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Edit Share Angharradh, Asmodeus, Azuth, Callarduran Smoothhands, Deneir, Dugberen Brightmantle, Dumathoin, Flandal Steelskin, Gond, Grumbar, Gwaeron Windstrom, Jergal, Labelas Enoreth, Moradin, Mystra, Nebelun, Oghma, Savras, Sehanine Moonbow, Selûne, Urogalan, Waukeen[1] Knowledge of the ages was a power of channel divinity accorded to clerics in the field of knowledge. [2] Effects [modifying the source] Knowledge of the ages has given the cleric the knowledge to do or use something for ten minutes. During this time, he or she was actually trained to use the tool or to conduct the action they were to do. [2] Components [edit - modify the source] Only the cleric's competence was necessary to evoke this power. [2] Appendix [edit - modifying the source] See also [edit - edit the source] Read the thoughts Turn undead References [edit - edit the source] Community content is available under CC-BY-SA unless otherwise stated. Isn't your thing? Check out our full guide to all the classes and how to choose the one that's best for the character you want to play. Stephen Papageorge2020-07-20T21:20:32-00:00 report of this announcement report of this announcement Join the Guild Game Out Receive regular updates from us, including our latest messages, tips and tricks as well as access to exclusive free content and prize gifts! report this ad At the base of all power is knowledge. Many gods know this, and these embrace the search for knowledge and imbue their mortal disciples with it. The Knowledge subclass is the first domain listed in the Player Manual for Clerics. It focuses on information and utility, rather than raw combat power. Although not as muscular as the religious Forge, or as effective as the domain of Death, knowledge is a powerful archetype with a myriad of tools. So let's open a book and unearth an ancient force with our 5E Clergy Guide to Knowledge. Read the manuscripts: Knowledge Cleric 5ELike a lot of domains, the Knowledge Clerk uses versatility and information to increase the usefulness of the Cleric. However, no field goes as far as knowledge towards this goal. Every aspect of the Religious of Knowledge is to accumulate information, and he does it well. This means that preparation is essential, as it tends to be essential in the 5th edition. Use this area well, and the planning phase of any shipment becomes massively easier. Domain SpellsA few information spells are only arcane, so this list of spells has a lot of power out of class. Other than raw, the religious's ability of knowledge to influence enemies increases a little. This is the title of box1st Level - Command, Identify3rd Level - Augury, Suggestion5th Level - Nondetection, Speak with Dead7th Level - Arcane Eye, Confusion9th Level - Legend Lore, ScryingThe primary use of these domains are, as has been said, information. Identify, Augury, Talk with Dead, Arcane Eye, Legend Lore, and Scrying Fall this category. Most of them require that an item or person be already in mind to obtain information. Plan around spells like Scrying and Legend Lore, because they have immense power, if your mind is in the right place. Be prepared to use spelling slots on other more responsive spells, rather than these. Non-detection is a bit between information and crowd control, being an anti-information spell. It's not super useful for anything other than specific boss encounters that use Scrying. For plot scenarios, this spell can be quite awesome, preventing the mages from finding your party. If not, don't be too paranoid. The other part of the domain list is to play with your enemies: Order, suggestion and confusion. All of these factors influence the actions your enemy can use; Command and Suggestion take control completely, while confusion just makes sure that enemies don't do what they want. These are better to use in combat than information spells. How you want to be prepared for fights determines which aspect of your domain will be more useful. Either you can hold all the cards, or you can knock your enemies to the ground. Blessings of KnowledgeThe first ability that the cleric gets is just oozing flavor, but is actually quite powerful. At the first level, you learn two languages of your choice. You also become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion.Your skill bonus is doubled for any ability check you do that uses any of these skills. Languages don't matter too much, really. Once you reach the 3rd level spells, you gain access to spell languages, which lasts long enough to deny the advantage of this ability. Very soon, it'll be good. For example, an elf can learn dwarves and gnomish, which could facilitate conversation with these races. When you take this ability, talk to your GM about the languages that prevail in the region before choosing your two. The bonus benefits are spicier. Clerics, as a class, earn 2 proficiency skills, which limits the amount of knowledge you are able to dish. Now you get to double the amount of proficiency you would normally have. This is quite important because it makes it easier for you to fill the role of knowledge expert. It's not quite perfect; Dedication all your pro-skills skills to knowledge means you won't be as persuasive, but it makes sense considering your field. And environments