

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.

FESTIVAL DOMAIN

It is said that, many years ago, clerics used the bright lights and thunderous noises of fireworks to frighten off evil spirits. Nowadays, of course, clerics have developed far more effective tools for turning the undead and banishing the demonic, and fireworks have morphed into a form of entertainment for the masses. Such is the popularity of the so-called 'fire festivals' that there is now a whole clutch of demigods dedicated to them, complete with monastery-like alchemy labs and a priesthood that travels the land selling rockets and sparklers.



FESTIVAL DOMAIN SPELLS

Cleric Level	Spells
1st	<i>color spray, thunderwave</i>
3rd	<i>pyrotechnics, skywrite</i>
5th	<i>flame arrows, hypnotic pattern</i>
7th	<i>conjure minor elementals, fire shield</i>
9th	<i>conjure volley, dispel evil and good</i>

FESTIVE ATMOSPHERE

When you choose this domain at 1st level, people begin to feel much more at ease around you. When you use the Help action to assist another creature, you can use a bonus action to grant them temporary hit points equal to your Wisdom modifier. These temporary hit points last for as long as you remain within 30 feet of the creature or until the creature takes a long rest.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

PRISMATIC SPELLCASTING

Also at 1st level, whenever you cast a spell that would deal radiant damage, you can change the damage type to acid, cold, fire, lightning, or poison.

CHANNEL DIVINITY: FIREWORK

Starting at 2nd level, you can use your Channel Divinity to conjure a small explosive, which you can throw into any space within 60 feet as an action. When you do so, each creature within 10 feet of the target point must make a Constitution saving throw or be blinded and deafened until the start of your next turn. The firework emits a loud boom that can be heard up to 300 feet away.

DEMON SEAL

At 6th level, your Turn Undead and Destroy Undead features also work against fiends.

POTENT SPELLCASTING

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

GRAND FINALE

Starting at 17th level, when you make a ranged attack or cast a cantrip that targets only one creature, you can cause the projectile or the cantrip to explode in a shower of sparks. Each creature within a 5-foot radius centered on the target must make a Dexterity saving throw against your cleric spell save DC or take damage as if also targeted by the attack or cantrip.