



The Cleric Major

Cleric School

(*Player's Handbook* (2014); *Dungeons & Dragons Basic Rules* (online supplement, 2015))

"Trickery and... War. So. No Rudder domain again. Is there no respect for the humble rudder, or beloved Melatar, the goddess who blessed us with it? Ugh. Heretics."

--Brittika, junior Deva Cleric of Melatar, goddess of the rudder

Welcome, all you blessed and whatever the Evil version of "blessed" is, to the Cadderly Bonaduce College of Clerical Divinity, Sigil Prep's elite program for Cleric training. If you're blessed and you know it, clap your hands. And then prove your devotion by signing up for this elite program, where you learn everything you need to know to follow any god or goddess, from methods of prayer, to acquiring divine gifts, to murdering evil people. And not just with maces!

Shortly after enrolling, you must choose a domain that best exemplifies your deities' ideals and how you choose to worship them. (So far, no Rudder program). Sure, we taught Domains in the previous two curriculums, but they didn't define you quite as much as they do now. And unlike in times past, you weren't restricted to a list. Sure we *recommend* you don't select War as your domain as a follower of Rao, god of peace and pacifism. But, y'know. You do you.

FRESHMAN YEAR

Freshman cleric students must take basic weapons training and a small selection of elective Skill courses. In addition, the following courses must be completed in their first year:

Cantrip Lab- Cleric (CLR 100)

Divine Spellcasting Lab I-II (CLR 101, 201)

Ritual Casting (CLR 105)

Divinity Channeling Practicum- Undead Turning (CLR 120)- All sentient undead used in this program are volunteers

SOPHOMORE YEAR

In their second year, Cleric students are required to take the following courses:

Cantrip Lab- Cleric (CLR 101)- additional units

Divine Spellcasting Lab III-V (CLR 301, 401, 501)

Divinity Channeling Practicum, Advanced- Undead Destroying (CLR 303)- All sentient undead used in this program are suckers.

Praying for Divine Intervention- Basics (CLR 501)

JUNIOR YEAR

Junior year Clerics must take the following courses:

Divine Spellcasting Lab VI-VIII (CLR 601, 701, 801)

SENIOR YEAR

Before graduating, the following courses must be completed:

Divine Spellcasting Lab IX (CLR 901)

Praying for Divine Intervention- Master Class (CLR 990)

Upon completion of this program, students receive a Bachelor of Divinity degree. Your deity will not be at the graduation. They can't manifest physically in Sigil. If you'd only gone to school at Greyhawk U, you might have met Pelor. Tsk, tsk.

Maddie Weber

(Drow Cleric, Junior)

Maddie Weber, Sigil Prep's most over-achieving over-achiever. She's the Student Body President. She's vice president of the Students for Lolth, one of the campus's most prominent religious clubs. She's been on several committees, panels, and cabinets, but if any one of her achievements defines her, it's her position as Cheer Captain.

Maddie is a mean girl, no doubt. Put together with best friend, Kailey Tralock, and she's able to put out demeaning quips and backhanded compliments by the cart-load. She is, however, very social, and attends frequent parties, goes out clubbing, and despite her snarky arrogance, she isn't impossible to befriend. Being a friend with Maddie Weber is a chore, but she's a loyal friend. She'll kill for you; or rather, have someone else kill for you. If you're Lawful Good, hiring assassins on your behalf may be problematic for you. It's best to set some ground rules in your friendship.

(Maddie Weber is based on a portrait character in the d20 Modern setting, Urban Arcana (2003); property of WotC)



Cleric Domains

As stated above, the choice of cleric domain is integral to your path as a Cleric student, and it should reflect some aspect of your chosen deity. *Should* being the operative word. When Hercules is your patron, and you've chosen the Knowledge domain, it puts a strain on the poor guy when he's trying to figure out how to grant your spells. But again, you are who you are. If you want to piss off your beloved Eldath, goddess of still waters, by taking the Tempest domain and casting violent storms all over the place, go right ahead.

Right off the bat, all of these domains require very specific Spellcasting labs each semester. So, just keep that in mind; I don't want to repeat that same nonsense over and over.

Ambition Domain

(*Plane Shift: Amonkhet* (online download, 2017))

If your ambition is to worship a god of ambition, you're halfway there, sport.

