

Faiths and Powers: Gods of the Realms

Goals:

This mod has a few goals:

-To allow all cleric characters (as well as others) to select a god, and have that selection translate into meaningful, flavorful, abilities and disadvantages for their character.

-Related, to allow for different orders within a given church hierarchy to have their own unique, and flavorful abilities.

-To expand the number of selections to an indefinite (as now) number of deities (my personal hope is to include all of the Gods and orders of Faerun, if possible)

-To expand role-play options based on these selections (a very long term goal)

Features:

- A sphere system. This is not identical to pnp, at least partially because keeping too close to pnp leaves players with few spells in some cases, or leaves cleric characters without spells that allow them to do what is generally expected of them (as seen in DR).

- "Real" kits. Initial Kits will not be deity specific. Rather, deity selection will occur in a dialog format. This selection will alter their kit in various ways depending on the deity selected. So, you might select a "Champion" kit at character creation. But champion of who? Well, for that you have to select your deity. Many of these 'sub-kits' will have unique name. For example, if you created a Champion, and selected Tempus, your title will be "Gloryblood of Tempus". Deity selection will be limited by race, kit, and alignment (and occasionally, stats). So, for example, your Chaotic Evil, Cha 4, Champion will not be able to select Sune. But, at the same time, alignments will be expanded as they make sense for each deity. For example, you do not necessarily have to be evil to select Talos as your patron. Maybe you are more unstable than evil, and would like your chaotic neutral priest to worship Talos (rather than Helm(?)). This will be possible (and, chaotic neutral Helmites will not be possible.)

- Altered quests and dialog depending on deity selection. This is a very, very long term goal, and will not be included in the initial release, but the idea is that clerics of various deities will react differently to (eg) the events in the cleric stronghold as well as the events leading up to the stronghold. Your Chaotic Neutral Stormbringer of Talos will not join another church. Also, expect Glorybloods to take the fighter stronghold rather than work for some stuffy Helmites.

Sphere System

Universal Spells:

	<u>Universal Spells</u>
<u>Level</u>	<u>Spell</u>
1	Cure Light Wounds Slow Poison
2	Remove Curse
3	Lesser Restoration
4	Neutralize Poison
5	Cure Critical Wounds
6	Wondrous Recall
7	Holy/Unholy Word

	<u>Life</u>
<u>Level</u>	<u>Spell</u>
1	
2	Cure Moderate Wounds (Not in SR) Regenerate Moderate Wounds (SR)
3	Cure Medium Wounds
4	Cure Serious Wounds
5	Mass Cure
6	Heal
7	Resurrection

<u>Death</u>	
<u>Level</u>	<u>Spell</u>
1	Cause Light Wounds Larloch's Minor Drain Eyes of the Dead* Disrupt Undead*
2	Cause Moderate Wounds Hold Undead Pacify the Dead*
3	Cause Medium Wounds Circle of Bones
4	Cause Serious Wounds Animate Dead Undead Ward
5	Cause Critical Wounds Mass Cause Light Wounds Slay Living
6	Harm Soul Eater
7	Symbol of Death Finger of Death
	* New Spell

<u>Benediction</u>	
<u>Level</u>	<u>Spell</u>
1	Bless Aid
2	Chant
3	Prayer
4	Recitation
5	Righteous Wrath of the Faithful Raise Dead
6	Aerial Servant Cacofiend Bolt of Glory Banishment (SR)
7	Restoration

	<u>Destruction</u>
<u>Level</u>	<u>Spell</u>
1	Smite* Battering Ram (SR)
2	Shatter * Sound Burst (SR)
3	Holy Smite Unholy Blight
4	Shout*
5	
6	Disintegrate
7	Destruction
	* New Spell

	<u>Protection</u>
<u>Level</u>	<u>Spell</u>
1	Protection from Evil Armor of Faith
2	Shield Negative Plane Protection
3	Glyph of Warding Death Ward
4	Protection from Evil 10' Radius
5	Shield of Lathander Repulsion (SR)
6	Physical Mirror
7	Shield of the Archons Greater Shield of Lathander

