

Eldritch Grimoire: Cleric

This is Supplemental Material

Divine Domain

At 1st level, a cleric gains the Divine Domain feature. This is a revision written by Odvaskar for that feature: The Chaos Domain.

Chaos Domain

Clerics of the chaos domain worship gods that seen as change bringers for their wild, chaotic, and sometimes insane behavior. Many clerics of this domain tend to worship deities of the Feywild. Through their devotion to these gods clerics of this domain become change bringers themselves by disrupting the order, including magical order wherever their travels might take them.

At each indicated cleric level, add the listed spells to your spells prepared.

Chaos Domain Spells

Cleric Level Spells

1st *Chaos Bolt, Color Spray*

3rd *Mirror Image, Misty Step*

5th *Conjure Animals, Counterspell*

7th *Confusion, Polymorph*

9th *Far Step, Geas*

Catalyst of Chaos

1st-level Chaos Domain feature

At 1st level, your god has given you the ability to use the powers of chaos to twist fate. As a reaction when a creature you can see within 30 of you, including yourself, makes an attack roll, ability check, or saving throw, you can choose to have them reroll the roll. They must use the new roll. Whenever you use this feature you must roll a d100 on the Wild Magic Surge table.

You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

Chaos Shield

1st-level Chaos Domain feature

The chaotic god you worship rewards your devotion by granting a protective blessing fueled by the forces of chaos. While you are not armor, your Armor Class equal 10 + Dexterity modifier + your Wisdom Modifier. You can use a shield and still gain this benefit.

Channel Divinity:

Avatar of Chaos

2nd-level Chaos Domain feature

Starting at 2nd level, you can use your Channel Divinity to harness the power of wild magic. As an action, you present your holy symbol and call the forces of chaos to you. Roll a 1d100 on the Wild Surge table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.

Channel Divinity:

Disrupting Mist

6th-level Chaos Domain feature

Starting at 6th level, you can use your Channel Divinity to conjure a prismatic cloud of wild magic. As an action, you present your holy symbol and choose a number of creatures within 30 feet of you equal to your Wisdom modifier. Each creature is shrouded by the wild magic mist for 1 minute and must succeed on a Wisdom saving throw against your spell save DC whenever it casts a spell of 1st level or higher. On a failed save, the creatures spell slot is consumed by the mist, and they must roll on the will Magic Surge table.

Chaotic Cantrips

8th-level Chaos Domain feature

Starting at 8th level, you add your Wisdom modifier to the damage you deal with your cleric cantrips. Additionally, when you cast a cantrip you can change its damage type by choosing damage type from the following: acid, cold, fire, lightning, necrotic, poison, radiant, thunder.

Controlled Chaos

17th-level Chaos Domain feature

At 17th level, you have become adept at controlling the forces of chaos to an extent. When you roll on the Wild Magic Surge table, you can roll twice and use either roll.

Wild Magic Surge

d100 **Flaw (lasts 1d10 x 10 hours)**

01-02	You gain the benefits of a long rest.
03-04	For the next minute, you can see any invisible creature if you have line of sight to it.
05-06	A modron chosen and controlled by the DM appears in an unoccupied space within 5 feet of you, then disappears 1 minute later.
07-08	You cast <i>Fireball</i> as a 3rd-level spell centered on yourself.
09-10	You cast <i>Magic Missile</i> as a 5th-level spell.
11-12	Roll a d10. Your height changes by a number of inches equal to the roll. If the roll is odd, you shrink. If the roll is even, you grow.
13-14	You cast <i>Confusion</i> centered on yourself.
15-16	For the next minute, you regain 5 hit points at the start of each of your turns.
17-18	You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face.
19-20	You cast <i>Grease</i> centered on yourself.
21-22	Creatures have disadvantage on saving throws against the next spell you cast in the next minute that involves a saving throw.
23-24	Your skin turns a vibrant shade of blue. A <i>Remove Curse</i> spell can end this effect.
25-26	An eye appears on your forehead for the next minute. During that time, you have advantage on Wisdom (Perception) checks that rely on sight.
27-28	For the next minute, all your spells with a casting time of 1 action have a casting time of 1 bonus action.
29-30	You teleport up to 60 feet to an unoccupied space of your choice that you can see.
31-32	You are transported to the Astral Plane until the end of your next turn, after which time you return to the space you previously occupied or the nearest unoccupied space if that space is occupied.

33-34 Maximize the damage of the next damaging spell you cast within the next minute.

35-36 Roll a d10. Your age changes by a number of years equal to the roll. If the roll is odd, you get younger (minimum 1 year old). If the roll is even, you get older.

37-38 1d6 flumphs controlled by the DM appear in unoccupied spaces within 60 feet of you and are frightened of you. They vanish after 1 minute.

39-40 You regain 2d10 hit points.

41-42 You turn into a potted plant until the start of your next turn. While a plant, you are incapacitated and have vulnerability to all damage. If you drop to 0 hit points, your pot breaks, and your form reverts.

43-44 For the next minute, you can teleport up to 20 feet as a bonus action on each of your turns.

45-46 You cast *Levitate* on yourself.

47-48 A unicorn controlled by the DM appears in a space within 5 feet of you, then disappears 1 minute later.

49-50 You can't speak for the next minute. Whenever you try, pink bubbles float out of your mouth.

51-52 A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to *Magic Missile*.

53-54 You are immune to being intoxicated by alcohol for the next 5d6 days.

55-56 Your hair falls out but grows back within 24 hours.

57-58 For the next minute, any flammable object you touch that isn't being worn or carried by another creature bursts into flame.

59-60 You regain your lowest-level expended spell slot

61-62 For the next minute, you must shout when you speak.

63-64 You cast *Fog Cloud* centered on yourself.

65-66 Up to three creatures you choose within 30 feet of you take 4d10 lightning damage.

67-68 You are frightened by the nearest creature until the end of your next turn.

69-70 Each creature within 30 feet of you becomes invisible for the next minute. The invisibility ends on a creature when it attacks or casts a spell.

71-72 You gain resistance to all damage for the next minute.

73-74 A random creature within 60 feet of you becomes poisoned for 1d4 hours.

75-76 You glow with bright light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn.

77-78 You cast *Polymorph* on yourself. If you fail the saving throw, you turn into a sheep for the spell's duration.

79-80 Illusory butterflies and flower petals flutter in the air within 10 feet of you for the next minute.

81-82 You can take one additional action immediately.

83-84 Each creature within 30 feet of you takes 1d10 necrotic damage. You regain hit points equal to the sum of the necrotic damage dealt.

85-86 You cast *Mirror Image*.

87-88 You cast *Fly* on a random creature within 60 feet of you.

89-90 You become invisible for the next minute. During that time, other creatures can't hear you. The invisibility ends if you attack or cast a spell.

91-92 If you die within the next minute, you immediately come back to life as if by the *Reincarnate* spell.

93-94 Your size increases by one size category for the next minute.

95-96 You and all creatures within 30 feet of you gain vulnerability to piercing damage for the next minute.

97-98 You are surrounded by faint, ethereal music for the next minute.

99-00 You can use the Divine Intervention Cleric feature. It automatically succeeds.