If you're ambitious enough, the following courses are required:

Warding Flare (AMB 101)

Divinity Channeling Practicum- Invoke Duplicity (AMB 106)

Divinity Channeling Practicum- Cloak of Shadows (AMB 304)

Potent Spellcasting (AMB 407)

Improved Duplicity (AMB 916)

Arcana Domain

(*Sword Coast Adventurer's Guide* (2015))

You got arcane magic in my cleric studies! You got cleric studies in my peanut butter! It's good to worship Mystra.

When you enroll in the Arcana Domain, you add the following courses to your major's requirements:

Two units of Cantrips Lab- Arcane (WIZ 100)

Divinity Channeling Practicum- Arcane Abjuration (ARC 160)

Spell Breaking (ARC 303)

Spellcasting Potency (ARC 415)

Arcane Mastery (ARC 830)

City Domain

(*Unearthed Arcana: Modern Magic* (online download, 2015))

Yeah, let the Druids have their trees and forest animals and summer breezes. You've got the power of grime and raw sewage and plague-infested rats to draw on. Most of your best stuff requires you to live

in a city that actually has buses and subways, so even a bustling burg like Waterdeep isn't good enough for you. Urban elitist.

But if you wanna be a jerk, you'll need to take the following requirements:

One extra unit of Cantrips Lab- Cleric (CLR 100) which must be used to take *On/Off*

Extra training in "modern" firearms and vehicles

Finding and Tapping into the Heart of the City (CIT 106)

Divinity Channeling Practicum- Spirits of the City (CIT 155)

Block Watching (CIT 331)

Divine Striking (CIT 445)- seriously, the program designers for the Cleric department just cannot think of anything besides this at 8th level

Utilization and Practice of Express Transit (CIT 920)

Death Domain

(Dungeon Master's Guide (2014))

Worshiping gods of Death has a distinct advantage, depending on your life goals. It's tougher to prove your devotion, though. If you're into Knowledge or Light or even War, you can hope to achieve them many times in your faith by learning or seeing or battling, but once you really get to do that Death thing, you're pretty much done worshipping.

Taking the Death Domain requires the following credits:

Additional intensive weapons training

Introduction to Reaping (DTH 101)

Divinity Channeling Practicum- Touch of Death (DTH 110)

Inescapable Destruction (DTH 330)

Divine Strike (DTH 430)

Improved Reaping (DTH 810)

Forge Domain

(Unearthed Arcana: Cleric- Divine Domains (online download, 2016))

There are gods of the forge in so many cultures, so it's perfectly legit to form a program around their worship. Blacksmiths are really the only working man with this courtesy. You don't see many gods of the postal service, or gods of hauling bags of dung around.

When you enroll in this program, the following requirements are added to your major:

Additional armor training

Blessing of the Forge (FRG 102)

Divinity Channeling Practicum- Artisan's Blessing (FRG 123)

Possessing a Soul of the Forge (FRG 320)

Divine Striking (FRG 430)

Sainthood of Forge and Fire (FRG 913)- how many other college majors offer sainthood with your degree?

Grave Domain

(*Unearthed Arcana: Cleric- Divine Domains* (online download, 2016))

Like all Clerics, you seek to return the Undead to their proper states of death. But you just get all up in everybody's face about it.

This program has the following requirements:

Additional armor training

Circle of Mortality (GRV 104)

Development of Eyes of the Grave (GRV 110)

Divinity Channeling Practicum- Path to the Grave (GRV 150)

Sentineling at Death's Door (GRV 316)

Divine Striking (GRV 430)

Keeping Souls (GRV 930)- All souls used in this lab are volunteers

Knowledge Domain

(*Player's Handbook* (2014))

You think you're so smart. Well, if the gods agree with you, why not put your knowledge to the test? By which we mean midterm exams? It's not cheating to ask Oghma for answers. It is cheating to ask the guy behind you. Even if he's asking Oghma.

The Knowledge Domain adds the following to your course load:

Two units of any two languages of your choice

Two academic skill courses of your choice- Although you're taking these courses with the benefit of the Blessings of Knowledge, so you're going to be super-proficient with them.