can help find other, more essential skills. But isn't everything. Normally, the Cleric doesn't have enough stat points to get their intelligence high. This usually means that they cannot get their knowledge skills at the right levels. But, this subclass doubles the skill for two of them. This is huge, and means that the cleric can land some tough, DCs late in the game without needing high intelligence.If we were to suggest two, we were going for and religion. These are the most commonly used controls, with Arcana being much, much more likely. History is (unfortunately) more of a substantive skill; not really as important, but could be useful for plot-based campaigns. Nature and religion a little exchange a little, based on the campaign, but you are more likely to fight demons than dogs - no offense to Hellhounds - once you reach the CR late. Again, talk to your CEO about potential plans for the campaign. Channel Deity: Knowledge of the AgesChannel deity is an important ability, and the Level 2 option often makes or breaks a domain. The field of knowledge... From the 2nd level, you can use your Canal Deity to tap into a divine well of knowledge. As an action, you choose a skill or tool. For 10 minutes, you master the skill or tool you choose. Pleasant and basic. This is an off-combat option for your Divinity Channel that allows you to become proficient with something that is needed. It's pretty flexible dang, even if it doesn't do any damage. Does this cliff look high? Press the athletic side of your gods. Maybe you need to be a little more sociable? Get Persuasion for 10 minutes. There are a ton of options for this, denying the fact that it is not exactly combat-viable. You need action to do this, requiring some intelligent preparation. Also, this may be obvious, but choose the skill of the tool only if you have the tool with you. It might not be very useful otherwise. Channel Deity: Read ThoughtsAnother Channel Divinity option at level 6? Usually I'm not a big fan, but this one is an exception. On the 6th level, you can use your Canal Divinity to read the thoughts of a creature. You can then use your access to the creature's spirit to control it. As an action, choose a creature that you can see within 60 feet of you. This creature must make a life-saving jet of wisdom. If the creature succeeds on the record throw, you can't use this feature again until you've completed a long rest. If the creature fails to save him, you can read his surface thoughts (those that are primarily in his mind, reflecting his current emotions and what he actively thinks) when he is within 60 feet of you. This effect lasts 1 minute. Meanwhile, you can use your action to end this effect and cast the suggestion spell on the creature without spending a spell slot. The target automatically fails its record throw against the spell. The cool of this ability knows no limits! Starting, you basically get Detect thoughts that target only one creature. It's not exactly impressive, as it's a little worse than the spell. However, you can now read thoughts at the surface of something with an intelligence of less than 3. It's hilarious, and can be useful if an undead minion knows his master. Your GM may disagree with this interpretation, so ask them before using it. Personally, I that, since it mentions intelligence in detecting thoughts, but not here, that it absolutely allows you to read the thoughts of bugs and rats. The extra range is another advantage over Detect Thoughts, but it doesn't seem like you can penetrate the walls with that. At least on the original cast. Use it quickly at the beginning of a meeting, and then it looks like you can always find them, as long as they are within 60 feet. It is quite strong to control priority targets. And that's not even mentioning the free spell Suggestion stacked on. The suggestion is rarely powerful during combat, but with intelligent wording, it can become fierce. Requiring a warlord to retire to the stables is a relatively reasonable request that can save your party's life. Planning is essential here; If your allies harm the suggested target, the suggestion ends. Use this spell to stop a fight with a relatively strong enemy, or to thin an enemy's crowd with low wisdom. This effect takes a minimum of two rounds to kick in, however, and the suggestion is a spell of concentration. Out of combat, suggestion becomes immensely strong. You can prevent poisoning without becoming suspicious, alert the guards without saying anything, stop a car for one until 8am, and more. It is one of the most versatile spells in the whole game, and this comes with Detect Thoughts. Using your Divinity for two 2nd level spells is pretty nice. Unfortunately, it's clumsy and a bit difficult to use in combat. And, unlike other domains, this ability means you don't have access to more permanent buffs. The channel deity is critical for this underclass, so use it whenever you can! Powerful Spellcasting What does the damage increase, for a subclass with booksmarts? From the 8th level, you add your wisdom modifier to the damage you deal with any cantrip cleric. As expected. There are currently three damaging cleric cantrips; Hand of Radiance, Sacred Flame, and Toll the Dead. The first is a melee effect zone that deals with d6s. The last two have a range of 