

PORK DOMAIN

A cleric subclass for *The Lucky Die* podcast's Dungeons and Dragons campaign setting.

Gods of pork include Zeuster, Babe, Wilbur, The Pork King (an aspect of Frey; I'm not even kidding, look it up), Hestia, Khrysaor, and Caridwen. Followers of of these deties seek to improve their cooking, whether as a way worship to their god or to feed those who are hungry in the world.

PORK DOMAIN FEATURES

| Cleric Level | Feature |
|--------------|-------------------------------------------------|
| 1st | Domain Spells, Bonus Proficiencies, Divine Chef |
| 2nd | Channel Divinity: Blessings of Bacon |
| 6th | Holy Gourmet |
| 8th | Divine Strike |
| 17th | Avatar of Bacon |

DOMAIN SPELLS

At certain cleric levels, you gain the domain spells listed in the Pork Domain Spells table below.

PORK DOMAIN SPELLS

Cleric Level Spells

| | |
|-----|----------------------------------------------------|
| 1st | <i>create or destroy water, grease</i> |
| 3rd | <i>locate animals or plants, tiny servant*</i> |
| 5th | <i>create food or water, stinking cloud</i> |
| 7th | <i>freedom of movement, mord.'s faithful hound</i> |
| 9th | <i>immolation*, skill empowerment*</i> |

* from *Xanathar's Guide to Everything*

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency in cook's utensils. You also are granted a set of cook's utensils if you do not already have them.

DIVINE CHEF

At 1st level, you can use your cook's utensils as a holy symbol. In addition, you are proficient in the use of any piece of cookware as an improvised weapon, such as frying pans, cleavers, or large forks. Your DM will decide which weapon statistics to use, depending on the type of cookware utilized.

CHANNEL DIVINITY: BLESSINGS OF THE PORK CHOP

Starting at 2nd level, you can use your Channel Divinity to hallow your cooking. Whenever you spend at least an hour making a meal that includes some form of pig meat, you can invoke your god to bless every portion of the meal.

Eating the meal grants a number of temporary hit points equal to your cleric level + your Wisdom modifier. These hit points last until the creature's next long rest. In addition, any grease that results from the cooking process is considered the equivalent of holy water. Once a creature has gained the benefits granted by this feature, they can not gain its benefits again until they complete a long rest.

One use of Channel Divinity can bless enough food to feed 10 people and create enough *holy grease* for 3 uses.

HOLY GOURMET

Starting at 6th level, the food you cook can sustain a creature for an entire week on one meal, provided the meal contains pig meat and is eaten within an hour of being prepared.

DIVINE STRIKE

At 8th level, you gain the ability to imbue your weapon strikes with bacon grease - a gift from your deity. 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 bacon damage to the target. (Really it would be fire or acid damage [your choice], but I couldn't resist the dragonfable reference.) When you reach 14th level, the extra damage increases to 2d8.

AVATAR OF BACON

At 17th level, you embody the truly divine nature that is bacon. As an action you can create a concoction of bacon grease and seasonings irresistible to the nose of any meat eating creature; as part of that action, you can make a spell attack roll against a creature within 30 feet of you to douse it in the irresistible fragrance. Any meat eating creature within 30 feet of the target, other than yourself and the target, must make a Wisdom saving throw against your cleric Spell Save DC. On a failed save, said creatures will do everything in their power to eat the target until the start of your next turn. Once you create one such holy concoction, you must complete a long rest before you can do so again.