

Cleric School

(*Player's Handbook* (2014); *Dungeons & Dragons Basic Rules* (online supplement, 2015), *Xanathar's Guide to Everything* (2017))

"Trickery and... War. So. No Rudder domain again. Is there no respect for the humble rudder, or beloved Melatar, the goddess who blessed us with it? Ugh. Heretics."

--Brittika, junior Deva

Cleric of Melatar, goddess of the rudder

Welcome, all you blessed and whatever the Evil version of "blessed" is, to the Cadderly Bonaduce College of Clerical Divinity, Sigil Prep's elite program for Cleric training. If you're blessed and you know it, clap your hands. And then prove your devotion by signing up for this elite program, where you learn everything you need to know to follow any god or goddess, from methods of prayer, to acquiring divine gifts, to murdering evil people. And not just with maces!

Shortly after enrolling, you must choose a domain that best exemplifies your deities' ideals and how you choose to worship them. Sure, we taught Domains in the previous two curriculums, but they didn't define you quite as much as they do now. And unlike in times past, you weren't restricted to a list based on your choice of deity. Sure, we *recommend* you don't select War as your domain as a follower of Rao, god of peace and pacifism. But, y'know. You do you.

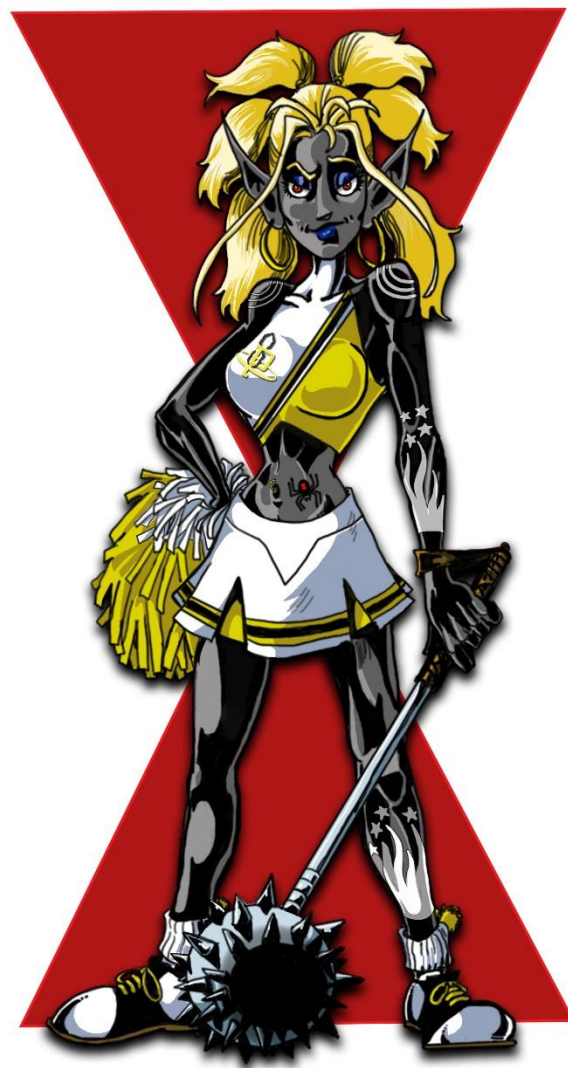
FRESHMAN YEAR

Freshman cleric students will begin a rigorous series of Cantrip and Spellcasting labs. In addition, you will take a Basics of Divinity Channeling, and the Divinity Channeling Practicum-Undead Turning program. Your choice of Domain will also dictate more Divinity Channeling requirements.

All sentient undead used in your Undead Turning practicum are volunteers.

SOPHOMORE YEAR

In your second year, you will take a Basics of Divine Intervention (CLR 501) class, and in addition, you will take an Advanced Divinity Channeling Practicum in Undead Destroying. All sentient undead used in this class are suckers.



JUNIOR YEAR

Junior year Clerics will primarily focus on Spellcasting labs. And prayer. Must never forget praying.

SENIOR YEAR

Before graduating, you will have to take the Divine Intervention Master Class (CLR 990).

