

# WONDER DOMAIN

Gods of wonder are vain and ostentatious, desiring above all else the worship of the masses. While some gods are content to reside in pantheons and share followers with other deities, a god of wonder is jealous and demands undivided loyalty from followers, punishing those who would kneel before false idols. Such gods are not distant, subtle beings. They make their presence felt with dazzling visions and miracles that defy reality.

Gods of this domain may protect and lord over a chosen nation or enthrall rebellious cults that spread through great empires. Many who pray to such gods are called to spread their faith to unbelievers. The clerics of a god of wonder are bold missionaries and fiery preachers, evangelizing in heathen lands or delivering sermons to a teeming flock in great temples.

## WONDER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>comprehend languages, silent image</i>
3rd	<i>levitate, phantasmal force</i>
5th	<i>hypnotic pattern, major image</i>
7th	<i>hallucinatory terrain, polymorph</i>
9th	<i>animate objects, wall of stone</i>

### SPECTACLE TO THE WORLD

At 1st level, you gain proficiency in Performance or Intimidation and you learn the minor image and thaumaturgy cantrips if you did not already know them.

### TREMBLE AT THE WORD

Also at first level, you can frighten an enemy with words as terrifying as they are holy.

As an action, make a DC 15 Intimidation check to deliver a frightening sermon to a single enemy that can hear and understand you. The DC of this check is reduced by 5 if you know the creature's name and tailor the sermon to the creature's circumstance.

If you succeed, the creature must make a Charisma save or become frightened of you for a number of rounds equal to your charisma modifier (minimum 1). If you fail the check, you may not use this ability again until you have completed a short rest.

### CHANNEL DIVINITY: KEPT IN BONDAGE

Starting at 2nd level, you can use your Channel Divinity to bind a creature in illusionary chains.

As an action, you attempt to restrain a large or smaller creature within 30 feet of you. The creature makes a Dexterity save and if it fails, becomes restrained for up to a minute. A restrained creature can use its action to make a Strength (Athletics) or Intelligence (Investigation) check against your spell save DC, if it succeeds, the effect ends.

### CHANNEL DIVINITY: SPEAK IN TONGUES

At 6th level you may use your Channel Divinity to be able to understand, read, speak, and write, in any language for an hour.

To begin the effect, you must spend one action praying. While this effect is ongoing, you may frighten an additional number of creatures equal to your Charisma modifier (minimum 1 extra creature) when using

your Tremble at the Word ability, provided all affected creatures share a language they can understand. Use Performance in place of Intimidation and the DC for the check is always 15.

### POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

### SEAL UP THE VISION

At 17th level you gain truesight to 120 feet and gain the mass suggestion, programmed illusion, force cage, and mirage arcane spells as domain spells.

