

Cultist

You are a cultist, the devoted servant of a god, daemon or other cosmic entity distant and inscrutable. You might be a pious priestess, an unflinching inquisitor, or a haunted warlock struggling to avert a terrible doom.

Like all travellers of perilous lands, you are familiar with weapons and armour, mindful that the divine help those who help themselves. Yet in your hour of need, when the flesh fails and the shield splinters, you call upon your goddess for aid. And if you have kept the tenets, and earned Her favour, She answers.

- Key Attributes:** Willpower.
- Hit Points:** 1d4+4 (plus Con bonus if any) per level up to 9th level, then 2 hp/level.
- Armour and Shields:** Light, Medium Armour and shields.
- Weapons:** Bludgeoning, and any weapons sacred to the cult's ethos (GM's call)
- Skills:** Apothecary, Divine Lore, plus 4 of: Arcane Lore, Athletics, Deception, Detection, Gather Information, General Lore, Insight, Persuasion, Sailing, Stealth, Wilderness Lore.

CULTIST ATTACK BONUS						
Level	1	2	3	4	5	6
Bonus	0	1	2	2	3	4
Level	7	8	9	10	11	12
Bonus	5	5	6	7	8	8



Blessings (1st Level)

As an agent of the gods, cultists may petition their patron for aid in the form of supernatural blessings and miracles (see p.87).

At 1st level, the cultist knows a number of blessings equal to his Will modifier. Each level thereafter the cultist learns one additional blessing, and if desired, may substitute one known blessing for another. You begin an adventure with one use of this ability per level. Each time you use this ability, choose one of your known blessings to apply. You may regain expended uses by taking short or long rests (p.81).

All cultists may choose to learn the following blessings:

- **Blessed Weapon:** One weapon the cultist touches counts as magical for 1d6 x 10 minutes (no action).

- **Holy Smite:** As part of a melee attack, instead of rolling damage, you cause maximum weapon damage plus your level. The attack counts as magical. This ability may not be used more than once per round.
- **Lay on Hands:** The cultist may spend an action to heal a touched target 1d4 hp per cultist level, plus the cultist's Will modifier. If the target has zero hp, the wounds mend slowly over 1d3 minutes (the target does not regain hit points or consciousness until the 1d3 minutes passes).
- **Mend Injury:** as *Solace of Argona*. This ability may not be used more times than half the cultist's level (round up) per adventure.
- **Purge Affliction:** As *Purge the Accursed*. This ability may not be used more times than half the cultist's level (round up) per adventure.
- **Sense Abomination:** The cultist may spend an action to detect *Undead*, *Demons* and *Aberrations* (including their direction) within 120 ft for 2d6 rounds.
- **Spell like Blessing:** Each time you choose this ability, gain a blessing that mimics one of the following spell effects: *Pierce the Veil*, *Lucent Emanation*, *Sever Arcanum* or *Cleansing Charm*.
- **Turning:** The cultist may spend an action to brandish their holy symbol to turn 1d8 + level *Undead*, *Demons* or *Aberrations* within 60 ft. If a target's HD are less than half the cultist's level they are automatically destroyed. Targets with HD equal to or lower than the cultist's level gain a *Luck* save to resist fleeing for 1d6 x 10 minutes. Targets with more HD than the cultist are unaffected.

- **Watched Over:** The cultist and all PC allies within 20 ft gain +1 AC as long as the cultist is above zero hp. Once known, this blessing is always active, and does not require expending a blessing use.

Sacred Lore (1st level)

Cultists gain advantage on all checks relating to Divine Lore, holy or unholy, including deities, undead and demons.

Child of the Gods (2nd level)

The cultist is blessed by their patron, increasing their maximum *Luck* by 1 point.

Unique Feature (3rd, 6th, 9th and 12th level)

See pages 15, 43.

New Skill (4th and 8th level)

At 4th and 8th level, you gain one new skill (the skill need not be on your class list).



Church Militant (5th level)

By 5th level, divine providence guides your hand to strike true. Your weapon attacks cause critical hits on a natural 1d20 roll of 19-20.

Second Attack (7th level)

At 7th level, you may spend a *Reroll* die to make a second attack that turn (if two weapon fighting, you do not gain a second extra attack).