Upon completion of this program, students receive a Bachelor of Divinity degree. Your deity will not be at the graduation. They can't manifest physically in Sigil. If you'd only gone to school at Greyhawk U, you might have met Pelor. Tsk, tsk.

Cleric Domains

As stated above, the choice of cleric domain is integral to your path as a Cleric student, and it should reflect some aspect of your chosen deity. *Should* being the operative word. When Hercules is your patron, and you've chosen the Knowledge domain, it puts a strain on the poor guy when he's trying to figure out how to grant your spells. But again, you are who you are. If you want to piss off your beloved Eldath, goddess of still waters, by taking the Tempest domain and casting violent storms all over the place, go right ahead.

Right off the bat, all of these domains require very specific Spellcasting labs each semester. So, just keep that in mind; I don't want to repeat that same nonsense over and over.

Ambition Domain

(*Plane Shift: Amonkhet* (online download, 2017))

If your ambition is to worship a god of ambition, you're halfway there, sport.

If you're ambitious enough, you'll have to take courses such as Warding Flare, and Divinity Channeling practicums in Invoking Duplicity and Producing a Cloak of Shadows. You will also have to take a Potent Spellcasting course, because you wouldn't want your spellcasting to be impotent. Not if you're ambitious.

Arcana Domain

(*Sword Coast Adventurer's Guide* (2015))

You got arcane magic in my cleric studies! You got cleric studies in my peanut butter! It's good to worship Mystra.

You'll be required to take some Cantrip Labs from the Wizard department, along with a Divinity Channeling Practicum in Arcane Abjuration. Eventually, you'll be required to take an Arcane Master Class (CLR 830).

City Domain

(*Unearthed Arcana: Modern Magic* (online download, 2015))

Yeah, let the Druids have their trees and forest animals and summer breezes. You've got the power of grime and raw sewage and plague-infested rats to draw on. Most of your best stuff requires you to live

in a city that actually has buses and subways, so even a bustling burg like Waterdeep isn't good enough for you. Urban elitist.

Your training will include "modern" firearms and vehicles. You'll probably be the only person you know who actually has been inside a Chrysler. Meanwhile, you're still required to take Divine Striking, which seems to be the only thing anyone can think of for the 8th level Domain ability.

Death Domain

(Dungeon Master's Guide (2014))

Worshiping gods of Death has a distinct advantage, depending on your life goals. It's tougher to prove your devotion, though. If you're into Knowledge or Light or even War, you can hope to achieve them many times in your faith by learning or seeing or battling, but once you really get to do that Death thing, you're pretty much done worshipping.

You'll have a bit more weapons training than other Cleric students, along with Introduction to Reaping (CLR 106) in your first semester. Later requirements include Inescapable Destruction and Improved Reaping. Expect to do a lot of reaping, is what we're saying.

Forge Domain

(Unearthed Arcana: Cleric- Divine Domains (online download, 2016), Xanathar's Guide to Everything (2017))

There are gods of the forge in so many cultures, so it's perfectly legit to form a program around their worship. Blacksmiths are really the only working men with the courtesy of a divine domain. You don't see many gods of the postal service, or gods of hauling bags of dung around.

You'll need a basic background in blacksmithing before you can take the introductory class, Blessing of the Forge. Afterward, you'll take a number of forge-related courses, leading up to your final requirement, Sainthood of Forge and Fire (CLR 913). Seriously, how many other college majors offer sainthood with your degree?

Grave Domain

(Unearthed Arcana: Cleric- Divine Domains (online download, 2016), Xanathar's Guide to Everything (2017))

Like all Clerics, you seek to return the Undead to their proper states of death. But you just get all up in everybody's face about it.

Your groundwork course is Circle of Mortality, after which you'll need to take Sentineling at Death's Door, and eventually Keeping Souls (CLR 930), in which you can use departing souls to heal the living. Souls used in your lab are volunteers.

Knowledge Domain

(Player's Handbook (2014))

You think you're so smart. Well, if the gods agree with you, why not put your knowledge to the test? By which we mean midterm exams? It's not cheating to ask Oghma for answers. It is cheating to ask the guy behind you. Even if he's asking Oghma.

