

A SUPPLEMENT  
COMPATIBLE WITH THE  
**The 5<sup>th</sup> Edition**  
RULES OF  
THE ORIGINAL 1974 ROLEPLAYING GAME



Clerics  
of the  
**Majestic Fantasy Realms**

Layout by Robert S. Conley

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## **Cleric**

Religion plays an important role in the Majestic Realms. The Gods are real and their power effects everyday life. This has a powerful effect on the various cultures of the Majestic Realms. One aspect of this is that Clerics are more powerful than the other character classes. This power comes at a price, faith. Under the rules that the gods abide by, they can only grant power to those who truly believe and are willing to follow the will of their God. This doesn't mean that those who have doubts or transgress are automatically shorn of their powers. But it does mean that by the end of the day that the Cleric stands with his deity or loses everything that is given.

This will act as a check on players abusing clerical powers. Even in the societies dominated by three "evil" gods of the Majestic Realms (Hamakhis, Kalis, and Sarrath) there are recognizable laws and social structures. They have rules that restrict the characters action and work against riding roughshod over the societies the referee creates.

One feature of the various religions of the Majestic Realms is their universal antipathy for demons and their cults. Even worshippers of the three "evil" gods will actively work against any demon cults they discover.

Another feature is that the gods are universal in their appeal. They are not narrowly focused on a singular portfolio. They espouse a distinctive philosophy of life that is taught to the faithful through their clerics. While they are given a singular name in this book they manifest in different forms to different cultures.

For example Mantriv is only known by that name to the horse nomads of Dakar. He also known as Perun to Rurasin of the Wild North and as Thor to the Vasan Vikings. While there are differences in his worship between the two cultures the core of his religion remains the same, to stand against the monsters inhabiting the Majestic Realms and to lead an honorable life.

## Class Features

| Level | Class Features  |
|-------|---|
| 1     | Proficiencies, Divine Spellcasting, Divine Domain               |
| 2     | Channel Divinity (1/rest), Divine Domain, Turn Undead           |
| 3     | Domain Spells, Divine Shield                                    |
| 4     | Ability Score Improvement                                       |
| 5     | Destroy Undead (CR ½)   |
| 6     | Channel Divinity (2/rest), Divine Domain, Divine Improvement.   |
| 7     | Domain Spells   |
| 8     | Ability Score Improvement, Destroy Undead (CR 1), Divine Domain |
| 9     | Domain Spells   |
| 10    | Divine Intervention   |
| 11    | Destroy Undead (CR 2)   |
| 12    | Ability Score Improvement                                       |
| 13    |   |
| 14    | Destroy Undead (CR 3)   |
| 15    |   |
| 16    | Ability Score Improvement                                       |
| 17    | Destroy Undead (CR 4), Divine Domain                            |
| 18    | Channel Divinity (x3)   |
| 19    | Ability Score Improvement                                       |
| 20    | Divine Intervention Improvement                                 |

## Spells

| Level | Cantrips | 1 <sup>st</sup> | 2 <sup>nd</sup> | 3 <sup>rd</sup> | 4 <sup>th</sup> | 5 <sup>th</sup> | 6 <sup>th</sup> | 7 <sup>th</sup> | 8 <sup>th</sup> | 9 <sup>th</sup> |
|-------|----------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| 1     | 3        | 2               | ---             | ---             | ---             | ---             | ---             | ---             | ---             | ---             |
| 2     | 3        | 3               | ---             | ---             | ---             | ---             | ---             | ---             | ---             | ---             |
| 3     | 3        | 4               | 2               | ---             | ---             | ---             | ---             | ---             | ---             | ---             |
| 4     | 4        | 4               | 3               | ---             | ---             | ---             | ---             | ---             | ---             | ---             |
| 5     | 4        | 4               | 3               | 2               | ---             | ---             | ---             | ---             | ---             | ---             |
| 6     | 4        | 4               | 3               | 3               | ---             | ---             | ---             | ---             | ---             | ---             |
| 7     | 4        | 4               | 3               | 3               | 1               | ---             | ---             | ---             | ---             | ---             |
| 8     | 4        | 4               | 3               | 3               | 2               | ---             | ---             | ---             | ---             | ---             |
| 9     | 4        | 4               | 3               | 3               | 3               | 1               | ---             | ---             | ---             | ---             |
| 10    | 5        | 4               | 3               | 3               | 3               | 2               | ---             | ---             | ---             | ---             |
| 11    | 5        | 4               | 3               | 3               | 3               | 2               | 1               | ---             | ---             | ---             |
| 12    | 5        | 4               | 3               | 3               | 3               | 2               | 1               | ---             | ---             | ---             |
| 13    | 5        | 4               | 3               | 3               | 3               | 2               | 1               | 1               | ---             | ---             |
| 14    | 5        | 4               | 3               | 3               | 3               | 2               | 1               | 1               | ---             | ---             |
| 15    | 5        | 4               | 3               | 3               | 3               | 2               | 1               | 1               | 1               | ---             |
| 16    | 5        | 4               | 3               | 3               | 3               | 2               | 1               | 1               | 1               | ---             |
| 17    | 5        | 4               | 3               | 3               | 3               | 2               | 1               | 1               | 1               | 1               |
| 18    | 5        | 4               | 3               | 3               | 3               | 3               | 1               | 1               | 1               | 1               |
| 19    | 5        | 4               | 3               | 3               | 3               | 3               | 2               | 1               | 1               | 1               |
| 20    | 5        | 4               | 3               | 3               | 3               | 3               | 2               | 2               | 1               | 1               |

## Detailed Class Features

### *1<sup>st</sup> Level*

#### **Hit Dice**

A Cleric gains 1d8 HP/Level. Max hit points at first level.

