

# CHARM DOMAIN

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## DOMAIN SPELLS

Cleric Level	Spells
1 <sup>st</sup>	<i>charm person, command</i>
3 <sup>rd</sup>	<i>suggestion, calm emotions</i>
5 <sup>th</sup>	<i>hypnotic pattern, tongues</i>
7 <sup>th</sup>	<i>compulsion, confusion</i>
9 <sup>th</sup>	<i>dominate person, geas</i>

## IMPROVED FRIENDS CANTRIP

When you choose this domain at 1st level, you gain the *friends* cantrip if you don't already know it. In addition, when you cast *friends* on a creature, it no longer becomes hostile when the spell effect ends.

## INSPIRE DOUBT

Also at 1<sup>st</sup> level, you can cause attackers to doubt their resolve to strike you. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll. An attacker that can't be charmed is immune to this feature. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

## CHANNEL DIVINITY - MASS CHARM

Starting at 2<sup>nd</sup> level, you can use your Channel Divinity to charm nearby humanoids. As an action, you present your holy symbol and invoke the name of your deity. You then attempt to charm up to twelve humanoids of your choice that you can see within 30 feet of you. Each target must make a Wisdom saving throw. On a failed save, the target is charmed by you for 1 minute or until you or your companions do anything harmful to it. A charmed creature regards you and your companions as friendly acquaintances.

## QUICKSILVER TONGUE?

Beginning at 6<sup>th</sup> level, your *charm person* domain spell now effects all living creatures. Also, you gain advantage on saving throws against being charmed.

## DIVINE STRIKE

At 8<sup>th</sup> 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 to the target. When you reach 14th level, the extra damage increases to 2d8.

### **MASTER OF CHARMS**

At 17<sup>th</sup> level, you can issue commands to the humanoids that are under the effect of your Mass Charm feature. On your turn, you can take a bonus action to verbally command what each of those creatures will do on its next turn.