Beyond the basic Cleric major requirements, you'll have to prove fluency in two languages beyond your racial tongue, along with various other academic courses. Other courses include Divinity

Channeling Practicums for Knowledge of the Ages and Reding Thoughts, plus you'll have to take a senior level course in Recall and Interpretation of Visions of the Past (CLR 948).

Life Domain

(*Player's Handbook* (2014); *Dungeons & Dragons Basic Rules* (online supplement, 2015))

If you celebrate life, this may be your path. Celebrate life while you're alive. Because you're going to feel pretty silly celebrating it when you're dead, I don't care what afterlife you subscribe to. There's a heavy focus on healing with this program, so if you're looking to be a marketable adventuring Cleric after graduation—this right here. They don't care how smiteful you are; adventuring parties want healbots.

Healing is a heavy focus, and you'll take courses in Blessed Healing, along with a Divinity Channeling Practicum in Preserving Life. Your master class is Supreme Healing, which allows you to do maximum healing each and every time. Imagine if every healer took this class? Can you even... wait. Why *don't* we offer this to every healer?

Light Domain

(*Player's Handbook* (2014))

Let your light shine. Don't hide it under a bushel. No! What does that even mean, in this context? A bushel is a unit of measure equal to 8 gallons, or roughly 36 liters. How do you hide a light under a unit of measurement? And even assuming you mean a bushel *basket*, who hides lights like that? That's not what that basket is for! Anyway, where was I?

Right. Gods of light, and how to worship them. That's it in a nutshell. Or a bushel.

Your senior level masterclass for this program is Corona of Light (CLR 917), which has nothing to do with Maztican beer, and you idiots who crash this course with lime slices are not funny. Idiot.

Nature Domain

(*Player's Handbook* (2014))

Want to draw divine might from the gods of Nature, but want to sleep indoors and shower from time to time, unlike those dirty Druids? Just rather not shapechange into gorillas and buffalo? Well, we can help with that. Be a Cleric of Nature instead! We'll even teach you how to wear heavy armor, because nothing says "Nature" like plate mail.

Regardless of whether you're worshipping Mielikki, Ehlonna, or Artemis... wait, are those all three the same woman? I mean, I know they aren't but... I mean, are they?

You'll be required to take one unit of Cantrips Lab from the Druid department, along with one unit of an approved course dealing with nature or natural sciences (see your faculty advisor for approved options. You'll notice your masterclass is Mastery of Nature. Sounds like a big promise, but trust us. You're going to be mastery.

Order Domain

(*Unearthed Arcana: Order Domain* (online download, 2018))

The Order domain is generally offered to students who place as Lawful on the Gyax-Arneson Alignment Indicator, although it's certainly open to Chaotic students. The gods know you jerks could use some discipline.

The program will teach you the basics of bossing people around, because the gods know those jerks could use some discipline as well. Really, pretty much everybody could stand a little discipline.

Protection Domain

(Unearthed Arcana: Cleric- Divine Domains (online download, 2016))

It is the duty of the strong to protect the weak. Unless you're an asshole, in which case it's the duty of the strong to exploit the weak. But you're not an asshole, so protect it is. (If you are an asshole, probably don't sign up for this program.)

Make no mistake. We are promising a course in Establishing an Indomitable Defense. If you find your defense thereafter isn't indomitable, feel free to register a complaint. We'll ignore it, of course. Our defense really is indomitable.

Solidarity Domain

(Plane Shift: Amonkhet (online download, 2017))

Solidarity is important, and to truly embrace the teachings of, say, the goddess Oketra, you have to work together. With people who have the same opinions and values as you. And not those other guys. They suck.

Because of the solidarity of the faculty of this program, there's a heavy emphasis on the goddess Oketra. Indeed, one of your Divinity Channeling practicums is called Oketra's Blessing, even if you worship Tyr. Tyr is granting you someone else's blessing. And that's just fine with Oketra.

Strength Domain

(Plane Shift: Amonkhet (online download, 2017))

Might makes right. The strong shall survive. Using Channel Divinity to grant you a +10 to Strength rolls is completely legal in weightlifting competitions until the PCAA rules otherwise, and we sure as nine hells ain't filing a complaint.

You'll begin as an Acolyte of Strength, but when you're done, you become an Avatar of Battle. Finding and reading a Manual of Gainful Exercise is useful in between.

