

## CORRUPTION DOMAIN

*Cleric of the corruption domain believe in the ultimate cleansing of the earth, everything should be twisted and corrupted to reveal its true nature. Cleric of that domain know that the loving mother is only a facade for a devouringly possessive witch, that the competent father is only hiding his tyrannical nature. They vow to corrupt and twist those they encounter until their true nature is revealed.*

### CORRUPTION DOMAIN SPELLS

Cleric Level	Spells
1	<i>charm person, command</i>
3	<i>suggestion, detect thoughts</i>
5	<i>enemies abound, hypnotic pattern</i>
7	<i>charm monster, phantasmal killer</i>
9	<i>dominate person, modify memory</i>

### BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and heavy armor.

### CORRUPTING TOUCH

Your touch has the power to corrupt. At 1st level when a creature within 5 feet of you takes damage, you can use your reaction to corrupt the mind of the creature. It must succeed a wisdom saving throw, or subtract 1d6 to its attack rolls or on its next saving throw until the start of your next turn. This becomes 1d8 at level 9 and 1d10 at level 14.

### WARPED MIND

Also at level 1, if a creature stays within 5 feet of you for 1 minute, you can force it to make a Wisdom saving throw, on a failure their most vile desire is revealed to you as an image in your mind. You can use this ability a number of times equal to your Wisdom modifier before needing to take a long rest.

### CHANNEL DIVINITY: DEPRAVED HEALING

Beginning at 2nd level, you can hold your holy symbol and as a bonus action, can let its evil power run rampant. For 1 minute, Your healing spells of 7th level or lower deal necrotic damage equal to the amount they should heal. In addition if the range of one such spell is touch, roll double the number of dice to determine the damage.

### VILE MIASMA

Corruption lies within you, at 6th level you gain resistance to necrotic damage.

In addition, you radiate a corrupting miasma in a 5 feet radius around you. Creatures of your choice that enters the aura for the first time or start their turn there take necrotic damage equal to your proficiency modifier.

## NECROTIC BLOWS

Starting at 8th level, once on each of your turns when you hit a creature with a melee weapon attack, you can cause the attack to deal an additional 1d4 necrotic damage and reduce the targets speed by 10 feet until the end of their next turn, as their mind gives in to the corruption.

This damage increases to 2d4 at 14th level, and the speed reduction increases to 20 feet.

## ENGULF IN CORRUPTION

You gain the power to corrupt absolutely. At 17th level, as an action, you can make a melee spell attack on a creature within 5 feet of you. On a hit, you put both your hands on them and pour out the corruption held within your soul, the creature takes 6d10 necrotic damage, and their alignment becomes Evil if it wasn't before. This effect cannot be cured short of a Wish spell.

Once you used this ability successfully you can't use it again until you take a short or long rest.