

FEAR DOMAIN

Some clerics preach of fear, punishment, and retribution, luring converts to their cause by telling them what will happen if they don't join their faith. Often, the gods they worship are angry deities of vengeance, retribution, or the afterlife. Some are even evil deities masquerading as other types of gods and using their cleric's influence to urge their flocks in more radical and dangerous directions. Asmodeus himself is sometimes worshipped in this likeness, luring in followers by giving them the false hope of escaping the hells, then dooming them as they commit evil acts in his name. His clerics, and those of other deities who use this domain, are sometimes known as avengers or demagogues, and are experts at using the weapons of their god, fear and paranoia, to manipulate the people around them.

DOMAIN SPELLS

You gain domain spells at the cleric levels listed.

FEAR DOMAIN SPELLS

Cleric Level	Spells
1st	Cause Fear*, Command
3rd	Hold Person, Crown of Madness
5th	Fear, Bestow Curse
7th	Dominate Best, Compulsion
9th	Dominate Person, Geas

BONUS PROFICIENCIES

Your god's might grants you training with more potent weapons and with intimidation. You gain proficiency with martial weapons and the intimidation skill.

MERCILESS

You're able to make the most of the fear you inflict on your enemies. You have advantage on all attacks you make against frightened targets.

CHANNEL DIVINITY: FEARSOME AURA

Starting at second level, you can use your Channel Divinity to exude a terrifying presence. As an action, you force each creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, a creature becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

CHANNEL DIVINITY: INFECTIOUS TERROR

Starting at sixth level, you can use your channel divinity to overwhelm a single opponent with an all-consuming fear. As an action, you target one creature within thirty feet of you. That enemy must make Wisdom save against your spell save DC or become frightened of you for one minute. While a creature is frightened by this effect, roll a d4 at the start of each of its turns to determine the effect its fear causes. On a

roll of 1, the target is paralyzed until the end of its turn. On a roll of 2, the target must use all its movement for that turn to move directly away from the source of its fear, before it takes any actions. On a roll of 3, the target drops everything it is holding as soon as its turn starts, and cannot take reactions until the start of your next turn or until it is no longer frightened. On a roll of 4, the target may move an act normally. A target may repeat their save at the end of each of their turns, ending the frightened condition on themselves on a success. While at least one creature is frightened by this effect, you can use your action to choose a creature within 30 feet of the frightened target and subject them to this effect without expending a use of your channel divinity, as the fear spreads. A creature that succeeds on its save against this power is immune to this effect for 24 hours.

DIVINE STRIKE

Starting at eighth 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 psychic damage. When you reach 14th level in this class, the extra damage increases to 2d8.

VENGEFUL TORMENTOR

At seventeenth level, you can capitalize on the fear you leave in your wake. Whenever you make a melee weapon attack against a frightened creature, you can make a second melee weapon attack against the same creature as a bonus action.

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All spells marked with an asterisk appear in *Xanathar's Guide to Everything*

THE HOMEBREWERY

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