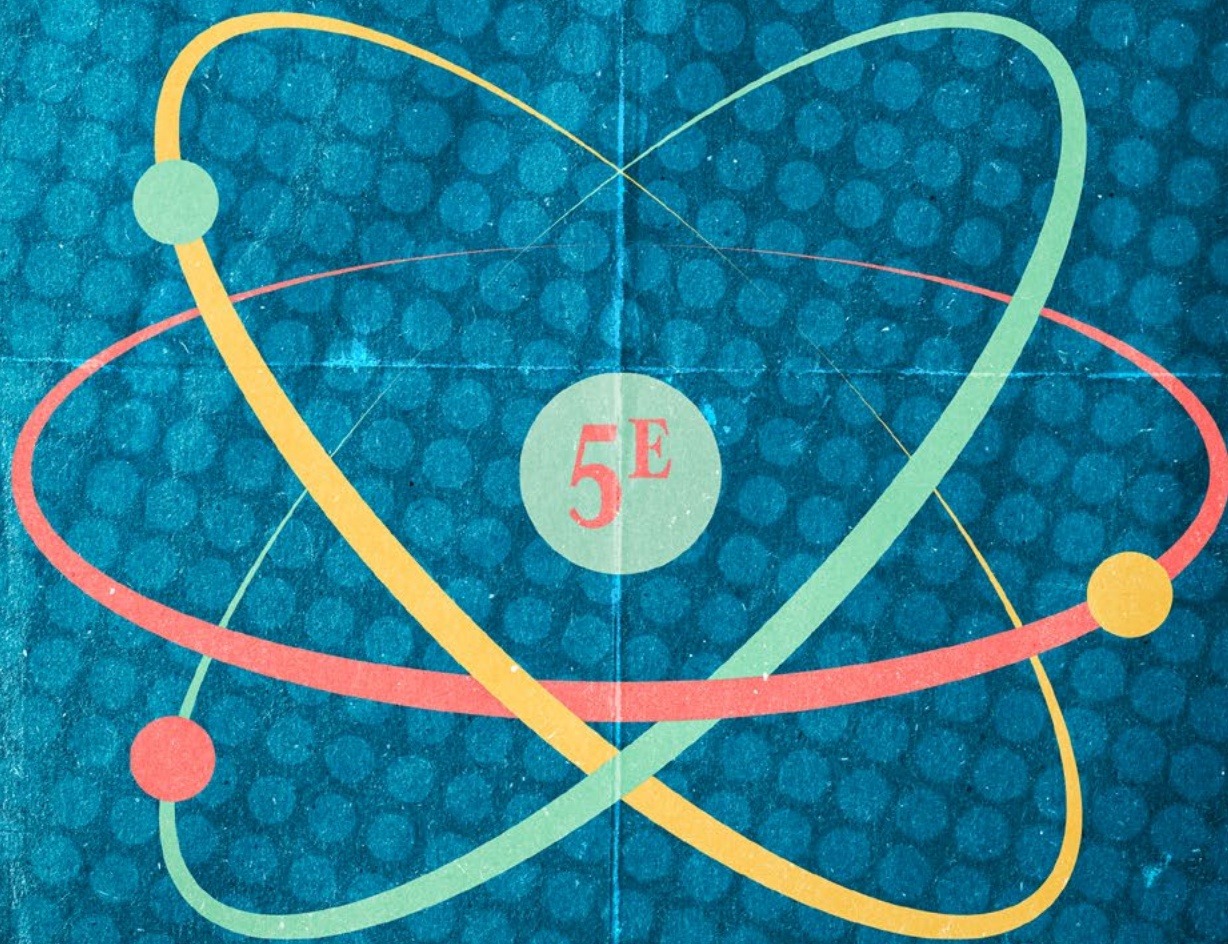
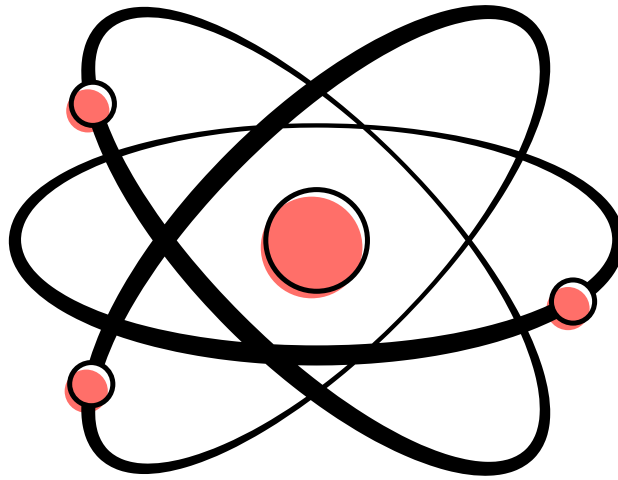


DOMAIN OF THE

ATOM



Nathanaël Roux



DOMAIN OF THE ATOM

Clerics of the Atom split from conventional devotion. Instead of putting their faith in specific gods they serve a different kind of power. Followers of the Atom, believe the smallest things can produce the biggest reactions.

DOMAIN OF THE ATOM FEATURES

CLERIC LEVEL	FEATURE
1 st	Bonus Proficiency, Radiation Infection, Spellcasting
2 nd	Channel Divinity: Hyper Metabolism
6 th	Improved Hyper Metabolism
8 th	Energizing Field
17 th	Fallout

◇ DOMAIN SPELLS

1st-level feature

You gain domain spells at the levels listed in the Domain of the Atom Spells table.

