

CHAPTER 1: CLERICS

THIS DOCUMENT COVERS THE SUBCLASSES of the holy people of Rhyonis; Clerics. These individuals uphold the teachings of the various gods that make up the pantheon of Rhyonis and are able to draw on the power of the chosen deity with great effect. Be they altruistic healers, political advisors, or holy warriors with a righteous cause, Clerics are found all across Rhyonis and strive to shape the world around them in the name of their patron.

The following Domains are native to Rhyonis but are compatible with any 5e setting at the DM's discretion: *Darkness*, *Hunt*, *Space*, and *Time*.

All Rhyonis Homebrew content was made by myself, Rhyonis creator, Austin Rose. Thank you for taking a look at my work and I hope you look forward to seeing more! Until next time, remember, in a cold and dark world, we are each other's warmth and light!

DARKNESS

SHROUDED IN SHADOW

Those who have come to find safety and security within the darkness of shadow often draw a great deal of power from it as well. This power granted unto them by their deity manifests itself as a shrouding cloak that can be both a source of comfort for themselves as well as a deadly weapon to drive back their foes. They may be mysterious and esoteric priests, but those who come to call a Darkness Domain cleric a friend will know them to be an incredibly loyal and fierce ally.

DEVOTED TO THE DARK

It is a wild misconception that those who find themselves steeped in shadow are evil or vile entities. In fact, those who draw their power from the Darkness Domain are typically peaceful unless pushed to their limits. They have respect for the unknown and use the secrets they've uncovered to protect themselves and those they hold dear. While they are often seen as reclusive and solitary practitioners of divine magic, those who have devoted themselves to the dark will keep to themselves. In spite of this reclusive nature, they will share their knowledge with those who prove themselves to be worthy of their trust and aid.

DOMAIN SPELLS

When you gain access to increasing spell levels, your faith provides you with two spells per level that count as Domain Spells for you. This means they are always prepared and do not count against the number of spells you may prepare, they also count as Cleric spells for you if they otherwise are not.

DOMAIN SPELLS

Spell Level	Spells
1st	Arms of Hadar, Hex
2nd	Blindness/Deafness, Shadow Blade
3rd	Darkness, Hunger of Hadar
4th	Shadow of Moil, Evard's Black Tentacles
5th	Enervation, Negative Energy Flood

DAUNTLESS VISION

At 1st level when you choose this Domain, you gain Darkvision out to 120 ft and are able to see through magical darkness out to this range as well.

CHANNEL DIVINITY: CLOAK OF SHADOWS

Once you reach 2nd level, you can draw darkness in and surround yourself with it as an Action. For the next minute, you have advantage on *Stealth* checks and gain the Sneak Attack feature of the Rogue as if you were a Rogue half of your Cleric level. This feature does not stack with the *Sneak Attack* feature if you are multiclassed as a Rogue. Additionally for the duration, you may also take the *Hide* action as a Bonus Action.

ETERNAL DARKNESS

Starting at 6th level, when a creature leaves an area of darkness you create that they were unable to see through, they are still unable to see and are considered blind for a number of rounds equal to your Wisdom Modifier. At the end of each of their turns during this duration, they may make a Wisdom saving throw against your spell save DC to end this effect early.

DIVINE STRIKE

At level 8, you gain the ability to infuse your weapons with divine energy. Once on each of your turns when you strike an enemy with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target.

When you reach 14th level, the extra damage increases to 2d8.

AN EYE FOR AN EYE

Once you reach level 17, you are able to permanently rob a creature of their sight. As an Action, you can look into a creature's eyes and force them to succeed a Constitution save. On a failure, the creature can no longer see and nothing short of a *Wish* spell or a *Remove Curse* or *Greater Restoration* spell cast at 9th level can remove this effect. On a successful save, nothing happens, and the target gains immunity to this feature for a full week. Once you successfully use this ability, you may not use it again until you complete a long rest.

HUNT

PRIESTS OF THE WILDS

Worshippers of the Goddess of the Hunt, The Huntress, forego prayer books and scripture for camouflage and hunting blinds. Her most faithful priests live within the wilds, surviving off the land, hunting and weeding out threats to the natural world, and feeding those without the means to provide for themselves. She imbues these divine hunters with the skills of a feared predator and Her guidance always seems to help their arrows find their marks and narrowly escape detection to get the drop on their quarry.