Temple (10th level)

At 10th level, the cultist may build or is appointed a temple dedicated to her god, drawing lay worshippers, new initiates, and fervent protectors. As High Priestess, you control the temple and direct the activities of the faithful.

Tenets & Favour

Included with each god's description are example duties and strictures consistent with the cult's ethos. Tenets are intended as roleplaying differences between faiths, reasons to adventure, and ways for cultists to earn Favour.

In order to gain Favour, the cultist must take action promoting, enacting or adhering to one or more tenets. The GM determines whether a tenet is met and Favour bestowed. A cultist either has Favour or not. Acting contrary to a tenet generally strips the cultist of Favour if they have it (GM discretion, or a *Luck* (Cha) save might be called for). Consistently breaking one or more tenets not only strips favour, but may impose penalties on invoking blessings, or prevent any blessings until/if the cultist atones (GM's call).

Example

At dawn a Priestess of Argona obtains Favour by bolstering her allies' spirits with an inspiring hymn (*Foster hope*). An hour later she regains Favour by healing the wounds of an ally mid combat (*Aid the sick and injured*). As dusk falls, the priestess again tries to *Foster hope*, but this time the GM requires a one hour ceremony instead of a short prayer.

Example Gods

Five deities from the *Midlands* setting are provided below as examples. Each comes with suggested Tenets and Patron Benefits. GMs are encouraged to tweak or substitute as desired.

Argona (the Starmaiden)

Argona is the goddess of health, wealth, happiness and hope. In addition, she is venerated as a fierce protector of families, especially children, elderly and other vulnerable. She is usually depicted as a beautiful, raven haired woman with a trail of stars in lieu of legs.

Related Activities: Weddings, births, carousing, trade deals, healing and illness recovery, defending kith and kin. Her feast day is *Thanksgiving*.

Common Phrases: Argona protects. Starmaiden keep you. Health, wealth and happiness.

Common Icons: A star or stars. Shield with a star motif.

Tenets:

- Foster hope.
- Aid the sick and injured.
- Fight for those who cannot fight for themselves.
- Embrace toil and prosper.
- Celebrate good works.

Patron Benefits:

- i. The cultist gains advantage on Apothecary related checks.



If labouring under a *Divine Rebuke* that requires *Atonement* to absolve, the cultist cannot gain Favour until their atonement is complete.

Because cultists rely on Favour to invoke blessings reliably and without fear of *Divine Rebuke* (see p.87), it is recommended that GMs give PCs the benefit of the doubt when deciding whether a tenet is satisfied. At the GM's option however, repeatedly using the same tenet to garner Favour may become increasingly difficult over the course of an adventure.

- ii. Add the following to *Spell like Blessing*:
Deny the Nine Furies, None Shall Pass,
Ward of Lost Souls.

Baal (Lord of Crows)

Baal is the god of decay, suffering, disease and death. His name is commonly uttered to ward off his unwanted attention. Baal is usually portrayed as a floating skull, a murder of crows or an animate ooze.

Designer's Thoughts

In original LFG, the Magic User class encompassed all forms of magic, removing the need for a traditional "cleric" class.

The Cultist changes this unified magic paradigm by creating an implicit divide between arcane and divine power (even though a combined spell list remains). Like all LFG rules, GMs should ignore or change anything they don't like, including (especially) classes. Some GMs might permit both Cultists and Magic Users in their game, others just one, or neither.

Note that some Unique Features (eg *Divine Blessings*, *Spell Casting* and *Faustian Pact*) provide further options for (limited) themed magic.

Related Activities: Funerals, executions, palliative care, ancestor worship, spreading or resisting disease, torture, managing or ending suffering. Baal's feast day is the *Day of Dust*.

Common Phrases: No life without death. Bones and dust, blood and rust. All are equal before Baal. Baal's Balls!

Common Icons: Skull chalice. Crow(s). Ooze.

Tenets:

- Pray for the departed.
- Heed the suffering of others.
- End those that deserve death.

- Purge the undead and the demon, wherever they roam.
- Stifle disease.
- It is blessed to repurpose that which is in decay.

Patron Benefits:

- Shadow of Death:* when the cultist rolls a natural 20 on a melee attack roll, a living target with less HD than the cultist dies (no save). This is a magical effect and requires a DDM check. The cultist may choose not to invoke this effect.
- Add the following to *Spell like Blessing*:
Riddle of Bones.