Tempest Domain

(Player's Handbook (2014))

Some supervillains will pay upwards of untold amounts of money for the power to dominate the weather, but we'll teach you how to do it just by worshiping Umberlee or Thor or somebody. Well, it'll still cost you untold amounts of money in tuition, but you don't have to worry about some cumbersome machine.

Beginning with Harnessing and Appreciating the Wrath of the Storm, you'll be taking a number of storm-related courses, which climaxes with Stormborn Flight and Its Uses.

Trickery Domain

(Player's Handbook (2014))

Look! Over there! *hides*

Haha, that's just the start of the quality of trickery you'll learn and... look, I'm sorry. I'm not a trickster, I'm a copy editor for a course catalog. I'm sure the actual course teaches much better trickery.

Requirements include Basic Trickstering and the Blessings Thereof, a Divinity Channeling Practicum in Invoking Duplicity, and Improved Duplicity, in which you will learn to create multiple duplicates of yourself. Whether or not sending a duplicate of yourself to class in your place counts for or against you varies from teacher to teacher.

War Domain

(*Player's Handbook* (2014))

Do you have any idea how many war gods there are? Jerks like Ares, relatively nice (by comparison) folk like Athena, every single god in Norse mythology except the fertility gods (and even them, really). Heironeous, Gruumsh, Torm, Hextor, Morrigan, Nike, Bob down in Accounting, that entire pantheon they made up for *Complete Warrior*. If you're looking for a deity who likes to battle, there's no end of options. Well, except Bob down in Accounting. I put him on the wrong list.

This program requires intense weapons and armor training, in addition to Basics of War Priest Studies (CLR 103), a Divinity Channeling practicum in Guided Striking, and Avatar of Battle-Transformation and Application (CLR 977).

Zeal Domain

(*Plane Shift: Amonkhet* (online download, 2017))

The best thing about following a god of zeal is also the worst thing. Having a zealous fervor for a cause is what being a cleric is all about. But when your cause is zealotry, are you really devoted to a cause, or are you devoted to the idea of being devoted to a cause?

Courses in this program include a Divinity Channeling practicum in Consumption by Fervor, a Resounding Striking practicum, and a master class entitled Blaze of Glory, which we hope you don't go down in.

New Divine Domain:

Party Domain

It's a party and everybody's invited! Some clerics are devoted to their deity's goals or to their reverence. You're devoted to their celebration. Or any deity's celebration. If there's booze, good music, and hard partying to be had, it's your duty... no, your obligation!... No! Your pleasure to be there!

Deities who grant the party domain include Dionysus, Lliira, and anybody who isn't lame. Are you lame, Pelor? You don't want people to think you're lame, do you?

PARTY DOMAIN SPELLS

- 1st *Catapult* (Xanathar's Guide); *Charm Person*
- 3rd *Catnap* (Xanathar's Guide); *Enhance Ability*
- 5th *Sending, Tongues*
- 7th *Confusion, Freedom of movement*
- 9th *Skill Empowerment* (Xanathar's Guide); *Zombie Dance* (Spells of Sigil Prep)

WHOOOP

When you take this domain at 1st level, you have a Whoop die, a d6. As a bonus action, you may exclaim a loud Whoop (may also be a "Yeah", "Hells Yeah", or "Wooo!") to add your Whoop die to one d20 roll. You may see the result of the roll before deciding to Whoop. You must take a short or long rest to regain this ability.

At 3rd level, you can Whoop twice between rests. This increases to 3 uses at 5th, 4 uses at 7th, 5 at 9th, 6 at 11th, 7 at 13th, 8 at 15th, 9 at 17th, and 10 uses at 19th level. The die size increases to d8 at 6th level, d10 at 14th level, and d12 at 17th level.

PARTY AWARENESS

Beginning at 1st level, you are always able to find the nearest pub, tavern, nightclub, frat house, or other center of revelry.

INVITE WRANGLING

As soon as you take the Party Domain at 1st level, you know how to be where the action is. If you know of any upcoming ball, cotillion, feast, festival, bat mitzvah, barn dance, dinner party, or other social function, by spending one hour networking, you are able to wrangle one invitation to that event per two Cleric levels you possess (rounded down).

