

Legend Domain

Associated Deities:

Legend does not belong to one god. While many gods have a small part of it, there is a small suite of gods that truly rule this domain. They are insignificant on their own, but together, they can make all the difference in the world. The Impossible Odds, God of the Downtrodden, blanket their devotees with favor when they tempt fate. They sometimes even aid those who do not directly worship them. You feel them when your mind says you'll fail but something else tells you you'll succeed. To try again even though all probable outcomes seem to lead to disappointment. Devotees witness and worship The Impossible Odds through action, impossible actions to be more precise.

Channel Divinity

See PHB page 56-59 for Cleric class features. Note that choosing this domain will only change your Channel Divinity power and your domain specific spells. The rest remains as stated within the above mentioned pages.

Domain Spells

Cleric Level	Spells
1st	<i>Heroism, Jump</i>
3rd	<i>Magic Weapon, Calm Emotions</i>
5th	<i>Beacon of Hope, Magic Circle</i>
7th	<i>Death Ward, Freedom of Movement</i>
9th	<i>Legend Lore, Hallow</i>

Domain Powers

Bonus Cantrip:

At 1st level, you always have True Strike prepared.

The Legend Begins

At 1st level, you choose two skills that will best represent the actions you will perform to be a legend. When using those skills, you double your proficiency bonus.

Channel Divinity: The Impossible Odds

At 2nd level, your divine attunement allows you to succeed at the impossible... sometimes. You gain advantage on all ability checks, skill checks, and saving throws that have a DC equal to or higher than your wisdom score for 10 minutes. In addition, whenever you make an ability or skill check using The Impossible Odds (such as jumping over a ledge, lifting a gate, or performing an acrobatics check), any creature following you must either take disadvantage when performing the action or they must make a wisdom save with a DC equal to the DC you had to make. If they fail, the action appears too difficult to them and they do not attempt it.

The Odds in Your Favour

At 6th level, whenever you roll for an attack, save, or check and the die falls on an even number, you round it up to the nearest odd number.

Room for Failure

At level 8, when you fail a check or save, you can use an unused spell slot to reduce the damage you would take. You remove one die from the damage dice equal to the spell level you used.

For example: if you failed a save for a trap and were going to take 8d6 damage, and you used a level 1 and two level 2 spell slots, you would remove 5 damage dice from the trap, making it only deal 3d6 damage to you. You must use this ability before damage is rolled. You regain these used spell slots after a long rest.

Aura of Legends

At level 17, whenever you use The Impossible Odds to gain advantage on an ability check, skill check, or save, any ally who follows your action also gains advantage to the check or save as well.

Channel Divinity: Inspiring

Awe

This ability replaces Turn Undead, the standard class feature. At 2nd level, when performing an action (attack, skill check, or ability check), you can use a cast of Channel Divinity to have all humanoids that can see you within 30 feet make a wisdom save. If they fail, they are astounded by your action. For the next minute, they have disadvantage on insight and persuasion checks against you. They also have disadvantage on their next attack against you.



Lingering Enchantment

This ability replaces Destroy Undead, the standard class feature. Starting at 5th level, when a humanoid fails the check for Inspiring Awe, they gain additional penalties for the next minute.

Covetous Silver Serpent Ring. Increases chances of finding extra gold. Source: Dark Souls.

Cleric Level	Additional Effects
5th	Disadvantage on perception, intimidation, deception, and investigation checks against you
8th	Disadvantage on the any ability check they make against you
11th	They lose 5 ft movement speed when pursuing you
14th	You have advantage on your next check against any of the awed observers
17	You double your proficiency bonus on skill and ability checks against people affected by Inspiring Awe for the next minute.