

MADNESS DOMAIN

The cover art depicts a pale, emaciated figure with long, dark, tangled hair, lying on their back with their head tilted back and mouth open in a silent scream. The figure's skin is covered in a network of dark, vein-like patterns, and their body is adorned with dark, thorny, and leafy growths, suggesting a parasitic or fungal infestation. The background is a dark, moody landscape with a large, pale, full moon or sun partially obscured by dark, gnarled tree branches. The overall color palette is dominated by dark blues, greys, and blacks, with a stark red horizontal bar at the top and bottom.

HOME BREW

Clerical Subclass by Ghosthack, Cover art by Alexandr Leskinen

MADNESS DOMAIN

Gods of Madness are rare, inscrutable, and dangerous. Some seek to break the minds of mortals, while others seek to bring succor to those suffering from such afflictions, but the domain of madness is like a living thing and even the gods are not immune to its insidious claws. Clerics in service to Mad gods, hoping to bring healing or strife, are inevitably warped by the crawling whispers of their domain's murmuring will.

MADNESS DOMAIN SPELLS

Cleric Level	Spells
1st	Hideous Laughter, Dissonant Whispers
3rd	Crown of Madness, Detect Thoughts
5th	Enemies Abound, Hunger of Hadar
7th	Confusion, Phantasmal Killer
9th	Dream, Mislead

LABYRINTHINE THOUGHTS

When you choose this domain at 1st level, your mind becomes a tangled maze of darkened hallways. You gain advantage on saving throws against being charmed, if you didn't have it already, and are resistant to psychic damage. These mental defenses come at a cost to your sanity, however.

Roll or select a form of indefinite madness, as listed in the Indefinite Madness Table. This madness cannot be cured except through divine intervention.

d12 Indefinite Madness

1	"I need to drown my brain, if I want to stay sane."
2	"I must bend the truth, exaggerate, or outright lie at all times to keep my secrets safe"
3	"I am the smartest, wisest, strongest, fastest, and most beautiful person I know, and anyone who says different is delusional."
4	"I don't like the way people are always looking at me."
5	"Powerful enemies are hunting me, and their agents follow me everywhere."
6	"There's only one person I can trust. And everyone else acts like they don't exist!"
7	"The more serious the situation, the harder it is to stop laughing."
8	"I've discovered that I really like the feel of blood drying on my skin."
9	"I have to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins."
10	"There is something important that I can't remember. Something I did... something I keep doing."
11	"The world must be in balance. If I help one person, I have to hurt someone else."
12	"The thing crawling inside me makes it hard to rest. Someday I'll cut it out."

LUNATIC'S GOSPEL

From 1st level, your god delivers whispers of madness through you while you are engaged in combat. You gain the *vicious mockery* cantrip, if you don't already know it. This counts as a cleric cantrip for you, and does not count against your number of cantrips known.

When you cast this cantrip, add your Wisdom modifier to the damage it deals.

CHANNEL DIVINITY: PARANOIA

Starting at 2nd level, you can use your Channel Divinity to flood a target's mind with fear. As an action, you present your holy symbol towards a creature of your choosing within 30 feet of you and invoke the name of your deity. Creatures that can't be charmed are immune to this ability.

The creature must make a Wisdom saving throw. If the creature fails its saving throw, it becomes frightened of the nearest visible creature within 30 feet of it. At the start of their turn, the affected creature takes 1d6 psychic damage and the target of the creature's paranoia switches to the nearest visible creature within 30 feet. Paranoia lasts for 1 minute, or until there are no visible creatures within 30 feet of the target at the start of its turn.

MURMURING MANTLE

At 6th level, when a creature starts its turn within 20 feet of you, you can use your reaction to infest that creature's mind with discordant murmuring. The creature must make a Wisdom saving throw. On a failure, the creature can't take reactions until the end of its next turn and rolls a d8 to determine what it does during its next turn.

On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or Bonus Action and uses all its Movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee Attack against a randomly determined creature within its reach or does nothing if it can't make such an Attack.

You can use this feature a number of times equal to your Wisdom modifier (minimum 1) and regain all expended uses when you complete a long rest.

POTENT SPELLCASTING

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

MASS PANIC

At 17th level, when using Channel Divinity to create Paranoia, you can target a number of creatures equal to your wisdom modifier + 1. At the start of each turn, affected creatures take 2d6 psychic damage until the effect ends.