

DIVINE DOMAIN

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

Each domain's description gives examples of deities who have influence over that domain. Gods are included from the worlds of the Forgotten Realms, Greyhawk, Dragonlance, and Eberron campaign settings, as well as from the Celtic, Greek, Norse, and Egyptian pantheons of antiquity.

FIRE DOMAIN

Gods of fire—including Agni, the Black God, Loge, Prometheus, Svarog, Vahagn, and Vulcan—are often worshiped by clerics with an obsession with or deep respect for the destructive nature of flame. These deities are temperamental, and might give fire to a primitive race one day, only to smite them from existence the next. Cultures of northern regions might worship a fire god out of respect and in thanksgiving for the warmth that flame provides. A tropical culture might live in the shadow of a volcano, and worship a fire god out of fear and supplication, begging the deity to let the volcano lay dormant.

In some campaign settings, clerics of the Fire Domain do not worship a god of fire, but the Elemental Plane of Fire itself.

FIRE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>burning hands, hellish rebuke</i>
3rd	<i>continual flame, conjure flame primordial</i>
5th	<i>fireball, protection from energy</i>
7th	<i>conjure minor elementals, wall of fire</i>
9th	<i>conjure elemental, immolation</i>



TONGUES OF FLAME

When you choose this domain at 1st level, you gain one cantrip that deals fire damage. It counts as a cleric cantrip for you, and does not count against your number of cantrips known. In addition, you can speak, read, and write Ignan.

ARMOR OF IGNIS

At 1st level, you can use your bonus action to invoke the blessing of your god: a searing aura. This aura has a radius of 5 feet and lasts until you dismiss it (no action required by you). Hostile creatures who end their turn within the aura take fire damage equal to your Wisdom modifier.

Additionally, your divine blessing protects you from small nonmagical flames such as candles, torches, or coals, which will not harm you.

CHANNEL DIVINITY: INFERNO

Starting at 2nd level, you can use your Channel Divinity to channel the Elemental Plane of Fire through your body. As an action, you present your holy symbol, and fire surges out from you in a blistering inferno. Each creature you choose within 30 feet of you must make a Dexterity saving throw. A creature takes fire damage equal to 2d10 + your cleric level on a failed saving throw, or half as much damage on a successful one. Creatures within 10 feet of you have disadvantage on this saving throw. A creature that has total cover from you is not affected.

ACOLYTE OF THE BLAZE

Starting at 6th level, you are more attuned to the Elemental Plane of Fire, and can exert greater control over your flames. When you deal fire damage, your fire burns supernaturally hot, ignoring a creature's resistance, but not immunity to fire damage. Additionally, you gain resistance to fire damage.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

LORD OVER FLAME

Starting at 17th level, whenever you summon an elemental from the Elemental Plane of Fire, the elemental's stats are altered in the following ways:

- A summoned elemental can attack one additional time when they take the Attack action.
- A summoned elemental adds your proficiency bonus to their AC and damage rolls.
- A summoned elemental gains a bonus to their hit points equal to your cleric level + your Wisdom modifier.

Additionally, while you are concentrating on a spell that summons an elemental from the Elemental Plane of Fire, you cannot lose your concentration on that spell as a result of taking damage.

NEW SPELL

The following spell is available to clerics of fire.

CONJURE FLAME PRIMORDIAL

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You reach into the Elemental Plane of Fire and call forth a flame primordial that appears in an unoccupied space that you can see within range. A flame primordial summoned by this spell disappears when it drops to 0 hit points, or when the spell ends.

The summoned flame primordial is friendly to you and your companions. Roll initiative for the flame primordial, which has its own turn. It obeys any commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise it takes no actions.

The DM has the flame primordial's statistics.

NEW MONSTER

This elemental might be useful for clerics of fire, as well as other elemental spellcasters.

FLAME PRIMORDIAL

Medium elemental, chaotic neutral

Armor Class 13

Hit Points 16 (3d8 + 3)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	8 (-1)	16 (+3)	3 (-4)

Skills Acrobatics +5, Perception +5

Damage Vulnerabilities cold

Damage Immunities fire, poison

Senses blindsight 300 ft. (blind beyond this radius) passive perception 15

Languages Ignan

Challenge 1 (200 XP)

Death Burst. When the flame primordial dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 5 (2d4) fire damage on a failed save, or half as much on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Illumination. The flame primordial sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius, and dim light for an additional 15 feet. It can switch between these options as a bonus action.

ACTIONS

Fire Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.