

# DIVINE DOMAINS

## TRAVEL DOMAIN

The domain of travel values the journey, both physical and spiritual. While growth, development, maturation, and change are deeply valued, so too are endurance and perseverance. A person's life may be considered a test through which she must traverse with courage and stoic tranquility or an opportunity for metamorphosis into something new and different.

The travel domain also belongs to messengers of the gods like Hermes; gods of hospitality who welcome the stranger, such as Zeus Xenios; and gods who welcome the dead to their next life like Thoth.

In Faerûn the god Shaundakul, the Rider of Winds, protects travelers, caravans, and wanderers, and his loosely connected priesthood maintains the many portals of that world.

Fharlanghn, the Dweller on the Horizon, counsels his followers on Oerth to take up an Eternal Pilgrimage because the road is the best teacher.

Sigil, the City of Doors, has several temples dedicated to the powers of travel, including Muamman Duathal the dwarf wanderer, Baravar Cloakshadow of the gnomes, Koriol of the ki-rin, Diancastra of the giants and titans, Zivilyn of Krynn, and Daragor the shape-shifter.\*

## TRAVEL DOMAIN SPELLS

### Cleric Level Spells

1st	<i>comprehend languages, longstrider</i>
3rd	<i>misty step, pass without a trace</i>
5th	<i>create food and water, tongues</i>
7th	<i>dimension door, freedom of movement</i>
9th	<i>passwall, teleportation circle</i>

## BONUS CANTRIP

At 1st level, when you choose this domain, you gain either the *gust* cantrip (see [EEPC](#)) or the *message* cantrip.

## BONUS PROFICIENCY

Also at 1st level, when you choose this domain, you become proficient in your choice of one of the following skills: Arcana or Survival.

## PILGRIM'S PROGRESS

From 1st level, your god's vigorous example enlivens your spirit. You can take the Dash action as a bonus action on each of your turns in combat.

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.

Additionally, during a chase, you may freely use the Dash action a number of times equal to 3 + either your Constitution or Wisdom modifier, whichever is higher (see *DMG* 252-255).

## CHANNEL DIVINITY: GODSPEED

Starting at 2nd level, you can use your Channel Divinity to swiftly and safely traverse long distances. When you and up to eight companions travel, you and your companions may move at a fast pace without the -5 penalty to passive Wisdom (Perception) scores (see *PHB* 181-183). Additionally, while traveling, you have advantage on your next Wisdom (Survival) check for navigating and avoiding natural hazards (see *PHB* 178).

## CHANNEL DIVINITY: HERACLEAN LABOR

At 6th level, when you use your Channel Divinity: GodsPEED when traveling, you and up to eight companions additionally ignore difficult terrain and your carrying capacities are doubled until you arrive at your destination.



## 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, 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.

## DIVINE CONDUIT

At 17th level, you can use an action to become a divine conduit. You transport yourself and up to eight willing companions (holding hands) to the home realm of your god. Work with your Dungeon Master to determine an appropriate, extraplanar destination.

## NOTES

\* See W. Baur & R. Swan, *In The Cage: A Guide To Sigil* (1995), p. 30.

## CREDITS

**Art:** John Singer Sargent's *Atlas and the Hesperides* (ca. 1922 and ca. 1925), available at the [Wikimedia Commons](#).

**Feedback:** Thanks to Velox Sol (from my monthly D&D group) for valuable feedback.

**Template:** Elegant *PHB* template courtesy Scott Toks Dorf's [The Homebrewery](#).

**Contact:** 1morespacerhino@gmail.com; @1morespacerhino