#### **Proficiencies**

Proficiency in light armor, medium armor, and shields.

Proficiency in all simple weapons.

Proficiency in no tools

Proficiency in wisdom, and charisma saving throws.

Proficiency in two skills. Pick from History, Insight, Medicine, Persuasion, and Religion.

#### **Divine Spell Casting**

You can cast Divine Spells

Your Spell Save DC is 8 + prof bonus + Wisdom mod.

Your Spell Attack Mod is prof bonus + Wisdom mod.

You can prepare a number of cleric spells equal to your Wisdom Mod + Cleric Level.

You can learn cantrips, the number of which depends on your level.

You can cast spells marked ritual as a 10 minute ritual.

#### **Divine Domain**

You have class features from your Divine Domain.

You gain a number of prepared spells from your Divine Domain.

Your Holy Symbol acts as a spellcasting focus. Allowing spells to be cast without the need for material components unless there is a specific cost.

### *2<sup>nd</sup> Level*

#### **Channel Divinity**

You can channel divine energy. You can do this once in between a long or short rest.

#### **Channel Divinity: Turn Undead**

You can use your Channel Divinity to Turn Undead. You present your holy symbol and all undead within 30 feet of you must make a wisdom saving throw. Any undead that fails are turned for 1 minute or until it takes damage.

#### **Divine Domain**

You gain a class feature from your Divine Domain.

### **3<sup>rd</sup> Level**

#### **Divine Domain Spells**

You gain more prepared domain spells.

#### **Divine Shield**

Your faith and service is rewarded with the Divine Shield, you gain advantage on any saving throw against spells or effects if the source is arcane or demonic.

### **4<sup>th</sup> Level**

#### **Ability Score Improvement**

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

### **5<sup>th</sup> Level**

#### **Channel Divinity: Destroy Undead**

When you use Channel Divinity to Turn Undead, undead of CR ½ or lower are instantly destroyed if they fail their wisdom saving throw.

#### **Divine Domain Spells**

You gain more prepared spells from your Divine Domain.

### **6<sup>th</sup> Level**

#### **Channel Divinity**

you can use Channel Divinity twice between a long or short rest.  
you gain a feature from your Divine Domain.

#### **Divine Shield Improvement**

Your faith in your deity deepens strengthening your Divine Shield, you gain resistance to damage from spells or effects if the source is arcane or demonic.

### **7<sup>th</sup> Level**

#### **Divine Domain Spells**

You gain more prepared spells from your Divine Domain.

### **8<sup>th</sup> Level**

#### **Ability Score Improvement**

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

#### **Divine Domain**

You gain a feature from your Divine Domain.

#### **Channel Divinity: Destroy Undead**

When you use Channel Divinity to Turn Undead, undead of CR 1 or lower are instantly destroyed if they fail their wisdom saving throw.

### **9<sup>th</sup> Level**

#### **Divine Domain**

You gain more prepared spells from your Divine Domain.

### **10<sup>th</sup> Level**

#### **Divine Intervention**

You may call on your deity to perform a divine intervention. Describe the assistance you seek and if you make a roll equal to or less than your level by rolling percentile dice (d100), the deity will grant your request. If the deity intervenes you can't use this ability until 7 days have passed, if you fail the roll you can't use this ability again until you have undergone a long rest.

### **11<sup>th</sup> Level**

#### **Channel Divinity: Destroy Undead**

When you use Channel Divinity to Turn Undead, undead of CR 2 or lower are instantly destroyed if they fail their wisdom saving throw.

### **12<sup>th</sup> Level**

#### **Ability Score Improvement**

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

### ***14<sup>th</sup> Level***

#### **Channel Divinity: Destroy Undead**

When you use Channel Divinity to Turn Undead, undead of CR 3 or lower are instantly destroyed if they fail their wisdom saving throw.

### ***16<sup>th</sup> Level***

#### **Ability Score Improvement**

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

### ***17<sup>th</sup> Level***

#### **Divine Domain**

You gain a final feature from your Divine Domain.

#### **Channel Divinity: Destroy Undead**

When you use Channel Divinity to Turn Undead, undead of CR 4 or lower are instantly destroyed if they fail their wisdom saving throw.

### ***18<sup>th</sup> Level***

#### **Channel Divinity**

You can use Channel Divinity three times between a long or short rest.

### ***19<sup>th</sup> Level***

#### **Ability Score Improvement**

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

### ***20<sup>th</sup> Level***

#### **Divine Intervention Improvement**

A call for Divine Intervention succeeds automatically, no roll required.

### ***Starting Equipment***

- a mace or (b) a warhammer (if proficient)
- scale mail, (b) leather armor, or (c) chain mail (if proficient)
- a light crossbow and 20 bolts or (b) any simple weapon
- a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

### ***Explorer's Pack***

A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

### ***Priest's Pack***

A backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.





# Deities of the Majestic Fantasy Realms

Claw, Eagle, Flame, Forge, Hearth, Lantern, Skull, Storm, Tree, Web

## Dannu

Dannu is the goddess of mercy, love, home, and fields. She is worshipped by agricultural societies throughout the Majestic Realms. Her church works to bring aid and relief to farmers and the poor. The church of Dannu often co-exists alongside other churches including those of Veritas, Mantriv, and Silvanus.

## Domain of the Hearth

Dannu's domain is focused on spells involving earth, healing, and the body. It is influenced by the Emerald Crystal created by the goddess of healing and the earth.

