

A RULES SUPPLEMENT
COMPATIBLE WITH THE
The 5th Edition
RULES OF
THE ORIGINAL 1974 ROLEPLAYING GAME



The Majestic Fantasy Realms
Paladins

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Paladin

A paladin is a divine champion of their god. A cleric serves their deity's long-term interest by ministering to a flock, managing a temple, or work for a religious order. Paladins in contrast serve their deity by dealing with immediate problems. A long-neglected village needs a leader to fend off an impending invasion, a demon is plaguing a city at night, or a religious order grown lazy and fat needing inspiration to handle a plague. For all these and more a deity calls in a paladin in to deal with the immediate issue and then later calls in a cleric for the long term.

1st level

Hit Dice

From your class you gain 1d10 HP/Level as well as max hit points at first level.

Proficiencies

Your training as a paladin has taught you how to fight in and maintain different kinds of armor. You gain proficiency in all armor and shields.

Hours of sparring have trained you to use weapons of war. You can proficiency in simple weapons and martial weapons.

Your long hours of religious meditations have given you proficiency in saving throws involving Wisdom, Charisma.

Your studies as a novice as taught you several skills. You gain proficiency in two skills from the following: Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion.

Divine Sense

Your connection to the divine essence of your deity allows you to sense evil intent, the divine the demonic, and those infused with necrotic power of the undead. As an action, you can sense any celestial, fiend, or undead within 60 feet of you that not under total cover. In addition, you know if any creature that speaks a language is hostile to you. You know the type of creature that you are sensing but not their specific identity. Finally, within the radius you can sense any place or object that been, consecrated, desecrated, or tainted by demons. You can use this ability a number of times equal to your charisma bonus + 1 between long rests.

Lay On Hands

you can channel your deity's divine essence into an aura around your hands heals and cures. You gain a pool of healing power equal to your paladin level times five. As an action you can use this pool to restore hit points to a creature, up to the maximum amount of your pool. Additionally, you can expend 5 hit points from your pool to cure the target one disease, or neutralize one poison affecting it. You can do this multiple times as long as you have points remaining in your pool. This healing pool replenishes after you finish your prayer meditations during a long rest.

2nd Level

Fighting Style

You have begun to specialize your weapon training. You can adopt one of the following weapon styles.

Fighting Style Table

- **Archery**, You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Defense**, While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling**, When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting**, When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Protection**, When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Divine Spellcaster

You have learned how to create forms and channel to your deity's divine essence to fill those forms with energy to cast magic. You can cast divine spells.

You learn how to use your vim to craft forms. The first step of casting a spell. You can create a number of forms to prepare spells for casting equal to your Charisma modifiers + half your paladin level (rounded down, minimum of one spell). The prepared spells must equal or be less than the highest level spell you can cast.

You can focus your understanding of the divine via a series of incantations, gestures, and/or components to channel your deity's divine into one of the forms you have prepared to cast a spell. You can do this twice between long rests. As you level, you can focus on more spells including higher levels spells as shown on the spell table.

Your understanding of the divine causes your Spell DC to be equal to 8 + your proficiency bonus + your Charisma modifier.

Your training in channeling divine energies through spells causes your Spell attack modifier to be equal to your proficiency bonus + your Charisma modifier.

You can use your deity's holy symbol in place of using material components for a well. You can use your religion's holy symbol as a spellcasting focus.

Divine Smite

At 2nd level, instead of casting a spell, you can focus your deity's divine energy on your weapon's strike. Your weapons glow radiantly and deals more damage. You can expend one spell slots to deal extra radiant damage. If you use a 1st level spell slot, the extra damage is 2d8 radiant damage. Each higher-level spell slot used does +1d8 radiant damage up to 6d8 radiant damage if a 5th level spell slot is used. In addition, if the target type is an undead or a fiend add an additional +1d8 radiant damage.

3rd Level

Divine Health

Your continued prayers and rituals have caused some of your deity's divine essence to merge with your vim. You are now immune to disease.

Sacred Oath

You take your final oaths to bind yourself to the service of your deity. You gain the first feature of your paladin oath.

Divine Spellcasting

During your initial prayer meditation after taking your oath, you come to understand how to prepare additional forms. The specific spells that are automatically prepared depend on the deity the oath is sworn too. If you gain an oath spell that is not on the paladin spell list, it is considered a paladin spell.

Channel Divinity

During your initial prayer meditations, you learn to channel your deity's divine power directly. The exact magical effect that manifest depends on the deity the oath was sworn too. You can use channel divinity once between a long or short rest. If the effect require a saving throw, the DC is 8 + your proficiency bonus + your Charisma modifier, the same as your paladin spell save DC.

