

CHANNEL DIVINITY (110)

- **Divine Sense (111)**
 - **Bonus Action:** Open your awareness to detect Celestials, Fiends, and Undead.
 - For the next 10 minutes or until Incapacitated, know the location of any creature of those types within 60 ft.
 - Within the same radius, detect the presence of any consecrated or desecrated object\
- **Emissary of Peace (XgTE 39)**
 - **Bonus Action:** +5 to Persuasion checks for the next 10 minutes.
- **Rebuke the Violent (XgTE 39)**
 - **Reaction:** Immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you, force the attacker to make a Wisdom Saving Throw
 - *Failed Save:* Attacker takes radiant damage equal to the damage it just dealt
 - *Successful Save:* Attacker takes half as much damage