

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.

MADNESS DOMAIN

Your power as a cleric comes from the divinity of the madgod. Every paranoid thought and nervous breakdown in the world empowers the madgod, and you as his emissary. Of course, little do people know that the madgod is just a cobbler who lives down the road and smiles kindly at passersby. Well, actually he's a little magpie that flies around at daybreak. Or perhaps he's a wedge of cheese that talks to the clouds?

MADNESS DOMAIN SPELLS

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

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with martial weapons.

LUNATIC INSIGHT

At 1st level, whenever you make an ability check, you can choose to use your unique insight to make connections which may or may not exist. If the d20 roll for the ability check was even, you add your proficiency bonus to the check, even if you have already added it. If the roll was odd, you subtract your proficiency bonus from the check.

CHANNEL DIVINITY: GIVE MADNESS

Starting at 2nd level, you can use your action to force a creature within your reach to make a Charisma saving throw or be deranged for 1 minute. Whenever a deranged creature makes an attack roll and rolls an odd number on the d20, the attack misses.

FRAGMENTED MIND

By 6th level, your damaged mind is difficult to influence. You have advantage on saving throws against being charmed or frightened, and on saving throws against any effect that would sense your emotions or read your thoughts.

DIVINE STRIKE

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 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

ENHANCED MADNESS

Starting at 17th level, whenever you use your Channel Divinity to give madness, you may choose to give the target a randomly rolled short term madness effect (found in the in the Dungeon Master's Guide, page 259). After using this ability, you must finish a long rest before using it again.

