

# LUCK DOMAIN



DIVINE DOMAIN



by Oskar Orn Eggertsson  
for Dungeons & Dragons, fifth edition



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# Luck Domain

There are many deities who grant good fortune to their worshipers but there are few who truly embody it. Trickster deities are often associated with bad luck while deities of wealth are often associated with good luck as well. Deities that are associated with gambling often grant both good luck and bad. Some clerics of this domain worship luck itself as a divine force, some even claiming that their divine magic is a form of luck by itself.

## Good Luck

Various deities spread good luck and fortune to their followers. Tymora, Olladra, and Bes are all associated with good luck, while many deities of commerce and wealth, such as Waukeen, Fharlanghn, Shinare, and Kol Korran, are known to give good fortune in business. Mortals pray to these deities for good luck, be it in business or in their everyday life.

## Bad Fortune

Not all deities give good luck, however, and deities of bad fortune are cursed by mortals when things go awry. Beshaba, Ralishaz, the Traveler, Garl Glittergold, and Loki are all deities that get blamed for streaks of bad luck, whether

directly or through trickery. Clerics of many tricksters sometimes channel their ability to cause bad luck rather than channeling their tricks.

## Features

When you choose this Domain at 1st level, you gain access to the following features as you advance in the cleric class.

Cleric levels	Luck Domain features
1st	Armor of Luck, Beginner's Luck, Domain Spells
2nd	Channel Divinity
6th	Lucky Find
8th	Lucky Strike
17th	Burst of Fortune

## Domain Spells

You gain domain spells at the cleric levels listed in the Luck Domain Spells table. See the Divine Domain class feature for how domain spells work.

## Armor of Luck

You put faith in luck to keep you safe from harm. While you are not wearing any armor or carrying a shield, you can add your Wisdom modifier to your armor class.

## Luck Domain Spells

Cleric levels	Luck Domain Spells
1st	feather fall, grease find traps,
3rd	pyrotechnics* (gust of wind)
5th	call lightning, counterspell
7th	confusion, polymorph insect plague, skill empowerment* (contagion)
9th	

\*XANATHAR'S GUIDE TO EVERYTHING. Without that book, use the spells in paranthesis ()

## Beginner's Luck

You may add your proficiency bonus to any one ability check as long as you wouldn't normally benefit from your proficiency bonus to that roll. You can do this a number of times equal to your Wisdom modifier, and you regain spent uses when you finish a short or long rest.

## Channel Divinity: Stroke of Luck

Once per round after you reach the 2nd level, whenever you or someone else that you can see within 60 feet makes an ability check, attack roll, or saving throw, you can roll a d20 and choose which roll is used, using