Graxus (the Iron God)

Graxus is the god of war, courage, struggle and glory. He is called upon in times of conflict and strife, either to rally strength or deflect his wrath. He is frequently depicted as a juggernaut of destruction; a towering half man, half iron fusing of steel and flesh.

Related Activities: Warfare, combat, fisticuffs, arm wrestling, exhortations of grit, bestowing of accolades. His feast day is *Ironvow*.

Common Phrases: By blood or blade! Victory and death! The Iron God cometh!

Common Icons: Anvil and skull. Iron fist. Crossed swords with a central eye.

Tenets:

- Test your mettle.
- Live boldly or not at all.
- Finish your foe without hesitation.
- Iron and steel are hallowed metals; treat them so.
- Bring glory to yourself and the Iron God.

Patron Benefits:

- Trained for War:* The cultist may use all melee weapons or heavy armour (choose one).

- ii. *Offering of Blood:* The cultist may access their *Reroll Pool* for melee attack and damage rolls.

Shennog

Shennog is the goddess of night, darkness, mystery, deceit and madness. She is whispered to in times of treachery, despair and clandestine activity. Most descriptions of Shennog suggest a formless shadow, broken mirror or a giant spider.

Related Activities: Tending the mentally ill, false dealings, double crosses, stealth and infiltration, nocturnal affairs, subterranean exploration. Shennog has no known feast day (if there is one, it's kept secret).

Common Phrases: The darkest corners conceal the greatest secrets. Reject the mundane and embrace revelation. Mystery is the font of wonder.

Common Icons: Slender crescent moon forming a circle. Giant spider or webs. Cracked mirror.

Tenets:

- One secret for another.
- Invoke trickery and guile.
- Delve the dark places of the world.
- Embrace mystery and wonder.
- Consort with the mad and un-mad alike.
- Find comfort in the night.

Patron Benefits:

- i. The cultist gains advantage on Stealth or Deception related checks (choose one).
- ii. Add the following to *Spell like Blessing*: *Mantle of Many Faces*, *Place of Perfect Night*, *Shennog's Blessing*.

Soliri (the World Tree)

Soliri is the goddess of the sun, weather, nature and creation. She is implored to bless harvests, encourage fertility, and to repel darkness or ferocious beasts. She is commonly depicted as a female faced sun, a swarm of leaves, or a giant world tree.

Related Activities: Planting, harvesting, breeding, weather ceremonies, hunting, camping, raising bonfires. Her feast day is *Long Harvest*.

Common Phrases: The World Tree provides. Man too is a force of nature. Burn back the shadow!

Common Icons: Flaring sun. Stylized leaf. Colossal tree with great roots.

Tenets:

- Venerate the sun and flame.
- Explore the uncharted wilds.
- Give to the earth, take from the earth.
- Reject the hollow adornments and luxuries of convention.
- Root out and destroy abomination in all its forms.

Patron Benefits:

- i. The cultist gains advantage on Wilderness Lore related checks.
- ii. Add the following to *Spell like Blessing*: *Bestial Communion*, *Enduring Radiance*, *One with the Deep*, *Writhing Fog*.



Wodon

Wodon is the god of knowledge, art, wisdom and justice, beseeched when seeking insight, inspiration or truth. He or she (sex uncertain and used interchangeably) is portrayed as a giant owl, or a wizened human with two heads, one male and one female, leaning on a runed staff or stack of tomes.

Related Activities: Seeking or giving advice, study, investigation, meditation, artistic endeavours, justice. Wodon's feast day is *Reverie*.

Common Phrases: Wodon guide you. Knowledge is power. One cannot hide from one's self. Vengeance is a pit, justice a door.

Common Icons: Stack of tomes. Dual headed bust. Giant owl with a set of scales and/or hammer.

Tenets:

- Your word is your bond.
- See justice done.
- Learning is blessed; expand and strengthen your ken.
- Preserve the old lore and relics.
- Muse upon the wonderment of art.

Patron Benefits:

- i. The cultist gains advantage on General Lore related checks.
- ii. *Hammer of Judgment:* On a successful melee hit, the cultist may spend a *Reroll* die to knock the target prone, and blind them until the end of their next turn (no save, once per target only). This effect does not trigger a DDM check.
- iii. Add the following spells to *Spell like Blessing*: *Inescapable Unmasking*, *Whispers of the Watchers*.

