

DIVINE DOMAIN

NIGHT

Don a mantle of darkness and banish your foes to an realm of night eternal. Wield the forbidden magics of shadows and night with this subclass option for the Cleric in 5th Edition
DUNGEONS & DRAGONS.



CREDITS

Designer: Jeremy Gilbride [TheTrustedFlumph]

Editors: Michael Crowley [Farful13], Peter Lyons [Shimek58]

Artists: n/a

Playtesters: n/a

Version 1.0 - Released August 15, 2020

DIVINE DOMAIN: NIGHT

This document presents a divine domain option for the cleric class from the Fifth Edition **DUNGEONS & DRAGONS** *Player's Handbook*.

This is Playtest Material

The material presented herein is unofficial, draft, playtest content. This material is subject to revision pending playtest feedback and may or may not be appropriate for use in your own campaigns and adventures at your sole discretion.

DIVINE DOMAIN

At 1st level, a cleric gains the Divine Domain feature, choosing one domain related to their deity. This choice grants Clerics domain spells and other features when you choose it at 1st level. It also grants you additional ways to use your Channel Divinity at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

NIGHT

The Night domain focuses on the negative energies which suffuse the darkness and shadows of the world and mask the unknown. Gods of Night are icons of the unknown and secrets, oft demonized as deceptive and malign by organized societies. Many deities claim influence over this domain, including the chaotic neutral Mask in the Forgotten Realms and the chaotic evil The Shadow in Eberron, but nearly all share aspirations to uncover and wield forbidden powers spirited away in darkest corners of the universe.

Not every cleric of the Night domain is evil in nature, nor do they necessarily see their gods as such. In the Forgotten Realms, a cleric of Shar, the Mistress of Night, may believe their god to be but another face of Selûne, the Moonmaiden, upholding the balance between desolate darkness and oppressive light in the night's sky.

Mantle of Darkness

Starting at 1st level, you can call forth darkness to ward off an approaching threat. When you are attacked by a creature within 5 feet of you that you can see, you can use your reaction to conjure a

shroud of magical darkness, emanating from you in a 5 foot radius before the attack is rolled. The darkness lasts until the end of your next turn.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Domain Spells

Cleric Level Spells

1st	cause fear, dissonant whispers
3rd	darkness, pass without trace
5th	fear, nondetection
7th	blight, shadow of moil
9th	enervation, modify memory

Nightvision

Also at 1st level, you can see normally in darkness, both magical and nonmagical, out to a range of 60 feet.

Channel Divinity: Cloak of Shadows

Starting at 2nd level, you can use your Channel Divinity to enshroud yourself in a swirling cloak of semi-solid shadow.

As an action, you can cause shadows to spread outwards from you in a 10-foot radius and move with you, dispersing after one minute. For the duration, the area is lightly obscured and becomes difficult terrain for creatures other than those you designate when you use this feature. When you use this feature you can extinguish all nonmagical flames within 30 feet of you as part of the same action.

Once before the shadows fade, as an action, you can force one creature within the shadows to make a Constitution saving throw against your spell save DC. On a failure, the shadows darken for that creature and it treats the area as being heavily obscured. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bump in the Night

Starting at 6th level, creatures which end their turn within the shadows or darkness created by one of your cleric spells or abilities cannot gain advantage saving throws against your cleric spells.

Potent Spellcasting

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

Lost in the Dark

Starting at 17th level, when a creature ends its turn in an area of shadows or darkness created by one of your cleric spells or abilities, you can use your reaction to cause the creature to make a Charisma saving throw against your spell save DC. On a failure, the creature disappears, banished to an otherworldly realm of eternal night. The creature remains banished indefinitely, or until they escape by means of the plane shift spell or similar magic. A creature with 50 or more hit points remaining automatically succeeds on this saving throw.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Playtest Feedback

We'd love to hear your thoughts! Once you feel like you've gotten a feel for this content, please take a moment to respond to our short playtest survey and give us your feedback!

Your playtest feedback is the best way for us to continuously improve our content.

Feedback Link

<https://dndtime.stream/#feedback-nightcleric>

Attributions & Special Thanks

This content was created by Jeremy over at <https://www.twitch.tv/dndtime>. Special thanks to everyone in the DnDTime community for their feedback and overwhelming support.



FANTASY LABS

CONTENT TO-DATE

If you liked this subclass, check out some of our other content!

Catch us live on Twitch

Fantasy Labs is a weekly homebrew workshop on Twitch.TV. Catch us live and join in the discussions every Sunday at 6:00 PM PST.

<https://www.twitch.tv/dndtime>

We also run one-shot D&D adventures featuring our community members in the whimsical and light-hearted, **Pete & Jeremy's DnDTime**. Check it out Fridays at 6:00 PM PST and learn more on our website!

<https://www.dndtime.stream/>

SC-001 - BARDIC COLLEGE

The College of Color

<https://www.dmsquid.com/product/309684/>

Paint your whims and spells into physical existence and explore the power of artistic creation with this subclass option for the Bard.

SC-002 - BARDIC COLLEGE

The College of Psychology

<https://www.dmsquid.com/product/309686/>

Manipulate the psyche to empower your companions and to tear down your foes with this subclass option for the Bard.

SC-003 - BARDIC COLLEGE

The College of Mystique

<https://www.dmsquid.com/product/309685/>

Bestow the banes and boons of fate and fortune, delve into otherworldly magics, and weave doom into your enemies' fates with this subclass option for the Bard.

SC-004 - OTHERWORLDLY PATRON

The Great and All-Powerful Genie

<https://www.dmsquid.com/product/313480/>

Use the power of magical relics of your patron's collection, wreathe yourself in fantastical illusion, and ultimately wield the unmatched cosmic power of a genie's Wish with this subclass option for the Warlock.

SC-005 - OTHERWORLDLY PATRON

The Great Tree

<https://www.dndtime.stream/#treewarlock>

Explore the vastness of existence and reclaim those who would stray from the cycle of life and death with this subclass option for the Warlock.

SC-006 - Druid Circle

The Circle of Eyes

<https://www.dndtime.stream/#eyesdruid>

Assume otherworldly forms, grasp the maddening reality of the Far Realm, and stare into the eyes of infinity. Channel the otherworldly essence of the void beyond the stars with this subclass option for the Druid.

CFV-001 - RANGER CLASS FEATURE VARIANTS

Favored Enemy & Natural Explorer Variants

<https://www.dndtime.stream/#variantranger>

Spiritual successors to the Favored Enemy and Natural Explorer features, enshrining their design intent and class fantasy with a more engaging implementation and well-rounded gameplay.

SC-007 - OTHERWORLDLY PATRON

The Coven

<https://www.dndtime.stream/#hagwarlock>

Concoct vile potions from the flesh of your foes, conduct wicked rites, and turn your enemies to toads! Explore the mysterious magics of hags with this subclass option for the Warlock.

SC-008 - DIVINE DOMAIN

Night

<https://www.dndtime.stream/#nightcleric>

Don a mantle of darkness and banish your foes to an realm of night eternal. Wield the forbidden magics of shadows and night with this subclass option for the Cleric.