

VOID DOMAIN

Clerics of the Void Domain draw their power from the emptiness between stars, the dark corners of the universe where light dares not venture. These clerics are masters of the unseen and the unfathomable, wielding the very essence of nothingness to warp reality. They can vanish into nothingness, reappearing elsewhere in an instant, and conjure voids that consume light and hope. As emissaries of the void, they channel the terrifying, awe-inspiring power of the infinite darkness, turning the very absence of existence into a formidable weapon. Their presence is a chilling reminder that not all power comes from the light; some lies hidden in the darkness, waiting to be harnessed.

VOID DOMAIN FEATURES

Cleric Level	Features
1st	Domain Spells, Void Step, Void Storage
2nd	Channel Divinity: Void Capture
6th	Void Negation, Unimpeded Steps
8th	Potent Spellcasting
17th	Void Obliteration, Unlocked Steps

DOMAIN SPELLS

You gain domain spells at the cleric levels listed on the Void Domain Spells table. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

VOID DOMAIN SPELLS

Cleric Level	Spells
1st	<i>create pit^K, shadow bind^K</i>
3rd	<i>misty step, silence</i>
5th	<i>crushing singularity^K, starving void^K</i>
7th	<i>dimension door, spatial swap^K</i>
9th	<i>passwall, teleportation circle</i>

VOID STEP

When you choose this domain at 1st level, you gain the ability to step through the void crossing a long distance in a single step. As a bonus action, you can teleport up to 5 × your cleric level feet to an unoccupied space you can see. This teleportation cannot pass through creatures or objects that block your path.

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

VOID STORAGE

Additionally at 1st level, you gain the ability to store a Large or smaller object in the void. As an action, you can touch it and drop it into the void, where you can then retrieve it later as an action, causing it to appear within 5 feet of you. You can have one object stored this way at time.

CHANNEL DIVINITY: VOID CAPTURE

Starting at 2nd level, you can use your Channel Divinity to toss creatures into the void.

As an action, you open a void portal that attempts to engulf a Large or smaller creature or object within 60 feet of you. The target must make a Dexterity saving throw against your spell save DC. On failure, it is dropped into an endless black void for 1 minute. While in the void it is Incapacitated and cannot interact with or be seen from the plane it was captured. At the end of each of its turns in the void, it makes a Charisma saving throw. On success, or after 1 minute has passed, it returns to the material plane where it was originally captured.

VOID NEGATION

Starting at 6th level, you gain the ability to negate certain attacks by sending them into the void. When a ranged attack roll targets a creature within 30 feet of you, you can use your reaction to open a crack in the void which swallows that attack, causing it to automatically miss and have no effect.

Once you use this ability, you cannot use it again until you complete a short or long rest.

UNIMPEDED STEPS

Additionally at 6th level, your Void Step is no longer blocked by creatures and objects between you and your target space, allowing you to freely teleport to any unoccupied space you can see.

POTENT SPELLCASTING

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

VOID OBLITERATION

Starting at 17th level, you learn the spell *blackhole^K*. It is always prepared and does not count against your spells known. It is considered a cleric spell for you. You can cast it without expending a spell slot once, but when you do so, the radius is reduced to 5 feet, and the range of the disruption to movement is reduced to a 60 feet radius.

You regain the ability to cast it this way again when you complete a long rest.

UNLOCKED STEPS

Additionally at 17th level, your Void Step no longer requires you to see the target space, allowing you to step to any unoccupied space within range.

If you would arrive in a place already occupied by an object or a creature, you take 4d6 force damage, and the ability fails to teleport you.

CREATE PIT

1st-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet (5 ft radius)

Components: V, S

Duration: Instantaneous

You choose a point on the ground in an area of dirt or natural stone you can see. The ground buckles and a 5-foot radius, 10-foot deep pit opens around that point. If the surface is not large enough to contain the pit, the spell fails. Creatures in the area must make a Dexterity saving throw. On a success, they can move 5 feet outside the radius of the spell. Creatures that fail their saving throw fall to the bottom of the pit (taking 1d6 bludgeoning damage and falling prone). The sides of the pit are rough, and can be climbed. The pit remains until filled. If a creature saves, but cannot move 5 feet, they fall prone, hanging from the edge of the pit, and cannot stand until they move out of the pit area or fall into it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the pit is 5-feet deeper for each slot level about 1st (to a maximum of 20 feet deep).

