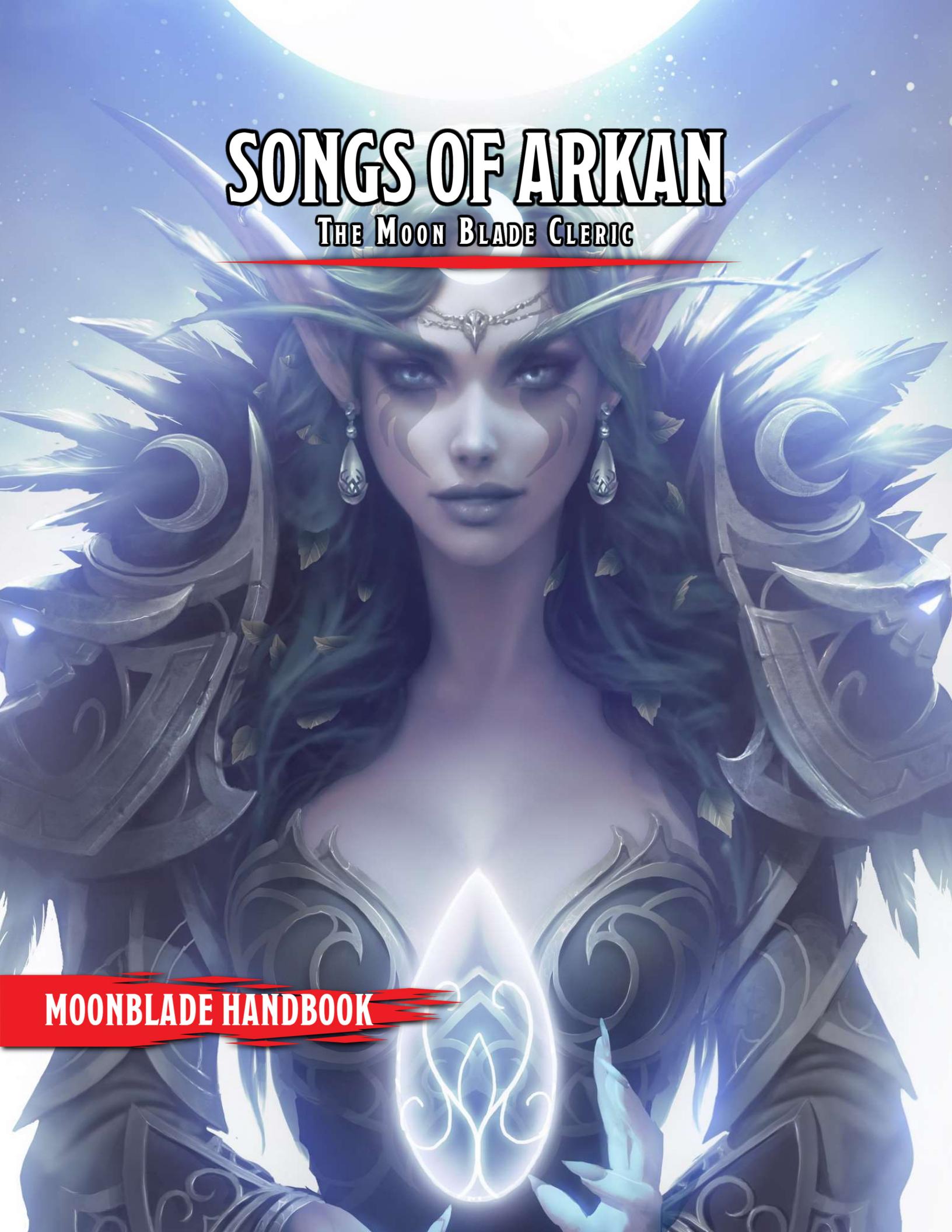


SONGS OF ARKAN

THE MOON BLADE CLERIC

MOONBLADE HANDBOOK



SONGS OF ARKAN

THE MOON BLADE CLERIC



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Moon Blade Cleric



HE MOON BLADES

are clerics that sworn their blades to protect the innocent, no matter who they are or where they hail from, to fight against tyranny and to defend freedom at all costs.

