

## 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.

## WATER DOMAIN

In the heat of the endless wasteland, water is precious, and access to it is key to survival. Priests only swear to the Water Domain in truly hostile environments, where water is scarce enough to command divine significance in the minds of the people. In these places, clerics which can summon elemental water are the bringers of life to utter desolation, and are often the only barrier between the unending heat and lethal dehydration.

### WATER DOMAIN SPELLS

Cleric Level	Spells
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1st	<i>absorb elements, ice knife</i>
3rd	<i>darkness, snowball swarm</i>
5th	<i>tidal wave, wall of water</i>
7th	<i>ice storm, watery sphere</i>
9th	<i>cone of cold, maelstrom</i>

### SPRING OF LIFE

Your holy symbol is little more than a flask from which pure water flows. At 1st level, you can cast the spell *create or destroy water* once without expending a spell slot. After using this ability, you must complete a short or long rest before using it again.

At 8th level, you can cast this spell at will.

### CHANNEL DIVINITY: REFRESH

By 2nd level, you can expend your Channel Divinity when you take a short rest to summon forth perfect elemental water from your flask. Each creature that drinks from this water while taking this short rest immediately regains one expended hit die.

### CHANNEL DIVINITY: MOISTURE SHIELD

At 6th level, you can use your Channel Divinity as an action to form a 5-foot-radius sphere of churning water around you, while you concentrate on this effect for up to 1 minute. Ranged weapon attacks targeting you or any other creature within the sphere have disadvantage.

Additionally, as a bonus action while the sphere is formed, you can lash out with a tendril of water from the sphere. This acts as a whip that uses your spell attack bonus for attack rolls, adds your Wisdom modifier to damage instead of Dexterity, and can originate from any point on the surface of the sphere.

### DIVINE STRIKE

By 8th level, you gain the ability to infuse your 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 additional 1d8 cold damage. At 14th level this increases to 2d8.

### WATER SHAPE

At 17th level, you have been blessed by elemental water, and as a bonus action can assume a form composed of water. For 1 minute, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and you can't be grappled, paralyzed, poisoned, restrained, or prone. After using this ability, you must complete a long rest before doing so again.