	<u>War</u>
<u>Level</u>	<u>Spell</u>
1	Remove Fear
2	Spiritual Hammer
3	Strength of One Holy Power
4	Defensive Harmony Star Metal Cudgel
5	Champions Strength Righteous Magic
6	Blade Barrier
7	Symbol, Fear (not in SR) Symbol, Weakness (SR)

	<u>Knowledge</u>
<u>Level</u>	<u>Spell</u>
1	Detect Evil Know Alignment (not in SR) True Strike (SR)
2	Find Traps Know Opponent (SR)
3	Invisibility Purge Clairvoyance
4	Detect Illusion Far Sight
5	Oracle
6	True Sight
7	Contingency

	<u>Deception</u>
<u>Level</u>	<u>Spell</u>
1	Reflected Image
2	Blur
3	Invisibility Non Detection
4	Mirror Image
5	Shadow Door (Not in SR) Invisibility 10' radius (SR)
6	Mislead Pixie Dust
7	Simulacrum

	<u>Thought/Charm</u>
<u>Level</u>	<u>Spell</u>
1	Command
2	Sleep Charm Person Forbiddance*
3	Exaltation Rigid Thinking Murderous Command*
4	Blood Rage
5	Chaotic Commands Greater Command
6	Confusion
7	Impervious Sanctity of Mind Nature's Beauty
	* New Spell

	<u>Dread</u>
<u>Level</u>	<u>Spell</u>
1	Curse Doom
2	Ray of Enfeeblement
3	Cloak of Fear
4	Greater Malison
5	Emotion: Hopelessness Misfire*
6	Spiritual Wrath
7	Symbol, Hopelessness
	* New Spell

	<u>Vigor</u>
<u>Level</u>	<u>Spell</u>
1	Unfailing Endurance Cure Disease
2	Remove Paralysis
3	Draw Upon Holy Might Favor of Ilmater
4	Free Action
5	Animal Rage
6	Tenser's Transformation
7	Regenerate

	<u>Affliction</u>
<u>Level</u>	<u>Spell</u>
1	Cause Disease
2	Blindness (Not in SR) Hold Person
3	Mold Touch
4	Poison Contagion
5	Cloud of Pestilence Waves of Fatigue (SR) Waves of Agony*
6	Dolorous Decay Symbol, Pain
7	Wither Symbol, Stun
	* New Spell

	<u>Animal</u>
<u>Level</u>	<u>Spell</u>
1	Hold Animal Animal Eyes*
2	Beast Claw
3	Summon Insects
4	Animal Summoning I Giant Insect
5	Animal Summoning II Insect Plague
6	Animal Summoning III
7	Conjure Animals Creeping Doom
	* New Spell

	<u>Plant</u>
<u>Level</u>	<u>Spell</u>
1	Entangle Shillelagh Goodberries (Not in SR)
2	Barkskin Goodberries (SR)
3	Spike Growth
4	Thorn Spray
5	Call Woodland Beings
6	Nature's Wrath* Shambling Mound (SR) Assassin Vines*
7	Stalker
	* New Spell

	<u>Earth</u>
<u>Level</u>	<u>Spell</u>
1	Magic Stone
2	Protection from Lightning
3	Stone Fist*
4	Spike Stones
5	Ironskin
6	Conjure Earth Elemental
7	Earthquake
	* New Spell

	<u>Air</u>
<u>Level</u>	<u>Spell</u>
1	Zone of Sweet Air Obscuring Mist (SR)
2	Stinking Cloud
3	Storm Shell Cloudburst
4	Call Lightning Storm Wall
5	Static Charge Whirlwind
6	Entropy Shield Chain Lightning Mist of Eldath
7	Death Fog
	* Now Spell

	<u>Water</u>
<u>Level</u>	<u>Spell</u>
1	Snilloc's Snowball Swarm Frost Fingers*
2	Melf's Acid Arrow Ice Blade*
3	Icelance
4	Smashing Wave Vitrolic Sphere
5	Ice Storm Cone of Cold
6	Summon Water Elemental*
7	Acid Storm
	* New Spell

