

DIVINE DOMAINS

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.

LUCK DOMAIN

The gods of Luck - Fharlanghn, Olladra, Mask, Tymora, and Oghma, as well as others - revel in randomness, risk-taking, and chance. Often, they pay close attention to their devotees, and intervene only slightly, turning the tide when a bout of ill-fate has overtaken them, or when a slim but fantastic chance presents itself. These gods promote taking on incredible odds and impossible challenges, and reward those who keep the faith in the midst of great peril. As such, the domain of Luck is often a favorite amongst adventurers.

LUCK DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bless, divine favor</i>
3rd	<i>aid, enhance ability</i>
5th	<i>bestow curse, protection from energy</i>
7th	<i>death ward, guardian of faith</i>
9th	<i>antilife shell, legend lore</i>

FORTUNE'S FRIEND

Beginning at 1st level, you are unnaturally good at things in which you are not skilled. Once per turn when you roll an ability check for a skill you are not proficient in, you can choose to roll 2d10s in place of 1d20 and use the result. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: LUCKY HIT

At 2nd level by saying a quick prayer, you sometimes land miraculous blows in a fight. As a bonus action whenever you make an attack roll or an ability check, you can roll an additional d20 and choose which of the d20s is used. If you attack and successfully hit, reroll any damage dice that rolled a 1 and use the new results instead.

CHANNEL DIVINITY: LUCKY DODGE

At 6th level, in a crunch, you are sometimes difficult to land a hit on. As a reaction when an attack roll is made against you or when you make a saving throw, you can roll an additional d20 and choose which of the d20s is used. If the attack lands or you fail your saving throw and take damage, reroll any dice that rolled their highest possible number and use the new results instead.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. 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 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

FLOW STATE

At 17th level, you can enter a Flow State requiring concentration as an action for up to 1 minute. During this time, you are in harmony with the universe, and gain advantage on all ability checks, attack rolls, and saving throws. The Flow State ends early if you lose concentration or if you choose to dismiss it. You cannot enter a Flow State again until you take a short or long rest.

