

CLERIC (Wisdom)



Upon the fields of battle, where good and evil struggle, there stride holy warriors dedicated to the service of a deity, their martial ability enhanced by divine dispensation. They obey the will of the gods, and influence others through faith in their deity's tenets, action on the field of battle, and by bringing justice or retribution to their foes.

Clerics are warrior-priests. They are religious by nature and can be found in service to a pantheon of deities or eternally bound to serve only one. From their deity or deities, the cleric receives divine powers and act as conduits of the power of their deity upon the planes of men. Yet these powers come at a high cost in service, devotion and loyalty. A cleric's divine connection to a deity is of supreme importance. This spiritual connection allows them to better understand the motives and will of their deity and to more capably and earnestly enact the deity's desire.

Deities can be of any ethos or morality: from good to evil, and from lawful to chaotic. All of the deities have priests and devotees who serve and worship them but the cleric is always of like mind and nature as the deity they worship. They never falter in carrying out their duties lest they face the most horrible of retribution and suffer the interminable revenge of an angered and betrayed power.

Typically, a cleric wields the same weapon or type of weapon favored by the character's deity or pantheon. They do this to better follow the precepts of and emulate their deity. Beyond these, clerics prefer to use those weapons that allow them a better chance to subdue and convert enemies instead of killing them outright. Through this they gain converts and servants to serve them and thence their deity. On the field of battle, where clerics spend much of their lives, they wear any armor necessary to see them through the day and on to victory.

Clerics who generally act in ways opposed to their deity's alignment and purposes, and who grossly violate the code of conduct expected by their deity, lose the use of all divine abilities and capacities for advancement, wandering alone and cursed until they atone for their wrongs.

ABILITIES

SPELLS: A cleric casts divine spells. The spells available are listed on the cleric spell list. A cleric is limited to a certain number of spells of each spell level per day. The *Cleric and Druid Spells Per Day Table* shows the number of spells per day a character of the class may cast. Clerics prepare spells each day through prayer to their deity or deities, followed by contemplation and study.

BONUS SPELLS: High wisdom indicates a greater divine connection. Clerics with a high wisdom gain bonus spells. If they have a wisdom of 13-15, they receive an extra 1st level spell. If the wisdom score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, an extra 3rd level spell. Bonus spells can only be acquired if the cleric is at a high enough level to cast them. Bonus spells are cumulative.

TURN UNDEAD (Wisdom): A cleric has the ability to turn, or even destroy, undead monsters. To turn undead, a cleric must declare the attempt as an attack and then make a successful wisdom attribute check. The character must display a holy symbol toward the undead and utter a prayer, chant or other invocation of the character's deity. Turn undead is considered a special attack and takes one round. Turn undead has a maximum range of 60 feet.

Turning undead consists of channelling divine power. The ability to channel divine power is measured by the cleric's own willpower. Accordingly, charisma, not wisdom, affects the number of undead creatures that are turned with a successful turn undead check. In most cases, the number of undead turned will be 1d12 plus the cleric's charisma modifier. When a cleric is five or more levels higher than the undead being turned, the undead are instead destroyed.

Evil clerics may, instead of turning undead, control them. An evil cleric must be at least five levels higher than the hit dice of the undead sought to be controlled. Evil clerics can also turn paladins.

Turn undead is covered in greater detail in *Turning Undead*, pages 118-119.

WEAPON SELECTION: The cleric is only allowed to use certain weapons. One weapon must be identical to the major weapon in use by the deity which they worship. If no single deity is worshipped and a pantheon is instead worshipped, weapon selection is limited to the pantheon's major deities or the deity most closely associated with the activities the cleric intends to undertake.

PRIME ATTRIBUTE: Wisdom

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: Special, club, crowbill hammer, dagger, light or heavy flail, light hammer, light or heavy mace, morningstar, quarterstaff, war hammer

ARMOR: Any

ABILITIES: Spells, turn undead

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2,251
3	d8	+1	5,001
4	d8	+2	9,001
5	d8	+2	18,001
6	d8	+3	35,001
7	d8	+3	70,001
8	d8	+4	140,001
9	d8	+4	300,001
10	d8	+5	425,001
11	+3 HP	+5	650,001
12	+3 HP	+6	900,001
13 + 250,000 per level			

