

PRIESTS OF ELEMENTAL POWER

WHILE THE domains offered in the core rules can represent many kinds of divine powers, there is little support for clerics who worship the gods of fire, water, earth, and air. For campaigns that feature gods (or immortal Princes) of elemental power, the following divine domains might be just what you need.

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FLAMES DOMAIN (CLERIC DIVINE DOMAIN)

Fire is one of the oldest symbolic powers of mankind, a powerful friend or a terrible foe. It wards away the dark, makes possible the creation of weapons and armor, and destroys old life to make way for the new.

This domain belongs to many deities, all of whom might have different perspectives on the meaning of fire, such as Vulcan, Vahram, and Loki.

FLAMES DOMAIN SPELLS

Cleric Level Spells

1st	<i>burning hands, faerie fire</i>
3rd	<i>continual flame, scorching ray</i>
5th	<i>fireball, revivify</i>
7th	<i>fire shield, wall of fire</i>
9th	<i>flame strike, scrying</i>

Fiery Soul

At 1st level, you learn one of the following cantrips: *fire bolt*, *produce flame*, or *sacred flame*. When you cast the chosen cantrip, it ignores the target's resistance to fire damage.

Bonus Proficiency

Also at 1st level, you gain proficiency with martial weapons.

Channel Divinity: Heart of the Flames

Starting at 2nd level, you can use your Channel Divinity to make your fires burn with unimaginable fury. When you roll fire damage, you deal maximum damage instead of rolling.



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Variant Spells

If you are using the domains in this article, consider altering the following spells to match the themes of their respective domains.

Flames Domain. The *scrying* spell, when cast by a Flames Domain cleric, may require a golden brazier or other fire-containing focus, and the burning of 100 gp worth of rare incense, which is consumed by the spell.

Stone Domain. The *entangle* spell, when cast by a Stone Domain cleric, causes spars of stone to rise up and imprison those within the targeted area, instead of plants. This is a purely cosmetic difference, and has no impact on the spell's effects.

Channel Divinity: Flame Quencher

Starting at 6th level, you can use your Channel Divinity to quench flames that assail you. As a reaction, you grant yourself and any other creatures that you choose within a 30-foot radius resistance to fire damage, which lasts until the end of your next turn, and immediately extinguish any nonmagical fires that you choose within the same 30-foot radius.

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 fire damage to the target.

When you reach 14th level, the extra damage increases to 2d8.

Avatar of Flames

At 17th level, you gain immunity to fire damage. In addition, if you are the target of a spell, effect, or attack that ignores fire immunity, you take only half damage.



STONE DOMAIN (CLERIC DIVINE DOMAIN)

While the earth is important to any worshipper of nature, there is more to it than the rich brown soil in which plants grow to feed animals which are fed on by other animals which then feed the soil in a glorious circle of life. Stone has a power all its own, a power of solidity and permanence. This power might be strongly associated with the powers of law.

Primal gods of earth, such as Gaia or Geb, might offer such power to their followers, as might deities of mountains or caverns, such as those honored by peoples of the underworld.

STONE DOMAIN SPELLS

Cleric Level Spells

1st	<i>entangle, shield</i>
2nd	<i>pass without trace, shatter</i>
3rd	<i>meld into stone, spike growth</i>
4th	<i>stone shape, stoneskin</i>
5th	<i>transmute rock, wall of stone</i>

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor.

Reverent Stones

Also at 1st level, small stones instinctively clear from your path and rough stonework smooths itself beneath your feet. Areas of rock, stone, and similar debris are never treated as difficult terrain for you.

Fist of Granite

At 2nd level, your fists begin to strike with the strength of stone. You gain proficiency with unarmed strikes, and your unarmed strikes do 1d4 bludgeoning damage. Also, whenever you hit a creature with an unarmed strike, you can use a bonus action to attempt to grapple the target.

Channel Divinity: Stone to Flesh

Starting at 6th level, you can use your Channel Divinity to restore creatures who have been



turned to stone. As an action, you can touch one creature with the petrified condition. That creature can make a saving throw against the DC of the attack which gave them the condition. On a success, the creature loses the petrified condition and returns to normal. On a failure, the creature still loses the petrified condition but gains another harmful condition, determined by a random roll.

STONE TO FLESH FAILURE RESULT

1d6 Condition Gained

1-2	Blinded
3-5	Unconscious
6	Paralyzed

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 bludgeoning damage to the target.

When you reach 14th level, the extra damage increases to 2d8.