DOMAIN SPELLS

When you gain access to increasing spell levels, your faith to The Huntress provides you with two spells per level that count as Domain Spells for you. This means they are always prepared and do not count against the number of spells you may prepare, and they count as Cleric spells for you if they otherwise are not.

DOMAIN SPELLS

Spell Level	Spells
1st	Hunter's Mark, Snare
2nd	Pass Without Trace, Beast Sense
3rd	Haste, Nondetection
4th	Locate Creature, Guardian of Nature
5th	Swift Quiver, Seeming

HUNTRESS' GUIDANCE

At 1st level when you choose this Domain, you gain proficiency with the longbow as well as the *Survival* and *Nature* skills, if you are not already. Checks you make with both of these skills use double your Proficiency Bonus. Also, at level 5, when using a longbow, you may use your

Wisdom in place of Dexterity for attack and damage rolls.

CHANNEL DIVINITY: HUNTER'S AFFLICTION

Once you reach 2nd level, the power of The Huntress allows you to transfer divine afflictions through your weapon. You may expend a use of Channel Divinity and a spell slot up to your Wisdom Modifier (Minimum of 1) to cast *InFLICT Wounds* with the range of your longbow. You may use this feature as part of the action used to cast *InFLICT Wounds*. Note: You must have *InFLICT Wounds* prepared to perform this action.

FAVORED ENEMY

Starting at 6th level, The Huntress has sent you off on a divine mission to cleanse the world of affronts to nature. You gain the benefits of the Ranger's Favored Enemy, but must choose from the following list: Abberations, Fiends, or Undead. You may choose another Favored Enemy from this list when you reach Level 17.

PREDATOR'S DETERMINATION

At level 8, attacks you make with longbows critically hit on a roll of 19-20.

DIVINE HUNTER

Once you reach level 17, you are a paragon of the Hunt and can expend any level Spell Slot on your *Hunter's Affliction*.

SPACE

FOLLOWERS OF ZARDONIS

Known as both the First Star and the Rhyonis of Zardonarys, Zardonis is a powerful star-like entity deep within the vast expanse beyond Rhyonis itself. As the one deity of the Rhyonian Pantheon that can be seen frequently by the majority of Rhyonian surface dwellers, Zardonis draws in a great deal of worship by simply existing in a viewable, tangible state. This worship brings with it intense power and influence across the realm. Those faithful who do follow the teachings and ideals of Zardonis- that a light should shine through every night, to explore and push beyond the boundaries of limits- find themselves in any walk of life. Zardonis and the Space Domain focus heavily on the manipulation of light and gravity, resulting in some battle-field control as well as bursts of intense damage.

LAND-BOUND GAZERS

While their deity exists far beyond their reach, Zardonis' faithful exist on the physical realm of

Rhyonis to look up longing at the entire domain of their deity. Many worshippers of Zardonis walk through life seeking something greater than the terrestrial world around them, desperate for the chance to break the confines of circumstance and make new, great discoveries. They flock to points of religious congregation to share their discoveries and find wisdom at conventions, rife with services praying to Zardonis for looking over their explorations. When these worshippers grow to an advanced age or are no longer able to explore, they will inevitably settle down where they can research and live lives of safe comfort, such as the Divine Province near the Temple of Zardonis or the Eldritch Observatory.

DOMAIN SPELLS

When you gain access to increasing spell levels, your faith in Zardonis provides you with two spells per level that count as Domain Spells for you. This means they are always prepared, do not count against the number of spells you may prepare, and they count as Cleric spells for you if they otherwise are not.

DOMAIN SPELLS

Spell Level	Spells
1st	Arms of Hadar, Guiding Bolt
2nd	Misty Step, Moonbeam
3rd	Magnify Gravity, Pulse Wave
4th	Dimension Door, Gravity Well
5th	Hands of Dark Matter, Teleportation Circle

PROTECTION OF ZARDONIS

Once you take on the Space Domain at level 1, you are granted divine protection while beneath starlight. Whenever you are within a source of natural starlight, or a source of light you create with a spell of 1st level or higher, you have resistance to radiant damage. Upon reaching level 9, you also gain resistance to force damage under these circumstances.