4th 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.

5th Level

Extra Attack

You have developed lightning fast reflexes with your weapon. You can attack twice, instead of once, whenever you take the Attack action on your turn.

6th Level

Aura of Protection

Your connection to your deity's divine essence deepens. As a result, it begins to extend outwards to protect you and your allies. Whenever you or one of your allies within 10 feet must make a saving throw add your Charisma modifier to the roll (minimum of +1). You must be conscious for this aura of protection to exist.

7th Level

Sacred Oath Feature

You develop a better understanding of what it means to serve you deity. You gain the second feature of your paladin oath.

8th 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.

10th Level

Aura of Courage

You learned to use your deity's divine essence to inspire yourself and your allies. You and your allies within 10 feet of you can't be frightened due your aura of courage while you are conscious.

11th Level

Improved Divine Smite

Your righteous might in service of your deity has allowed a portion of your divine smite to infuse your melee weapons continually. On a successful hit with a melee weapon the creature takes an extra 1d8 radiant damage. You can also add this extra damage to your divine smite.

12th 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.

14th Level

Cleansing Touch

You can harness your deity's divine essence to wrest control of the mana powering a spell affecting yourself or an ally. This ends the spell. As an action you can touch yourself or a willing ally and end one spell on yourself or them. You can do this a number of times equal to your Charisma modifiers (minimum of once) between long rests.

15th Level

Sacred Oath Feature

Your understanding of what purpose your deity has for you is nearly complete. You gain the third feature of your paladin oath.

16th 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.

18th Level

Divine Aura Improvement

At 18th level, your understanding and mastery of your deity's divine essence has caused your holy aura to be extended to a 30 feet radius.

19th 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.

20th Level

Sacred Oath Feature

At 20th level, you now have no questions about how to serve as your understanding of your deity plans and goals is complete. You gain the fourth and final feature of your paladin oath.

Starting Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- Chain mail 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.

Class Features

Level	Proficiency Bonus	Class Features
1	+2	Divine Sense, Lay on Hands
2	+2	Fighting Style, Spellcasting, Divine Smite
3	+2	Divine Health, Sacred Oath
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Aura of Protection
7	+3	Sacred Oath feature
8	+3	Ability Score Improvement
9	+4	-
10	+4	Aura of Courage
11	+4	Improved Divine Smite
12	+4	Ability Score Improvement
13	+5	-
14	+5	Cleansing Touch
15	+5	Sacred Oath feature
16	+5	Ability Score Improvement
17	+6	-
18	+6	Aura improvements
19	+6	Ability Score Improvement
20	+6	Sacred Oath feature

Paladin Spells

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

Paladin Oaths

Out of all the deities of the Majestic Realms, only three have called paladins to their service. Delaquin the goddess of honor and justice, Sarrath, the god of war and fire, and Veritas, the god of creation, and truth.

In each of the three religions, paladin training is initially little different their clerical brethren. Paladin focus more on martial training, and clerics more on mastering divine spell casting. It at 3rd level that the two diverge significantly. It is at this point that paladins swears a divine oath that binds their fate to that of their deity. This oath binds their vim or inner energy to their deity's divine essence. As a result, the paladin can now wield divine power as their deity's champion.

In all three religions, after the paladin take their oaths they are now only loosely bound to their religion's hierarchy. While according the hierarchy respect, the quests paladins are called to achieve takes precedence over any commands from officials. When the paladin is not on quest, then the paladin is expected to follow any rightful commands or request.

Breaking Your Oath

A paladin is their deity's hand within the Majestic Fantasy Realms. This bond is manifests as a paladin's oath. However, paladins are mortal and as mortals some will decide to let their own interests come before their deity's call. As result the Paladin's Oath is broken and the connection to their deity is severed.

Actions that result in breaking your paladin oath include but not limited to are: ignoring or doing the opposite of the deity's tenets, and ignoring a call to quest from your deity to pursue another goal.

The consequences of this are severe. Several class features will cease to be usable by the Paladin. They are listed below.

- Divine Sense
- Lay on Hands
- Divine Spellcasting
- Divine Smite
- Divine Health
- All feature granted from their Sacred Oath
- Aura of Protection
- Aura of Courage
- Cleansing Touch

Features that are unaffected are

- Fighting Style
- Extra Attack
- Skill and Tool Proficiencies
- Ability Score Improvements or acquired feats.