## Granted Spells

| Level           | Spells                                       |
|-----------------|--|
| 1 <sup>st</sup> | <i>bless, cure wounds</i>                    |
| 3 <sup>rd</sup> | <i>lesser restoration, prayer of healing</i> |
| 5 <sup>th</sup> | <i>create food &amp; water, revivify</i>     |
| 7 <sup>th</sup> | <i>death ward, mass healing word</i>         |
| 9 <sup>th</sup> | <i>greater restoration, raise dead</i>       |

## Domain Features

| Level            | Features  |
|------------------|---|
| 1 <sup>st</sup>  | Disciple of Life, Bonus Proficiency, Prepared Domain Spells |
| 2 <sup>nd</sup>  | Channel Divinity: Preserve Life                             |
| 6 <sup>th</sup>  | Blessings of Dannu  |
| 8 <sup>th</sup>  | Channel Divinity: Restore Life                              |
| 17 <sup>th</sup> | Dannu's Guidance  |

## Blessing of the Hearth (1<sup>st</sup>)

Your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

## Bonus Proficiency (1<sup>st</sup>)

You gain proficiency in Medicine and the Healer's Kit. Your proficiency bonus is doubled for any ability you make using either of the above.

## Channel Divinity: Preserve Life (2<sup>nd</sup>)

You can heal the badly injured by channeling the will of Dannu through your holy symbol. The healing energy can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

**Blessings of Dannu (6<sup>th</sup>)**

Dannu smiles upon your character's efforts, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

**Channel Divinity: Restore Life (8<sup>th</sup>)**

Channel Divinity: Preserve Life now can be used to restore a creature's hit points up to their maximum hit points.

**Dannu's Guidance (17<sup>th</sup>)**

Dannu's wisdom grants you an innate intuition about a creature's injuries. When you cast any type of spells that restores hit points, you restore the maximum possible for each dice you roll. For example, rolling 2d6 will instead automatically restore 12 hit points to the target.

## Daysha

She is the goddess of fate, wealth and pleasure. Her religion originated in the Desert Lands and spread through the trade routes to other regions. Now she is widely worshipped throughout the Majestic Realms by merchants and other involved in trade and commerce. The hedonistic elements of her ceremonies contribute to her popularity.

### Domain of the Web

Daysha's domain involves spells of the mind, divination, and illusions. It is influenced by the Amber Crystal created by the goddess of fates and pleasure.

### Granted Spells

| Level           | Spells                              |
|-----------------|-------------------------------------|
| 1 <sup>st</sup> | <i>charm person, disguise self</i>  |
| 3 <sup>rd</sup> | <i>enthrall, suggestion</i>         |
| 5 <sup>th</sup> | <i>hypnotic pattern, sending</i>    |
| 7 <sup>th</sup> | <i>confusion, phantasmal killer</i> |
| 9 <sup>th</sup> | <i>dream, seeming</i>               |

### Domain Features

| Level            | Features  |
|------------------|---|
| 1 <sup>st</sup>  | Allure of the Web, Bonus Proficiency, Prepared Domain Spells, |
| 2 <sup>nd</sup>  | Channel Divinity: Beguiling Web                               |
| 6 <sup>th</sup>  | Channel Divinity: Pleasure of the Web                         |
| 8 <sup>th</sup>  | Widening the Web  |
| 17 <sup>th</sup> | Coils of the Web  |

### The Allure of the Web (1<sup>st</sup>)

The beauty of Nephthys' web envelops you. You have advantage on all charisma checks provided the creature you are interacting with is not hostile to you.

### Bonus Proficiency (1<sup>st</sup>)

Your temple training has granted you proficiency in deception and persuasion. Your proficiency bonus is double anytime you make an ability check using these skills.

### Channel Divinity: Beguiling Web (2<sup>nd</sup>)

You now learned to cast Daysha's web over others. You can cast charm person as a bonus action. The target must make a wisdom saving throw. If they fail they will consider you as a friendly acquaintance. They get advantage on the save if they are hostile to you or your allies. However unlike the spell, they will not be aware that they been charmed after the spell ends.

### **Channel Divinity: Pleasures of the Web (6<sup>th</sup>)**

You learn to weave Daysha's web to transform your surroundings into something more pleasing. With a 10 minute ritual, you can create an illusion the size of a 150 foot cube that transforms a building or part of a building into appearing as luxurious accommodations of your choice. However it can't add to the contents of the area only change how it looks, smells, taste, and feels. For example a crude table with wooden utensils, bread, and porridge can be made to look and taste like a feast fit for a king.

### **Widening the Web (8<sup>th</sup>)**

Your connection to the Spider goddess deepens. Your Beguiling Web feature can now be used on a number of targets equal to your wisdom bonus plus proficiency bonus.

### **Coils of the Web (17<sup>th</sup>)**

You cast the web of the goddess onto a target and they become lost and distracted amid a maze filled with their wildest pleasures. As an action, once per short or long rest, the target disappears and find themselves in a labyrinthine pleasure house. They will remain there for up to 10 minutes or until they are able to resist the pleasures being offered them. The target can try to resist with a DC 20 Wisdom check. If it succeeds, or the spells end, they will reappear at the place they left. If it is occupied then they appear at the closest clear spot.

## **Delaquain**

Delaquain is the goddess of justice, war, and Paladins. She defends the helpless, and protects the weak from those who prey on them. There is great enmity between the church of Delaquain and the church of Sarrath.

### ***Domain of the Eagle***

Delaquain's domain involves spells of that aid in the defense of honor and justice. It is influenced by the Crimson Crystal created by the goddess of justice and honor.

