Chaos Domain

“Chaos molds the world.” These are the words spoken in ancient pagan rituals: “Chaos shapes destinies, for chaos is potential.” The aspect of chaos manifests itself through the tears in reality and ambitions of men. Some orders, cults, and religious organizations follow the manifestations by naming them as gods or deities: Leviathan, Set, Eris, sons of Erlik, and other gods of discord. Most believe that singularity can only be achieved through chaos and discord, by worshiping their deity. Peace and order are lies, only committing people to sloth and preventing advancement, enlightenment. The unpredictability of life is what makes it perfect. There is no other reason that they are seen as evil and shunned than they are unpredictable and true to their purpose. They deny the usual prejudices and hold the world to higher standards.

Domain Spell List

Cleric

Level Spells

1st color spray, inflict wounds

3rd enthrall, suggestion

5th bestow curse, hypnotic

pattern

7th confusion, polymorph

9th geas, mislead

Optional Feature: The Lure of Serenity

If a cleric fails to follow the path of chaos and doesn't abide by the beliefs of their deity, they may be punished. This event may be triggered by a cleric gaining a fondness of order, balance, calm, or simply remaining inactive for too long. When a GM decides that it is triggered, a cleric may be given time to amend for it. However, first, they lose the ability to use their highest spell slot-level for at least three days. After that, they lose all their class abilities. Aspects of balance and serenity will reach out to the cleric and invite them to the path of karma, thus enabling the cleric to become a paladin and eventually swear the oath of karma (when they reach 3rd level or they are already 3rd level or higher). All class related abilities and proficiencies change (such as weapons, spellcasting), but ability scores remain the same.

Level 1: Voice of Chaos: When you expend a spell slot of the highest level, you roll on the Chaos table below. At 20th level, you suffer no effects from the Chaos Table. It always triggers when you cast a spell of 6th level or higher. Additionally, the GM may decide that you should roll in other situations no more than twice.

d20 Chaos Effect

1 The spell is lost. You take d6 psychic damage for each level of the spell.

2 The spell does not take effect, and you expend the spell slot.

3 You must succeed on a DC 10 Wisdom saving throw to be able to cast your next spell.

4 You are blinded until the end of your next turn.

5 d4 random creatures within 60 ft. of you may fall under the effect of the hellish rebuke spell if they fail the necessary saving throw.

6 d3 random creatures within 60 ft. of you have disadvantage on attack rolls until the end of your next turn.

7 You have disadvantage on the next attack roll, ability check, or saving throw.

8 A total of d4 flammable objects that are not worn or carried within 120 feet catch fire.

9 The sound of thunder cracks. It is audible within 300 feet.

10 1d2 creatures within 30 ft. of you fall under the effects of the sanctuary spell; the targets are random, and the DC is equal to your spell save DC.

11 You can ignite candles, torches, and campfires in the next hour with a bonus action.

12 The resistance spell is cast on yourself.

13 You can cast a cantrip as a bonus action until the end of your next turn.

14

You regain 1d4 hit points. If that exceeds your maximum HP, you gain the extra as temporary hit points. The healing dice increases by 1 for 3rd level spells and increases by 2 for 5th level spells.

15 1d4 creatures of your choice within 30 ft. of you fall under the effects of the guidance spell.

16 1d4 creatures of your choice within 30 ft. of you fall under the effects of the bless spell.

17 4 creatures of your choice within 60 ft. of you take 2d6 radiant damage.

18 The next spell cast within 30 feet of you heals a random ally of yours equal to a d6. Each level of the spell increases the die by 1.

19 You gain d4 temporary hit points for each level of the spell.

20 You regain the spell slot.

In the Historica Arcanum universe, any spell or effect that triggers the chaos table doesn’t trigger any additional

spell rebound effects.

Chaos Table

Level 1: Unpredictable Might

Your connection with chaos enables you to affect many spells cast near you. When a creature within 30 ft. of you casts a spell of 1st-level or higher, you can use your reaction to choose one of the effects below, if appropriate. First, you must succeed on a Wisdom saving throw; The DC equals 10 + the spell’s level. On a success you can apply one of the effects below. You can do so a number of times equal to your proficiency bonus and regain expended uses after you finish a long rest.

Change Target: If it’s a one-target spell, you can change the target within the spell's range to another

creature you can see.

Change Type: You can change its type; if it is a spell that deals a type of damage from the following list, you can change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.

Change Origin: If it’s a spell that affects an area and has a point of origin other than the caster, you can change its point of origin by 10 feet.

Cause Harm: After you witness a healing spell within 30 ft. of you, you can deal 1d6 psychic damage to the target or the caster. The chosen creature must be within 30 ft. of you. The die increases by 1d6 each time you gain an ability score improvement.

Cause Heal: After you witness a damaging spell within 30 ft. of you, you can restore 1d6 hit points to the target or the caster (other than you). The chosen creature must be within 30 ft of you. The die increases by 1d6 each time you gain ability score improvement.

Subclass Options

Level 2: Channel Divinity:

Chaotic Displacement: You utter a word belonging to the primordial chaos and choose four willing creatures within 120 feet of you. You don’t need to see them but must know their locations. All chosen creatures swap their locations randomly and gain temporary hit points equal to 2d4 + proficiency bonus and advantage on the next saving throw they make until the end of your next turn.

Disturbance in the Fabric: You utter a word that touches the deepest fears of your enemies. All enemies within 30 ft. of you must succeed on a Charisma saving throw or fall into a great disturbance wherein they perceive their

friends as enemies. They automatically succeed on the saving throw if they are immune to charm. Each time you start a turn, you must succeed on a DC 15 Wisdom saving throw to keep this effect going. On a failed save you take 1d6 psychic damage and the effect ends; the damage die increases by 1d6 for each 2 cleric level you have. If you succeed through 1 minute, the effect ends and you don’t take any damage.

Level 6: Controlled Chaos

When you roll on the Chaos table, you can choose which effects to occur. You can choose two times and can’t do so again until you finish a long rest.

Additionally, when you cast a spell that includes an attack roll and it lands as a critical hit, you choose another creature within the spell’s range and cast the spell again immediately without expending a spell slot.

Level 8: Potent Spellcasting

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

Level 17: Ultimate Chaos

When you reach 17th level, you can cast each of these spells once a day without expending a spell slot: thunderwave, shatter, fear, confusion, contagion.

They don’t count against the spells you can prepare each day and count as a cleric spell for you. If you don’t normally prepare them, you can’t cast them using your spell slots as normal. If they are normally not available in your spell list, this feature doesn’t enable you to prepare them as normal.

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