

GREED DOMAIN

*THE WEIGHT OF GOLD, THE TASTE OF BLOOD, THE LESSONS WE ARE TOLD AND OUR SHALLOW GRAVES IN
MUD.*

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CLERIC: GREED DOMAIN

WANT AND WITHER

The Greed Domain focuses on true Avarice- an emotion that goes beyond simple longing and lust. The god of greed demands no offerings, no sacrifices, for no worthy servant of his would ever give up anything of value. To be a cleric of greed is to want, and in that wanting recognize that no amount of taking will ever quench this golden thirst. Though the nature of such want may vary- love, goodness, and even heroism can be objects of this- the truth of this domain is that there is no inviolable path to achieving what you want. Treachery in the pursuit of one's ambition is not a sin, but the highest virtue.

GREED DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Identify, Distort Value</i>
3rd	<i>Arcane Lock, Locate Object</i>
5th	<i>Incite Greed, Vampiric Touch</i>
7th	<i>Fabricate, Guardian of Faith</i>
9th	<i>Destructive Wave, Scrying</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armor and forgery kits.

BLESSING OF GREED

At 1st level, you gain the ability to, as an action, imbue a willing creature with an Artificial Want for something. While they are in the pursuit of this want, they gain +1 to AC, +1 to all saving throws, and their speed increases by 10ft. This effect lasts for up to a minute, or until they achieve their goal.

A creature may only have one Want implanted at a time. You may use this ability a number of times, equal to your wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

At 17th level, the creature imbued with an Artificial Want is granted +2 to AC, +2 to all saving throws, and their speed increases by 20ft.

CHANNEL DIVINITY: PHANTOM WISH

Starting at 2nd level, you can use your Channel Divinity to pull a creature's greatest wish from their mind, and display it for all to see. Force a creature within 120ft to make a Charisma saving throw against your Spell Save DC. On a failed save, the creature's greatest wish is displayed in the form of an illusion no larger than a 15ft by 15ft cube at a point within 120ft of the creature. While the illusion is active and visible to the creature, the creature has disadvantage on attack rolls and saving throws. As an action, the creature may make an Investigation check with a DC equal to your spellcasting modifier. On a successful check, the illusion is dispelled.

SOUL OF GREED

Starting at 6th level, the vigor of your wanting begins to affect the very fabric of who you are. You now have proficiency in Charisma saving throws. You are now proficient in Persuasion checks. If you are already proficient, you gain expertise.

POTENT SPELLCASTING

At 8th level, you add your Wisdom Modifier to the damage you deal with any cleric cantrip.

AVARICE PERSONIFIED

At 17th level, your overwhelming ambition pierces the Weave itself. You now have the ability to cast the *Wish* spell. You also learn the *Flesh to Stone* spell and may cast it once per day without expending a spell slot. Any creature turned to stone by this spell is instead turned into Fool's Gold.