

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.

FAMINE DOMAIN

Fast for the god of Hunger and drink nothing the god of Thirst, and you shall hunger and thirst no longer. This is the philosophy of a priest of Famine, who venerates gods that seek to create scarcity across the globe. To spread this dogma, you must only spread famine and drought; if others shall only fast, they too can come to join the Starving Sect.

FAMINE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>false life, ray of sickness</i>
3rd	<i>hold person, ray of enfeeblement</i>
5th	<i>bestow curse, hunger of Hadar</i>
7th	<i>blight, dominate beast</i>
9th	<i>dominate person, insect plague</i>

BONUS CANTRIPS

At 1st level, you learn the *poison spray* cantrip and one other cleric cantrip of your choice.

FAST

Starting at 1st level, as long as you fast, you never starve. You don't need to eat or drink, and don't suffer levels of exhaustion from starvation or dehydration. This ability is suppressed for 24 hours if you willingly eat or drink.

CHANNEL DIVINITY: WITHER

Starting at 2nd level, you can use your Channel Divinity to starve living things. For the next minute, you can use your action to choose one creature you can see within 60 feet to make a Constitution saving throw. Plants have disadvantage on this saving throw. On a failed save, a creature suffers a level of exhaustion and takes 1d10 necrotic damage for each point of your proficiency bonus. On a successful save, the creature takes half this amount of damage and does not become exhausted.

DRAINING SPELL

Starting at 6th level, when you deal damage to one creature using a spell on your turn, that creature's speed is reduced by 10 feet for 1 minute. A creature's speed can only be reduced by this ability once at a time.

POTENT SPELLCASTING

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

SALT THE FIELDS

Starting at 17th level, you can use your action to bring famine on the land. All nonmagical plants that aren't creatures within a 100-foot radius sphere wither and die. Each creature you choose in that area must make a Constitution saving throw or suffer two levels of exhaustion. Plants have disadvantage on this saving throw and take 8d10 necrotic damage on a failed save.

Once you use this ability, you must complete a long rest before using it again.

