



DIVINE DOMAIN: MADNESS

CLERIC DOMAIN OPTION

Manic devotion burning in his dark eyes, a dwarf clad in black robes clutches a chained symbol of Torog to his broad chest as he scouts a long-abandoned mineshaft for signs of trouble. His keen ears pick up a tell-tale scrabbling of claw on stone - a kobold scout - and he wheels around to meet the creature climbing into an ambush position on an outcropping. Their eyes meet, and the eyes of the kobold widen, its gaze utterly blank. In a haze, the kobold wanders blunderingly away from the dark dwarf, slowly back up the tunnel to where the dwarf's kin lie in waiting.

"Who said that?" clamors a town guard in a near shout, his sword halfway out of its sheath. "Coward! Show your face! I'll have your head!" he raves, as his comrades quickly work to restrain him, exchanging worried glances. Pressed up against a nearby wall, an inconspicuous female tiefling watches with a subtle smirk. "Your friends wish you harm," she continues in a completely inaudible whisper, heard by none but the frenzied guard, "You should do something about that."

Wandering through densest forest for hours on end, a weary band of orcs stumble to a halt. Scarred by thorny underbrush and having lost several of their number to the local wildlife, morale is running low, but the growling insistence of their war leader has them press on. None notice the old man in red hiding in the the

shadows of tree boughs, watching their party. "Take a left, or is it a right?" he whispers into the mind of the war leader, "Oh well, take one, than the other. One of them is bound to work out in the end."

Ailments of the mind and sway over thoughts come naturally to those with the Madness domain. Though some may see them as fools, lunatics, or cultists, clerics of a mad god can do much to inspire free thought or to inflame the passions of those around them, being as easily artists and savants as threatening psychotics. Almost universally of a chaotic bent, clerics of Madness can serve mad deities of all stripes, from Cyric, Sheogorath, Torog, Khyber, Zygag, and the Laughing God Who Has No Temples to the myriad elder gods and great old ones who inhabit a space beyond sanity and the stars themselves.

MADNESS DOMAIN SPELLS

Cleric Level	Spells
1st	<i>dissonant whispers</i> , <i>Tasha's hideous laughter</i>
3rd	<i>crown of madness</i> , <i>suggestion</i>
5th	<i>fear</i> , <i>hypnotic pattern</i>
7th	<i>compulsion</i> , <i>confusion</i>
9th	<i>dream</i> , <i>modify memory</i>

VOICES IN YOUR HEAD

When you choose this domain at 1st level, you gain the *message* cantrip if you don't already know it. When using this cantrip, you may modulate your voice to sound however you like, as long as the message conveyed remains in a language you know.

EYES OF INSANITY

Also at 1st level, your crazed stare can drive away those that would do you harm. As a bonus action, you may force a creature within 30 feet of you to make a Wisdom saving throw against your spell save DC. If they fail, the creature moves in a straight line in a direction of your choosing, for a distance in feet equal to five times your Wisdom modifier (minimum of 5 feet). This movement does not provoke opportunity attacks, and stops when the target collides with an object or wall. If this movement would cause the target to enter into an area obviously harmful to it, the target must first make an additional Wisdom saving throw, entering the area only if it fails. Creatures that are immune to charm effects are immune to this ability.

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

CHANNEL DIVINITY: SOW MADNESS

Starting at 2nd level, you can use your Channel Divinity to inflict a target with madness. A target within 30 feet must succeed on a Wisdom saving throw against your spell save DC or suffer a condition determined by rolling a 1d10 on the Sow Madness table. The rolled effect applies to the target for one minute, or until they take damage. Creatures that are immune to charm effects are immune to this ability.

CHANNEL DIVINITY: BERSERKING

Beginning at 6th level, you can use your Channel Divinity to send one of your willing allies into a



SOW MADNESS

1d10	Effect
1	The creature retreats into its own mind and becomes paralyzed.
2	The creature becomes incapacitated and spends the duration screaming, laughing, or weeping (your choice).
3	The creature becomes frightened of you and must use its action and movement each round to flee from you. If the creature is immune to being frightened, roll again.
4	The creature begins babbling and is incapable of normal speech or spellcasting. If the creature does not know at least one language, roll again.
5	The creature must use its action and movement each round to attack the nearest possible creature other than itself.
6	The creature has vivid hallucinations and has disadvantage on attacks and ability checks.
7	The creature does whatever anyone tells it that isn't obviously self-destructive. If given conflicting orders, individuals ordering the creature must make a contested Charisma (Persuasion) check. If the creature and you do not share a language, roll again.
8	The creature experiences an overpowering urge to spend its action each turn eating something strange in the present environment, such as dirt, slime, or offal.
9	The creature is stunned, and stands drooling and staring vacantly.
10	The creature instantly passes out, and falls unconscious.

psychotic berserker rage. This rage lasts for up to a minute, or until you end it as a bonus action. A character under the effect of this rage has advantage on melee weapon attack rolls, and deals 1d8 extra weapon damage with their melee weapon attacks, but must spend their movement and action moving to and attacking the closest available creature, regardless of whether it is friend or foe. If a berserking character is unable to use a melee attack against a creature on their turn, the character takes 1d8 bludgeoning damage that may not be lessened or resisted in any way as their muscles contort with fury and they madly gnash their teeth. A berserking character may not cast spells, but may still freely use abilities and features such as Wild Shape, Divine Smite, maneuvers, or similar.

POTENT SPELLCASTING

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

GATES OF MADNESS

At 17th level, you gain knowledge of the spells *mass suggestion*, *symbol*, *feeblemind*, and *weird*. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you.

In addition, when you use your Sow Madness feature, you may choose to cast it as an hour-long ritual on a humanoid of CR 6 or less, requiring both you and the target remain in one place and relatively motionless for the duration. If you do, you choose the effect instead of rolling it, and the effect lasts for 1d10 days and no longer ends due to damage. A creature that succeeds on its save against this may not be subject to the ritual again for 24 hours.

CREDITS:

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