Voluntary Retirement

Sometime a paladin oath is retired. Sometimes a deity may decide that you have served long enough or served so well that you no longer are to be called. That you are now free to live the rest of your life as you see fit.

The consequences of retirement are less severe. As long as you remain true to the tenets of the deity's religion then only the features granted by your Sacred Oath are unusable. Your remaining paladin feature can still be used like Divine Sense, Lay on Hands, etc. You also required to take another class the next time you level.

If you decide to serve your deity again, a short ceremony by any priest of your religion and swearing to your oath again will allow you to use the features from your Sacred Oath again.

Seeking another path

It is in theory possible to swear another oath to another deity and have one's paladin abilities restored. Most of recorded cases of this are paladins being released from the Oath to the Five-Fold Path and swearing to the Alatheias Oath and vice-versa. Along with one famous myth involving a myrmidon swearing to the Five-Fold Path and becoming a paladin of Delaquain.

Also known are paladins becoming clerics. If you were absolved of their oath then you are considered have voluntarily retired and now begin leveling as a cleric. If you broke their oath and start to level as a cleric, then you regain use of your divine spellcasting feature.

Restoring Your Oath

There are several possible paths from this point. Some like redemption are unique to a deity.

Redemption for a Paladin of Delaquain

If you seek to restore your oath to the Five-fold Path, then you must seek out a High Elder (9th level+) of the Church of Delaquain and ask for absolution. If the High Elder is satisfied that you are sincere, they will prepare a private ritual before the altar of the High Elder's temple.

After the initial stage of the ritual is completed during sundown, you then mediate at which point you will be transported to the gates of Corbenic, Delaquain's castle within Arcadia. There the you will be escorted to her great hall and called to account in front of Delaquain's court.

If you are repentant and answer the questions put forth by Delaquain and her court. A mystery knight in full armor with their face covered by a full helm will step forth and challenge you. This mystery knight will have the same statistics as your character except the armor they are wearing

will be in the style of Delaquain's court and the knight will be wearing a full helmet covering their face.

If the duel is lost you will find yourself wearing a full helmet. When it taken off, you will find that you have taken the place of the knight and your body lies on the ground within Delaquain's court. Your character will then join Delaquain's court as one of her knights in Arcadia. At sunrise in the mortal world, the High Elder will arrive to find your character dead.

If the duel is won, the mystery knight will fall to the ground and their helmet rolls off revealing your own face. You find that you have been fighting yourself. Delaquain will then commend you, after which you will awake at sunrise within the ritual circle within the mortal world. The High Elder will arrive and lead you out to where find that your paladin mount has returned, your oath renewed, and your paladin abilities restored.

Redemption for a Myrmidon of Sarrath

When you broke your oath to Sarrath, another myrmidon will receive a call to challenge you to a duel to the death. It is possible that you decide to restore your oath to Sarrath before the myrmidon finds you. Or it may be that you make decision to restore your oath after winning the duel.

In either you must return to a High Archon and formal submit yourself to the Trials of Ma'at. At midnight, the High Archon will perform a ritual and you will be transported to the plains of Acheron to under go the trials. Each trial will set your dedication to one of the laws of Ma'at under circumstances arranged by Sarrath. The final trial will involve you killing a powerful chaotic creature. If you survive the trial, your oath is renewed, and your Myrmidon abilities restored.

However, breaking your oath again will result in your oath being broken permanently. And you will be hunted down by your former peers until you are dead.

Redemption for a Paladin of Veritas

If you seek to swear to the Alatheias Oath once again, you must seek out a high priest of Veritas. The high lord will question you with Veritas' Light (*zone of truth*) to test your sincerity. If you are sincere then you will be guided to a Trehaen grove to undergo the redemption ceremony.

A bowl of fragrant water will be put before you as high priest chants the ritual. You will momentarily blank out and find yourself alone within the grove with five days of food and water plus your equipment. Surrounding the grove is an expanse of primal wilderness. For the next five days you will encounter things that will test your dedication to one of the tenets of the Alatheias Oath. If you fail a test it a different test on the same tenet will done on the next day. If this continue after five days then you will need to start hunting and gathering food.

If all goes well, then on the morning after the last successful test, you will awake back in the grove in the mortal world. You will be able to use all of your paladin and oath features.

There been recorded cases, where the ex-paladin never returned from this ritual. Along with a few cases where the ex-paladin reappeared in the grove weeks or years after undergoing the initial ritual.

Remain Oathless

You may decide to remain oathless. If you go this route you must choose another class when you next level. Your former paladin abilities listed above remain unusable. You retain your hit points, proficiencies, and fighting skills. While a harsh path it allows you to live the rest of your life as you see fit.

