

VERBAL DOMAIN

BY MICAH MULDOWNEY

*A CLERIC DOMAIN FOR ADVENTURERS WHO
BELIEVE IN POWER ABOVE ALL ELSE*



CREDITS

Writing & Game Design: Micah Muldowney
Layout & Graphic Design: Micah Muldowney
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ON THE COVER

Allaya, fallen Assimar and cleric of Bel, seeks an abyssal boon to empower her fight for dominance over her foes. Great power demands greater sacrifice.

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ⓐ BYSSAL ⓐ DOMAIN

Among the faithful, there have always been those who worship power above all, seeing it as the only means for change and order in the world ... and who have been willing to pay any price to get it.

Clerics of the Abyssal Domain choose the path of devotion to a dark deity of the lower plains, pledging their allegiance to the promise of power, no matter how steep the sacrifice they are asked to give.



Cleric Level Spells

1st	<i>False Life, Hellish Rebuke</i>
3rd	<i>Scorching Ray, Flock of Familiars</i>
5th	<i>Summon Lesser Demons, Spirit Shroud</i>
7th	<i>Summon Greater Demon, Fire Shield</i>
9th	<i>Tasha's Otherworldly Guise, Infernal Calling</i>

BONUS PROFICIENCIES

When you choose this domain at the 1st level, you get proficiency in heavy armor and deception.

BLOOD PACT

Also Starting at the 1st level, whenever you are subject to an attack or effect that would break your concentration, you can automatically succeed in maintaining concentration by taking 1d4 damage per spell level. This damage can't be prevented in any way, nor can it be healed until after your concentration finally breaks.

TURN THE BLESSED

Starting at the 2nd level, your turn ability turns celestials and clerics of a deity of the upper planes, provided they don't have legendary or lair actions.

INFERNAL BOON

Starting at the 2nd level, you can beseech the maledict nature of your deity ... at a price. Choose one Infernal Boon from the list as your channel divinity. You learn the secret of this boon from your infernal master and may use it as a channel divinity. You learn 2 additional boons at the 6th and 8th levels. Any time that you add new boons, you can also change out any existing boons. Boons remain active until dismissed or until the end of a long or short rest, but must be active for a minimum of 5 minutes.

Boon of the Greater Blood Pact: You may cast any spell to summon a fiend that you know and have spell slots high enough to cast without using a spell slot. **Cost:** you take 1d6 damage that cannot be prevented in any way for each level of spell you cast this way. Your maximum HP is lowered by the same amount while this boon is active.

Boon of the Brute: You transform into a fiendish juggernaut. Your size becomes large, your strength and constitution scores become 16 + 1 for every cleric level you have beyond six to a maximum of 26, and you make strength and constitution saves and checks with advantage. Your fists become strength-based

weapons with reach that deal 1d8 Bludgeoning plus 1d8 necrotic damage for every 6 Cleric levels you have, rounded down. You score a critical hit on a 19 or 20, and regain HP equal to the necrotic damage you inflict, rounded up.

Cost: Your Wisdom, Intelligence, and Charisma scores are reduced to 6, and you lose all spellcasting abilities and Cleric traits and abilities for the duration.

Boon of Spite: When you are hit by an attack or spell that does damage, you use your reaction to instantly kill the attacking creature as long as it has 5x your Cleric level HP or less. If they have more HP than this, than nothing happens. Every time you use this ability while the boon is active, the HP that you can kill goes down by 10. **Cost:** You take the greatest possible damage from the attack, which cannot be lessened in any way.

Boon of True Invisibility: You become completely impossible to sense by anything except by true sight. You cannot be heard, smelled, sensed by echolocation, tremor sense of blind sight. You cannot be felt, except that people can perceive the general direction of attacks or spells you use against them, or if you push or grapple them. Your location cannot be discerned or discovered magically, and you can't be connected to telepathically. **Cost:** While you are thus invisible, you are completely silent and incapable of speech, and thus can't produce the verbal components of spells. Further, no one can remember you, not even your allies, and they will be incapable of acting upon plans you agreed to, etc. Any mention of you in writing is magically erased for the duration. If you die while invisible, it is as if you never existed.

Boon of Casting Down the Mighty: When a creature fails a saving throw for a spell you cast, you may hurl them screaming through the abyss or nine hells. The creature disappears, reappearing in the same spot at the end of your next turn, though it feels like many hours for them. Unless they are a fiend, they take 1d6x your Cleric level psychic damage and suffer the frightened condition. You cannot repeat this ability on the same creature. **Cost:** The experience plants an incurable hatred in the victim. They must use their turn for the next minute to attack or otherwise harm you to the best of their abilities, and remain hostile towards you and wish to do everything in their power to make you suffer indefinitely. As such, they're immune to being charmed by you.

Boon of Sedaklah: You can use a bonus action to bring a creature that dies within 90 feet of you back to life as a spore servant under your control for the duration of the boon. Once the boon is over, they collapse and return to death. **Cost:** You become vulnerable to all damage except necrotic, psychic, and acid damage.

Boon of the Labyrinth: Choose a direction every turn. Target creatures within 90 feet of you can only move in that direction on its turn if it chooses to move. **Cost:** If you move voluntarily on your turn while this is active, you take 4d10 necrotic damage.

Boon of the Unholy Puppet: If you die while this boon is active, you explode in a wash of negative energy. Every creature within 15 feet must make a dexterity save against your spell DC, taking 1d6x half your Cleric level necrotic damage on a failed save and half as much on a successful one. In 1d6 turns you reform and reanimate with HP equal to the total damage that you dealt in this way, up to your maximum

HP. Cost: every time you die, you lose one point of your Constitution score permanently. This can only be restored by a wish, greater restoration upcast to 8th level, or similarly powerful restorative magic, one point at a time.

Boon of the Irresistible: Once per turn, you can choose to cause a creature within 90 feet to fail a saving throw. **Cost:** you automatically fail all saving throws while this boon is active.

Boon of the Silver Tongue: Your charisma modifier is raised to 24, you are proficient in all Charisma skills, and you take on the appearance of whatever each person in your presence finds most beautiful in their eyes. Hostile creatures become indifferent to you until you do something that convinces them otherwise. You can use a bonus action to make a persuasion check against the wisdom save of one person you are speaking, charming them for the duration of the boon unless you or your allies harm them. As a bonus action, you can also cause a creature you have charmed to forget the last thing you said once they are no longer charmed. **Cost:** For the duration, you are incapable of taking actions to defend yourself, and your spell DC is 8.

Boon of the All Hearing: While the boon is active, you hear any time any creature talks about you anywhere in existence. **Cost:** There is a 33% chance that what you hear is not true (1 or 2 on a d6 rolled secretly by the DM) – either never having been said, or being a corruption of what is actually said. You have know way of knowing if it is a lie or not.

INDOMITABLE SPITE

Beginning at the 6th level, you can cast false life on yourself at will at the cost of gaining one level of exhaustion. You may also use an

additional channel divinity at the cost of two levels of exhaustion. This second ability can only be used once per long rest.

INFERNAL STRIKE

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

UNBREAKABLE PACT

At 17th level, you have suffered so greatly and been so loyal to the cause of power that your deity grants you a reprieve. You may use your channel divinity to grant yourself an infernal boon without having to pay the cost. You may use this ability once per long rest.

