Domain of Chaos



While the typical priest perception is a paragon of holy virtue,, there are some clerics that willingly worship gods of chaos and madness such as Eris, Orphic Dionysus, or the Demogorgon. And some of these confusing, chaotic clerics go so fanatically far as to forgo the worship of a god entirely and pledging themselves to the elemental force of chaos. They are able to tamper, twist, and tear the minds of others and are undeniably utterly unpredictable.

Chaos Domain Spells

You gain these spells after reaching certain levels in the cleric class and when you gain these spells, you always have them prepared and do not count towards your number of prepared spells.

Chaos Domain Spells	
Cleric Level	Spells
1st	Dissonant Whispers, Hideous Laughter
3rd	Crown of Madness, Mind Whip
5th	Enemies Abound, Hypnotic Pattern
7th	Confusion, Phantasmal Killer
9th	Contact Other Plane, Synaptic Static

Bonus Cantrip

When you choose this domain at 1st level, you learn the Vicious Mockery cantrip, if you don't already know it. This cantrip counts as a Cleric spell for you and doesn't count against the number of Cleric cantrips you know. When you cast Vicious Mockery in this way, creatures cannot understand you regardless of language as you begin speaking utter madness.

Maddening Tongue

At 1st level you gain the ability to rattle a creature's mind with madness. Whenever you deal psychic damage to a creature you may use your reaction to force that creature to make a Wisdom saving throw against your spell save DC. On a failure, a creature loses the ability to speak properly as the psychic damage tears their mind apart for the next minute. A creature effected by this cannot cast spells with a verbal component. At the end of an effected creature's turns they may repeat the saving throw, ending the effect on a success.

Channel Divinity: Inflict Madness

Starting at 2nd level, you can use your Channel Divinity to utterly warp a creature's perception of reality. As an action you can force a creature you can touch to make a Intelligence saving throw against your spell save DC. On a failure a creature suffers a bout of short term madness. At the end of an effected creature's turns they may repeat the saving throw, ending the effect on a success.

Mind Rot

At 6th level when you use your insidious Inflict Madness you can choose to make it a baleful bout of long term madness or short term madness.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any Cleric cantrip.

All Consuming Chaos

At 17th level your maniacal madness makes your mind wistfully wither and wilt. You gain a bout of indefinite madness but become immune to all forms of Madness and psychic damage. Additionally you learn the Maddening Darkness spell. This spell doesn't count against the number of Cleric spells you know and can prepare.

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