Divinity Channeling Practicum- Knowledge of the Ages (KND 130)

Divinity Channeling Practicum- Read Thoughts (KND 320)

Potent Spellcasting Application (KND 410)

Visions of the Past- Recall and Interpretation (KND 901)

Life Domain

(*Player's Handbook* (2014); *Dungeons & Dragons Basic Rules* (online supplement, 2015))

If you celebrate life, this may be your path. Celebrate life while you're alive. Because you're going to feel pretty silly celebrating it when you're dead, I don't care what afterlife you subscribe to. There's a heavy focus on healing with this program, so if you're looking to be a marketable adventuring Cleric after graduation—this right here. They don't care how smiteful you are; adventuring parties want healbots.

The Life Domain adds the following to your course load:

Additional armor training

Disciple of Life (LFD 101)

Divinity Channeling Practicum- Preserve Life (LFD 130)

Blessed Healing (LDF 325)

Weapon Practicum, Divine Striking (LFD 460)

Supreme Healing (LFD 900)- do maximum healing each and every time. Imagine if we taught this to just every healer? Man, that would... wait, why don't we teach this to every healer?

Light Domain

(*Player's Handbook* (2014))

Let your light shine. Don't hide it under a bushel. No! What does that even mean, in this context? A bushel is a unit of measure equal to 8 gallons, or roughly 36 liters. How do you hide a light under that? And even assuming you mean a bushel *basket*, who hides lights like that? That's not what that basket is for! Anyway, where was I?

Right. Gods of light, and how to worship them. That's it in a nutshell. Or a bushel.

You will be required to take the following courses in addition to the requirements for the Cleric major:

One extra unit of Cantrips Lab, during which you must master the *light* cantrip

Warding Flare (LGD 103)

Divinity Channeling Practicum- Radiance of the Dawn (LGD 160)

Warding Flare, Improved (LGD 310)

Spellcasting Potency (LGD 440)

Corona of Light (LGD 910)- This does not have to do with Maztican beer, and we are sick of "funny" seniors crashing the first session with lime slices. Idiots.

Nature Domain

(*Player's Handbook* (2014))

Want to draw divine might from the gods of Nature, but want to sleep indoors and shower from time to time, unlike those dirty Druids? Just rather not shapechange into gorillas and buffalo? Well, we can help with that. Be a Cleric of Nature instead! We'll even teach you how to wear heavy armor, because nothing says "Nature" like plate mail.

Regardless of whether you're worshipping Mielikki, Ehlonna, or Artemis... wait, are those all three the same woman? I mean, I know they aren't but... I mean, are they?

Anyway, regardless, the following courses are required in addition to your regular Cleric major requirements:

One unit of Cantrips Lab which must be taken from the Druid department

One unit of an academic skill dealing with nature or natural sciences- see your Faculty advisor for approved options

Additional armor training
Divinity Channeling Practicum- Charm Animals and Plants (NTD 120)
Dampening of Elements (NTD 360)
Divine Strike (NTD 430)
Mastery of Nature (NTD 920)

Protection Domain

(Unearthed Arcana: Cleric- Divine Domains (online download, 2016))

It is the duty of the strong to protect the weak. Unless you're an asshole, in which case it's the duty of the strong to exploit the weak. But you're not an asshole, so protect it is. (If you are an asshole, probably don't sign up for this program.)

Non-assholes who sign up for this program should take the following courses:

Additional armor training
Shield of the Faithful (PRT 101)
Divinity Channeling Practicum- Radiant Defense (PRT 130)
Blessed Healing (PRT 303)
Divine Striking (PRT 430)
Establishing an Indomitable Defense (PRT 916)

Solidarity Domain

(Plane Shift: Amonkhet (online download, 2017))

Solidarity is important, and to truly embrace the teachings of, say, the goddess Oketra, you have to work together. With people who have the same opinions and values as you. And not those other guys. They suck.

Luckily for you, you'll probably be working together with like-minded folk in the following courses:

Additional armor training
Solidarity's Action- an Introduction (SOL 105)
Divinity Channeling Practicum- Preserve Life (SOL 116)
Divinity Channeling Practicum- Oketra's Blessing (SOL 330)
Divine Striking (SOL 430)
Supreme Healing (SOL 903)

Strength Domain

(Plane Shift: Amonkhet (online download, 2017))

Might makes right. The strong shall survive. Using Channel Divinity to grant you a +10 to Strength rolls is completely legal in weightlifting competitions until the PCAA rules otherwise, and we sure as nine hells ain't filing a complaint.