	<u>Fire</u>
<u>Level</u>	<u>Spell</u>
1	Burning Hands Resist Fire and Cold
2	Flame Blade Agannazar's Scorcher
3	Protection from Fire Flame Arrow
4	Fire Shield: Red Produce Fire
5	Flame Strike
6	Conjure Fire Elemental Fire Seeds
7	Fire Storm

	<u>Light</u>
<u>Level</u>	<u>Spell</u>
1	Sunscorch
2	Glitterdust Alicorn Lance
3	Repulse Undead (not in SR) Moonblade
4	Wall of Moonlight
5	False Dawn
6	Sol's Searing Orb
7	Sunray

	<u>Shadow</u>
<u>Level</u>	<u>Spell</u>
1	Sanctuary Fog Cloud
2	Blindness (not in SR)
3	Shadow Monsters Cloak of Darkness*
4	Phantom Blade Shadow Door
5	Summon Shadow
6	Shades Wraith Form
7	Power Word: Blind
	* New Spell

	<u>Magic</u>
<u>Level</u>	<u>Spell</u>
1	Silence 15' Radius
2	Miscast Magic
3	Dispel Magic
4	Minor Spell Turning Secret Word
5	Magic Resistance Breach
6	Globe of Invulnerability
7	Pierce Shield

New and Altered Spells:

1st Level Spells:

Animal Eyes

(Divination)

Level: 1

Sphere: Animal

Range: Touch

Duration: 1 Turn

Casting Time: 6

Area of Effect: The caster

When the caster completes this spell and touches an allied animal, <PRO_HESHE> gains the ability to see through that animal's eyes allowing <PRO_HIMHER> to see everything that that animal sees. Additionally, <PRO_HESHE> has greater influence over the creature, urging it to be more aggressive in its attacks, granting it a +1 critical threat rolls.

Frost Fingers

(Invocation)

Level: 1

Sphere: Elemental Water

Range: 0

Duration: Instant

Casting Time: 1

Area of Effect: The caster

Saving Throw: none

When the priest casts this spell, a jet of chilling frost shoots from <PRO_HISHER> fingertips. The priest's hands must be held so as to send forth a fanlike sheet of frost: <PRO_HISHER> thumbs must touch each other and the fingers must be spread. The spell sends out frost jets of 5 ft. length in a horizontal arc of about 120 degrees in front of the caster. Any creature in the area receives 1d6 points of cold damage, plus 1d6 per two levels to a maximum of 5d6 damage.

Eyes of the Dead

(Necromancy)

Level: 1

Sphere: Death

Range: Touch

Duration: 1 Turn

Casting Time: 6

Area of Effect: The caster

When the caster completes this spell and touches an allied undead ally, <PRO_HESHE> gains the ability to see through that creature's eyes allowing <PRO_HIMHER> to see everything that it sees. Additionally, <PRO_HESHE> has greater influence over the creature, making it attack more effectively, granting it a +4 bonus to attack rolls.

Disrupt Undead

(Necromancy)

Level: 1

Sphere: Death

Range: Visual range of the caster

Casting Time: 3

Area of Effect: One Undead Creature

Saving Throw: None

This spell disrupts the negative energy that sustains a target undead creature. Any undead targeted by this spell suffers 2d6+2 points of magic damage, +2 points of damage per two levels to a maximum of 2d6+10 at 9th level.

Smite

(Conjuration)

Level: 1

Sphere: Destruction

Range: Self

Duration: 1 round/level (max 5)

Casting Time: 1

Saving Throw: None

This spell imbues the caster with pure destructive energy against the caster's enemies. melee attacks inflict an additional 2d6 points of crushing damage for 1 round per level (max 5 rounds at level 5).

2nd Level Spells:

Forbiddance

(Enchantment/Charm)

Level: 2

Sphere: Thought

Range: Visual range of the caster

Duration: 2 round

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: Special

This spell enables the priest to forbid another creature to move, by commanding them to "stop". A creature so commanded will stop in it's tracks, and will be unable to move if they do not make a successful save vs. spells. At the end of the second round, the creature regains the use of it's legs, and can move normally.

