

DOMAIN OF TRAVEL

A DIVINE DOMAIN FOR CLERICS

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DOMAIN OF TRAVEL

Gods of travel—including Celestian, Fharlanghn, Hercules, Hermes, and Lugh—revel in exploration and the freedom that can only be found on an open road. Some of these deities encourage their followers to continually seek out new people and places. Others, often associated with commerce, teach that new opportunities await just over the horizon. Occasionally, deities of hearth and home—such as Boldrei, Hestia, and Yondalla—will take pity on a weary traveler and ensure they are able to find shelter on the long journey. Clerics of a god of travel are often found wandering the roads of far flung kingdoms, protecting travelers and pilgrims, and keeping the way safe for others taken by wanderlust.

Travel Domain Spells

Cleric Level	Spells
1st	<i>jump, longstrider</i>
3rd	<i>misty step, pass without trace</i>
5th	<i>haste, water walk</i>
7th	<i>freedom of movement, Modenkainen's private sanctum</i>
9th	<i>tree stride, teleportation circle</i>

BLESSING OF THE ROAD

At 1st level, you may take a bonus action to Dash or Disengage on your turn. You cannot use this ability if you are wearing medium or heavy armor.

CHANNEL DIVINITY:

HOSPITALITY FOR THE WEARY

Starting at 2th level, you can use your Channel Divinity to compel an intelligent creature to provide food and shelter to you and your allies. The target creature must make a Wisdom saving throw versus your

spell save DC. If the creature is friendly or indifferent to you (as described in the Player's Handbook on page 185), the creature has disadvantage on the save. On a failure, the creature must provide you and your allies with basic sustenance and shelter. The quality and nature of the food and shelter provided is up to the target, but it must be at least equivalent to a poor lifestyle (as described in the Player's Handbook on page 157). The target is not obligated to provide you with any other items or information. Additionally, if you or your allies take any hostile action against the target or its allies, the effect is immediately broken. On a successful save, the creature is immune to this ability for 24 hours.

CHANNEL DIVINITY:

PERILOUS JOURNEY

Starting at 6th level, you can use your Channel Divinity to make terrain difficult for your enemies. As an action, you can cause the ground in a 10 feet radius centered on you to soften into a mud-like consistency. The affected area becomes difficult terrain for hostile creatures. The effect lasts for a number of rounds equal to half your Cleric level (rounded up) + your Wisdom modifier, or until you use this feature again.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your strikes with the power to disrupt the movement of enemies. Once on each of your turns when you hit a creature with a melee weapon attack, you can cause the attack to deal an extra 1d6 radiant damage as well as reduce the creature's movement by half until the start of your next turn. When you reach 14th level, the extra damage increases to 2d6.

UNHINDERED TRAVELER

At 17th level, your movement speed can never be reduced by any means, as if under the effects of a *freedom of movement* spell. In addition, your movement no longer provokes attacks of opportunity while moving through an enemy's threatened area.

