

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.

RUM DOMAIN

Where rum flows easily, the gods of merriment abound. Clerics of the Rum Domain feel the fuzzy warmth of strong drink not as sinful excess, but as praise to the gods of good times, which they worship often and with abandon. They look to spread their merry religion and the good times with it, bringing all to peace and happiness, a few nights of drunken revelry at a time.

RUM DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, sleep</i>
3rd	<i>calm emotions, hangover</i>
5th	<i>hypnotic pattern, slow</i>
7th	<i>confusion, death ward</i>
9th	<i>greater restoration, modify memory</i>

DRUNKEN SWAY

Starting when you choose this domain at 1st level, you always seem off-balance, making you surprisingly difficult to hit. While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Additionally, you gain proficiency in martial weapons.

CUP FLOWETH OVER

At 1st level, you can use your action to fill your mug with beer or rum, a gift of good tidings from the gods. Only you can drink this liquor, but you suffer no ill-effect from drinking any amount of alcohol; though rosy-cheeked and slurred of speech, you are always steadfast on your feet and clear of thought.

Additionally, you learn the *legendary libation* cantrip, which counts as a cleric spell for you and doesn't count against the number of cantrips you know.

CHANNEL DIVINITY: INTOXICATE

At 2nd level, you can call upon the gods of merrymaking to inebriate an aggressor. When a creature you can see makes an attack, you can use your reaction to cause that creature to make a Constitution saving throw against your spell save DC. On a failed save, the creature is poisoned and has disadvantage on saving throws for up to 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

RUMRUNNER

By 6th level, you've learned the finer art of moving when nobody's paying attention. Whenever a hostile creature moves, you can use your reaction to move up to half your movement speed. This movement does not provoke opportunity attacks from the moving creature.

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

NEXT ROUND'S ON ME

At 17th level, you can call upon the gods of good times to bring your allies a round of shots. As an action, choose up to 6 friendly creatures you can see within 60 feet of you to gain a pleasant buzz. For the next minute, you and each of these creatures have advantage on Intelligence, Wisdom, and Charisma saving throws, and can subtract your Wisdom modifier from bludgeoning, piercing, or slashing damage they take.