

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.

TRAVEL DOMAIN

The realm of vagabonds, merchants, and adventurers, the gods of the travel domain – including Parcel and Risk in Manifest – are popular among any who frequent the roads or sail the seas. Evangelicals and the traveling priests of inhospitable regions also tend to represent the gods of travel.



TRAVEL DOMAIN SPELLS

Cleric Level	Spells
1st	<i>feather fall, longstrider</i>
3rd	<i>find steed, misty step</i>
5th	<i>fly, haste</i>
7th	<i>dimension door, private sanctum</i>
9th	<i>passwall, teleportation circle</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with four finesse or ranged weapons of your choice. Additionally, you learn the *message* cantrip.

TRAILBLAZER

At 1st level, your movement speed increases by 5 feet. This movement bonus increases by 5 feet at 8th level (10 feet), and again at 14th level (15 feet).

Additionally, moving through nonmagical difficult terrain costs you no extra movement, and you have advantage on saving throws against spells that restrict movement, such as *entangle* or *hold person*.

CHANNEL DIVINITY: TAIL WIND

Starting at 2nd level, as a bonus action, you can use your Channel Divinity to grant up to 5 creatures that you can see within 60 feet you choose a temporary boost of speed. For the next hour, the base movement speed of each creature affected increases by 10 feet.

FREEDOM OF THE ROAD

At 6th level, as a bonus action, you can speak a prayer to the winds to clear your path of adversaries. Each creature that you choose within 20 feet of you must make a Strength saving throw or be pushed 15 feet away from you and knocked prone. Creatures that are Huge or larger have advantage on this saving throw.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of 1). You regain all uses of this feature when you finish a short or long rest.

DIVINE SMITE

At 8th level, you gain the ability to infuse your weapon strikes with extra kinetic 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 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

NOMAD

At 17th level, you are more at home on the road than anywhere else. Opportunity attacks made against you automatically miss.