If you were a myrmidon of Sarrath, then you will have to defeat the myrmidon called to hunt you down before you can decide to remain oathless. And if this the second time broke the Oath of Ma’at again, you will be marked for death by your former peers. In either case if you continue to survive you can take another class when you level again.

Chaos Knighthood

Some who break their oath seek a much darker path. If you are able to forge a pact with a demon lord, then you gain all the features of a Chaos Knight at your old paladin level.

Oath of the Five-Fold Path

This oath binds the paladin to become Delaquain’s champion within the Majestic Realms and to exemplify the Five-Fold path.

Five-fold Code

Show no fear to your enemies even when all is lost.
Let truth guide your life even unto death.
Let the light of goodness and bravery guide you into Delaquain’s love.
Protect the helpless as you would protect Delaquain herself.
For what man is a man who does not make the world better?

3rd Level

Oath Spells

When you swear to follow the Five-Fold Path to Delaquain you gain the following oath spells when you level.

Level	Paladin Spells
3 rd	<i>divine favor, shield</i>
5 th	<i>branding smite, magic weapon</i>
9 th	<i>beacon of hope, spirit guardian</i>
13 th	<i>death ward, guardian of faith</i>
17 th	<i>greater restoration, hallow</i>

Paladin Mount

Delaquain accepts your service and grants you a warhorse to ride. This warhorse appears fully equipped with plate barding in the morning after you swear your oath. More than an ordinary horse, your warhorse is intelligent and a companion for your quests.

While your mount will accept being stabled, if you do not need its service for an extended time it prefers to be let loose to graze and roam. If you do this then you can use your Channel Divinity: Summon Mount feature to call the warhorse back to your side. Otherwise your warhorse will be nowhere to be found if others try to seek it out. Let loose, it will wander to the nearest field and disappear after it turns a corner, a building, or around a tree.

Warhorse of Delaquain

Large beast, Lawful Good

AC: 11 (Hide); 18 (Plate Barding), **HP:** 33 (3d10+3), **SPD:** 60 ft

Str 20 (+5) **Dex** 14 (+2) **Con** 13 (+1) **Int** 10 (+0) **Wis** 14 (+2) **Cha** 10 (+0)

Senses: Passive Perception: 12

Languages: (understands Common)

XP: CR 1 (200 XP)

ACTIONS

Hooves, *Melee Weapon Attack:* +6, Reach: 5 ft. Dmg: 11 (2d6+4) bludgeoning.

Trampling Charge, If the horse moves at least 20 feet straight toward a creature and then successfully hits with a hooves attack after it moved, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Preternatural Sense, the horse can sense evil intent, the divine the demonic, and those infused with necrotic power of the undead within 120 feet. It will warn the Paladin by neighing and its movements.

Divine Sense, the horse can use its reaction to make a Dodge and impose disadvantage on an incoming melee, ranged, or spell attack. The horse will use this ability even if it is acting as a controlled mount. If it is acting as controlled mount then this ability effects attacks on its rider as well.

Trained to the Saddle

You are trained to learn to how to ride a mount into combat. You gain advantage when attacking unmounted creatures while mounted. It only costs you 5 feet of movement for you to mount a creature. In addition, you gain advantage on ability checks with medicine to stabilize your mount if it goes down in combat.

Channel Divinity: Aura of Shielding

As an action, you can use your channel divinity to focus Delaquain's divine energy to shield you and your allies. You and your allies within 10 feet get a bonus to AC equal to half of your charisma bonus (rounded up). At 18th level the ranged is extended to all allies within 30 feet.

Channel Divinity: Summon Mount

As an action, you can use your channel divinity to use Delaquain's divine essence to call for your paladin mount. The mount will appear the next round no further than the distance that it can move in a dash plus its movement. In most cases it appears by running out from behind a tree, building, corner, etc.

7th Level**Aura of Inspiration**

Your connection with Delaquain manifests as an aura that inspire your allies around which lets them defend themselves better. You and your allies within 10 feet of your gain 1d4 to add to their dice rolls when they make a saving throw. At 18th level this aura extends to 30 feet. You and your allies now gain 1d6 to add to their saving throw.

15th level**Superior Rider**

You can take a bonus action to make a single additional melee weapon attack while mounted. Your paladin mount also gain an extra 10 feet of movement.

