

CLERIC: FOOD DOMAIN

The Food Domain focuses on the healing powers of healthy and nurturing food. The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away forces of death and undeath. Food Domain Clerics believe that this can be attained through the power of food and drink. Almost any non-evil deity can claim influence over this domain, but Clerics of this domain typically worship agricultural deities.

FOOD DOMAIN SPELLS

Cleric Level	Spells
1st	Purify Food and Drink, Goodberry
3rd	Protection from Poison, Heat Metal
5th	Create Food and Water, Remove Curse
7th	Fabricate, Leomund's Secret Chest
9th	Creation, Contagion

BONUS CANTRIP

When you choose this domain at 1st level, you gain the Preserve Food cantrip.

► PRESERVE FOOD

Cantrip

Casting Time: 1 action

Range: Touch

Components: S, M (a pinch of salt)

Duration: 2d6 weeks or until dispelled

You are able to preserve 10 lb of meat you have taken from a recently slain foe. By touching the meat with your lightly salted hands, you preserve it in its current condition. The meat does not spoil for 2d6 weeks after harvesting it. Food that has been preserved this way, cannot be preserved again.

CULINARY SAVANT

When you choose this domain at 1st level, you gain proficiency with cook's utensils and herbalism kit. Cook's utensils are not just weapons of culinary art for you, but can also serve as deadly weapons on the battlefield. At your choice, you may replace the mace of your starting equipment with a frying pan. It has the following properties:

Frying pan

Weight: 4 lb.

Cost: 5 gp

Damage: 1d6 bludgeoning

Special property: if the pan is still warm from preparing a warm meal before going into battle, the Frying pan deals additional fire damage equal to half your Cleric level (rounded down, minimum of 1). The frying pan retains its heat for a number of hours equal to your Cleric level.

KNOW YOUR FOOD

You know your food. Whenever you make an ability check related to food and drink, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

NUTRIENT SNACKS

Starting at 1st level, you can quickly make snacks that feed the weak and the strong alike. Once per long rest, you can make a number of Nutrient Snacks equal to your Wisdom modifier. Each Nutrient Snack provides the eater with temporary hit points equal to your proficiency bonus. The snacks perish after 24 hours. You determine the shape and taste of the snack.

CHANNEL DIVINITY: FEAST FOR THE WEARY AND WORTHY

Starting at 2nd level, you can use your Channel Divinity to instill the food you prepare with divine power. As an action, you present your holy symbol and pray for a blessing of the meal you are about to prepare. In 10 minutes, you prepare a meal for a number of people equal to your Wisdom modifier, provided you have suitable food, cook's utensils and access to fire. At the end of the meal, each creature that partook in it regains hit points equal to two times your Cleric level and has advantage on death saving throws for 3 hours. An undead creature or a construct cannot benefit from the advantages of this meal.

TASTE OF HEALING

Beginning at 6th level, the healing you do on others creates a lingering taste in your mouth. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

DIVINE FLAVOR

At 8th level, you gain the ability to infuse your weapon with divine flavor. 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 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.

AURA OF PROTECTION

Starting at 17th level, you can use your action to activate a divine aura that lasts for 1 minute or until you dismiss it using another action. You emit a sensible field in a 30 feet radius. Friendly creatures in this aura are immune to poison damage and the poisoned condition.

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