CHANNEL DIVINITY: ANOTHER ROUND

Beginning at 2nd level, you can use your Channel Divinity to cast a variant *Charm Person* on a target within 30 feet of you. This is treated exactly like the *Charm Person* spell, except it requires a Constitution saving throw (DC = your spellcasting DC), it has a shortened duration, and creatures immune to the Poisoned condition are not affected. If the target fails, it becomes friendly toward you for one minute, and is also visibly drunk. If you use it against a target suffering from the Poisoned condition, it instead collapses unconscious as if by the *Sleep* spell.

SURE, I'LL DRINK THAT

Beginning at 6th level, you're pretty willing to drink anything that's handed to you. You have resistance to Poison damage and are immune to the poisoned condition. Further, you have advantage on any saving throws caused by imbibing a substance.

BODACIOUS INSPIRATION

Beginning at 6th level, you may use a Whoop to give a Whoop die to another creature within 60 feet of you. They may hold onto the die and use it any time in the next 10 minutes. They may roll first before deciding to use it. A creature may only have one Whoop die at a time, but it can be used in conjunction with a bard's Bardic Inspiration die.

LEGIT STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with legit energy. Once each round, you may add a die equal to your Whoop die to one weapon attack you make. This damage is the same as the damage type of the weapon you're using. This ability does not burn any of your Whoop.

LIFE OF THE PARTY

Your constant whoops and "yeah"s offer endless encouragement to your allies. Beginning at 17th level, you can let out a massive whoop, granting a Whoop die to every ally other than yourself within 100 feet of you. This burns one use of your Whoop, but it cannot be used again before you take a short or long rest, regardless of how much Whoop you have left.

Creatures that already have a Whoop die cannot gain another.

New Divine Domain:

Rudder Domain

Greetings, follow lovers of the rudder. I am Brittika, high priest-in-training of Melatar, goddess of the rudder, and it is her gift that has brought all the blessings of civilization to us. Without the rudder, ships would be at the mercy of the currents and winds, bereft of control, and you could end up delivering that cargo anywhere. So let us all give thanks for the rudder.

Deities who offer the Rudder domain include the Finnish goddess Melatar, our lady of the rudder. I suppose other gods of shipbuilding or sailors, as well, but... why? Why would you select them, when there is beautiful and wondrous Melatar? Goddess. Of. The. Rudder.

This program might also be useful for Spelljammer-related purposes. *Well, I mean. I guess. But there's no Finland in space. That's ridiculous.*

RUDDER DOMAIN SPELLS

- 1st *Fog Cloud, Jump*
- 3rd *Gust of Wind, Warding Wind (Xanathar's Guide)*
- 5th *Tidal Wave (Xanathar's Guide), Water Breathing*

7th *Control Water, Ice Storm*

9th *Conjure Elementals (air or water only), Control Winds (Xanathar's Guide),*

RUDDER AWARENESS

Beginning at 1st level, you are always able to locate the nearest rudder.

SEA LEGS

You are immune to effects of seasickness (even if your DM has seasickness rules), and have proficiency in all rolls related to sailing, navigating, or piloting a sea vessel. You are proficient in swimming, even if you don't have Athletics proficiency, have a swim speed of 20, and can hold your breath for double the normal time (2 minutes + twice your constitution modifier).

CHANNEL DIVINITY: TURN SEA BEASTS

Beginning at 2nd level, you can use your Channel Divinity to turn sea creatures. This functions exactly as Turn Undead, except it affects creatures with the beast type that have a swim speed.

CHANNEL DIVINITY: REPEL BORDERS

Also at 2nd level, you can use your Channel Divinity to repel humanoids attempting to board a ship you are on, be it pirates, sahuagin, or so forth. After presenting your holy symbol and invoking Melatar (or other... no, just Melatar), all humanoids attempting to board your ship on the side you are facing (declare starboard or port) must make a Wisdom save (DC = your spellcasting DC), or drop off into the water and attempt to swim away from your ship at their top speed for one minute. Creatures are affected at any point in the boarding process, whether on ropes from another ship, flying, or climbing the side. Any creatures who have already made it to the flat surface of the deck are not affected, as are creatures surrounding the ship in the water, or still standing on the deck of their own ship, or otherwise not actively in the act of boarding.