20th Level**The Spirit of the Grey Maiden**

The spirit of Delaquain herself can manifest surrounding. You and your allies are inspired to fight and perform feat of skill you did not think was possible. You and your allies within 30 feet, have advantage on all attack rolls, ability checks, and saving throws for 1 minutes (10 combat rounds). You can use this feature once between long rests.

Oath of Ma'at

This oath binds the paladin to become Sarrath's champion within the Majestic Realms and to uphold the Laws of Ma'at. Paladins taking this oath are known as Myrmidons.

Strength	Only through a Myrmidon's Strength will Order succeed.
Hardiness	A Myrmidon overcomes all adversity.
Loyalty	Only by the trust of absolute loyalty can chaos be held at bay.
Obedience	Those above must be obeyed, those below must obey.
Certainty	There is no doubt that the will of Sarrath is the right and correct way.
Dedication	A Myrmidon never wavers in fulfilling the will of Sarrath.
Integrity	A Myrmidon must resist all worldly temptations.
Order	Without Order, Chaos will leave nothing behind.
Wholeness	The Laws of Ma'at are whole and must be followed in its entirety.

3rd Level

Oath Spells

When you swear to uphold the Laws of Ma'at to Sarrath you gain the following oath spells when you level.

Level	Myrmidon Spells
3 rd	<i>hellish rebuke, inflict Wounds</i>
5 th	<i>flame blade, scorching ray</i>
9 th	<i>dragonfire*, fear</i>
13 th	<i>banishment, fire shield</i>
17 th	<i>flame strike, geas</i>

**new spell*

Dragonfire, 3rd-level evocation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (a bit of sulfur and brimstone)

Duration: Instantaneous

A line of flame, 100 feet long and 5 feet wide erupts out from your mouth in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

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

Channel Divinity: Command Obedience

You learn to use your channel divinity to let Sarrath's authority manifest causing those you interact to react in fear and obey your command. As an action, you receive double your proficiency bonus for Charisma (Intimidation) and Charisma (Diplomacy) ability checks for the next 10 minutes.

Channel Divinity: Summon Arkados

You can summon your Arkados. This strange creature granted to you from Sarrath, has a curved snout, square ears, and a canine body. It resembles a weird composite of an aardvark, donkey, and a jackal. It will serve as your companion until you dismiss it. At which point it will return to the swamps of Acheron to await your summons again.

The Arkados has a hit point maximum of 2 plus 4 times your paladin level. In addition, the paladin is able to add their proficiency bonus to the Arkados attacks. The experience of an Arkados dying is traumatic for the Paladin. The paladin will suffer damage equal to a quarter of the Arkados' hit point maximum if the Arkados drops to 0 hit points.



Arkados of Sarrath

Medium beast, Lawful Evil

AC: 13 (natural armor), **HP:** 2 + 4 x Paladin Lvl., **SPD:** 40 ft.

Str 12 (+1) **Dex** 15 (+2) **Con** 12 (+1) **Int** 10 (+0) **Wis** 12 (+2) **Cha** 5 (-3)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages (understands common)

Challenge 1 (200 XP)

Keen Hearing and Smell. The arkados has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The arkados has advantage on attack rolls against a creature if it is at least within 5 feet of the myrmidon it serves and the myrmidon isn't incapacitated.

Invisibility. The arkados can become invisible until it attacks, or until its concentration ends (as if concentrating on a spell).

One with the beast. The myrmidon that the arkados bond with can see and hear everything that the arkados can. The myrmidon has to enter into a trance to use this ability and is incapacitated until the trance is ended.

ACTIONS

Poisoned Bite. *Melee Weapon Attack:* +2 (+ Paladin Prof. Bonus) to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone. And the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

7th Level

Aura of Power

Sarrath's power manifests through you promising retribution to all that refuse to obey you. All enemies within 10 feet of you must make a Charisma saving throw versus your spell DC or become frightened. This check is made each round the enemy remains within 10 feet of you. You can manifest your Aura of Power a number of times equal to your Charisma bonus between long rests. The aura last for 1 minute (10 combat rounds). At 18th level your Aura of Power extends out to 30 feet.

15th Level

Fight as One

The discipline of long service to Sarrath as taught you not only to fight as one in the mundane world but also in the supernatural world. You can harness the spiritual energies of your allies and increase the spell level of a spell when casting. If participating allies are willing and within 5 feet of each other in an unbroken group or line you can add +1 spell level up to a maximum equal your proficiency bonus. This may cause the spell level to exceed 9th level.

20th Level

A Son of Sarrath

Your deep connection to Sarrath has given you understanding of how he created the dragons. You can now transform into a dragon. As an action you channel Sarrath's divine essence to reshape yourself into the form of an adult blue dragon for 1 minute (10 combat rounds).