CHANNEL DIVINITY: MOVE THROUGH SPACE

Starting at level 2, you are able to use your Channel Divinity to create minor folds in distances of space. As an action, and for one minute or until you are incapacitated or knocked unconscious, you are able to consider yourself to be up to 30 ft. in any direction for purposes of interacting with objects or the range of your spells. This change in position is only taken in consideration for your abilities. Creatures cannot interact with you unless they target your true location and any physical movement you make begins from your true location.

DIVINE MOVEMENT

Upon reaching 6th level, you are able to save yourself and your allies from devastating falls, or traverse great distances. A number of times per long rest equal to your proficiency bonus, as an action, you are able to immediately teleport yourself and a number of creatures up to your Wisdom Modifier up to 100 ft. Alternatively, if you are falling but can see solid ground up to 100 ft. away, you can cause the same number of creatures to immediately find ground without taking any damage. Additionally, your *Move Through Space* Channel Divinity now has a range of 50 ft.

POTENT SPELLCASTING

At 8th Level, when you cast a damage dealing Cleric cantrip, you may add your Wisdom Modifier to the damage.

INTANGIBLE

At 17th level, you are capable of shaping the fabric of reality around you. Without expending a spell slot, you are able to cast the *Misty Step* at will. Additionally, once per short rest, you may cast *Dimension Door* without expending a spell slot. These versions of these spells do not count as casting spells when it comes to the rules for casting leveled spells during your turn.

TIME

AN ERASED CLERGY

Since the destruction of Malirica, Their following has been disassembled and stolen from time. Like a vacuous hole, reality tore itself apart and the entirety of Their devoted vanished, along with the knowledge they held. It is exceedingly rare, but occasionally, one of these beings will slip through realities and find their way onto the Fixed Moment Timeline. When this does occur, they are usually drawn to beings of great importance meant to aid in the resurrection of Malirica and stabilization of the Fixed Moment Timeline as it is in shambles.

FATE'S FORGOTTEN SAINTS

Broken into two sects that worked interchangeably- when their temples were still in existence- so anyone seeking Malirica's wisdom could always find assistance, regardless of the time. Dawn priests wore whites, gold, orange, and red, and were usually addressed over day-to-day concerns like relationships and financial well-being as they could look to the future for hope. Dusk priests, adorned in black, silver, purple, and grey like Zardonarys itself, assisted in deeper matters, things that haunted

you in nightmares, mental health, insecurities, and the like, as they could look to the past for wisdom and guidance.

DOMAIN SPELLS

When you gain access to increasing spell levels, your faith to Malirica provides you with two spells per level that count as Domain Spells for you. This means they are always prepared and do not count against the number of spells you may prepare, and they count as Cleric spells for you if they otherwise are not.

DOMAIN SPELLS

Spell Level	Spells
1st	Feather Fall, Expeditious Retreat
2nd	Misty Step, Hold Person
3rd	Haste, Slow
4th	Divination, Freedom of Movement
5th	Anomaly, Legend Lore

FORESIGHT IN BATTLE

Starting at level 1, you can add your Wisdom modifier to initiative rolls, in addition to Dexterity.

CHANNEL DIVINITY: TIME WARP

At the call of initiative, you may expend a use of your channel divinity to grant a number of allies up to your Wisdom Modifier advantage on their initiative rolls.

REALITY FLUX

Starting at 6th level, when you cast a Time Domain spell, you can immediately choose to recover an expended spell slot of a lower level. You may only use this feature once per short rest. Additionally, your *Haste* and *Slow* spells can also be used on objects.

POTENT SPELLCASTING

At 8th Level, when you cast a damage dealing cantrip, you may add your Wisdom Modifier to the damage.

TIMELESS

Starting at 17th level, you are no longer affected by time. Your physical body ceases aging and you can not be affected in any way that would age you magically. You additionally always have the *Time Stop* and *Foresight* spells prepared. They are considered Cleric spells for you and do not count against the total number of spells you may prepare

ANOMALY

4th-level Conjuraton

Casting Time: 1 action

Range: Self

Components: S, V

Duration: 1 Minute

You draw a sigil in the air around you that dissipates and casts a faint, blurry aura around your form. Starting at the beginning of the next round, you may take your turn at any point during the initiative order, except during someone else's turn. If you have used your reaction for this Round, after shifting your turn with Anomaly, you reset your reaction for this Round of combat, resetting again at the top of the order or your next use of Anomaly. After the spell ends, you return to your original spot in the order.