REPAIR RUDDER

Beginning at 6th level, by laying hands on a broken rudder, you can repair it as a standard action, regardless of how badly it is damaged.

WATER BREATHING

You can't repair it if you can't get to it. Also starting at 6th level, you can breathe underwater as well as in air, and your swim speed increases to 30.

SUMMON RUDDER

At 8th level, as a standard action, you can summon a rudder from thin air. It appears in a square adjacent to you.

DIVINE STRIKE

Also 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 d8 cold, fire, or lightning damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

ONE WITH THE RUDDER

Beginning at 17th level, if you are on a vehicle with a rudder, you may insinuate the vehicle with your consciousness. You may control the vehicle's movements with your thoughts; turning or guiding the vehicle does not require skill checks (although some instances such as storms and capsizing attempts require saving throws). You can see the area around the vehicle as if you were standing on any point on deck without moving, although you become blind from your own eyes when you do this.

While you are in control of the vehicle, its AC increases by your Wisdom bonus, and it gains resistance to all forms of damage. You must maintain concentration, or you lose your control of the vehicle. Once control is relinquished, you must complete a long rest to attempt to control a vehicle in this manner again.

New Divine Domain:

School Spirit Domain

We've got spirit, yes we do, we've got spirit, how about you?

Indeed, this may seem to be a poor choice for continued clericking after your academic career is over. I mean, be true to your school and all that, but it's only four years of your life, and if you're an Elf, four years is nothing. But come on, we've all met those people who wear their university sweaters and go to their annual homecoming games and visit their sororities every year until they're halfway through middle age.

Maddie's going to be one of them. She knows it, too.

SCHOOL SPIRIT DOMAIN SPELLS

1 st	<i>Heroism, Longstrider</i>
3 rd	<i>Enhance Ability, Suggestion</i>
5 th	<i>Counterspell, Dispel Magic</i>
7 th	<i>Freedom of Movement, Synchronicity</i> (from <i>Unearthed Arcana: Modern Magic</i>)
9 th	<i>Gaes, Legend Lore</i>

ACADEMIC PRIDE

Regardless of your deity, you can use a keychain, bobble-head, or sweatshirt bearing your alma mater's logo or mascot as a spellcasting focus in place of your holy symbol.

When you take a short rest within the confines of your school, or a place officially connected to your school (a place housing a teleport circle or portal leading to your school, the home of a professor or major alumnus, or others as approved by your DM), it counts as a long rest.

CHANNEL DIVINITY: GO TEAM!

Starting at 2nd level, you may use your Channel Divinity to verbally cheer on your allies. By using your action to spend your Channel Divinity, all allies in a 30 foot radius add your Wisdom bonus to their next skill check, attack roll, or saving throw, and gain advantage on that roll.

EVENT PLANNING

At 6th level, after semesters of convincing people to decorate rec rooms, hang up flyers, and sitting in dunking booths, you always have Advantage on Persuasion and Deception rolls.

OF COURSE I HAVE THE ALUMNI DIRECTORY MEMORIZED

Beginning at 8th level, whenever you visit a new town, village, or settlement, you know the name and address of an alumnus of your alma mater that lives there. (The DM may decide there isn't an alumnus in a given town, if it's extremely small, or secluded, xenophobic, insular, or he's just an asshole).

Whether or not said person will offer you aid or information is still dependent on interaction (and possibly Charisma checks), but once you explain who you are, they at least start off friendly with you.

DIVINE STRIKE

That last bit was very situational and of inconsistent usefulness, so here's this old chestnut.

Also 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 d8 cold, fire, or lightning damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

IRRESISTIBLE DANCE-OFF

At 17th level, you gain the ability to declare a Dance-Off. When you the Dance-Off is declared, you choose one opposing humanoid. They must make a Wisdom saving throw against a DC equal to your spellcasting DC. Otherwise, the Dance-Off begins.

For the duration of the Dance-Off, both you and your opponent have proficiency in Performance if you don't already have it. Anyone with the Performance proficiency may choose to join your or your opponent's side.