This program adds the following to your major requirements:

Additional armor training

Acolyte of Strength (STR 103)

Divinity Channeling Practicum- Feat of Strength (STR 117)

Divinity Channeling Practicum- Rhona's Blessing (STR 317)

Divine Striking (STR 430)

Becoming an Avatar of Battle (STR 911)

Tempest Domain

(Player's Handbook (2014))

Some supervillains will pay upwards of untold amounts of money for the power to dominate the weather, but we'll teach you how to do it just by worshiping Umberlee or Thor or somebody. Well, it'll still cost you untold amounts of money in tuition, but you don't have to worry about some cumbersome machine.

In addition to the standard Cleric requirements, you must also complete the following courses:

Additional armor and weapons training

Wrath of the Storm- Harnessing and Appreciation (TMP 116)

Divinity Channel Practicum- Destructive Wrath (TMP 133)

Thunderbolt Strike (TMP 310)- very, very frightening me

Divine Strike (TMP 410)

Stormborn Fight and Its Uses (TMP 903)

Trickery Domain

(Player's Handbook (2014))

Look! Over there! *hides*

Haha, that's just the start of the quality of trickery you'll learn and... look, I'm sorry. I'm not a trickster, I'm a copy editor for a course catalog. I'm sure the actual course is much better.

Just ask one of the professors from these classes you'll have to take in addition to your regular Cleric requirements:

Basic Trickstering and the Blessings Thereof (TRK 100)

Divinity Channeling Practicum- Invoke Duplicity (TRK 130)

Divinity Channeling Practicum- Cloak of Shadows (TRK 320)

Divine Strike (TRK 410)

Improved Duplicity (TRK 901)- you will learn to create multiple duplicates of yourself. Whether or not sending a duplicate of yourself to class in your place counts for or against you varies from teacher to teacher.

War Domain

(Player's Handbook (2014))

Do you have any idea how many war gods there are? Jerks like Ares, relatively nice (by comparison) folk like Athena, every single god in Norse mythology except the fertility gods (and even them, really).

Heironeous, Gruumsh, Torm, Hextor, Morrigan, Nike, Bob down in Accounting, that entire pantheon they made up for *Complete Warrior*. If you're looking for a deity who likes to battle, there's no end of options. Well, except Bob down in Accounting. I put him on the wrong list.

In addition to your standard Cleric requirements, you must complete the following. Alternately, you may declare war on a small nation for partial credit.

Additional training in weapons and armor

Basics of War Priest Studies (WRD 100)

Divinity Channeling Practicum- Guided Strike (WRD 130)

Divinity Channeling Practicum- War God's Blessing (WRD 330)

Divine Strike (WRD 410)

Avatar of Battle- Transformation and Application (WRD 990)

Zeal Domain

(Plane Shift: Amonkhet (online download, 2017))

The best thing about following a god of zeal is also the worst thing. Having a zealous fervor for a cause is what being a cleric is all about. But when your cause is zealotry, are you really devoted to a cause, or are you devoted to the idea of being devoted to a cause?

Your devotion, regardless of motivation, requires the following courses:

Additional armor and weapons training

Priestliness of Zeal (ZEL 101)

Divinity Channeling Practicum- Consuming Fervor (ZEL 221)

Resounding Striking (ZEL 306)

Divine Striking (ZEL 430)

Blaze of Glory (ZEL 925)

School Spirit Domain

We've got spirit, yes we do, we've got spirit, how about you?

Indeed, this may seem to be a poor choice for continued clericking after your academic career is over. I mean, be true to your school and all that, but it's only four years of your life, and if you're an Elf, four years is nothing. But come on, we've all met those people who wear their university sweaters and go to their annual homecoming games and visit their sororities every year until they're halfway through middle age.

Maddie's going to be one of them. She knows it, too.

SCHOOL SPIRIT DOMAIN SPELLS

1 st	<i>Heroism, Longstrider</i>
3 rd	<i>Enhance Ability, Suggestion</i>
5 th	<i>Counterspell, Dispel Magic</i>
7 th	<i>Freedom of Movement, Synchronicity</i> (from <i>Unearthed Arcana: Modern Magic</i>)
9 th	<i>Gaes, Legend Lore</i>

ACADEMIC PRIDE

Regardless of your deity, you can use a keychain, bobble-head, or sweatshirt bearing your alma mater's logo or mascot as a spellcasting focus in place of your holy symbol.

