

PLAGUE DOMAIN

The cover art depicts a dark, atmospheric scene. In the foreground, a person's face is shown in profile, looking upwards with a pained or agonized expression. Their skin is covered in numerous small, glowing yellow and orange spots, resembling a plague or infection. In the background, a skeletal figure with a wide, open mouth showing sharp teeth and a dark interior is visible. The figure's body is marked with white, vein-like patterns. The overall color palette is dark, with deep blues and blacks, punctuated by the bright, glowing spots on the person's face and the white skeletal markings.

HOME BREW

Clerical Subclass by Ghosthack, Cover art by Facundo Rios

PLAGUE DOMAIN

The Plague domain focuses on the sickening energy of disease- one of the fundamental forces of entropy in the universe. Few non-evil deity can claim influence over this domain, though some Nature deities see sickness and disease as a natural part of existence in the material plane. The gods of poison and disease seek out the healthy and the full of hope, rendering them weak, wounded, and dying. Followers of plague deities wear ragged robes and go about quietly in the alleys of major cities and remote settlements, seek out new diseases and sharing them with the world.

PLAGUE DOMAIN SPELLS

Cleric Level	Spells
1st	Hellish Rebuke, Ray of Sickness
3rd	Blindness / Deafness, Ray of Enfeeblement
5th	Stinking Cloud, slow
7th	Vitriolic Sphere, Sickening Radiance
9th	Contagion, Cloudkill

BONUS PROFICIENCY

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

PLAGUE BEARER

Also at 1st level, your body becomes a vessel of disease and bile. You have advantage on saving throws against poison, and you are resistant to poison damage. You gain the *poison spray* 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.

You can cast this cantrip as a bonus action.

CHANNEL DIVINITY: SCOURGE

Starting at 2nd level, you can use Channel Divinity to transmit your latent contagions into your enemies. When you hit a creature with a melee attack, you can use Channel Divinity to deal extra poison damage to the target.

The target takes 5+ your cleric level in poison damage immediately and 3d4 poison damage at the end of its next 2 turns.

DEFILING MIASMA

Starting at 6th level, your ability to infect the world becomes more potent. Poison damage dealt by your cleric spells and domain features ignores resistance to poison damage and imposes disadvantage on saving throws against the poisoned condition.

DIVINE STRIKE

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

VIRULENT STRAIN

At 17th level, your plague has become infused with divine will. You are immune to poison damage and the poisoned condition.

Additionally, When an enemy creature moves within 5 feet of a target you have dealt poison damage to or have afflicted with the poisoned condition in the last minute, the creature must make a Constitution saving throw against being poisoned, even if it would otherwise be immune to the poisoned condition.

On a failed save, it is poisoned until the end of your next turn. On a success, it is immune to the effects of Virulent Strain for 24 hours.



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