The first Moon Blades were devoted to Seleinawen, the goddess of the moon. Guided by her kindness, in ancient times, they fought courageously to liberate the shadow elves from the tyranny of Solavon and his followers who deemed them tainted servants of chaos, deserving of either lifetime in imprisonment or death. Such tyranny was standing against everything that the Moon Blades stood for. Thus they joined the Great Rebellion of the Shadow Elves, and after a great many battles the Shadow Elves of Arkan were finally free.

Eons passed and again their sacred duty called, and they joined yet again in another great war, of which the annals of history would later call Cryselthaar's Rise, where several races of Cryselthaar united against the forces of the Vaerings whose only goal was the enslavement of all living things in Sunelreith, the Sunless Lands.

The Moon Blades' power comes from their faith to Seleinawen, but a select few of the most renown warriors within the order have once claimed that the source behind the Moon Blades' powers comes from another being, far more powerful than Seleinawen. As expected, such claims were highly controversial within the order and in the end they were dismissed altogether by the higher echelons, but rumours say that to this day there are those who although respect and love Seleinawen for all she's done, they still believe in the existence of another, mysterious yet immensely powerful being that secretly guides them all throughout their lives.

The Moon Blade's highest ideal is the freedom of the individual, and they've proven through the ages that they are not afraid to wield their blades to confront tyranny wherever they may find it.



CLASS FEATURES

As a Moon Cleric, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per Cleric level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Cleric level after 1st

PROFICIENCIES

Armor: Light armor, Medium armor, Heavy Armor, Shields

Weapons: Martial weapons, Simple weapons

Saving Throws: Wisdom, Charisma

Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion.

SPELLCASTING ABILITY

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

EQUIPMENT

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

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

Alternatively, you may start with $5d4 \times 10$ gp to buy your own equipment.

MOON BLADE CLERIC

Level	Proficiency Bonus	Features	Cantrips Known	— Spell Slots Per Spell Level —								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Divine Domain, Bonus Proficiencies, Moon's Crescent Blade, Clarity of Moon's Light	3	2	—	—	—	—	—	—	—	—
2nd	+2	Channel Divinity (1/rest), Blessing of the Full Moon, Turn Undead, Harness Divine Power, Divine Domain	3	3	—	—	—	—	—	—	—	—
3rd	+2	Lunar Arcanum	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement, Cantrip Versatility	4	4	3	—	—	—	—	—	—	—
5th	+3	Destroy Undead (CR 1/2)	4	4	3	2	—	—	—	—	—	—
6th	+3	Channel Divinity (2/rest), Mind of the Twin Moons	4	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement, Destroy Undead (CR 1), Lunar Strike	4	4	3	3	2	—	—	—	—	—
9th	+4	—	4	4	3	3	2	1	—	—	—	—
10th	+4	Divine Intervention	5	4	3	3	2	1	—	—	—	—
11th	+4	Destroy Undead (CR 2)	5	4	3	3	2	1	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	2	1	1	—	—	—
13th	+5	—	5	4	3	3	2	1	1	1	—	—
14th	+5	Destroy Undead (CR 3)	5	4	3	3	2	1	1	1	—	—
15th	+5	—	5	4	3	3	2	1	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	2	1	1	1	1	—
17th	+6	Eclipse of Ill Omen, Destroy Undead (CR 4), Divine Domain feature	5	4	3	3	2	1	1	1	1	1
18th	+6	Channel Divinity (3/rest)	5	4	3	3	3	1	1	1	1	1
19th	+6	Ability Score Improvement, Lysdal's Wings	5	4	3	3	2	2	1	1	1	1
20th	+6	Absolute Divine Intervention	5	4	3	3	3	2	2	2	1	1

MOON'S CRESCENT BLADE

You can add your wisdom modifier on attacks and damage rolls made by a weapon

SPELLCASTING

As a conduit for divine power, you can cast cleric spells. See Player's Handbook chapter 10 for the general rules of spellcasting and chapter 11 for a selection of cleric spells.