#### **Granted Spells**

| <b>Level</b>    | <b>Spells</b>   |
|-----------------|---|
| 1 <sup>st</sup> | <i>protection from good and evil, shield of faith</i> |
| 3 <sup>rd</sup> | <i>aid, warding bond</i>                              |
| 5 <sup>th</sup> | <i>beacon of hope, spirit guardians</i>               |
| 7 <sup>th</sup> | <i>death ward, guardian of faith</i>                  |
| 9 <sup>th</sup> | <i>dispel evil and good, wall of force</i>            |

#### **Domain Features**

| <b>Level</b>     | <b>Features</b>  |
|------------------|--|
| 1 <sup>st</sup>  | Bonus Proficiency, Prepared Domain Spells, Wisdom of Delaquain |
| 2 <sup>nd</sup>  | Channel Divinity: Delaquain's Shield                           |
| 6 <sup>th</sup>  | Channel Divinity: Delaquain's Hand                             |
| 8 <sup>th</sup>  | Delaquain's Hope   |
| 17 <sup>th</sup> | Delaquain's Protection   |

#### **Wisdom of Delaquain (1<sup>st</sup>)**

Your training has grounded in the wisdom imparted by Delaquain's Five-fold Path. You gain proficiency in insight and persuasion. Your proficiency bonus is doubled for any insight or persuasion check you make.

#### **Bonus Proficiency (1<sup>st</sup>)**

Due the training given by the church, you are proficient with heavy armor and martial weapons.

#### **Channel Divinity: Delaquain's Shield (2<sup>nd</sup>)**

By channeling Delaquain's divine powers you can protect an ally near you. As a reaction, you can impose disadvantage on a creature attacking an ally within 20 feet of you.

**Channel Divinity: Delaquain's Hand (6<sup>th</sup>)**

You channel Delaquain's divine grace to interpose her hand to save an ally from grievous injury. As a reaction, you can reduce a critical to normal damage only for an ally within 20 feet of you.

**Deaquain's Hope (8<sup>th</sup>)**

You call upon Delaquain to strengthen your allies. Once per long or short rest, you can cast *beacon of hope* without consuming a spell slot. All allies within 30 feet have advantage on wisdom saving throws and regain the maximum number of hit points possible from any healing.

**Deaquain's Protection (17<sup>th</sup>)**

Deaquain heeds your call to aid you and she interposes her shield. Once per long or short rest, you gain resistance against one damage type for 1 minute (10 rounds).

## Hamakhis

He is the god of death and judgment. All who die come to Hamakhis to be judged on how well they upheld the tenets of their faith. Those who fail will dwell in the City of Bones. Those who are judged favorably will proceed to the care of their god. Hamakhis has two types of sects in his religion; the first believes that if one worships Hamakhis properly they will be granted the state of undeath and live forever. This sect known for wearing black robes. The second sect preaches about Hamakhis as the Final Judge and warns people to be ready for him or suffer the consequence. This sect is known for wearing white robes. Hamakhis has an alliance with the goddess Kalis. The god is known for his ability to create the undead through his control of the Orb of Chaos.

### Domain of the Skull

Hamakhis' domain involves spells of life, death, and judgment. It is influenced by the Ivory Crystal created by the god of judgment and death.

#### Granted Spells

| Level           | Spells                                      |
|-----------------|---|
| 1 <sup>st</sup> | <i>detect evil and good, inflict wounds</i> |
| 3 <sup>rd</sup> | <i>augury, zone of truth</i>                |
| 5 <sup>th</sup> | <i>Animate dead, speak with dead</i>        |
| 7 <sup>th</sup> | <i>death ward, divination</i>               |
| 9 <sup>th</sup> | <i>hallow, raise dead</i>                   |

#### Domain Features

| Level            | Features   |
|------------------|--|
| 1 <sup>st</sup>  | Focused Chaos, Bonus Proficiency, Prepared Domain Spells |
| 2 <sup>nd</sup>  | Channel Divinity: Control Undead                         |
| 6 <sup>th</sup>  | Death's Fate   |
| 8 <sup>th</sup>  | Opening the Orb  |
| 17 <sup>th</sup> | Mastery of Chaos   |

#### Focused Chaos (1<sup>st</sup>)

Your faith in Hamakhis allows you to focus the chaotic energy he control when you cast *inflict wounds*. You also receive a damage bonus of 2 + the spell's level to damage your roll.

#### Bonus Proficiency (1<sup>st</sup>)

You are granted proficiency in heavy armor.

#### Channel Divinity: Control Undead (2<sup>nd</sup>)

You can use Hamakhis' control of chaotic energies to control undead with your channel divinity feature instead of turning or destroying undead.



### **Death's Fate (6<sup>th</sup>)**

Hamakhis allows you to give a target of your *inflict wounds* spell a glimpse of their death. In addition to the damage caused by the spell, the target is subjected to the effects of the chill of death. They must make a Wisdom saving throw vs. your Spell Save DC or be stunned for 1d4+cleric's wisdom bonus rounds.

### **Opening the Orb (8<sup>th</sup>)**

You now begun to master the connection to Hamakhis' Orb of Chaos. Add your wisdom bonus to the damage dealt by any cantrip you cast.

### **Mastery of Chaos (17<sup>th</sup>)**

You now fully mastered your connection to the Orb of Chaos. When you cast *inflict wounds*, you do maximum damage.

## Kalis

Kalis is a nature goddess of murder, hatred, and revenge. Her goals directly conflict with those of the goddess Dannu. She represents nature red in tooth and claw. She is known as the Blood Goddess, Mother of Monsters, and the Night Hag. The Claws of Kalis are among the most feared killers in the Majestic Realms. Kalis is served by her Blood Children, the Vampires and Werewolves. Unique among the gods, she has no organized religion. She is primarily worshiped by secretive cults, most of them lead by one of her blood children. Kalis has an alliance with Hamakhis.

### Domain of the Claw

Kalis's domain involves spells focused on blood along with the creatures and monsters of the wild. It is influenced by the Ebon Crystal created by the blood goddess.

