

CLERIC DOMAIN OF FEAR

Masters of the night, clerics of fear wield slow-burning anxiety to weaken the hearts of their foes before striking them with pure terror. Fearless themselves, they exude it into the very air about them. Few clerics devote themselves to these ways, but the few that take it on may find themselves working as terrifying inquisitors or even sneaking mercenaries.

FEAR DOMAIN SPELLS

Cleric Level	Spells
1st	Cause Fear, Disguise Self
3rd	Darkness, Shadow Blade
5th	Fear, Vampiric Touch
7th	Greater Invisibility, Phantasmal Killer
9th	Dread, Dream

DUSK DELVER

Beginning at level 1, you have magical darkvision to 120 feet. If you already had darkvision, it increases by 60 feet.

You also gain advantage on saving throws to avoid becoming frightened.

ANIMALISTIC FEAR

Starting at level 1, if a creature within 60 feet of you that you can see, is frightened of you or an effect you control and would cast a spell, you may make that creature roll a Wisdom saving throw against your cleric spell DC with your reaction. On a failed save, that creature cannot cast spells until the start of its next turn. That creature does not cast that spell, and may choose a new use for the given action that was being used.

You may use this ability a number of times equal to your Wisdom modifier (minimum of once).

BONUS PROFICIENCY

At level 1, you gain proficiency with martial weapons.

CHANNEL DIVINITY: AURA OF TERROR

Starting at level 2, as an action, you may cause any number of creatures within 30 feet of you to make a Wisdom saving throw against your cleric spell DC, becoming frightened and taking psychic damage equal to your cleric level on a failed save. On a successful save, a creature takes half the damage. An affected creature may remake the save at the end of its turn, ending the effect on itself on a success.

FEARLESS

At level 6, you learn to end fear. As a bonus action, you may end an effect causing a friendly creature you can see within 60 feet of you to be frightened.

You may use this effect a number of times equal to your Wisdom modifier (minimum of once).

You also become immune to being frightened

DIVINE STRIKE

At 8th 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, the extra damage increases to 2d8.

TERRIFYING DAMAGE

Beginning with level 17, if you used your action to cast a spell that expended a spell slot, as a bonus action on your turn, you may make a weapon attack against a frightened creature. On a hit, the creature takes an additional 2d8 psychic damage.