LIMITATIONS

The spell fails if the pit would breach another opening (such as a room or cavern below) as that would be failing to contain the pit. The GM has wide discretion on what surfaces would qualify for this spell.

SHADOW BIND

1st-level illusion (arcane, shadow)

Classes: Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause solidified tendrils of shadow to leap spring from a Medium or smaller creature's shadow and bind it. The target must make a Strength saving throw or become restrained for the duration of the spell. A restrained creature can repeat its saving throw at the end of each of its turns, ending the effect on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target either one additional creature or a creature of one size category larger than medium for each slot level above 1st.

CRUSHING SINGULARITY

3rd-level transmutation

Classes: Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You create an overwhelming gravitational singularity at a point within range that lasts until the start of your next turn. When you cast this spell, any creature within 15 feet of the point must make a Strength saving throw. Creatures that fail their saving throw are moved to the closest available space adjacent to the singularity and take 6d6 bludgeoning damage.

Creatures that pass their saving throw take half as much damage, and are not dragged to the center of the area. While within 15 feet of the singularity, moving away from the singularity requires twice as much movement. If a creature ends its turn within 15 feet of the singularity, it must make a Strength saving throw. On failure, they take 2d6 bludgeoning damage and are dragged back to the closest available spot to the center of the singularity.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

HUNGERING VOID

3rd-level conjuration (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute.

You create a point of pure void which swallows a 20-foot radius sphere of space, plunging it into magical darkness and forming a life devouring, freezing, void. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it unless it comes from a spell of higher level than this one.

A creature that starts their turn within the void must make a Constitution saving throw. On failure, they take 2d6 cold damage and 2d6 necrotic damage, and their speed is reduced by 5 feet. The reduction to their speed lasts until they start not inside the area of the void, and can stack with itself, up to a maximum effect of reducing a creature's speed to 5 feet. On a success, they take half as much damage and their speed is not reduced.

At Higher Levels. When you cast this spell using a 5th level spell slot or higher, the necrotic and cold damage both increase by 1d6, and the speed reduction increases to 10 feet on a failed save (with the same minimum speed limitation).

SPATIAL SWAP

4th-level conjuration

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You switch positions with a creature you can see. If there is insufficient space for either creature at the location of the other, the spell fails. If the target is an unwilling creature, the target must make a Charisma saving throw. On success, the spell fails.

BLACKHOLE

9th-level transmutation

Classes Sorcerer, Wizard

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a miniature black hole at a point within range. An event horizon forms in a 15-foot radius around the point, blocking anything (including light, sound, and magical effects) from passing through that space without being engulfed into the black hole.

When the black hole appears, creatures within 15 feet of the point must make a Dexterity saving throw to avoid being engulfed. On a success, they move up to their movement speed out of the event horizon of the black hole. If they cannot move to a space outside of the event horizon, they automatically fail their save, and are engulfed.

All creatures that are engulfed are compressed into the point at the center of the spell, taking 12d12 bludgeoning damage at the start of each of their turns while engulfed. Their speed is 0, and they are blinded, deafened, and restrained while they are engulfed. As an action, they can attempt to forcibly exit the black hole, making a Strength ability check against your spell save DC. On success, they appear in an empty space at the edge of its event horizon. Any spells, effects, terrain, or items that are not being worn or carried (other than those of Legendary or Artifact rarity) that are engulfed within the event horizon vanish and are destroyed. Magical items of Legendary or Artifact rarity are not destroyed, reappearing on the ground where the sphere was when the spell ends.

While the spell persists, all movement away from it while within 120 feet of it is considered difficult terrain. All ranged attacks that pass within 120 feet of it have disadvantage. When a creature starts its turn within 120 feet of the black hole, it is pulled 5 feet toward the black hole. At the start of the caster's turn, all objects that are not being worn or carried and are not attached to the ground weighing less than 1,000 lbs within 120 feet of the black hole are pulled 20 feet toward the black hole.