the cost for mediocrity are both infinite.
- **Lathander.** Among many other things, Lathander is a god of self-perfection. He promotes the betterment of oneself, and helps those who have lost hope regain it.
- **Murdane.** The former goddess of pragmatism and reason. She was killed in the Dawn War, but a few isolated cults to her still exist to this day, and they hope to bring her back to life through prayer and the application of her values.
- **Sehanine Moonbow.** The goddess of the moon spends every night weaving the dreams of the sleeping mortals, showing them not what the world is, but what it could be.
- **Waukeen.** The goddess of trade, both legal and otherwise, often tempts her followers with promises of riches and status if they just make a few moral compromises. The Goldeyes, her clerics, are those sent to protect those who do not succumb to their greed, and punish those who do.

Other Settings:

- **Eberron: Keepers of the Past.** Each citizen of Valenar is chosen by one of their own ancestors during a coming-of-age ceremony. The Keepers of the Past are tasked with sharing stories about this usually particularly notable forebearer, and encourage the new adult in hopes they will become just as important as their patron ancestor.
- **Ravnica: Supreme Judge Ispéria.** Those tasked with maintaining order on Ravnica strive not to be in the way of progress, but to be a core component of it. Ispéria, the sphinx at the head of the Azorius guild, knows that laws are meant to point people in a positive direction, not to constrain or slow them down unnecessarily.

Others:

- **Oneself.** Ambition is having the courage to believe in yourself. It is the force of will to power through your doubts and insecurities. Many people need just a little push to achieve this level of strength, and this is where you come in.

Ambition Domain Quirks

d4

- | | |
|-------------------------------------------------------|---|
| I am ripped - a healthy mind needs a healthy body | 1 |
| I make it a point to wake up before anybody else | 2 |
| I am often a victim of trends and snake oil salesmen | 3 |
| I overuse motivational quotes in regular conversation | 4 |

Ambition Domain Goals

d4

- | | |
|------------------------------------------------------------------------------------------------------------|---|
| I am building a business, and do cleric stuff on the side | 1 |
| A lot of pressure rests on my shoulders as the heir to an illustrious family | 2 |
| I will create a new religion (I swear it's not a cult) | 3 |
| I am afflicted with an incurable illness, and wish to make a positive difference in the world before I die | 4 |

FREQUENTLY ASKED QUESTIONS

Can I use help as a bonus action to grant myself advantage?

No, the help action specifically states it affects another creature.

If I use Channel Divinity on a rogue, and they use it to attack, can they get an extra sneak attack?

Yes: rogues get one sneak attack per turn, not one per round. This is similar to the Order Cleric's Voice of Authority, for example.

Who receives the stress from casting wish?

The person whose wish was granted suffers the consequences of it. If they roll and lose the ability to cast wish ever again, they cannot cast it through you either.

Can I use Divine Intervention to restore someone's ability to cast Wish?

This is entirely up to your DM.

Credits

This subclass was made by Trekiros ([Twitter](#), [Email List](#))

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Domain Spells

1st-level Ambition feature

You always have the following spells prepared. They don't count against the number of spells you can prepare each day.

Cleric Level

Spells

1st	Guiding Bolt, Heroism
2nd	Augury, Enlarge/Reduce
3rd	Crusader's Mantle, Haste
4th	Aura of Purity, Stoneskin
5th	Dream, Skill Empowerment

Bonus Proficiency

1st-level Ambition feature

You gain proficiency in the Insight, Performance or Persuasion skill (your choice).

Exhortation

1st-level Ambition feature

You can magically influence those around you to seize every opportunity. You can use the Help action as a bonus action.

Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 5 feet of an ally who can see or hear you, rather than within 5 feet of you.

CD - Spirit of Initiative *2nd-level Ambition feature*

You can use your Channel Divinity to let the best person for the job take the spotlight.

As an action, you choose one creature within 60ft of you. This creature can use its reaction to immediately take an action of its choice.

Healthy Routine

6th-level Ambition feature

Whenever a creature within 30ft of you finishes a long rest, you can perform a short ritual to ensure they are well-rested and ready to take on a new day of hard work. If you do, the creature immediately benefits from the effects of a second long rest.

Divine Strike

8th-level Ambition feature

You infuse your weapon strikes with the flame which burns inside of you. 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 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Potent Spellcasting

8th-level Ambition feature

(Variant class feature - replaces Divine Strike)

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

Dreams Come True

17th-level Ambition feature

As an action, you can choose one willing creature within 60ft of you, and expend a spell slot of 9th level. If you do, the creature casts Wish as a reaction, using your spellcasting ability modifier.