You can stay in dragon form for 1 minute (10 combat rounds). At end of this time you revert back to your natural form. Prior to this you can revert back to your natural form by using your bonus action. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

Your game statistics are replaced by the statistics of the dragon, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. You can use the dragon legendary abilities.

You assume the dragon's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in dragon form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You can cast your paladins spells while in dragon form and can speak. However you can't make any ability check that involves use of your hands. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.

You retain the benefit of any features from your paladin class and oath. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

Your equipment merges into your new form. Your merged equipment has no effect until you leave the form.

Adult Blue Dragon

Huge dragon, lawful evil

AC 19 (natural armor), **HP** 225 (18d12 + 108), **SPD** 40 ft., burrow 30 ft., fly 80 ft.

Str 25 (+7) **Dex** 10 (+0) **Con** 23 (+6) **Int** unchg **Wis** unchg **Cha** unchg

Saving Throws Dex +5, Con +11, Wis +7, Cha +9

Skills Perception +12, Stealth +5

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Unchanged

Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

The Alatheias Oath

This oath binds the paladin to become Veritas' champion within the Majestic Realms. Veritas tenets focus on honesty, justice, and a fair measure for all.

- **Honesty.** Never lie or cheat. For to speak a lie is to murder a part of the world.
- **Courage.** Don't recoil before your enemy. Be mindful of recklessness.
- **Compassion.** Defend the weak and constitute yourself their defender. But show mercy to your foes with wisdom.
- **Honor.** Always be the champion of the right and the good against injustice and evil. Seek not the adulation and applause of others.
- **Duty.** Make war against evil without cession. Mind that you don't start quarrels in peaceful lands.

3rd Level

Oath Spells

At 3rd level, when you swear the Alatheias Oath to Veritas you gain the following oath spells when you level.

Level	Paladin Spells
3 rd	<i>protection from evil and good, sanctuary</i>
5 th	<i>lesser restoration, zone of truth</i>
9 th	<i>beacon of hope, dispel magic</i>
13 th	<i>freedom of movement, guardian of faith</i>
17 th	<i>commune, flame strike</i>

Channel Divinity: Sacred Weapon

At 3rd level, as an action, you can use your Channel Divinity to infuse one weapon you are holding with the light of truth. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Channel Divinity: Turn the Unholy

At 3rd level, as an action, you present your holy symbol and speak a prayer that allows you to use Channel Divinity to let Veritas divine essence to flow through you and let his holy truth be revealed to fiends and the undead. Each fiend or undead 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 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.

7th Level

Aura of Truth

Your connection with Veritas deepen causing you and allies within the divine aura that surrounds you see with the light of truth. You and friendly creatures within 10 feet of you can't be charmed while you are conscious.

15th Level

Purity of Spirit

Under Veritas guidance your understanding of the nature of creation has grown to the point where you can ward off attacks from the supernatural. You are always under the effects of a *protection from evil and good* spell. Creature that are aberrations, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you. You also can't be charmed, frightened, or possessed by them.

18th Level

Improved Aura of Truth

The increased effect of your holy aura also impacts your aura of truth. You and friendly creatures within 30 feet of you can't be charmed while you are conscious.

20th level

The Nimbus of Creation

You can extend Veritas' power outwards bathing all nearby in the fires of creation itself. As an action, you can emanate an aura of sunlight. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that.

Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage. In addition, for the duration, you have advantage on saving throws against spells cast by fiends or undead. You can use this feature once between long rests.

Chaos Knight

When a paladin breaks their oath the cost is terrible beyond just the loss of their divine abilities. Those that break their oath suffer a spiritual crisis that tests the very core of their being. An unfortunate few lose this struggle. Their soul is now scarred and maimed and their twisted thoughts led the oath breaker to make common cause with the enemies of creation, the Demons.

Demon Princes eagerly await paladin who break their oath to make pact with them. They will teach ex-paladin to use their training to tap into their unholy power turning them into a Chaos Knight.

Not all Chaos Knights are ex-paladins. Some mortals impress a demon prince to the point where the fiend will agree to a pact and permit them to train themselves as a Chaos Knight.

Chaos Knights are just as suspicious of their fellow knights as they are of those they seek to despoil. So once a Chaos Knight, an individual is forced to learn on their own. As a result the path is often deadly and unless one has reached the higher level, the ex-knight will awake as the least demon in the Abyss.

1st Level

Hit Dice

From your class you gain 1d10 HP/Level as well as max hit points at first level.