Soul of Stone

At 17th level, your flesh and bone take on the strength and stability of stone. You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

WATER DOMAIN (CLERIC DIVINE DOMAIN)

Water is essential to all life, but it is also a primal, untameable force. In addition to deities of oceanic might like Poseidon and Aegir, this domain is also held by the gods of rivers and lakes, who are often imagined as being much friendlier to humanity than the hungry, wine-dark sea.

This domain might also be part of the portfolio of a god of sailors, marines, or fishermen, who grants mortals the understanding of how to use the waters for their own purposes.

WATER DOMAIN SPELLS

Cleric Level Spells

1st	<i>create or destroy water, purify food or drink</i>
3rd	<i>mirror image, misty step</i>
5th	<i>water breathing, water walk</i>
7th	<i>control water, freedom of movement</i>
9th	<i>drowning*, scrying</i>

* New spell, see sidebar.

Bonus Proficiency

At 1st level, you gain proficiency with water vehicles.

Athletic Swimmer

Also at 1st level, you gain have a swimming speed equal to your land speed. You also gain proficiency with the Athletics skill and double your proficiency bonus when making any check related to swimming or remaining afloat.

Channel Divinity: Roar of the Waves

At 2nd level, you can use your Channel Divinity to speak in a voice as loud as the raging sea itself, startling the living creatures around you. As an action, you present your holy symbol and speak in a booming voice. Each living creature within 30 feet that can understand you and hear you must make a Wisdom saving throw. On a failure, that creature is frightened of you for 1 minute or until it takes damage.



Echolocation

At 6th level, you gain blindsight out to 60 feet while on land, or up to 120 feet while underwater. Your blindsight does not function while you are deafened.

Potent Spellcasting

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

Body of Water

At 17th level, you gain the power to transform your body into a liquid form that retains your features and resembles your normal form. While liquid, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks and immunity to poison damage and the grappled, paralyzed, petrified, poisoned and restrained conditions. You also gain vulnerability to fire and cold damage, as these damage types cause you to boil or freeze, and cease to be liquid.

You can activate this power as a bonus action; it persists until you take a long rest, take fire or cold damage, or end this effect as an action.

You must complete a long or short rest before you can use this feature again.

WINTER DOMAIN (CLERIC DIVINE DOMAIN)

Winter is a frightening time for most humans and humanoid peoples, who are terribly vulnerable to the effects of the cold, and so winter is often associated with the powers of death, as with the Algonkian Witiko, or Wendigo. This need not be universally true. Those who live in lands of perpetual ice and snow might view winter as neutral, or even a positive force, offering them the toughness that they need to survive anything life throws at them.

WINTER DOMAIN SPELLS

Cleric Level Spells

1st	<i>fog cloud, ray of frost</i>
3rd	<i>hold person, gust of wind</i>
5th	<i>sleet storm, slow</i>
7th	<i>freedom of movement, ice storm</i>
9th	<i>hold monster, cone of cold</i>

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor.

Icestep

Also at 1st level, areas of snow, ice, and similar debris are never treated as difficult terrain for you.

Channel Divinity: Winterward

At 2nd level, you gain the ability to use your Channel Divinity to protect yourself from the effects of cold, and to extend that shielding to your allies as well. As a reaction, you can grant yourself and any other creatures that you choose within a 30-foot radius resistance to cold damage, which lasts until the end of your next turn, and permitting all creatures affected to automatically succeed on the saving throw to avoid gaining a level of exhaustion due to extreme cold for 1 hour.

Channel Divinity: Iceshape

Starting at 6th level, you can use your Channel Divinity to shape ice into objects that obey your mental commands. This functions much like the spell *animate objects*, except that the animated ice sculptures you create have half of an animated object's normal hit points and are vulnerable to fire damage. You can use this ability regardless of whether existing ice is present or not, as you are able to freeze moisture out of the air.



New Spell

Drowning

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create an orb of water that engulfs a single creature within range. The creature targeted must make a Strength saving throw. On a failure, the target takes 2d8 bludgeoning damage. If it is Medium or smaller, it is also grappled, with an escape DC equal to your spell save DC. Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water or does not have to breathe, such as constructs and the undead.

At Higher Levels. When you cast this spell using a spell slot of 6th level, the damage increases by 1d8 per spell slot level and you can affect Large or smaller creatures.

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 cold damage to the target.

When you reach 14th level, the extra damage increases to 2d8.

Heart of Ice

At 17th level, you can draw icy magic into your soul, infusing it with the essence of cold, warding you against outside influences, even emotional ones. As a bonus action, you can gain immunity to the charmed, frightened, and poisoned conditions, and end any such condition currently affecting you, with the immunity lasting until your next long rest. However, being unable to experience emotions has certain consequences, and you cannot benefit from inspiration or bardic inspiration while this immunity persists.

You must complete a long rest before you use this feature again. 