

PESTILENCE DOMAIN (MORGION)

MORGION IS THE MASTER OF THAT WHICH DECAYS. THE MIND, THE BODY, AND THE SOUL ARE ALL SUSCEPTIBLE TO CORRUPTION, AND THOSE DEVOTED TO THIS DARK GOD ARE THOSE THAT DEAL OUT CORRUPTION IN ANY AND ALL OF THAT WHICH MAKE A BODY WHOLE. WITH A WORD, THESE CLERICS CAN CRIPPLE AND INFECT OPPONENTS OF THEIR FAITH. RECEIVING DARK BLESSINGS AND SUMMONING DISEASED CREATURES TO SPREAD SICKNESS IN ORDER TO STRENGTHEN THE INHABITANTS OF THE WORLD, WORSHIPPERS OF MORGION BELIEVE THAT ONLY THE STRONG MUST SURVIVE. CLERICS OF MORGION ARE ON THE WORLD TO TEST THAT STRENGTH.

PESTILENCE DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1ST	INFLECT WOUNDS, RAY OF SICKNESS
3RD	CROWN OF MADNESS, PROTECTION FROM POISON
5TH	FEAR, STINKING CLOUD
7TH	BLIGHT, GIANT INSECT
9TH	CLOUDKILL, INSECT PLAGUE

MASTER OF POISON

AT 1ST LEVEL, YOU GAIN PROFICIENCY WITH POISONER'S KITS AND YOUR PROFICIENCY BONUS WHEN USING THE KIT IS DOUBLED. YOU ALSO GAIN THE **POISON SPRAY** CANTRIP. FOR YOU, THIS CANTRIP COUNTS AS A CLERIC CANTRIP.

CHANNEL DIVINITY: ABYSSAL CONJURATION

STARTING AT 2ND LEVEL, YOU CAN USE YOUR CHANNEL DIVINITY TO SUMMON FIENDISH VARIANTS OF NORMAL CREATURES FROM THE ABYSS. A SUMMONED SWARM APPEARS IN AN UNOCCUPIED SPACE WITHIN 5 FEET OF YOU, APPEARING TO POUR FORTH FROM YOUR CLOTHING. OTHER CREATURES APPEAR IN AN UNOCCUPIED SPACE WITHIN 5 FEET OF YOU IN A GOUT OF GREEN AND BLACK FLAME AND SMOKE. ANY CREATURE SUMMONED WITH THIS ABILITY IS CONSIDERED YOUR ALLY. SUMMONED CREATURES REMAIN FOR 1 MINUTE, UNTIL THEY DIE, OR UNTIL YOU DISMISS THEM AS A BONUS ACTION. CREATURES SUMMONED IN THIS FASHION ARE CONSIDERED FIENDS. AS YOU GAIN LEVELS, THE LIST OF CREATURES THAT CAN BE SUMMONED EXPANDS:

2ND LEVEL-2 **RAT OR BAT SWARMS**, OR 1 **INSECT (SPIDER) SWARM**
3RD LEVEL-**DEATH DOG**
5TH LEVEL-**CARRION CRAWLER**
9TH LEVEL-**OTYUGH**

CHANNEL DIVINITY: INFECT THE WEAK

AT 6TH LEVEL, YOU CAN USE YOUR CHANNEL DIVINITY INFECT A CREATURE WITHIN 10 FT. OF YOU WITH ONE OF THE DISEASES FROM THE **CONTAGION** SPELL WITH A DURATION OF 3 DAYS. BESIDES THE RANGE AND THE DURATION, THE SPELL WORKS THE SAME BUT DOES NOT COST A SPELL SLOT TO CAST.

PLAGUEBEARER

WHEN YOU REACH 6TH LEVEL, YOU BECOME IMMUNE TO THE EFFECTS OF DISEASE, BUT YOU CAN STILL CONTRACT AND SPREAD DISEASE IN THE NORMAL FASHION.

POTENT SPELLCASTING

STARTING AT 8TH LEVEL, YOU ADD YOUR WISDOM MODIFIER TO THE DAMAGE YOU DEAL WITH ANY CLERIC CANTRIP.

HEART OF PESTILENCE

AT 17TH LEVEL, YOU GAIN IMMUNITY TO POISON DAMAGE. ADDITIONALLY, WHEN YOU FORCE A SAVING THROW AGAINST AN EFFECT THAT DOES POISON DAMAGE, INFLECTS THE **POISONED** CONDITION, OR INFECTS WITH A DISEASE, THE TARGET HAS DISADVANTAGE ON ANY SAVING THROWS RELATED TO THE EFFECT. THIS ALSO APPLIES TO SIMILAR EFFECTS FROM ANY ATTACKS FROM CREATURES YOU SUMMON USING YOUR ABYSSAL CONJURATION ABILITY.