DOMAIN OF THE ATOM SPELLS

CLERIC LEVEL	SPELLS
1 st	<i>burning hands, false life</i>
3 rd	<i>acid arrow, ray of enfeeblement</i>
5 th	<i>blink, slow</i>
7 th	<i>blight, wall of fire</i>
9 th	<i>cloudkill, creation</i>

◇ BONUS PROFICIENCY

1st-level feature

You gain proficiency in the Survival skill.



◇ RADIATION INFECTION

1st-level feature

As an action, you can target an hostile creature within 60 feet of you. That creature must make a Constitution saving throw against your cleric spell save DC. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest.



A creature that fails its save has disadvantage on attack rolls and a -2 penalty to its AC. The effect lasts up to 1 minute. The target must make a Constitution saving throw at the end of each turn. On a successful save, the effect ends.

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

◇ CHANNEL DIVINITY: HYPER METABOLISM

2nd-level feature

As an action your metabolism gets accelerated, until your next turn, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action during your turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.



◇ IMPROVED HYPER METABOLISM

6th-level feature

You can now target another creature you can see within 60 feet of you with your Channel Divinity: Hyper Metabolism.



When you use Hyper Metabolism on yourself, you can maintain concentration on the effect (as if concentrating on a spell) for up to 1 minute.

◇ ENERVATING FIELD

8th-level feature

As an action, you can target a hostile creature within 60 feet of you. That creature must make a Constitution saving throw against your cleric spell save DC. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest.



When a creature fails its saving throw, for the next minute, it and any hostile creatures within a 20-foot-radius sphere gain vulnerability to radiant damage, and the first time each turn that they take damage they take an extra 1d4 radiant damage. Until the effect ends, the sphere moves with the target, centered on the target. An affected creature can repeat the Constitution saving throw at the end of each of their turns, ending the effect early on a success.

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

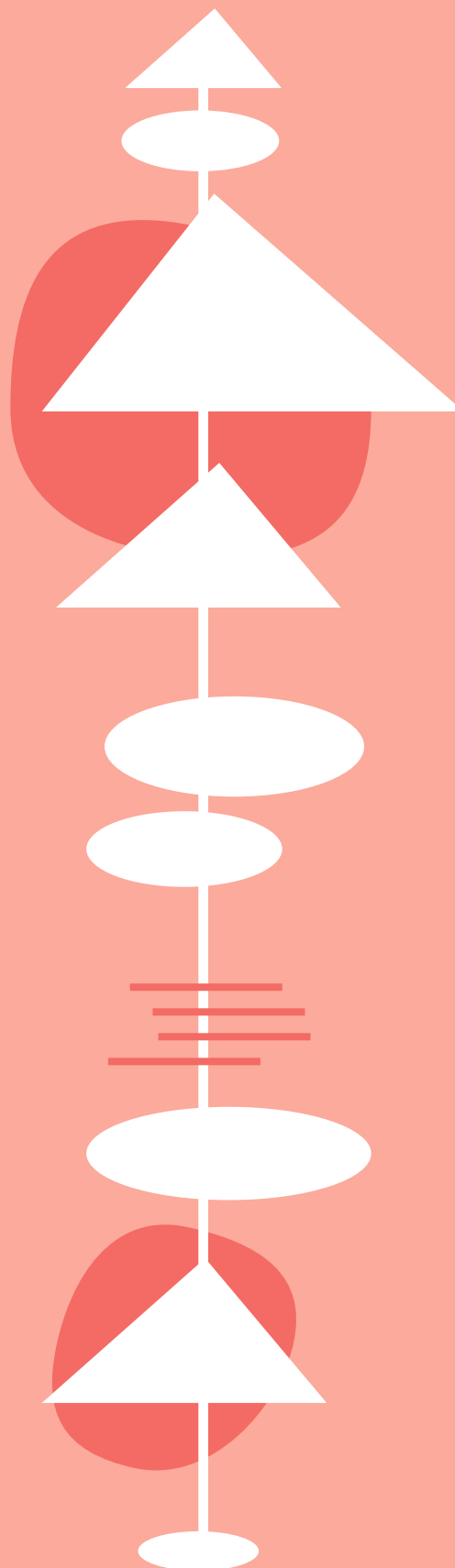
◇ FALLOUT

17th-level feature

As a reaction, which you take when a creature you can see within 30 feet of you dies, you can cause their body to erupt in an explosion of energy. Creatures of your choice within a 20-foot-radius sphere centered on the target take 8d6 radiant damage. Choose up to 6 other creatures within the area. Each of these targets regain 5d8 + your Wisdom modifier hit points. The original target then returns to life with 1 hit point.



Once you use this feature, you can't use it again until you finish a long rest.



OGL License

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the Conditions set forth in Section 7 of the OGL, and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, named creatures, etc.), dialogue, plots, relationships, story elements, locations, characters, artwork, graphics, descriptions, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this delcaration.)

Open Game Content: The Open content in this document includes the names of spells, the names of racial categories, and the names of abilities or features. No other portion of this work may be reproduced in any form without permission.

OPEN GAME License Version 1.0a

The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters;

stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE: Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson. Additional work Copyright 2021, Nathanaël Roux.

CREDITS

Written and illustrated by *Nathanaël Roux*. *Nathanaël Roux* is a graphic designer and illustrator with contributions to many TTRPG publications. Visit www.nathanaelroux.com to learn more about his work.

For any questions, feedback, or business inquiries send an email to contact@barkalotdesigns.com.

SPECIAL THANKS

A huge thank you to my editor and mechanical consultant *Steve Fidler*. Without their expertise this product would not exist. Visit vorpaldicepress.com to learn more about their work!

I also want to thank *AJ- The Disaster Bard* for his valuable early feedback and infallible support. Please give him a [follow!](#)