#### Granted Spells

| Level           | Spells   |
|-----------------|--|
| 1 <sup>st</sup> | <i>hunter's mark, speak with animals</i>       |
| 3 <sup>rd</sup> | <i>enhance ability, protection from poison</i> |
| 5 <sup>th</sup> | <i>bestow curse, vampiric touch</i>            |
| 7 <sup>th</sup> | <i>black tentacles, dominate beast</i>         |
| 9 <sup>th</sup> | <i>contagion, insect plague</i>                |

#### Domain Features

| Level            | Features   |
|------------------|--|
| 1 <sup>st</sup>  | Bonus Proficiency, Prepared Domain Spells, Preternatural Stealth |
| 2 <sup>nd</sup>  | Channel Divinity: Rage of Nature                                 |
| 6 <sup>th</sup>  | Channel Divinity: Leader of the Pack                             |
| 8 <sup>th</sup>  | Kalis' Wrath   |
| 17 <sup>th</sup> | Mistress of Nature   |

#### Preternatural Stealth (1<sup>st</sup>)

You gain advantage on all Stealth checks.

#### Bonus Proficiency (1<sup>st</sup>)

You are granted proficiency in nature, perception, stealth, and survival.

#### Channel Divinity: Rage of Nature (2<sup>nd</sup>)

You can unlock your inner fury. Inflict 1 hit dice of damage on yourself and you can fight with a primal ferocity for 1 minute (10 combat rounds). You have advantage on Dexterity checks and Dexterity saving throws. When you make a melee or range attack using Dexterity, you gain a bonus to damage equal to your proficiency bonus. You gain additional 10 feet of movement.

**Channel Divinity: Leader of the Pack (6<sup>th</sup>)**

You have developed your ability as a leader within the cult to guide others while executing Kalis' will. As a reaction, using your Channel Divinity, you can grant advantage to ally within 20 feet on a perception or stealth check.

**Kalis' Wrath (8<sup>th</sup>)**

you gain the ability to infuse your weapon strikes with Kalis' Wrath. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.

**Mistress of Nature (17<sup>th</sup>)**

You gain the ability use *Charm Animal and Plants* as an at-will cantrip. In addition, as a bonus action on your turn you can command what actions the animals and plants you charmed will take on their next turn.

## Mantriv

Mantriv is the god of battle, lightning and storms. He is popular in the hearts of many for his heroic deeds in saving worshippers from the depredations of monsters and giants. He rewards any follower who is willing to undertake similar quests. His shrines and temples are used as bases in quests against the monsters of the Majestic Realms.

## Domain of the Storm

Mantriv's domain focuses on spells involving weather, and water. It is influenced by the Indigo Crystal created by the god of thunder and warriors.

### Granted Spells

| Level           | Spells                                |
|-----------------|---------------------------------------|
| 1 <sup>st</sup> | <i>hunter's mark, thunderwave</i>     |
| 3 <sup>rd</sup> | <i>branding smite, shatter</i>        |
| 5 <sup>th</sup> | <i>call lightning, wind wall</i>      |
| 7 <sup>th</sup> | <i>control water, locate creature</i> |
| 9 <sup>th</sup> | <i>cone of cold, hold monster</i>     |

### Domain Features

| Level            | Features  |
|------------------|---|
| 1 <sup>st</sup>  | Bonus Proficiency, Prepared Domain Spells, The Strength of Thunder. |
| 2 <sup>nd</sup>  | Channel Divinity: Mantriv's Terror                                  |
| 6 <sup>th</sup>  | Channel Divinity: Thunderclap                                       |
| 8 <sup>th</sup>  | Thunder Strike  |
| 17 <sup>th</sup> | Ride the Storm  |

### The Strength of Thunder (1<sup>st</sup>)

The might of the thunder god infuses your strike. When you hit a target in a melee attack, the creature takes an additional 1d8 thunder damage, must make a dexterity saving throw or be flung back 10 feet. This will cause an attack of opportunity if the creature leaves your or any ally's reach. You can do this a number of times between each long rest equal to your wisdom bonus.

### Bonus Proficiency (1<sup>st</sup>)

Due the training given by the church, you are proficient with heavy armor, and with martial weapons. You are also proficient in Survival ability checks.

### **Channel Divinity: Mantriv's Terror (2<sup>nd</sup>)**

You can channel Mantriv's power to bring terror to monsters. As an action, you present your holy symbol and speak a prayer rebuking the monster. Each monster that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Monsters are considered to be Beasts, Dragons, Giants, and Monstrosities.

### **Channel Divinity: Thunderclap (6<sup>th</sup>)**

When a creature threatens, you call upon Mantriv to unleash the thunder. As a reaction you can channel Mantriv's power to perform the Dodge Action. Your attacker will have disadvantage if they are conducting a melee attack. In addition the attacker, if within 5 feet, will have to make a dexterity saving throw or be flung back 10 feet and wind up prone. This may draw an attack of opportunity from an ally within reach of the attacking creature.

### **Thunder Strike (8<sup>th</sup>)**

You gain the ability to infuse your weapon strikes with Mantriv's divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 thunder damage to the target. When you reach 14th level, the extra damage increases to 2d8.

### **Ride the Storm (17<sup>th</sup>)**

You have grown to the point where you learned to harness the power of the storm. As an action, you form a thunder storm around you that acts as a circular Wind Wall 15 feet in diameter 15 feet high. In addition, you and now use your movement as flying speed. As a bonus action, you can also move any ally that is inside the storm along with you. This counts as their movement for the next turn.

