

# CORRUPTION DOMAIN

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**HOME BREW**

Clerical Subclass by Ghosthack, Cover art by Nemanja Stankovic



## CORRUPTION DOMAIN

The Corruption domain is both insidious and broad. Many Gods of Death and Undeath claim corruption as part of their domain, but so too do Gods of Lies. Few non-evil deity can claim influence over this domain, though some death deities see decay and corruption as a natural part of physical death on the material plane.

The clerics of Corruption are few, and they are often zealous or outright insane. They seek to spread mistrust, weaken the faith of other gods, and sunder civilization.

### CORRUPTION DOMAIN SPELLS

Cleric Level	Spells
1st	Distort Value / Fog Cloud
3rd	Blindness / Deafness, Ray of Enfeeblement
5th	Fear / Fast Friends
7th	Shadow of Moil / Blight
9th	Modify Memory / Negative Energy Flood

### INSIDIOUS WHISPERS

Starting when you choose this domain at 1st level, your very presences corrupts the truth.

You can use your action to touch a creature other than yourself and choose whether that creature makes all Charisma (Deception) checks at advantage or makes all Wisdom (Insight) checks to uncover lies at disadvantage, during the current conversation. Touching an unwilling creature may require a Dexterity (Sleight of Hand) check or a melee spell attack roll, at DM's discretion.

These insidious whispers last for 10 minutes, or until you use this feature again.

### CHANNEL DIVINITY: DECAY DEFENSES

Starting at 2nd level, you can use your channel divinity to degrade the protections other creatures hold dear. Raising your holy symbol you can use a reaction to decay the armor of one creature you can see or hear within 30 feet. The creature must make a Wisdom saving throw. Constructs and Undead make this roll at disadvantage.

On a failure the target's armor class is lowered by 2 until the start of your next turn, as your divine corruption temporarily weakens scale, rots leather, rusts metal, and tatters the weaves of magic.

This feature cannot decrease a target's AC lower than 10 + the creature's Dexterity modifier.

### CHANNEL DIVINITY: CORRUPT THE FLESH AND MIND

Starting at 6th level, you can use your channel divinity to degrade core qualities of a creature. Using an action, you force a creature you can see or hear within 30 feet to make a Wisdom saving throw.

On a failure, choose a number of Ability Scores up to your Wisdom modifier (minimum 1). These abilities are immediately reduced by 1d4, and for the next minute, one of the chosen abilities, at random, is reduced by 1.

The creature is unaware of the source of its affliction. It can make another Wisdom save at the start of each turn to try and stop further loss, however the reduction lasts until the target finishes a short or long rest, or the feature is ended by you, as a free action.

### POTENT SPELLCASTING

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

### GREATER DECAY

At 17th level, you can choose up to four creatures, instead of one, when using Decay Defenses, and it now lasts until the end of your next turn.

Interior Artist: Pierre Raveneau