CLERIC AND DRUID SPELLS PER DAY

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	3	1								
2	4	2								
3	4	2	1							
4	4	3	2							
5	4	3	2	1						
6	5	3	3	2						
7	5	4	3	2	1					
8	5	4	3	3	2					
9	5	4	4	3	2	1				
10	5	4	4	3	3	2				
11	6	5	4	4	3	2	1			
12	6	5	4	4	3	3	2			
13	6	5	5	4	4	3	2	1		
14	6	5	5	4	4	3	3	2		
15	6	5	5	5	4	4	3	2	1	
16	6	6	5	5	4	4	3	3	2	
17	7	6	5	5	5	4	4	3	2	1
18	7	6	6	5	5	4	4	3	3	2
19	7	6	6	5	5	5	4	4	3	2
20	7	6	6	6	5	5	4	4	3	3

DRUID (Wisdom)

Beyond the confines of walls and city battlements, within the vast expanse of the wilderness areas of the world are many folk who live with contentment outside of civilization. Those who push aside material culture to live in harmony with nature often draw upon its forces for spiritual guidance and commune with its spirits. These are the druids, and they offer guidance and wisdom about the order of life and the world, the cycle of life and death, and acceptance thereof. Druids are feared by many, for they call upon powerful elemental and nature spirits, and they can gather great hosts of nature to fight for their causes.

Druids seek to protect the wilderness and its beasts from the encroachments of civilization, lest the order of the natural world be upset. They find the myriad artificial creations of civilized peoples abhorrent, for they believe that reliance upon the unnatural creates people who are weak and dependent upon a material culture. They are fiercely individualistic, and are often found among the barbarian peoples of the world.

Druids live in harmony with nature, revering its power and beauty. Although they are sometimes termed priests of nature, the druid is much more. They allow nature to determine the fate of its creatures, for good or ill. Some druids revere nature and its elements alone, some promote the beliefs of one or more nature deities, and some bind their animistic faith to a strict code of personal conduct. All are devoted to their life's calling and possess specialized wilderness lore, including knowledge of the animal and plant kingdoms. Their divine dispensations are gifts from the spirits of the wood, rock, water and wind.

Storms rage across the plains, seas thunder against coasts,

and the grasses of the wild steppe wave ceaselessly: none knows a motive. Druids must be able to relate to this balance and neutrality in nature. From this closeness to their surroundings, druids possess specialized knowledge of wilderness environments, particularly those in which the druid lives or was trained.

A druid may use weapons crafted from nature's raw materials, such as wood, leather, stone and cold-forged metal. Traditionally forged weapons are antithetical to druidism. Some druids prefer to use a weapon identical to that wielded by the deity whom they worship. In war and combat, druids often wield cold-forged pure metal weapons fashioned of beaten iron or copper, but not of beaten steel or bronze.

Likewise, a druid prefers armor crafted from items found in nature, such as leather and wood. They view armors forged by advanced metal-smithing techniques as tainted and impure. These impure items make one dependent upon them and, in consequence, weak.

Should a druid cease to revere nature, or ignores their code, the wrath and fury of the spirits of the wild descend upon the errant druid in vengeance.

ABILITIES

BONUS LANGUAGES: Druids have a secret language used for communicating with one another. They are forbidden from teaching this language to any but their brethren.

Additionally, if a druid has a high enough intelligence to learn an additional language, the following languages are available to them: aquan, auran, elf, fey, giant, gnome, sylvan and terran. The druid must have lived in or near a community of those whose language they seek to learn.

NATURE LORE (Wisdom): Druids are connected to the forces of nature.

They mystically coexist with their environment, gradually becoming a larger part of it.

This relationship imparts to them a specialized knowledge of the wilds. A

druid can identify plants and animals with perfect accuracy in the type of environment where the druid was trained or currently lives. In unfamiliar environments, the druid must succeed at a wisdom check to successfully use this ability.

This identification ability allows the druid to determine the species of a plant or animal and the special qualities or abilities of the species. The druid can also determine whether water is safe or dangerous to drink. Additionally, druids can find shelter and forage for food. A druid always succeeds in finding basic shelter and enough food for individual daily sustenance. If the druid wishes to support additional people, They must spend 6 hours hunting and gathering to produce enough food and water to feed 2-8 people for a day. If the druid wishes to feed or shelter a larger group of people than the die indicate, a successful wisdom check is necessary. If successful, the druid must spend an additional 6 hours gathering food to feed and water an additional 2-8 people. A third attempt to gather food can be made. A wisdom check at -4 is made but if successful, another 6 hours of searching can feed an additional 1-4 people. This additional effort allows the druid to gather food and water for up to 5-20 creatures total. The druid can only hunt and forage for food three times per day.