CHANNEL DIVINITY: GO TEAM!

Starting at 2nd level, you may use your Channel Divinity to verbally cheer on an ally engaged in a skill contest. You must declare you are doing this before any dice rolls are made.

When you cheer on your ally, they have advantage on their skill check in that contest and may add your WIS bonus to the roll.

SCHOOL MATES

Starting at 6th level, if you cast Cure Wounds on someone who attends or attended the same school you did, anyone in a fifteen-foot radius who also attended that school regains the same amount of hit points as the spell's recipient. (This does not count if you cast Cure Wounds on yourself.)

EVENT PLANNING

At 8th level, after semesters of convincing people to decorate rec rooms, hang up flyers, and sitting in dunking booths, you always have Advantage on Persuasion rolls.

IRRESISTIBLE DANCE-OFF

At 17th level, you gain the ability to declare a Dance-Off. When a combat is about to begin between you and one or more humanoid, before initiative is rolled, you choose one opposing humanoid for a Dance-Off. They may attempt a WIS save to resist. Otherwise, the Dance-Off begins.

For the duration of the Dance-Off, both you and your opponent have proficiency in Performance if you don't already have it. Anyone with the Performance proficiency may choose to join your or your opponent's side.

On each round during the Dance-Off, you and your opponent roll a Performance contest, adding your proficiency plus CHA, +1 for each performer who has chosen to join your side. If you win three such skill contests before your opponent does, the opponent and anyone who danced with her curse, make rude gestures, and leave at their full movement rate. If, however, the opponent wins three contests first, they brag for a bit, then the combat begins as it would have before the Dance-Off.

NPCs and monsters who are not participating in the Dance-Off stand and watch. PCs have the option to interfere if they wish, but they will be booed by the spectating NPCs. If any participant in the Dance-Off is attacked, the Dance-Off ends immediately.

Once you have initiated a Dance-Off, you must complete a long rest before you can perform another.

Cleric Faculty

Eclavdra [department head]

(Drow Cleric, Professor of Chaotic Evil philosophies)

One of the most powerful Drow clerics of all time, and the World of Greyhawk's foremost devotee of the spider queen Lolth, Professor Eclavdra is among the most feared professors on campus, but in her own way, the most respected. By other Drow clerics. They both admire and envy her, and at least a few are plotting to overthrow her. That's not how faculty works, but who's to argue?

In the Fourth Curriculum era, Eclavdra became an Exarch of Lolth, thus possessing a semi-divine status that required her to teach via telecommunication through a scrying mirror in her classroom. It's less personal, but she could still have her minions wreak havoc upon those who pass notes or disrupt the class. That issue has been resolved by the Fifth Curriculum.

(Eclavdra is a major figure in the World of Greyhawk campaign setting; property of WotC)

Erin Darkflame Montgomery [tenured]

(Human Cleric/Psion, Professor of Divine Spellcraft)

A devotee of the Celtic god Diancecht, Professor Montgomery is a member of the Society of Sensation, devoted to experiencing sensations. Unlike many Sensates, she's not a rampant hedonist, instead viewing all manner of sensations, good and bad, vital to personal growth. She attempts to incorporate that lesson into all her lectures. For instance, by cracking rotting eggs in the middle of class, or shoveling sand into students' underwear as they speak to the class. These are important sensations, you know.

She is extremely attractive, but modest, charming, and very friendly, though some students are a bit tired of hearing "it builds character" over and over.

(Erin Darkflame Montgomery is a major figure in the Planescape campaign setting; property of WotC)

Riggby [tenured]

(Human Cleric, Professor of Advanced Divine Studies, Indoctrination, Religious Intolerance)

Professor Riggby is a strong devotee of Boccob, and has little patience for those who worship other gods. He's doing well not to ask during class, and it would serve you well not to tell if you're devoted to any divinity other than Boccob (and those gods Boccob allies with). It's actually sort of funny, a man being so devoted to a god of indifference, but don't mention it to him. He won't laugh.

Riggby was previously a member of the Circle of Deans, and is still resentful of losing his position.

(Riggby is a major figure in the World of Greyhawk campaign setting; property of WotC)

Serten [tenured]

(Human Cleric, Professor of Zealotry)

Professor Serten is, how do we say this? Not bright. Sure, Wisdom is what's important for Divine magic, not Intelligence. But he's such the idiot. If you're taking anything but Mace Wielding from him, you're not getting the best education. He could very well spend half the class chuckling mildly at a fart joke he heard two hours ago.

