

DIVINE DOMAIN: DEBAUCHERY

The Debauchery domain focuses on one thing and one thing only; having a good time. They do what they think feels good, and want others to join them in this pleasure filled group with no concern what others might think is "immoral" to do. You want to party all night long? Go ahead. You and that lady satyr want to head into the forest to do who knows what? More power to you. Deities of this domain reward their followers for indulging themselves and helping others find liberation in pleasure. Deities of this domain include Sune, Lliira, Sharess, Freyr, Hedone, Dionysus, and Aphrodite.

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Debauchery Domain Spells table. See the Divine Domain class feature in the Player's Handbook for how domain spells work.

DEBAUCHERY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, goodberry</i>
3rd	<i>alter self, suggestion</i>
5th	<i>haste, hypnotic pattern</i>
7th	<i>charm monster, compulsion</i>
9th	<i>dominate person, geas</i>

CLOAK OF LIBERATION

At 1st level, your carefree lifestyle materializes into an incorporeal cloak that allows you to freely sidestep incoming attacks. While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Additionally, you can empower your allies with the liberating energy, summoning a temporary cloak on them as well. As a bonus action, you can give a creature within 15 feet of you that is allied to you a bonus to their next saving throw or ability check equal to your Wisdom modifier. You can use this feature an amount of times equal to your proficiency bonus per long rest.

SIGHT OF DESIRE

Also at 1st level, you have a way with words and at reading a person's desires. After spending 1 minute interacting with a creature, you can make a Wisdom (Insight) check against a creature's Charisma (Deception) as a bonus action. On a success, you learn the target's most indulgent desire, such as alcohol, drugs, sex, or other sensual desires, and you can add your Wisdom modifier to any Charisma (Persuasion) or Charisma (Intimidation) checks for the next 10 minutes with the affected creature. If you fail, you cannot use the feature on that creature again until after you take a long rest.



CHANNEL DIVINITY: INDULGENT PRESENCE

At 2nd level, you gain the ability to influence people to indulge and engage in their hedonistic desires. You can approach a group of humanoids, and after interacting with them, you can expend a use of your Channel Divinity as an action to convince them to partake in festivities.

Choose a number of humanoids of your choice equal to your Wisdom modifier to make a Wisdom saving throw, with advantage if they are hostile to you. On a failure, the creature is *charmed* by you for 10 minutes during which it is friendly to you and imbibes drink, parties, or performs some other sensual activity with you and/or your allies.

If you or your companions do anything harmful to it, the effect ends immediately and they are hostile towards you. Otherwise, they become neutral towards you when the duration ends. Additionally, the DM can determine if the revelry continues after the effect ends, though the creatures do remain neutral towards you even if the revelry doesn't continue.

Additionally, at 10th level in this class you can affect other creature types besides humanoids.

AUTHOR'S NOTE TO THE DMs

Although this ability doesn't explicitly grant the cleric and/or their party any benefit in interacting with allies of affected humanoids, it's encouraged that those allies should be less hostile to the cleric and anyone partaking in the revelry while it is ongoing. Nobody wants to kill their vibe, and honestly? They're not too threatening while they're singing and dancing and drinking anyway. No need to start a fight with the drunkards.

PLEASURABLE NECTAR

At 6th level, you can conjure a vial of ambrosia-like substance that invigorates whoever drinks it. As a bonus action, you can create a vial of drinkable fluid that you can give to a creature within 5 feet of you. A creature with a vial can use its action to gain the following benefits:

- A creature gains 1d12 + your Wisdom modifier in temporary hit points.
- A creature gains advantage on 1 attack roll or ability check every round for 1 minute.

You can only create one vial at a time. You can use this feature an amount of times equal to your proficiency bonus per long rest.

POTENT SPELLCASTING

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

AVATAR OF DEBAUCHERY

At 17th level, no one can ignore their desires while you are around. You gain a bonus to your Charisma (Persuasion) ability checks equal to half your cleric level (rounded down).

Additionally, any creature has disadvantage against being *charmed* by you. If the creature has a CR lower than your cleric level and has immunity to the charmed condition, you can ignore its immunity and it can make its saving throws with advantage instead.

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