

Divine Madness Cleric Domain

*“It is said that the gods love heroes.
It is also said that they love a good laugh.
Think about that for a second.”*

- Perelon of Katesquey

Throughout time many cultures have seen madness as a sign of the favor of the gods, and many people have called into question the bounds of their culture and been called mad for doing so. Both may be clerics of Divine Madness.

Gods of Divine Madness in the **Forgotten Realms** include Azuth, Beshaba, Leira, and Mystra. In **Greyhawk**, Celestian, Fharlanghn, Olidammara, and (of course) Ralishaz, have clerics of Divine Madness. Branchala, and Gilean, in **Dragonlance**, do likewise. **Eberron** sees clerics of this domain granted power by Ollandra, The Fury, and Cults of the Dragon Below. In **Q’rath Set**, Bablious, Jigidity, Kro’Zeg Mmenm, Faeloek, Gluut and even Zyn, are the patrons of crazed clerics. Curiously, *Blibdoolpoolp* inspires holy fools across the multiverse, and seems particularly fond of them.

Among the **historical fantasy pantheons**, Math Mathonwy, Silvanus, Aphrodite, Dionysus, Thoth, Odin, and Loki, all champion the divine fool. It is somewhat telling of the nature of gods that so many are fond of Divine Madness.

Domain Spells

Cleric Level	Spells
1st	<i>Disguise Self or Distort Value, Speak With Animals</i>
3rd	<i>See Invisibility, Augury</i>
5th	<i>Dispel Magic, Tongues</i>
7th	<i>Divination, Hallucinatory Terrain</i>
9th	<i>Legend Lore, Contact Other Plane</i>

A Beautiful Madness - The cleric may be a follower of a given god without knowing it if the player's wishes, and may even be under the mistaken impression that they worship an entirely different god than the one they mechanically do. Their holy symbol can be almost any handheld object the player can rationalize their character using as a holy symbol. ~~Similarly, the character may believe they are a member of a different class.~~

Unarmored Defense - Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Bollix - Upon rolling a failure on an attack roll, saving throw, or skill check, the cleric's player may elect to make the effect of that failure worse. Doing so grants the character Inspiration, and can be done once per encounter.

The exact effect is up to the DM, though the player may make suggestions. This feature always makes the situation worse than failing the roll, though not to a tragic degree (on its own). Some examples include;

- Losing or breaking a non-magical item.
- Loudly stating, 'Hey are we supposed to be being all sneaky right now?', on a failed Stealth check, alerting guards to the entire party.
- Telling your complete and incriminating plan, to the target of your Deception check.

Channel Divinity

Blissful Ignorance - The player of the Cleric may choose to Channel Divinity when Initiative is rolled. If they do so, they are unaware combat is happening, or are pretending to be unaware (player choice). While in this state any attacks against them have Disadvantage and they have Advantage on all saving throws, as luck and strange coincidences keep appearing to save them.

This effect requires concentration, as if it were a spell. The effect also ends if the character does anything obviously at odds with the idea that the character is unaware combat is happening. This typically includes attacking. Players are encouraged to creatively circumvent this limitation. A character might accidentally stumble when showing someone an inscription on their dagger (use a normal attack roll), or knock something down with a loud clatter (a Help action for Distraction). The player cannot use the same rationalization for an attack twice in the same encounter.

Innocent / Audacious Disregard - The Cleric may Channel Divinity when taking an action which would usually have some significant taboo or faux pax associated with it. This is an illusion effect, prompting a Wisdom save against the cleric's spell save DC. On failure, onlookers rationalize the behavior as acceptable, do not attempt to intercede and may, at the DM's discretion, seek to aid the character. Those failing the save with a roll of a 1 before modifiers will seek to imitate the behavior at some point in the near future.

As a magical effect, there is no logical limit to the severity of the taboo rationalized. This has no effect on creatures with beast-level intelligence or below. Beings immune to Charm effects are immune to this effect as well.

Fool's Sight - From 6th level onward, the divine fool's unusual perspective makes them potentially immune to mind-altering magic. The cleric gains Advantage on saves from Illusion and Enchantment effects. In addition, if *all* members of the cleric's party are under hostile magical effects, one hostile magical effect the cleric is under ends (player's choice), each round.

Incompetency - From 8th level onward, the cleric can take a bonus action to cast Guidance, with a range of 60ft. The somatic component in this case is a flourish of the hands, and the verbal component is a ridiculous or nonsensical explanation as to why the target is about to succeed. Neither appear magical.

Charm of Suffering - For a 17th level cleric, the karma of Divine Madness begins to manifest. The divine fool no longer has a limit on how much Inspiration they can hold, and should an attack against them be a critical hit, they will likewise gain Inspiration. In addition, they gain Inspiration upon each Long Rest.