Cleric

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Blessed with divine power and guided by the tenets of their faith, clerics are powerful champions of their deity. Their unwavering devotion allows them to tap into a wellspring of magic, using it to heal the sick, smite enemies, and spread the influence of their god. Unlike wizards who delve into arcane secrets, clerics draw their power directly from the divine, wielding it with unwavering faith and righteousness.

More than mere spellcasters, clerics act as vital pillars of their communities. They serve as advisors, counselors, and teachers, offering guidance and solace to those in need. Their responsibilities grow with their experience, leading them from humble beginnings as helpers and instructors to

pivotal roles within the temple hierarchy. Eventually, the most devoted clerics can rise to the highest ranks, becoming revered leaders and powerful figures within their faith.

However, the path of a cleric is not one of ease. Advancement requires unwavering dedication and significant contributions to the temple. Clerics must prove their loyalty and unwavering devotion through tireless service, rigorous training, and generous donations. Only through such commitment can they unlock the full potential of their divine gifts and become truly potent champions of their god.

Ability Focus: Wisdom

Hit Points: d6

Ancestries Allowed: All

Starting Reputation: +2

Restrictions: Cannot use edged weapons (swords, daggers, etc).

Turn Undead: Clerics possess the unique ability to turn undead creatures.

Gods: Choose your deity from the provided list.

Zealot: You are obligated to spread the word and convert others to your god. Failure may anger your deity and restrict your magical abilities.

Tithe: Clerics must contribute 10% of any treasure found to their temple.

Priesthood (Level 4)

Starting at level 4, the Cleric becomes an active member of the priesthood, gaining access to discounted temple services, free lodging, and the trust of fellow priests. With these benefits come additional obligations, such as assisting with temple duties and participating in special rituals or ceremonies.

- **Temple Services:** Gain access to discounted services (20%) at any temple, including healing, blessings, and rituals.
- **Temple Lodging:** Enjoy free and safe lodging at any temple.
- **Trust of Other Priests:** Earn the trust and support of other priests, who are more likely to assist you, share information, and support your quests.
- **Additional Obligations:** Take on extra responsibilities such as leading prayers, maintaining the temple, or assisting in rituals. Occasionally, you may be called upon to aid the temple during crises or special events.

Follower (Level 4): Gain a 1st-level Cleric follower (6 HP, +1 Attack, 1d8 damage). The DM will provide the follower’s spells.

High Priest (Level 9): You are chosen to start and lead a new temple as its High Priest.

Spellcasting

Unlike other spellcasters who prepare spells freely, clerics rely on their deity's favor. Each day, during their 8-hour rest, they pray to receive a specific number of spells from their entire spell list. This selection, however, is entirely up to the deity (determined by the game master) and can change completely each time. You may not get the exact spells you sought, but who knows, your deity might even bless you with something unexpected!

While you choose the spells you'd like, the final say rests with your deity. Be prepared for your choices to be divinely shifted, potentially replaced with blessings or surprises. Normal spellcasting restrictions still apply to the granted spells.

Higher-level or specific spells might require extra devotion. Your deity may demand sacrifices, special services, items, or even quests before bestowing them. Be sure to listen closely during your prayers, as these requirements will be communicated then.

See spell casting for how to cast spells.

Mana

Cleric's mana is their level plus their Wisdom bonus (including ability focus).

Starting Equipment

Backpack, bedroll, belt pouch, candles (10), cheap holy text, flint & steel, iron pot, mess kit, rope, soap, spell component pouch, torches (10), trail rations (5 days), waterskin, wooden holy symbol.

Starting Money: 2d4 x 10 gold pieces

At Level 2 (2,000+ Experience Points)

Gain hit points by rolling 1d6 + Constitution and adding it to your total hit points

Mana is increased by 1

At Level 3 (4,000+ Experience Points)

Gain hit points by rolling 1d6 + Constitution and adding it to your total hit points

Increase **Ability Focus** to 2

Mana is increased by 2

At Level 4 (8,000+ Experience Points)

Gain hit points by rolling 1d6 + Constitution and adding it to your total hit points

Attract a **Follower** companion / henchman

Gain access to the **Priesthood**

Mana is increased by 1

Cleric Spell List

Zero Level

- Bless
- Guidance
- Heal Wound
- Purify Food and Drink
- Sacred Flame
- Virtue

1st Level

- Create Water
- Cure Light Wounds
- Detect Evil
- Light
- Protection from Evil
- Remove Fear
- Sanctuary

2nd Level

- Augury
- Chant
- Find Traps
- Hold Person
- Know Alignment
- Slow Poison

3rd Level

- Animate Dead
- Cure Blindness
- Cure Disease
- Dispel Magic
- Feign Death
- Prayer

4th Level

- Charm Monster
- Cure Serious Wounds
- Detect Lie
- Divination
- Exorcise
- Neutralize Poison
- Raise Dead

5th Level

- Commune
- Dispel Evil
- Quest

6th Level

- Invisible Stalker
- Reincarnate