On each round during the Dance-Off, you and your opponent roll a Performance contest, adding your proficiency plus CHA, +1 for each performer who has chosen to join your side. If you win three such skill contests before your opponent does, the opponent and anyone who danced with her curse, make rude gestures, and leave at their full movement rate. If, however, the opponent wins three contests first, they brag for a bit, then further interactions may continue.

NPCs and monsters who are not participating in the Dance-Off may make a Wisdom saving throw if they wish to interfere (by attacking, etc.), but just so you know, a *good* DM would just have them stand and watch because dance-offs are awesome. PCs have the option to interfere if they wish, but they will be booed by the spectating NPCs. If any participant in the Dance-Off is attacked, the Dance-Off ends immediately, and all participants on both sides yell at the attacker.

Once you have initiated a Dance-Off, you must complete a long rest before you can perform another.

New Divine Domain:

XXX Domain

Also called the NSFW Domain. You must be over 18 to take this domain. It will show up on your credit card statement as "GoBiller Pro." You may cancel this domain at any time, but before you do, maybe we can interest you in a cheaper rate, and we'll throw in a three-day trial of the Brazzers Domain for only 2 silver pieces?

This domain isn't given by just any goddess of love. Nor, for that matter, your run of the mill god of pleasure. Lliira blushes and quietly leaves the room when it's brought up*. Gods of hedonism might potentially grant it: Bast, the demon lord Graz'zt. But mostly Loviatar. This is Loviatar's thing.

*(Persistent rumors of a Lliira porn film are likely false. If anybody can prove this film's existence, the editorial office would like to see it. Just for confirmation's sake, mind you.)

XXX DOMAIN SPELLS

- 1st *Grease, Parvor's Purple Pill* (Spells of Sigil Prep)
- 3rd *Enhance Ability, Enlarge/Reduce*
- 5th *Tiny Servant* (Xanathar's Guide), *Tongues*
- 7th *Arcane Eye, Freedom of Movement*
- 9th *Dominate Person, Skill Empowerment* (Xanathar's Guide)

BOW CHICKA BOW-WOW

Beginning when you take this domain at 1st level, one hour of certain... physical interactions with a willing other person counts as a long rest for you. Not for the person you're doing the deed with. They're just exhausted after.

THE VALLEJO EFFECT

Any armor you wear only has to cover up the bathing suit area to be effective. If you are completely naked, you may add your Charisma bonus to your AC.

CHANNEL DIVINITY: THREE MINUTES OF PLOT, FORTY MINUTES OF...

Beginning at 2nd level, you may use your Channel Divinity to locate the humanoid creature within a half-mile radius who is likely to... help you use your Bow Chicka Bow-Wow ability. In situations where the area is well populated, the person located will be someone you find attractive. Even in sparsely populated areas, unless you're more than a half-mile from the nearest humanoid (or your DM is a jerk), you'll find *somebody*. Even in a monastery of celibate monks, there's likely someone ready to rumble. The individual is not magically compelled, just highly likely to be into it. Have a Charisma contest; you have advantage, unless, again, the DM is a jerk, or you're in one of those celibate monasteries or whatever.

If the nearest person likely to horizontal hokey-pokey is a PC, that character's player can decide for themselves if their character is into it or not.

DID YOU ORDER A PIZZA?

Starting at 6th level, you are extremely smooove, and have expertise (double your proficiency bonus) with all Charisma checks, such as Persuasion rolls, to convince someone to agree with you or to do... favors...

of various sorts for you. You do not have expertise in rolls to intimidate or dissuade someone from doing something.

DIVINE STRIKE, I GUESS

Because everybody gets Divine Strike at 8th level, I'm not sure why this is a subclass level. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra d8 cold, fire, or lightning damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

DOWN AND DEMONIC

At 17th level, you become a succubus/incubus-like being. You are now a fiend instead of a humanoid, although you keep your humanoid subtype (and are a fiend (Human) or fiend (elf), for instance). You grow wings and gain a flight speed of 60 ft. You can shapechange into humanoid forms as a succubus can, but you do not gain the succubus's other abilities such as draining kiss and charm. Your Charisma increases by +2 and your Charisma maximum increases by 2.