

DIVINE DOMAINS

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

Each domain's description gives examples of deities who have influence over that domain. Gods are included from the worlds of the Forgotten Realms, Greyhawk, Dragonlance, and Eberron campaign settings, as well as from the Celtic, Greek, Norse, and Egyptian pantheons of antiquity.

PESTILENCE DOMAIN

You worship gods who favor corruption and plague, the Domain of Pestilence, for, though you are ravaged by disease, it does not harm you. Like a virus, you move through the population, spreading your Festering Faith to all who will listen. Unlike a virus, there is no immune system from the Festering Faith, only complete acceptance.

BODY OF PLAGUE

By 1st level, you have been in such close proximity to vectors of plague that you are immune to disease and being poisoned. Additionally, you have proficiency with heavy armor.

PESTILENCE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bane, detect poison and disease</i>
3rd	<i>blindness/deafness, protection from poison</i>
5th	<i>bestow curse, remove curse</i>
7th	<i>blight, confusion</i>
9th	<i>contagion, insect plague</i>

TUMOR

Starting at 1st level, your body sequesters its toxins in a bulbous protrusion. When a creature within 5 feet hits you with an attack, you can use your reaction to try to poison the creature with the tumor. The creature must make a Constitution saving throw or be poisoned for 1 minute. The creature can reattempt this saving throw at the end of each of its turns, ending the effect on a success.

After using this ability, you must complete a short or long rest before using it again.

CHANNEL DIVINITY: INFECTION

At 2nd level, your divinity carries disease. You can use your action to touch a creature within your reach, which must make a Constitution saving throw, and suffers one of the following diseases of your choice for one minute on a failed save. Since this ability induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Bloodmore. The creature bleeds freely. Whenever the creature takes bludgeoning, piercing, or slashing damage, it takes an additional 1d8 damage.

Deadleg. The creature's legs stiffen and its movement slows. The creature can move a maximum of 15 feet or half its movement speed on its turn, whichever is lower, on its turn.

Slaying Fever. Frothing at the mouth with rage, the creature must use its action to attack a creature adjacent to it. If there is no such creature, the creature must move to the nearest creature it can see.

FESTER

Starting at 6th level, whenever you deal necrotic or radiant damage, you can change the damage type to poison. In addition, you ignore damage resistance to poison damage. Creatures you target with spells or abilities are not immune to being diseased or poisoned. Instead, a creature that is immune to disease or poison makes a saving throw against your effect with advantage.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with toxicity. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.

VIRAL INFECTION

At 17th level, when you use Infection, the target also has disadvantage on ability checks and saving throws using one ability score of your choice. Additionally, any time a target of Infection is within 5 feet of another creature, you can choose for the infection to jump to it. The creature must make a Constitution saving throw or be infected by the same disease as the target for 1 minute.