The storm also has an anvil that functions like the Call Lightning spell for the duration of the storm. As an action you can choose a point within 120 feet and lightning will strike out from the storm. Any creature within 5 feet of where it hits will take 3d10 lightning damage. If they make a dexterity saving throw, they will take half.

The storm will last for 10 minutes (100 combat rounds) and be called on a number of times equal to your wisdom bonus between each long rest.

## Sarrath

Sarrath is the god of war, serpents, and duty. He is the conqueror, the emperor, and the dragon. He teaches that one must obey those placed above and expect those below to obey. Sarrath is the implacable enemy of all demons and those who follow them. There is great enmity between the Church of Delaquain and the Church of Sarrath

### Domain of the Flame

Sarrath's domain focuses on spells involving fire, telekinesis, and physical movement. It is influenced by the Ochre Crystal, created by the god of war and order.

### Granted Spells

| Level           | Spells                                   |
|-----------------|--|
| 1 <sup>st</sup> | <i>heroism, hellish rebuke</i>           |
| 3 <sup>rd</sup> | <i>magic weapon, spiritual weapon</i>    |
| 5 <sup>th</sup> | <i>haste, protection from energy</i>     |
| 7 <sup>th</sup> | <i>fire shield, guardian of faith</i>    |
| 9 <sup>th</sup> | <i>dispel evil and good, telekinesis</i> |

### Domain Features

| Level            | Features                                   |
|------------------|--|
| 1 <sup>st</sup>  | Bonus Proficiency, Prepared Domain Spells, |
| 2 <sup>nd</sup>  | Channel Divinity: Command Authority        |
| 6 <sup>th</sup>  | Sarrath's Fury                             |
| 8 <sup>th</sup>  | Dragon Fire                                |
| 17 <sup>th</sup> | The Command of Sarrath                     |

### Aura of Command (1<sup>st</sup>)

Once per short or long rest, you can channel Sarrath's draconic aura and gain advantage on ability chks involving intimidation for 1 minute.

### Bonus Proficiency (1<sup>st</sup>)

You have been given warrior training by the church, you are proficient with heavy armor and martial weapons. You are also proficient in Intimidation.

### Channel Divinity: Command Authority (2<sup>nd</sup>)

Sarrath enhances your Aura of Command to impose your will on other creatures when you channel divinity. A target creature within 60 feet must make a wisdom saving throw. If they fail, you can now take a bonus action and command what they do for their next move and action.

The creature has the option of refusing the command however Sarrath's wrath will be inflicted on them. They become enveloped in dragon fire. The target suffer fire damage equal to a number of d6s equal to your proficiency bonus. Add to the damage roll your wisdom bonus.

**Sarrath's Fury (6<sup>th</sup>)**

Sarrath grants you his draconic fury when you channel divinity. You and a number of allies equal to your wisdom bonus will be under the effects of a haste spell for 1 minute (10 combat rounds). All effected will have their speed double, +2 bonus to AC, and has advantage on dexterity saving throws. Also gains an additional action which can be used to take the Attack, Dash, Disengage, Hide, or Use an Object action. After Sarrath's fury passes, all effected are hit with a wave of fatigue. You and your effected allies can't move or take any action for one round. This can only be used once between long rests.

**Dragon Fire (8<sup>th</sup>)**

You gain the ability to infuse your weapon strikes with dragon fire. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

**The Command of Sarrath (17<sup>th</sup>)**

Your faith is such that part of Sarrath godlike authority becomes part of you. As a bonus action you can cast the command spell and the target has disadvantage on the saving throw. You can do this a number of times equal to your wisdom bonus between each long rest.

## Silvanus

Silvanus is the god of dreams, magic, and the forest. Silvanus is revered by the Elves. His worship involves mysticism, complex meditation, and magic. Silvanus' clerics work as sages and mystics for the Trehaen, an organization of Clerics, Druids, and Rangers devoted to defending the land and the people who live there.

### Domain of the Tree

Silvanus' domain uses in spells involving protection, dreams, and natural world. It is influenced by the Azure Crystal created by the god of forests and dreams.

### Granted Spells

| Level           | Spells                                  |
|-----------------|---|
| 1 <sup>st</sup> | <i>bless, sanctuary</i>                 |
| 3 <sup>rd</sup> | <i>augury, spike growth</i>             |
| 5 <sup>th</sup> | <i>glyph of warding, tiny hut</i>       |
| 7 <sup>th</sup> | <i>divination, private sanctum</i>      |
| 9 <sup>th</sup> | <i>commune with nature, tree stride</i> |

### Domain Features

| Level            | Features  |
|------------------|---|
| 1 <sup>st</sup>  | Bonus Proficiency, Prepared Domain Spells, The Way of the Trehaen |
| 2 <sup>nd</sup>  | Channel Divinity: Refuge  |
| 6 <sup>th</sup>  | Path of the Trehaen   |
| 8 <sup>th</sup>  | Shelter of the Tree   |
| 17 <sup>th</sup> | The Final Refuge  |

### The Way of the Trehaen (1<sup>st</sup>)

the time spending tending the grove has allowed you to learn the Druidcraft cantrip. Along with doubling your proficiency bonus with ability checks involving the herbalism kit and nature skills. In addition, the cost of preparing healing potions is halved for you.

### Bonus Proficiency (1<sup>st</sup>)

you been trained in the grove to have proficiency in animal handling, nature and the herbalism kit.

### Channel Divinity: Refuge (2<sup>nd</sup>)

You can touch a tree or a wall and a door will form, this is an entrance to an extradimensional space that can be used as a refuge. The space can hold as many as eight Medium or smaller creatures. The door can be closed making the entrance disappear from any creature passing by. The door has a small window that allow those inside to see out.

This refuge will last up to 1 day and anything inside will fall out the door when it ends.