CANTRIPS

At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

PREPARING AND CASTING SPELLS

The Cleric table shows how many spell slots you have to cast your cleric spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use a holy symbol as a spellcasting focus for your cleric spells.

DOMAIN SPELLS

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

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

MOON BLADE SPELLS

Cleric Level	Spells
1st	faerie fire, searing smite
3rd	healing spirit, invisibility
5th	mass healing word, major image
7th	greater invisibility, polymorph
9th	seeming, greater restoration



FAERIE FIRE

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute**

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

SEARING SMITE

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spell ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot level above 1st.

HEALING SPIRIT

2nd-level conjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You call forth a nature spirit to soothe the wounded. The intangible spirit appears in a space that is a 5-foot cube you can see within range. The spirit looks like a transparent beast or fey (your choice).

Until the spell ends, whenever you or a creature you can see moves into the spirit's space for the first time on a turn or starts its turn there, you can cause the spirit to restore 1d6 hit points to that creature (no action required). The spirit can't heal constructs or undead.

The spirit can heal a number of times equal to 1 + your spellcasting ability modifier (minimum of twice). After healing that number of times, the spirit disappears.

As a bonus action on your turn, you can move the spirit up to 30 feet to a space you can see.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d6 for each slot level above 2nd.

INVISIBILITY

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (eyelash encased in gum arabic)

Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

MASS HEALING WORD

3rd-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

As you call out words of restoration, up to six creatures of your choice that you can see within range regain hit points equal to $1d4 +$ your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the healing increases by $1d4$ for each slot level above 3rd.

POLYMORPH

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a caterpillar cocoon)

Duration: Concentration, up to 1 hour

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapeshifter or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

GREATER INVISIBILITY

4th-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

SEEMING

5th-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 8 hours

This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell.

The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

GREATER RESTORATION

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamond dust worth at least 100 gp, which the spell consumes)

Duration: Instantaneous

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum

CLARITY OF MOON'S LIGHT

When you choose this domain at 1st level, you learn to shine light upon the mind's most dire moments, shielding those you protect.

When a creature within 30 feet of you that you can see makes a Wisdom saving throw, you can use your reaction to grant that creature advantage on the save.

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

CHANNEL DIVINITY

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

CHANNEL DIVINITY: TURN UNDEAD

As an action, you present your holy symbol and speak a prayer censuring the undead. Each 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 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.

CHANNEL DIVINITY: HARNESS DIVINE POWER

You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on the level you've reached in this class: 2nd level, once; 6th level, twice; and 18th level, thrice. You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: BLESSING OF THE FULL MOON

Starting at 2nd level, you can use your Channel Divinity to infuse your allies with lunar power. You use your Channel Divinity to invoke the power of the moonlight for 1 minute, gaining the following benefits. As an action, you instill a willing creature of your choice within 30 feet of you that you can see with one of the following blessings of your choice:

- **Blessing of the Blue Moon.** For 1 hour, the blessed creature's speed increases by 10 feet, and it has advantage on Wisdom (Perception or Survival) checks involving smell or made to track a creature.
- **Blessing of the Crimson Moon.** For 10 minutes, the blessed creature has advantage on attack rolls against a target if at least one of the blessed creature's allies is within 5 feet of the target and the ally isn't incapacitated.

LUNARIS ARCANUM

Starting at 2nd level you begin to uncover the secret spells of the Moon Blades, you can invoke the moon's arcane power to cast different spells depending on your level.

All Moon spells are considered as Moon Blade domain spells and thus are treated as always been prepared.

MOON SPELLS

Cleric Level	Spell Level	Spells
3rd	2nd	Blue Moon's Path
5th	3rd	Moon's Fall
7th	4th	Crimson Moon's Wrath
9th	5th	Twin Moon's Dawn

BLUE MOON'S PATH

2nd-level evocation

Casting Time: 1 action

Range: Self (60 feet line)

Components: V, S, M (Moon Stone)

Duration: Concentration, up to 1 minute

You call upon the power of Lysdal, the blue moon of Arkan, which carves a 5 feet wide path filling it with its silver light in front of you up to 60 feet in a straight line.

Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 2d10 radiant damage. On a successful save, it takes half as much damage. Undead creatures have disadvantage on this saving throw. If it fails, it also becomes frightened of you until the start of your next turn. You can create a new line of radiance as your action on any turn until the spell ends. For the duration, a crescent mote of silver radiance shines in your hand. It sheds dim light in a 30-foot radius. This light is moonlight.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

MOON'S FALL

3rd-level evocation

Casting Time: 1 action

Range: 60-feet

Components: V, S, M (Moon Stone)

Duration: Instantaneous

You call upon the power of Lysdal, the blue moon of Arkan, which carves a 5 feet wide path filling it with its silver light in front of you up to 60 feet in a straight line.

You call upon the power of the Twin Moons of Arkan, to rain down stray asteroids orbiting them upon your enemies in a 20 feet radius around the point of impact, designated by you.

Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 3d12 bludgeoning damage. On a successful save, it takes half as much damage.

Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

If you can't see the night sky, either because it's daytime or because you're underground or in another plane, then a portal opens and rains down the asteroids on the targets. If you are outside and can see the night sky the spell intensifies dealing an extra 1d12 of bludgeoning damage halved on a successful save. At Higher Levels.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

CRIMSON MOON'S WRATH

4th-level evocation

Casting Time: 1 action

Range: Self (30 feet radius)

Components: V, S

Duration: Instantaneous

Your weapon shines with a fiery red light. You strike the ground, creating a burst of crimson divine energy that ripples outward from you and marks all the creatures you choose within 30 feet of you.

You call upon the mighty wrath of Nardal, the crimson moon of Arkan, to rain its fiery crimson light upon all the marked creatures. Every marked creature must succeed on a Dexterity saving throw or take 5d6 fire damage, as well as 4d6 radiant. A creature that succeeds on its saving throw takes half as much damage.

If you can't see the night sky, either because it's daytime or because you're underground or in another plane, then a portal opens and rains down the fiery light on the marked targets.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each slot level above 4th.

TWIN MOONS' DAWN

5th-level evocation

Casting Time: 1 action

Range: Self (60 feet radius)

Components: V, S, M (Moon Stone)

Duration: Instantaneous

You raise your weapon to the heavens, beseeching the twin moons of Arkan for help in your hour of need.

The moons cast their healing light in an area 60 feet around you. Any creature you choose in that area regains hit points equal to $3d8 +$ your spellcasting ability modifier. This spell has no effect on constructs. Any undead caught in the area must make a Constitution saving throw or suffer radiant damage equal to $3d8 +$ your spellcasting ability modifier.

If you can't see the night sky, either because it's daytime or because you're underground or in another plane, then a portal opens that casts the veil on the targets.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the healing and damage increases by 1d8 for each slot level above 5th.



ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

CANTRIP VERSATILITY

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the cleric spell list.

DESTROY UNDEAD (CR 1/2)

Starting at 5th level, when an undead of CR 1/2 or lower fails its saving throw against your Turn Undead feature, the creature is instantly destroyed.

CHANNEL DIVINITY

Beginning at 6th level, you can use your Channel Divinity twice between rests.

CHANNEL DIVINITY: MIND OF THE TWIN MOONS

Starting at 6th level, you can use your Channel Divinity to invoke the twofold power of Arkan's twin moons. By expending one use of Channel Divinity, you can cast a second concentration spell while already concentrating on a first spell, as long as both spells are on your list of Moon Domain spells. If you need to make a Constitution saving throw to maintain your concentration on both spells, you make the save with disadvantage. On a failure, you lose concentration on both spells.

ABILITY SCORE IMPROVEMENT

When you reach 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

DESTROY UNDEAD (CR 1)

Starting at 8th level, when an undead of CR 1 or lower fails its saving throw against your Turn Undead feature, the creature is instantly destroyed.