Proficiencies

You subjected yourself to miles of torture to develop the endurance to fight in different kinds of armor. You gain proficiency in all armor and shields.

Hours of brawling and murder have trained you to use weapons of war. You can proficiency in simple weapons and martial weapons.

Your rage and lusts have given you proficiency in saving throws involving Constitution, Charisma.

You sneaked into libraries and homes of scholars to steal their secrets. You gain proficiency in two skills from the following: Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion.

Insight of the Abyss

Your connection to the unholy essence of your prince allows you to sense evil intent, the divine the demonic, and those infused with necrotic power of the undead. As an action, you can sense any celestial, fiend, or undead within 60 feet of you that not under total cover. In addition, you know if any creature that speaks a language is hostile to you. You know the type of creature that you are sensing but not their specific identity. Finally, within the radius you can sense any place or object that been, consecrated, desecrated, or tainted by demons. You can use this ability a number of times equal to your charisma bonus + 1 between long rests.

Chaotic Energies

You can channel the unholy power of chaos into an aura around your hands that burns and scars. You gain a pool of chaotic power equal to your chaos knight level times five. As an action you can use these chaotic energies to restore hit points to yourself, up to the maximum amount of your pool. Or as an action you inflict damage on another creature up to the maximum amount of your pool. Additionally, you can expend 5 hit points from your pool to cast *contagion* on a target you can touch. Or use 5 hit points to cast *poison spray* at a nearby target. You can do this multiple times as long as you have points remaining in your pool. This pool replenishes after you finish your blood rituals during a long rest.

2nd Level

Fighting Style

You have fought enough to have begun to specialize your weapon training. You can adopt one of the following weapon styles.

Fighting Style Table

- **Archery**, You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Defense**, While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling**, When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting**, When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Protection**, When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Chaotic Spellcasting

You have learned how to create forms and channel chaotic essences to fill those forms with energy to cast magic. You can cast divine spells.

You learn how to use your vim to craft forms. The first step of casting a spell. You can create a number of forms to prepare spells for casting equal to your Charisma modifiers + half your chaos knight level (rounded down, minimum of one spell). The prepared spells must equal or be less than the highest level spell you can cast.

You can focus your understanding of the chaos via a series of incantations, gestures, and/or components to channel your deity's divine into one of the forms you have prepared to cast a spell. You can do this twice between long rests. As you level, you can focus on more spells including higher levels spells as shown on the spell table.

Your understanding of chaos causes your Spell DC to be equal to 8 + your proficiency bonus + your Charisma modifier.

Your mastery at channeling chaotic energies through spells causes your Spell attack modifier to be equal to your proficiency bonus + your Charisma modifier.

You can use the sigil of the demon whom you make a pact with in place of using material components for a well. You can use an object inscribed with a demonic sigil as a spellcasting focus.

Chaotic Smite

Instead of casting a spell, you can focus chaotic energies on your weapon strike. Your weapons glow radiantly and deals more damage. You can expend one spell slot to deal extra necrotic damage. If you use a 1st level spell slot, the extra damage is 2d8 necrotic damage. Each higher-level spell slot used does +1d8 necrotic damage up to 6d8 necrotic damage if a 5th level spell slot is used. In addition, if the target type is any type of creature, except for a celestial, fiend, or undead, add an additional +1d8 necrotic damage.

3rd Level

Chaotic Being

You have woven chaotic energies into your vim. You are now immune to disease.

Channel Chaos

During the blood rituals taught by the demon you made a pact with, you learn to channel chaos directly. This causes a variety of magical effects to occur. You can use channel chaos once between a long or short rest. If the effect require a saving throw, the DC is 8 + your proficiency bonus + your Charisma modifier, the same as your chaos knight spell save DC.

Demonic Servitor

Your pact allows you to summon a demonic servitor, a quasit. The quasit acts a familiar per the *find familiar*. Your summoning takes place during a ritual you perform during your long rest.

Channel Chaos: Chaotic Fury

You can channel chaos and infuse yourself with rage.

This rage lasts for 1 minute or 10 melee round. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can end your rage on your turn as a bonus action.

While in a rage, you have advantage on Strength checks and Strength saving throws.

While in a rage, when you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to your proficiency bonus.

While in a rage, you have resistance to bludgeoning, piercing, and slashing damage.

Channel Chaos: Master of Chaos

Your demon patron has taught you how to present your unholy sigil and speak an incantation that allows you to channel chaos through you and seize control of any fiends and the undead. Using your Channel Chaos, as an action, each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails it's saving throw, it is commanded by you for 1 minute (10 combat rounds). You must use a bonus action to command all creatures under your control using this feature.