**Path of the Trehaen (6<sup>th</sup>)**

Silvanus has taught you how to manipulate arcane mana by using the Path of the Trehaen

**Shelter of the Tree (8<sup>th</sup>)**

You extend Silvanus' power to protect you or an ally from certain harmful effects. As a reaction, you can grant yourself or an ally resistance to damage for a single attack. You can do this a number of times equal to your wisdom bonus between long rests.

**The Final Refuge (17<sup>th</sup>)**

Silvanus has granted you the responsibility to create and maintain a refuge to be used in times of dire need. You can as an action create a door on a tree, wall or a flat surface that will open into a sunlight wooded glade 30 feet in diameter. Beyond the trees is a mist that will return anybody entering back into the glade.

The door will remain usable for 1 hour after which it will disappear. The glade can't be re-entered unless you reopen the door again. If you are not the glade anybody inside will be trapped until you open the door again from the outside. Note a door reopened from the inside will exit to the same place where the cleric opened the door in the first place.

Cottages and other buildings can be built inside the glade. Within the glade there are is a freshwater spring and enough fruit trees to supply food for 2d4 people per month. Although additional supplies can be stashed inside the glade.

In addition other clerics of Silvanus can be taught to connect to your glade. Once this is done they can also open the door to the glade.

## Path of the Trehaen

Clerics of Silvanus are part of the Trehaen an organization of allied races dedicated to peace, defending the realms and preserving the natural order. Silvanus teaches his priests the importance of understanding both the divine and the arcane as part of their service within the Trehaen.

### Cantrips Known

By following the Trehaen meditations, you learn a cantrip of your choice from the wizard spell list. You learn additional cantrips at 10<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> level.

### Spells Known

Continuing the Trehaen meditations, you learn two spells of your choice from the wizard spell list. You learn a new spell from the wizard spell list every level until 20<sup>th</sup>.

### Spell Slots

The Trehaen spellcasting table show how many spell slots you have to cast the spells you know starting at 4<sup>th</sup> level. To cast one of the spells you know you have to expend a slot of that spell's level or height. You regain all spell slots when you finish a long rest.

### Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells since it require mental discipline and dedication to the Trehaen meditations. Your Spell Save DC is 8 + proficiency bonus + Intelligence mod. Your Spell Attack Mod is proficiency bonus + Intelligence mod.

| Cleric Level     | Cantrips Known | Spell Known | Spell 1 <sup>st</sup> | Slots 2 <sup>nd</sup> | 3 <sup>rd</sup> | 4 <sup>th</sup> | 5 <sup>th</sup> |
|------------------|----------------|-------------|-----------------------|-----------------------|-----------------|-----------------|-----------------|
| 6 <sup>th</sup>  | 1              | 2           | 1                     | 0                     | 0               | 0               | 0               |
| 7 <sup>th</sup>  | 1              | 3           | 2                     | 0                     | 0               | 0               | 0               |
| 8 <sup>th</sup>  | 1              | 4           | 2                     | 1                     | 0               | 0               | 0               |
| 9 <sup>th</sup>  | 1              | 5           | 3                     | 1                     | 0               | 0               | 0               |
| 10 <sup>th</sup> | 2              | 6           | 3                     | 2                     | 0               | 0               | 0               |
| 11 <sup>th</sup> | 2              | 7           | 4                     | 2                     | 0               | 0               | 0               |
| 12 <sup>th</sup> | 2              | 8           | 4                     | 2                     | 1               | 0               | 0               |
| 13 <sup>th</sup> | 2              | 9           | 4                     | 3                     | 1               | 0               | 0               |
| 14 <sup>th</sup> | 2              | 10          | 4                     | 3                     | 2               | 0               | 0               |
| 15 <sup>th</sup> | 3              | 11          | 4                     | 4                     | 2               | 0               | 0               |
| 16 <sup>th</sup> | 3              | 12          | 4                     | 4                     | 2               | 1               | 0               |
| 17 <sup>th</sup> | 3              | 13          | 4                     | 4                     | 3               | 1               | 0               |
| 18 <sup>th</sup> | 3              | 14          | 4                     | 4                     | 3               | 2               | 0               |
| 19 <sup>th</sup> | 3              | 15          | 4                     | 4                     | 4               | 2               | 0               |
| 20 <sup>th</sup> | 4              | 16          | 4                     | 4                     | 4               | 2               | 1               |



## Thoth

Thoth is the god of knowledge. He is charged by Veritas with the keeping of the Covenant between the Gods and the recording of everything that transpires in the Majestic Realms. His religion is organized into monasteries which engage in the collection of lore. Often these monasteries are bases for expeditions to recover lost artifacts or explore an unknown region of the Majestic Realms.

### Domain of the Lantern

Thoth's domain focuses on spells involving knowledge, and symbols. It influenced by the Amethyst Crystal created by the god of knowledge.

#### Granted Spells

| Level           | Spells                                 |
|-----------------|--|
| 1 <sup>st</sup> | <i>detect magic, identify</i>          |
| 3 <sup>rd</sup> | <i>enhance ability, locate objects</i> |
| 5 <sup>th</sup> | <i>nondetection, tongues</i>           |
| 7 <sup>th</sup> | <i>arcane eye, locate creature</i>     |
| 9 <sup>th</sup> | <i>legend lore, scrying</i>            |

#### Domain Features

| Level            | Features   |
|------------------|--|
| 1 <sup>st</sup>  | Bonus Proficiency, Prepared Domain Spells, Master Dissertation |
| 2 <sup>nd</sup>  | Channel Divinity: Lantern's Illumination                       |
| 6 <sup>th</sup>  | Channel Divinity: Foresight of the Light                       |
| 8 <sup>th</sup>  | Shadows Dispelled  |
| 17 <sup>th</sup> | Shadows of the Past Unveiled                                   |

#### Bonus Proficiency (1<sup>st</sup>)

Your training in the monastery has filled you with knowledge about the Majestic Realms. In addition to your two skills from being a cleric, you can pick four additional skills to be proficient in. Your six picks can be from the following list: Any Tools (can be picked multiple times), Arcana, History, Insight, Investigation, a Language (can be picked multiple times), Medicine, Nature, Persuasion, and Religion.