We have no idea why “Serten’s Spell Immunity” is named after him. He sure as Nine Hells didn’t develop it. He doesn’t understand Arcane magic. He doesn’t even understand that “coin behind the ear” trick.

(Serten is a major figure in the World of Greyhawk campaign setting; property of WotC)

Alys the Cheerful

(Human Cleric, Professor of Raw Faith and Blind Devotion)

Professor Alys is known for her eternally cheery attitude. There is nothing that isn’t worthy of an optimistic outlook. *“Certainly, you got an F, but this is just the gods giving you opportunity for self-reflection.” “I’m on probation? Wonderful! I’ll have time for my knitting!” “A tarrasque, loose in the quad? How amazing to have an opportunity to see such a beast up close!”* It gets old, Alys.

(Alys the Cheerful is a character from the Companion D&D adventure, Legacy of Blood (1987); property of WotC)

Aralic

(Human Cleric, Professor of Healing and Community Care)

Kind and caring, Professor Aralic is well past his adventuring years. He enjoys the small handful of courses he teaches, but mainly, he prefers to tend to the faithful. Beyond all that, though, he is tragically claustrophobic. The average office meeting with a student goes something like, *“Yes, I’d be glad to speak with you about the mid-term. Please close the door... No! No, open the door! *heavy breathing* Okay, no... close the door, but leave it open just a crack. More... MORE! Oh, dear... perhaps we can chat outdoors?”*

(Aralic the Priest is a character from the Basic D&D adventure, King’s Festival; property of WotC)

Ernst Major

(Human Cleric, Professor of Clerical Bureaucracy)

Professor Major is by-the-book. In fact, he has the book memorized, and will cite exactly which section and article you are in violation of at any given time. Most of your experience in his class will be returning to admissions to initial, sign, refile, or fill-out-again your enrollment application, and once that is done to his satisfaction, your midterm exams will likely be critiqued on how straight the rows are in your writing, whether your signature is properly aligned with the margin, and whether you used a number 2.1 pencil.

(Ernst Major is a character from the AD&D adventure, Castle Greyhawk (1988); property of WotC)

Kirstig

(Human Cleric of the Mother of Song; Professor of Prayer, Musical Faith Traditions, Vocal Coach)

Professor Kirstig hails from a faraway crystal sphere where the humans have magenta skin, and prayer is done through song. A high priestess of her people, she knows hymns that last for hours, and melodies that can bring a hungry beholder to tears. She is fascinated by stories, and has often wasted a class listening to someone explain why he was late in great detail.

(Kirstig is a character from DC Comics’ Spelljammer comics (1990-1992); property of WotC)

Penelope of West Haven

(Human Cleric, Professor of Mysteries)

Keeping irregular office hours and keeping to herself after classes, Professor Penelope is something of an enigma among her students. She's very devout, but not very social. There are rumors that she keeps a demon locked up in her office. It's unfounded, but she lets it go on. Keeps her evil students in line.

(Penelope of West Haven is a character from the BECMI accessory, Shady Dragon Inn (1983); property of WotC)

Sharyn Messandier

(Human Cleric/Rogue, Professor of Criminal Clericism)

After a band of thieves she belonged to was wiped out, with her as the only survivor, Professor Messandier became convinced she was the chosen of the god Kurell. She is highly devoted to the deity, but also a shameless pickpocket. And you can't really say anything, because you know the administration is just going to take her side. Dammit.

(Sharyn Messandier is a character from the World of Greyhawk supplement, City of Greyhawk (1989); property of WotC)

Xanathon

(Human Cleric, Professor of Clerical Combat, Duplicity)

Professor Xanathon is a wicked man, a devotee of the immortal Cretia. It is known that his life essence is stored in a secret diamond for safe keeping, so he can't be killed by physical means. Kind of like that guy from the book about the boy wizard, but Xanathon did that whole Horcrux thing waaaaaaay before Lord Whassisname. Wait, can we say Horcrux? Phylactery. That's what they're called.

(Xanathon is a character from the Expert D&D adventure, Curse of Xanathon; property of WotC)

Text and concept by Patrick Duke
Art and logo design by David Cummings
Dungeons & Dragon and all related properties ©Wizards of the Coast