

LUST DOMAIN



HOME BREW

Clerical Subclass by Ghosthack, Cover art by Fajareka Setiawan

LUST DOMAIN

Where the Gods of Love are kind, gods of the lust domain are petty, capricious, and demanding of constant praise and worship. Some have favored champions- mortal paramours whom they shower with favor and affection- while others simply seek to spread hedonism and excess throughout the planes. Lust and desire are powerful, primal emotions. While they can occasionally inspire acts of bravery, more often they cultivate greed, dishonesty, jealousy, and obsession.

Followers of such gods are cut from a similar cloth, and seek to dominate the desires of others, or else spread their lascivious gospels to anyone who will listen.

LUST DOMAIN SPELLS

| Cleric Level | Spells |
|--------------|--------------------------------|
| 1st | Command, Charm Person |
| 3rd | Suggestion, Enthral |
| 5th | Vampiric touch, Nondetection |
| 7th | Compulsion, Polymorph |
| 9th | Modify Memory, Dominate Person |



SKIN DEEP

When you choose this domain at 1st level, your god has imbued you with, or you have been chosen for your distinctive physical beauty. You become proficient in the Deception and Persuasion skills if you don't already know them.

Whenever you make a check with these skills against a creature that can see you, treat a roll of 7 or lower on the d20 as an 8.

DETECT DESIRES

Also at 1st level, you know the secret wants and appetites of those around you. By asking a creature who can hear you what they desire most, you can compel them to make a Charisma saving throw. A creature that can't understand you is unaffected.

On a failure, the target creature divulges the name and general appearance of the persons or objects that they most desire. If the subject or subjects of the target's ardor is within 30 feet, you see a faint aura around the subject.

On a success, or if the target creature lacks physical desires, the target shrugs off the question without hostility and is immune to Detect Desires for the next 24 hours.

CHANNEL DIVINITY: EAGER PARAMOUR

Starting at 2nd level, you can use Channel Divinity to implant an obsessive appetite in others. Presenting your holy symbol, you may target one creature you can see within 30 ft who can see or hear you. The target must succeed on a Wisdom saving throw or be Charmed.

The Charmed target regards one creature of your choosing as a trusted friend and lover, to be heeded and protected. Although the target isn't under the chosen creature's control, it takes their requests or actions in the most favorable way it can, and has disadvantage on all insight checks. If the creature or the creature's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on a success.

Otherwise, the effect lasts 24 hours or until you or the paramour is rendered unconscious, or you take a Bonus Action to end the effect.

AURA OF SEDUCTION

Starting at 6th level, all who gaze upon you, thirst for you. Creatures within 10 feet of you have disadvantage on saving throws against being charmed by you.

POTENT SPELL CASTING

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

SUPPLICANT OF THE FLESH

At 17th level, you have become the embodiment of lust, and other creatures find it difficult to deny your whims, even when you cause them harm. Your dealing damage to a creature charmed by you no longer ends the condition, nor allows the creature to make additional saving throws to end the condition.

In addition, When using your Eager Paramour feature, no creature can have advantage against being charmed by you.

Interior Artist: Noiry