Pacify the Dead

(Alteration)

Level: 2

Sphere: Death

Range: Visual range of the caster

Duration: 1 turn

Casting Time: 3

Area of Effect: one creature

Saving Throw: None.

Upon casting this spell, the priest causes one undead within range to be slowed. This effect negates Haste, but does not otherwise affect magically sped-up or slowed creatures. Slowed creatures suffer -4 penalties to attack and Armor Class. To make matters worse, creatures save at -4 against this spell.

Ice Blade

(Evocation)

Level: 2

Sphere: Elemental Water

Range: 0

Duration: 2 Turns

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

With this spell, the caster causes a swirling sword-shaped formation of jagged ice shards to spring forth from <PRO_HISHER> hand. This blade-like ray is wielded as if proficient. If the caster successfully hits with the ice blade in melee combat, the creature struck suffers 1d8 points of cold damage, +1 point per level (to a maximum of 1d8+10). The blade is considered to be of +1 enchantment when determining what it can hit.

Shatter

(Transmutation)

Level: 2

Sphere: Destruction

Range: 25'

Duration: Instant

Casting Time: 9

Area of Effect: One Creature

Saving Throw: Polymorph 1/2

When the priest cast's this spell, <PRO_HESHE> creates a vibrating pulse that increases in intensity in a nearby creature or object that is especially destructive against inorganic, solid constructs like doors and golems. The first round, a living or undead creature takes 2d6 crushing damage unless they save vs. polymorph (in which case, they take half damage and the spell ends). Every round that they do not save, they suffer the amount of damage that they received in the last round, plus an additional 2d6 points of damage for a maximum of 4 rounds. Any round that they do save, they suffer 1/2 damage and the spell ends. The spell ends after 3 rounds.

When cast on a door or locked container, it undermines the integrity of the object destroying all but the most sturdy or magically protected locks. Against constructs such as golems, and elementals it does double damage, and they cannot save to avoid its effects.

3rd Level Spells:

Murderous Command

(Enchantment/Charm)

Level: 3

Sphere: Thought

Range: Visual range of the caster

Duration: 1 round per level (max 10 rounds)

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: Spell

With this spell, the priest commands the target to attack the nearest creature. If the target doesn't save vs. spell, they will attack the nearest creature--friend or foe--that they can reach.

Stone Fist

(Alteration)

Level: 3

Sphere: Elemental (Earth)

Range: Self

Duration: 1 Turn

Casting Time: 3

Area of Effect: The caster

When the caster completes this spell, <PRO_HISHER> hands become blocks of stone. <PRO_HESHE> can make melee attacks with these hands inflicting 2d8 points of damage plus strength. In addition, <PRO_HESHE> is infused with the power of the earth, and <PRO_HISHER> strength is increased by 4 for the duration of the spell.

Cloak of Darkness

(Abjuration)

Level: 3

Sphere: Shadow

Range: Touch

Duration: 1 Turn

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: None

This spell shrouds the recipient in darkness, protecting <PRO_HIMHER> from both attacks and spells. They gain a +1 bonus to AC per four levels (maximum of +5), +2 bonus to save vs. spells, and infravision for the duration of this spell. Additionally, if the recipient can hide in shadows, they gain a +15% bonus to that ability.

4th Level Spells:

Stormwall

(Invocation)

Level: 4

Sphere: Elemental Air

Range: Visual range of the caster

Duration: 1 turn

Casting Time: 7

Area of Effect: 20 ft. long, 5 ft. wide wall

Saving Throw: None

This spell invokes a wall of electric energy. This wall is intangible, requiring no physical anchor, and can easily be passed through. However, all creatures that pass through the wall take 4d6 points of electric damage, and an additional 4d6 damage for every round they stay in the area.

Shout

(Invocation)

Level: 4

Sphere: Destruction

Range: 0

Duration: Instant

Casting Time: 1

Area of Effect: 35-ft. cone with 15-deg. arc

Saving Throw: Special

Shout grants the priest tremendous vocal powers, allowing <PRO_HIMHER> to emit an earsplitting roar from <PRO_HISHER> mouth in a cone-shaped area of effect. Any creature within this area is deafened for 9 rounds and suffers 4d6 points of magic damage. A successful Save vs. Spell negates the deafness and reduces the damage by half.

