

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.

WEALTH DOMAIN

Being one of the most popular pursuits of humanoid the world over, it should not come as a surprise that the accumulation of material wealth is governed by its own deities. Sitting at the confluence of industry and fertility, gods of wealth are assiduous in demanding tribute, but pay back their most loyal followers generously, showering them with gold.

WEALTH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>identify, unseen servant</i>
3rd	<i>arcane lock, locate object</i>
5th	<i>glyph of warding, tongues</i>
7th	<i>fabricate, Leomund's secret chest</i>
9th	<i>creation, geas</i>

APPRAISAL

When you choose this domain at 1st level, you are blessed with insights into the price of everything. As an action, you can accurately determine the market price of any object, and what it would be worth second-hand.

LEVERAGE

Also at 1st level, when you cast a spell that requires material components with a gp value, you require only half of that value of material to cast the spell.

CHANNEL DIVINITY: RICHES

Starting at 2nd level, you can use your Channel Divinity to beseech your deity for a bit of extra cash.

As an action, you present your holy symbol and speak a solemn promise, causing coins or gems worth $2d10 +$ your Wisdom modifier (in gp) to instantly appear in your hands.

BRIBE

When you reach 6th level, you can use your divine understanding to determine how to bribe almost any creature. As an action, you can make a Wisdom (Insight) check in relation to any creature you can see that is hostile towards you (DC equals $10 +$ that creature's CR, rounded down.) On a success, you can then bribe that creature with rare or luxurious goods, or simply gold, if the target values it. The bribe costs an amount in gp equal to the half the creature's XP value and, once completed, that creature cannot be hostile towards you for the next 24 hours. The effect ends early if you attack or otherwise harm the creature. You can't bribe any creature with an Intelligence of 3 or lower, or any creature the DM deems inappropriate.

POTENT SPELLCASTING

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

TYCOON

By 17th level, your deity showers you with vast riches. Whenever you would gain money, whether through selling goods and services, receiving gifts, conducting downtime activities, picking pockets, or simply finding treasure in a dungeon, the amount of money you gain is doubled.