Pact Spells

Your demonic patron has taught you a deeper understanding of the power of chaos. You understand how to prepare additional forms. If you gain a pact spell that is not on the paladin spell list, it is considered a chaos knight spell.

Level	Chaos Knight Spells
3 rd	hellish rebuke, inflict wounds
5 th	death knell, ray of enfeeblement
9 th	bestow curse, vampiric touch
13 th	black tentacles, phantasmal killer
17 th	antilife shell, dominate person

4th Level

Ability Score Improvement

Continued survival 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.

5th Level

Multiple Attacks

Emerging victorious over your enemies, you have developed lightning fast reflexes with your weapon. You can attack twice, instead of once, whenever you take the Attack action on your turn.

6th Level

Aura of Chaos

Your connection to chaos widens causing it energies to spill uncontrollably. As a result, it extends outside eating away at the vim of any creatures near you. It also beings to replace parts of your vim paradoxically strengthening you. Whenever you must make a saving throw add your Charisma modifier to the roll (minimum of +1). Anybody within 10 feet you must subtract your Charisma modifier (minimum of -1) from their saving throw. You must be conscious for this aura to exist.

7th Level

Master of Chaos

Your mastery of chaotic energies has grown to the point where you can use channel chaos twice between a short or long rest.

8th Level

Ability Score Improvement

Drinking the blood of your enemies 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.

10th Level

Enhanced Aura of Chaos

The chaotic energies spilling from you have caused anyone near you to become frightened of the chaos you are generating eating away at their soul. Along with this, more of your own vim is replaced with chaotic energies so you are no longer frightened by anything that the world has to offer. You can't be frightened. Any creature within 10 feet must roll a Charisma saving throw against your spell DC or become frightened. This enhanced aura of chaos exist as long as you are conscious.

11th Level

Improved Chaos Smite

At 11th level, your mastery of chaotic energies has you to infuse chaos into your melee weapons continually. On a successful hit with a melee weapon the creature takes an extra 1d8 necrotic damage. You can also add this extra damage to your chaos smite.

12th level

Ability Score Improvement

Feasting on the entrails of those you vanquished has allowed 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.

14th Level

Mana Destruction

You can harness the chaotic energies to destroy the mana fueling a spell. As an action you can touch yourself or a creature and end one spell on yourself or them. You can do this a number of times equal to your Charisma modifier (minimum of once) between long rests.

15th Level

Channel Chaos: Lord of Necromancy

Your demonic patron now begins to teach you the path of dominion over creation itself. You can use Channel Chaos cast to cast the *Create Undead* spell as an action to cause a number of bodies equal to your charisma modifier plus your proficiency bonus to rise up as ravaging ghouls. This feature can affect bodies up to 120 feet away from you. You will need to use a bonus action to command the ghouls you create with this feature.

16th Level

Ability Score Improvement

Bathing in the blood of your servitors 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.

18th Level

Uncontrolled Chaotic Aura

At 18th level, the chaotic energies you have harness now spills out uncontrollably has caused your chaos aura now extends to a 30 feet radius.

19th Level

Ability Score Improvement

By using a salve created from the bones of your enemies you can 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.

20th Level

Damnation

The deities have finally taken notice of you. With your vim replaced completely by chaos and your soul mangled and scarred beyond recognition, they open a portal to the Abyss behind you. You are pulled irresistibly into the doorway. As its shuts you hear from behind the hideous cackle of your demonic patron who is now your master.

Starting Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- Chain mail 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, a box carved with obscenities, 2 blocks of foul incense, a censer inscribed with a ouroboros, robes with unholy sigils, 2 days of rations, and a waterskin.

Class Features

Level	Proficiency Bonus	Class Features
1	+2	Insight of the Abyss, Chaotic Energies
2	+2	Fighting Style, Spellcasting, Chaos Smite
3	+2	Chaotic Being, Demonic Pact, Demonic Servitor
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Aura of Chaos
7	+3	Demonic Pact feature
8	+3	Ability Score Improvement
9	+4	-
10	+4	Enhanced Aura of Chaos
11	+4	Improved Chaos Smite
12	+4	Ability Score Improvement
13	+5	-
14	+5	Mana Destruction
15	+5	Demonic Pact feature
16	+5	Ability Score Improvement
17	+6	-
18	+6	Uncontrolled Chaotic Aura
19	+6	Ability Score Improvement
20	+6	Damnation

Chaos Knight Spells

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

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