

# TYRANNY DOMAIN

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**HOME BREW**

Clerical Subclass by Ghosthack, Cover art by Sebastian Horoszko

## TYRANNY DOMAIN

The draconian rulers whose word is law, the powerful crime lords who control each city's underworld with fear and violence, and the merchants monopolizing crucial commodities all worship at the alter of Tyranny- whether they realize it or not.

Those who choose to follow tyrannical deities, believe it will strengthen their own authority and power, as they seek to dominate the world around them. Likewise, clerics of such gods will obey those who are stronger, but most would happily overthrow such rulers or gods for the chance to take dominion for themselves.

### TYRANNY DOMAIN SPELLS

Cleric Level	Spells
1st	Armor of Agathys, Hellish rebuke
3rd	Magic Weapon, Ray of Enfeeblement
5th	Fear, Phantom Steed
7th	Shadow of Moil, Elemental Bane
9th	Destructive Wave, Banishing Smite

### BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armor and the Intimidation Skill.

### TYRANT'S COMMAND

Also at 1st level, you are the embodiment of cruel leadership. As an action on your turn, you command your allies to attack one enemy creature that you can see who dares to stand within 10 feet of you. Any ally creature who hears your command can immediately use their reaction to move 15 feet towards the target creature.

Until the end of your next turn, any ally that obeyed your command gains advantage on attack rolls against that creature.

You can use this feature a number of times equal to your Charisma modifier (minimum 1) and regain all uses when you finish a long rest.

### CHANNEL DIVINITY: KNEEL OR SUFFER

Starting at 2nd level, you gain two new Channel Divinity options:

**Kneel Before Me.** As an action, you channel your god's will through your holy symbol. Each creature of your choice within 30 feet of you must make a Wisdom saving throw if it can see you. On a failed save, the target falls prone and is frightened of you until the end of your next turn.

**Suffer the Lash.** You can use your Channel Divinity to brutally punish an enemy for daring to attack you. When you would receive damage from an enemy attack, you can use your reaction to force the attacker to make a Wisdom saving throw. On a failed save, the attacker takes force damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

### RUTHLESS TASKMASTER

Starting at 6th level, when you use Tyrant's Command, obedient allies can roll an additional 1d4 force damage on successful attacks against the target creature and gain resistance to slashing, piercing, and bludgeoning damage until the end of your next turn.

The damage increases to 2d4 at 17th level.

### DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with your oppressive will. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an additional 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

### BRUTAL DOMINION

At 17th level, When you issue your Tyrant's command, you can indicate a number of enemy creatures within 60 feet equal to your Wisdom modifier (minimum 1).

Your allies can use their reaction to move up to their full movement towards any indicated target, and gain all other benefits of obedience.

- Interior Artist: Tomasz Chistowski