LUNAR STRIKE

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack:

- **Moonfire Damage:** you cause the attack to deal extra radiant damage depending on level.
- **Moonlight Damage:** the target must succeed on a wisdom saving throw or take additional radiant damage depending on level

LUNAR STRIKE DAMAGE

Cleric Level	Moonfire Damage	Moonlight Damage
8th	1d8	1d2
11th	1d8	4d3
14th	2d8	3d3
17th	2d8	5d3

DIVINE INTERVENTION

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great.

Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

At 20th level, your call for intervention succeeds automatically, no roll required.

DESTROY UNDEAD (CR 2)

Starting at 11th level, when an undead of CR 2 or lower fails its saving throw against your Turn Undead feature, the creature is instantly destroyed.

ABILITY SCORE IMPROVEMENT

When you reach 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

DESTROY UNDEAD (CR 3)

Starting at 14th level, when an undead of CR 3 or lower fails its saving throw against your Turn Undead feature, the creature is instantly destroyed.

ABILITY SCORE IMPROVEMENT

When you reach 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. If your DM allows the use of feats, you may instead take a feat.

DESTROY UNDEAD (CR 4)

Starting at 17th level, when an undead of CR 4 or lower fails its saving throw against your Turn Undead feature, the creature is instantly destroyed.

ECLIPSE OF ILL OMEN

At 17th level, as a bonus action, you can call upon the power of the elder moon Nardal to eclipse all other light in the sky above you. Its power is so great that it can form a portal to surround you even where the sky of Arkan can't be seen. The eclipse can be seen in a 100 miles radius, all the covered area is covered in dim light. An area of magical violet-red dim light forms in a 60-foot radius around you, as the center of the eclipse. Choose any number of creatures inside the 60ft radius, those make saving throws with disadvantage. When under the magical dim light area you have advantage on your weapon attack rolls. When you perform your Lunar Strike under the center of the eclipse you can forego the Moonlight Damage part of the attack to perform a Lunar Fall, during which all hostile creatures except the initial target that are under the eclipse's 60ft radius must succeed on a wisdom saving throw or suffer $4d6 + \text{your wisdom modifier}$ radiant damage. This eclipse lasts while you concentrate (as if concentrating on a spell) for up to 1 minute. Concentrating on this feature counts as concentrating on a Moon Domain spell for the purpose of your Mind of Two Moons feature. Additionally, once per turn when you deal radiant damage to any creatures in this area of dim light, you can mark one of those creatures until the eclipse ends (no action required). A creature marked in this way has its speed halved and can't regain hit points.

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

CHANNEL DIVINITY

Beginning at 18th level, you can use your Channel Divinity three times between rests.

ABILITY SCORE IMPROVEMENT

When you reach 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. If your DM allows the use of feats, you may instead take a feat.

LYSDAL'S WINGS

At 19th level, once per long rest you can call upon Lysdal, the blue moon of Arkan to infuse you with her divine power. You sprout angelic wings from your back giving you the power to soar through the heavens. The wings are light blue, they radiate a dim blue light and you can see tiny blue motes of divine magic constantly flying off them. For 1 hour you are able to fly with 60 feet flying speed.

TRUE DIVINE INTERVENTION

At 20th level, your call for intervention succeeds automatically, no roll required.



SONGS OF ARKAN

THE MOON BLADE

CLERIC

The world of Arkan hides many secrets. One of the most mysterious yet also the most impressive of orders is that of the Moon Blades.

Their ideals are known to most denizens of Sunelreith, proven time and again throughout the ages, but what of their powers? Where are they coming from? How did they first come to be? Is the moon goddess Seleinawen really the one that grants them their power or is there merit to the rumors that another being is the true source of their lunar magic? Those are questions that even the most devout of scholars have struggled to answer.

But for all the mysteries and wonder surrounding the Moon Blades there is one thing most people agree on, the world is a better place with them in it.

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