

# AGRICULTURE DOMAIN

**G**ods of the field and farm share much with the gods of nature. They are nurturing forces, life-bringers and survivors. Unlike their more wild cousins, however, gods of agriculture cultivate nature, sculpting it to their needs. They teach the art of farming and animal husbandry to mortals, giving them stability, peace, and the opportunity to grow. Simultaneously, they train their followers in the ways of cooperation and hardiness - perfect traits for the reluctant warrior, and ideal traits for a shepherd who protects villages and towns that would be otherwise defenseless.

## DOMAIN SPELLS

### Spell Level Spells

1st	<i>cure wounds, entangle</i>
2nd	<i>find steed, spike growth</i>
3rd	<i>create food and water, plant growth</i>
4th	<i>aura of life, grasping vine</i>
5th	<i>hallow, mass cure wounds</i>

## BONUS PROFICIENCIES

When you take this domain at 1st level, you gain proficiency with farming implements, land vehicles, and the Nature skill. Furthermore, you can use well-maintained farming implements as weapons with which you are proficient. These use the stats of the weapon that most closely matches their shape and weight.

## PLENTIFUL HARVEST

Also at 1st level, you gain the *goodberry* spell, which is always prepared. Additionally, your healing strengthens those who benefit from it.

Whenever you heal a creature for 5 or more hit points using a spell slot of 1st level or higher, that creature gains a +1 bonus to attack rolls and damage with weapon attacks until the beginning of your next turn.

## CHANNEL DIVINITY: BOLSTER FAITH

Starting at 2nd level, you can use your Channel Divinity to fortify your allies against danger.

As an action, you present your holy symbol and bless a number of creatures within 30 feet equal to your Wisdom modifier. Blessed creatures gain temporary hit points equal to your cleric level, which last for 1 minute. While a creature has these temporary hit points, it benefits from your Plentiful Harvest feature.

## SALT OF THE EARTH

At 6th level, your powers of nourishment grow. Creatures affected by your Plentiful Harvest feature now gain a +2 bonus, rather than +1. This increases again to +3 at 17th level. If a creature has 15 or more hit points restored, they also add +1 to their AC. These effects then last for three turns, rather than one.

Furthermore, all attacks an affected creature makes with weapons they have proficiency with count as magical for the purposes of overcoming damage resistance.

## 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 attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

## SIMPLE RESILIENCE

Starting at 17th level, your spells bolster your target even when already at their peak condition. Any time you heal a creature with a spell slot of 1st level or higher, and the amount of healing rolled would put the target over their hit point maximum, the creature gains those excess hit points as temporary hit points.

These hit points last for 1 minute, and give the creature the benefits of your Plentiful Harvest feature so long as they remain. Healing a creature who is missing no hit points and already has temporary hit points from this feature wastes the spell slot with no effect.

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