60 feet, d8s business, and have another advantage - Sacred Flame is more accurate and ignores Cover, Toll the Dead deals more to damaged targets. These are all your options for cantrips to increase damage. Toll the Dead is a very strong cantrip that can deal with damage of up to 4d12 at the highest level. It's good for remote construction. And Radiance's hand can hit more than one enemy, so adding Wisdom to this area of damage effect is solid. In one or more you no longer have any reason to use a weapon based on strength or dexterity. Cantrips now overtake them no matter what, really. PastOh boy's visions, get your reading glasses on... From the 17th level, you can call visions of the past that relate to an object you hold or your immediate environment. You spend at least 1 minute in meditation and prayer, then receive dreamlike and obscure insights into recent events. You can this way for a number of minutes equal to your wisdom score and must maintain concentration during this time, as if you were casting a spell. Once you use this feature, you can't use it again until you've finished a short or long rest. Reading objects. Holding an object as you meditate, you can see the visions of the former owner of the object. After meditating for 1 minute, you learn how the owner acquired and lost the item, as well as the most recent significant event involving the object and that owner. If the object belonged to another creature in the recent past (in a number of days equal to your wisdom score), you can spend an additional 1 minute for each owner to learn the same information about that creature. Zone reading. As you meditate, you see visions of recent events in your immediate vicinity (a room, a street, a tunnel, a clearing, or so, up to a 50-foot cube), going back to a number of days equal to your wisdom score. For every minute you meditate, you learn an important event, starting with the most recent one. Important events usually involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they may also include more mundane events that are nevertheless important in your current situation. Did you catch him? Reading glasses? For reading objects and areas? Ha! At this point in most campaigns, your wisdom score is, hopefully, 20. This means that you get about 20 minutes of meditation. For starters, it's obviously not a combat capability. You use this before or after a combat situation to get as much information as you can. The reading of the object is the most specific of the two. This has no day limit because it only cares for days if there is something about the change of ownership. This is useful for learning about artifacts, history, truth surrounding history, and subterfuge. Consider using this on things like a cultist's knife to find out where the cult is. Think really about what constitutes a bjel in this case; some GMs may view a demon's chipped horn as an object, or a spell rune. Zone reading is less specific, but potentially more useful. 20 days is not much time in reality, but for most D characters it's enough time for the problems to appear. This blows a lot of murder mysteries wide open, since you can just a little ... Look at what happened Just through meditation. It can also be useful for finding secret hiding places without using spell slots, or if the hiding places are hidden using Nondetection. A 50-foot cube is pretty specific, however, so get some information first! Best Race for Knowledge ClericsThe Knowledge Cleric, with abilities like Potent Spellcasting and Visions of the Past, really loves Wisdom. Being wise is an essential part of the underclass, so races that naturally have wisdom bonuses are favored. Wooden Elf The best for a clergyman of knowledge is the Elf. With high speed of movement, great dexterity, and a boost to wisdom, wood elves can move quickly and support the top AC in the early game. A really convincing option for a basic cleric. AarakocraA member of the Elemental Evil Player Companion, these creatures have good dexterity and excellent movement options. You also get squawk information to your party from above, which is always fun. Ask your GM before taking this race, since the flight is quite crazy, especially at the beginning. Race Notes: Knowledge is for everyoneShinks in the background, getting skills is not really important for the religious of knowledge. Keep your Intelligence to a good point, and the Religious of Knowledge is apparently building. Because the clerics of knowledge are fans of every single attribute, any race can be useful, from dwarves to Bugbears' in Asimar. Just make sure your Wisdom is high enough, and watch your domain give your party the information they need. Conclusion - Our view on the field of knowledge Clerc 5EThe field of knowledge is unique, focusing primarily on gathering information, rather than making itself useful in a fight. Preparation is essential to take full advantage of this potentially powerful underclass, but it can still do great things. Your GM is really important to assess how strong this area can be, so keep that in mind when designing your smarty-pants Cleric.Want to see your other cleric options or how to optimize your character in general? Check out our Complete Cleric 5E guide! Related guide! Related

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