

# DIVINE DOMAIN

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.

## GOAT DOMAIN

The venerable Goat Domain is founded on reverence for one of the oldest and wisest domesticated animals known to man. Its clerics are known to extol the divine traits of the Goat God: the Goat's horns signify strength and dominance men should strive for, its stubborn persistence represents patience and fortitude, its appetite represents a promise of bountiful harvests, and its beard represents attractive facial hair. As clerics of this domain are quick to point out, any deity that extols these virtues can claim influence over this domain, though admittedly, only the Goat God has ever done so.

### GOAT DOMAIN SPELLS

| Cleric Level | Spells                                               |
|--------------|------------------------------------------------------|
| 1st          | <i>heroism, jump</i>                                 |
| 3rd          | <i>enhance ability, spider climb</i>                 |
| 5th          | <i>create food and water, protection from energy</i> |
| 7th          | <i>death ward, freedom of movement</i>               |
| 9th          | <i>geas, wall of stone</i>                           |

### BONUS PROFICIENCY

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

### IRON STOMACH

At 1st level, you receive a blessing of the Goat God: the ability to eat anything. You can consume grass, leafy vegetation, rotten food, and any type of garbage which can be chewed without risk of illness or disease. You are also immune to ingested poisons. You gain half the normal amount of sustenance from this sort of food.

### CHANNEL DIVINITY: RAM'S ASPECT

Starting at 2nd level, as a bonus action, you can magically grow a pair of magnificent ram's horns and a pair of cloven hooves on your feet. Additionally, your pupils become rectangular and you grow a coarse goatee. These changes last for 8 hours.

For the duration, if you move at least 10 feet in a straight line, you can use a bonus action to make an unarmed strike using the horns. This strike deals 1d8 magical bludgeoning damage, instead of the damage normal for an unarmed strike. If a target that is Large or smaller is hit with the horns, it must succeed an opposed Strength check or be knocked prone.

### STUBBORN BLESSING

By 6th level, the persistent nature of the goat gods is revealed in your magic. You have advantage on checks you make to maintain concentration on any spell which targets you or one or more of your allies.

### DIVINE STRIKE

At 8th level, 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 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

### SCAPEGOAT

Beginning at 17th level, you can pass off harm to another. Whenever you are targeted by an attack, you can use your reaction to change the target to one of your allies within 10 feet of you. The ally must be conscious, visible to the attacker, within the attacker's reach (or range, if making a ranged attack), and capable of being attacked. Under the same constraints, you can also use your reaction to change the target of an attack on your ally to yourself.

