

SPACE DOMAIN



BY MATT PEGORARO

A DIVINE DOMAIN FOR SPACE ADVENTURES
OR SPACE ENTHUSIASTS



SPACE DOMAIN

The first historical records of spacefaring came from Calimshan when three beholders space vessels crashed into the Alimir Mountains. Powerful elves from Evermeet also hold the power to venture into space. The illithids also came from space, using magic and help from unseen forces to reach Toril. Nonetheless, astronomers and space adventurers are known to choose this domain. Now with those brave pathfinders going deep into space, riding their magic vessels into the vast infinite, many deities have their eyes on them - some help because they care, while some have their own secret agenda. Many deities can have the space portfolio - gods of travel, night, stars, moon, death, chaos, magic, madness, sun or secret.

Deities that grant the space domain are:

THE FAERÛNIAN PANTHEON

Akadi, Auril, Azuth, Beshaba, Gond, Gwaeron Windstrom, Helm, Myrkuul, Mystra, Oghma, Selune, Shar, Silvanus, Tymora, Umberlee, Valkur.

THE DWARVEN PANTHEON

Berronar Truesilver, Deep Duerra, Dugmaren Brightmantle, Dumathoin, Laduguer, Marthammor Duin, Moradin.

THE ELVEN PANTHEON

Corellon Larethian, Labelas Enoreth, Sehanine Moonbow, Solonot Thelandira.

THE DROW PANTHEON

Eilistraee, Vhaeraun.

THE HAFLING PANTHEON

Urogalan.

THE GNOMISH PANTHEON

Callarduran Smoothhands, Flandal Steelskin.

THE ORC PANTHEON

Gruumsh, Shargaas.

THE DRACONIC PANTHEON

Asgorath, Bahamut, Hlal, Kereska, Null.

THE GREYHAWK PANTHEON

Boccob, Celestian, Fharlanghn, Istus, Pelor, Ralishaz, Tharizdun, Vecna, Wee Jas.

THE DRAGONLANCE PANTHEON

Gilean, Reorx, Takhisis.

THE EBERRON PANTHEON

Aureon, Dl Arrah, Onatar, The Traveler, Cults of the Dragon Below, The Path of Light.

THE CELTIC PANTHEON

Belenus, Goibhniu, Lugh, Math Mathonwy.

THE GREEK PANTHEON

Zeus, Apollo, Athena, Hades, Hecate.

THE EGYPTIAN PANTHEON

Re-Horakhty, Anubis, Imhotep, Ptah, Set, Thoth.

THE NORSE PANTHEON

Odin, Aegir, Frey, Hel, Njord, Thor.

OTHER DEITIES

Ao, Maztica, Celestial Emperor, Fate, Tezca, Horus-Re, Haku, Kor, Zann, Chronos.

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Space Domain Spells table. See the Divine Domain class feature for how domain spells work.

SPACE DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>absorb elements, comprehend languages</i>
3rd	<i>moonbeam, misty step</i>
5th	<i>beacon of hope, melf's minute meteors</i>
7th	<i>divination, private sanctum</i>
9th	<i>wall of force, contact other plane</i>

BLESSING OF THE STARS

When you choose this domain, your body adapts to outer space. You gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet. You also learn the *light* cantrip, which doesn't count against the number of cleric cantrips you know and you can cast it as a bonus action, also with a range modifier of 60 feet. If you cast it on a creature or object being carried by one, use your spell save DC.

In addition, you have advantage on any ability check related to surviving in space, such as resisting any hazardous situation, fixing your spelljammer and using tools to navigate.

BONUS PROFICIENCY

At 1st level, you gain proficiency with Navigator's Tools and Vehicles (flying).

CHANNEL DIVINITY: AURORA BURST

Starting at 2nd level, you can use your Channel Divinity to burst an aurora-like explosion and stun your enemies.

As an action, you present your holy symbol, which bursts in light, forcing any hostile creature within 30 feet of you to make a Constitution saving throw and suffers 1d6 radiant damage + half your cleric level (rounded down). On a failed saving throw, a creature becomes stunned until the end of your next turn. On a successful saving one, a creature only takes half as much damage and isn't stunned. A creature that has total cover from you is not affected.

DARK MATTER SOUL

Starting at 6th level, your abilities to survive the dangers of space are enhanced. Your deity grants you the following:

- You gain resistance to radiant or force damage (you can change the resistance after finishing a long rest).
- You no longer need to breathe.
- You can survive without any special gear in outer space. You still take damage from other sources, such as ones caused by atmospheric entry, solar flare, hit by ice from a comet tail and so on. You can also survive the deep pressures from oceans and seas with this ability.

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 radiant or force damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

BLACK HOLE BRINGER

At 17th level, you gain immunity to radiant and force damage. In addition, you can create a singularity within any point in a 120 feet radius from you. This ability makes a fist-sized black gravitational sphere that function as a tiny *Sphere of Annihilation* that sucks even light, pulling towards it any hostile creature or object within 30 feet from it. A creature must succeed on a Strength saving throw or be pulled towards it and suffer 4d10 force damage. On a successful one, the creature can move half its movement speed away from the singularity on its next turn and suffer no damage. The black hole obliterates any inanimate object pulled by it. A creature that dies within range or by the singularity damage is also totally destroyed, along with all of its remains. Only artifacts are immune to its damage. You can move the singularity up to a maximum of 30 feet with a bonus action.

The singularity remains active a number of rounds equal your Wisdom modifier (minimum of 1). You can create another black hole after finishing a long rest.

Credits

All artwork, layout and domain made by Matt Pegoraro.

www.artstation.com/mateuspegoraro