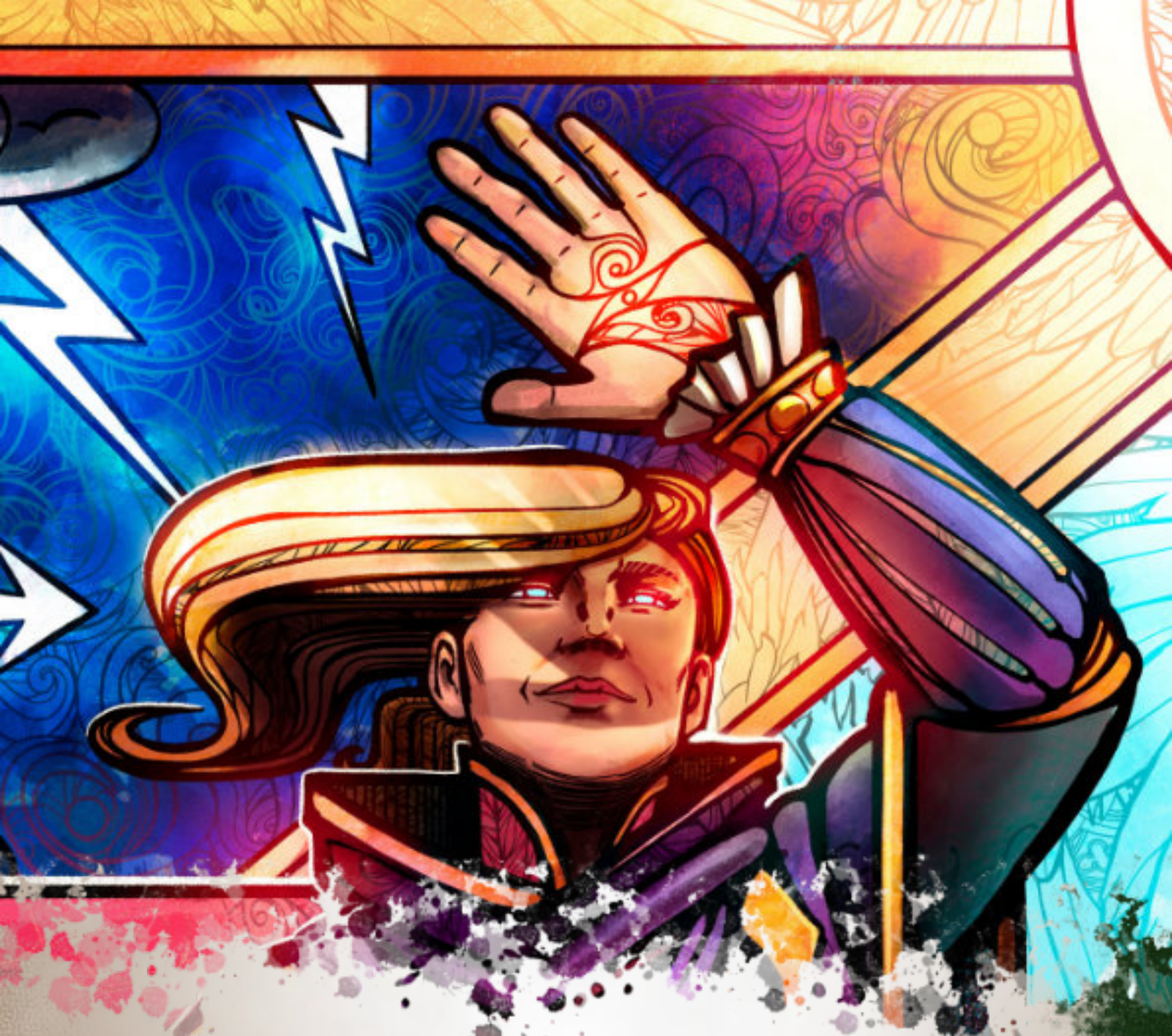
your Channel Divinity to do so. You can choose to do this after the initial roll is made but before the result of that roll applies.

## Lucky Find

When you're in need, luck prevails. When you reach the 6th level, you can find an item that you need when you need it with a stroke of luck, using your Channel Divinity to do so. What you find can be any mundane item or set of tools, limited in price to your level in gold pieces. You can't find a specific item, only an item of the type you need (you can't stumble upon the murder weapon in a mystery, but you could find a weapon). Your DM has a final say in whether you can find what you need in the location that you are now (such as a barren room) or if the item belongs to someone else, but luck usually has a way to bring you what you need.

## Lucky Strike

At 8th level, you gain the ability to infuse your weapon with divine luck. Once per turn, 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.



## Burst of Fortune

When you reach 17th level, you can cause a wave of good or bad fortune to wash over those around you. As an action, you can choose a number of creatures up to your Wisdom modifier that are within 30 feet from you, and decide whether they will all have good luck or bad luck. If they have good luck, they may add a 1d6 to all their ability checks, attack rolls, and

saving throws. If they would have bad luck, they must make a Wisdom saving throw. On a failed save, they must reduce the result of every ability check, attack roll, and saving throw they make by 1d6. Whether good or bad luck, this effect lasts for 1 minute and once you use this feature you can't do so again until you've completed a long rest.