

Jedi Domain

A long time ago in a place far far away, a group of clerics banded together to study a mystical power that they knew only as The Force. While known as a peaceful group, their study of an ancient sword technique made them fearsome combatants. Sadly, their light has gone out of the universe. Some say that they were extinguished by a rogue member turned to evil while others claim that science spoiled the mystery of the force.

Jedi Domain Spells

1st – Longstrider, Jump

3rd – Detect Thoughts, Enhance Ability

5th – Sending, Hypnotic Pattern

7th – Divination, Guardian of Faith (The Force)

9th – Telekinesis, Scrying

Bonus Proficiency

When you chose this domain at first level you gain proficiency with the longsword and can substitute a longsword for any other melee weapon from the Clerics starting equipment.

Jedi Reflexes

At first level add Guidance to your list of cantrips known; it does not count against your total.

An Elegant Weapon

Starting at 2nd level you can use your Channel Divinity to cause your longsword to glow with an inner light (you chose the color). While it glows, any critical (19 or 20 for you with this weapon) severs a limb from the person you are attacking.

That is a Clumsy Weapon

At 6th level you gain the ability to deflect missiles when your longsword is drawn (you do not have to use your Channel Divinity). This is the same as the Monks Deflect missile ability. The only change is that you cannot catch the missile and throw it back and you use your Cleric level in place of the Monk level.

Always Two There Are

At 8th level, you are awarded the level of Knight of the Order of Jedi and have the option to take on a Padawan. You are responsible for teaching the padawan the ways of the force and the proper use of the longsword. The padawan must be a cleric and a minimum of five levels less than you. Traditionally you are to present the padawan with a longsword for their use. As they grow in the force, they are to create their own weapon.

One with the Force

Starting at 17th level, you are now one with the force. If you are ever dealt enough damage to outright kill you, or if you fail your last death save (any condition that would normally kill you) you can instead choose to become one with the force. Instead of death, you become a ghost. You have no physical contact with the material world, but can appear and talk to other Jedi.