#### Master Dissertation (1<sup>st</sup>)

The last year of your training was focused on writing dissertations on two areas of knowledge that you focused on. Pick two languages, skills or tools that you are proficient in. You now get double your proficiency bonus for any ability check involving those two skills.

#### Channel Divinity: The Lantern's Illumination (2<sup>nd</sup>)

The light from Thoth's lantern grants you a deeper understanding. For 10 minutes, when you use channel divinity, you have advantage on any ability checks with a chosen skill or tool.

### **Channel Divinity: Foresight of the Light (6<sup>th</sup>)**

You can open yourself to Thoth's Lantern light to develop glimpse of the future for you or your ally. When you use channel divinity, an ally within touch range can't be surprised and has advantage on all ability checks, attacks, and saving throws. This last for a number of combat rounds equal your wisdom bonus. In addition you also gain advantage on all initiative checks once you gain this feature without having to use channel divinity.

### **Shadows Dispelled (8<sup>th</sup>)**

As your faith in Thoth deepens, his lantern's light allows you to discern things that remain hidden. As an action you gain the effects of the following spells for 10 minutes for anything within 30 feet of you: Comprehend Languages, Detect Good and Evil, Detect Magic, Detect Poison and Disease, and Detect Thoughts. You can do this a number of times between long rests equal to your wisdom bonus.

At 14<sup>th</sup> level a short rest will restore your ability use the lantern's light. In addition once per long rest you can utilize Clairvoyance.

### **Shadows of the Past Unveiled (17<sup>th</sup>)**

Your understanding of Thoth's lantern is nearly complete. As an action your Shadows Dispelled feature expands to include Locate Animals and Plants, Identify, Locate Object, Legend Lore, See Invisibility, and True Seeing. You can use these additional spells a number of time equal to your wisdom bonus between long and short rests. In addition once per long rest you can use either Scrying, or Contact Other Plane.

## Veritas

Veritas is the god of creation, craftsmen, and truth. He is revered by the Dwarves. He is the eldest of the gods and the first to come to the Majestic Realms. He is known as the High Lord among the Elves. In lands influenced by elven culture he forms a trinity with Dannu, and Silvanus.

### Domain of the Forge

Veritas' domain focuses on spells involving creation, control of magic, and nature of reality. It is influenced by the Chromatic Crystal, the master crystal created by the high lord of creation and artifice.

### Granted Spells

| Level           | Spells   |
|-----------------|--|
| 1 <sup>st</sup> | <i>detect evil and good, protection from evil and good</i> |
| 3 <sup>rd</sup> | <i>detect thoughts, zone of truth</i>                      |
| 5 <sup>th</sup> | <i>counterspell, dispel magic</i>                          |
| 7 <sup>th</sup> | <i>banishment, fabricate</i>                               |
| 9 <sup>th</sup> | <i>animate objects, telekinesis</i>                        |

### Domain Features

| Level            | Features  |
|------------------|---|
| 1 <sup>st</sup>  | Bonus Proficiency, Prepared Domain Spells, Divine Forge |
| 2 <sup>nd</sup>  | Channel Divinity: Veritas' Light                        |
| 6 <sup>th</sup>  | Mastery of the Forge                                    |
| 8 <sup>th</sup>  | Divine Strike   |
| 17 <sup>th</sup> | Aura of Creation  |

### Divine Forge (1<sup>st</sup>)

As part of a short rest you can work on a number of weapons equal to your proficiency bonus and turn into them a +1 magic weapon for 1 hour.

### Bonus Proficiency (1<sup>st</sup>)

Due the training given by the church, you are proficient with heavy armor, with martial weapons, and with one set of tools.

### Channel Divinity: Veritas' Light (2<sup>nd</sup>)

You channel the power of Veritas so that all untruths are revealed. In a 15 foot circle centered on the cleric, all creatures must make a charisma saving throw. On a failed save, the creature can't speak a lie while within the radius, invisible creatures will appear as a faded image, and the true appearance of anybody in the circle will be shown also as a faded image overlaying the creature. Finally any undead within the circle will suffer radiant damage equal to 1d6 plus your wisdom bonus per round. This will last for 10 minutes.

**Mastery of the Forge (6<sup>th</sup>)**

Your understanding of creation deepens. You can now make your equipment of superior quality. Your weapons get +1 damage, you get +1 bonus to the AC of the armor you wear, and tools you use have advantage when used for an ability check.

**Divine Strike (8<sup>th</sup>)**

You gain the ability to infuse your weapon strikes with energies of creation itself. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

**The Aura of Creation (17<sup>th</sup>)**

Veritas' light washes out from you and coalesces in a soft radiance in a 30-foot radius around you. Creatures of your choice in that radius when you cast this spell shed dim light in a 5-foot radius and have advantage on all saving throws, and other creatures have disadvantage on attack rolls against them until the spell ends. In addition, when a fiend or an undead hits an affected creature with a melee attack, the aura flashes with brilliant light. The attacker must succeed on a Constitution saving throw or be blinded until the aura ends.

You can use this feature a number of times between long rests equal to your wisdom bonus. The aura will last up to 1 minute (10 rounds)

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