



DIVINE GREED DOMAIN

Use Your Greed to Inspire Good

Those who are clerics of Divine Greed value wealth and gold above all else. Those who follow this domain seek to accumulate as much treasure as possible to better help those around them. To these clerics, greed is, in fact, good.

DIVINE GREED SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Divine Greed Domain Spells table, you thereafter always have the listed spells prepared.

DIVINE GREED DOMAIN SPELLS

Cleric Level	Spells
3	<i>Identify, Detect Magic, Mage Hand, Locate Object, Invisibility</i>
5	<i>Nondetection, Glyph of Warding</i>
7	<i>Fabricate, Greater Invisibility</i>
9	<i>Legend Lore, Passwall</i>

LEVEL 3: ACQUISITIVE MAGIC

You gain proficiency in the Deception and Persuasion skills and your choice of Jeweler's Tools of Calligrapher's Supplies. Additionally, when you cast a Cleric cantrip that normally targets only one creature and does not deal damage, the spell can instead target two creatures within range. Lastly, any Cleric cantrip you cast that does not deal damage and has a range of Touch instead has a range of 30 feet.

LEVEL 3: DIVINE FORTUNE

You can expend a use of your Channel Divinity to bless yourself and allies with divine fortune. As a Magic action, you can grant a pool of Temporary Hit Points to any number of creatures within 30 feet of you. The total number of Temporary Hit Points equals 5 times your Cleric level. You can also spend copper, silver, gold, electrum, or platinum coins, up to the GP value of your Cleric level, to increase the number of Temporary Hit Points in the pool by 1 for every 1 GP worth of coins spent.

LEVEL 6: DIVINE BANK

Your desire for wealth and treasure has driven you to create a secure location for your gold. You have formed a pocket dimension that can contain coins with a total GP value equal to 100 times your Cleric. You can use a Magic action to open or close a 1-foot by 1-foot portal to the pocket dimension. While open, you can take out or put in any coins as if it were an open container. Every time you gain a level in this class, the total GP value of coins in the bank instantly increases by 10%. If this results in a gain of less than one coin of the same type, a requisite number of smaller denomination coins are created, if possible. If the pocket dimension is ever full, no coins can be accrued until space is made.

Lastly, when you cast a Cleric spell with a Material component that is consumed and has a GP cost, you can instead replace that component with coins exclusively from your Divine Bank, of equal value.

LEVEL 17: GOLD-FUELED SPELLS

When you can cast any of your Divine Greed spells, you can do so by spending a GP value in coins equal to the level of the spell x 200 from your Divine Bank, rather than expending a spell slot like normal.