5th Level Spells:

Misfire

(Alteration)

Level: 5

Sphere: Dread

Range: Long

Duration: 1 Round/level

Casting Time: 1

Saving Throw: none

When the caster completes this spell, and designates one opponent within sight, that opponent finds it almost impossible to hit with a ranged weapon suffering a -20 to THACO for the duration of the spell.

Waves of Agony

(Necromancy)

Level: 5

Sphere: Combat

Range: 35 feet

Duration: Special, maximum of 3 rounds

Casting Time: 5

Area of Effect: One Creature

Saving Throw: Poison/Death -5 see below

When the priest casts this spell, <PRO_HESHE> points to a single creature within 35 feet. That creature is wracked with pain and must make a save vs death at -5 or be unable to move or act for a full round and they will take 2 points of non-lethal damage per level of the priest (max 30 at level 15). If he saves, he takes half damage and shakes off the spell.

In the second round, any creature that failed their save must save again or be paralyzed for another round and take the same amount of damage as they took in round one. If they save, they take half damage and shake off the spell.

In the third round, any creature that has failed both of their previous saves must save again or remain paralyzed for another round and take the same amount of damage again. A creature that makes a successful save will take half damage and is no longer paralyzed.

The spell ends after three rounds and does not have any affect against creatures that cannot feel pain like golems or undead.

6th Level Spells:

Assassin Vines

(Alteration)

Level: 6

Sphere: Plant

Range: Visual range of the caster

Duration: 1 turn

Casting Time: 4

Area of Effect: 24-ft. radius

Saving Throw: Special

When this spell is cast, grasses, weeds, bushes, and even trees wrap, twist, and entwine about any creatures within the area of effect, holding them fast for the duration of the spell. Additionally, they try to squeeze the life out of any creature caught in their grasp, causing 4d6 points of crushing damage per round. A successful Save vs. breath avoids entanglement, and halves the damage inflicted, though creatures in the area are still impeded, and find their movement halved. Entangled creatures can still attack, even though they cannot move.

Nature's Wrath

(Alteration)

Level: 6

Sphere: Plant

Range: Self

Duration: 1 Turn

Casting Time: 6

Area of Effect: The caster

With this spell, the priest draws on the power of nature to transform <PRO_HIMHER>self into a terrible plant-like creature known as a Shambling Mound.

<PRO_HISHER> body becomes incredibly resistant to damage.

<PRO_HEHER> AC is set at 0, and <PRO_HESHE> is 50% resistant to all physical damage. <PRO_HESHE> also becomes completely immune to fire and electricity, and only suffers half damage from cold. Additionally, <PRO_HESHE> regenerates 6 hit points per round.

Additionally, <PRO_HESHE> is infused with the raw power of nature, gaining a strength of 20, and <PRO_HESHE> can make two unarmed

attacks per round inflicting 2d8 (+8 from strength) damage, and those struck must make a save vs. breath or be entangled for two rounds.

These unarmed attacks count as +3 weapons.

The wrath of nature will not be restrained. The priest is protected by freedom of action while transformed.

<PRO_HESHE> loses the ability to cast spells while transformed.

Class Changes: Cleric

Clerics will begin play with a number of kit options, including:

Class: Base Cleric

CLERIC: The Cleric is a generic priest (of any mythos) who tends to the spiritual needs of a community. Though <PRO_HESHE> is both protector and healer, <PRO_HESHE> is not purely defensive—when evil threatens, the Cleric is well suited to seek it out on its own ground and destroy it. The opposite is true of evil Clerics as well, and there are also many variations in between.

CLASS FEATURES:

- May wear helmets.
- May wear up to Chain Mail armor.
- Deity Selection: All clerics must select a deity. Deity selection determines sphere access, granted powers, and other bonuses.
- May become Proficient (one slot) with the short sword, Dagger, War Hammer, Club, Spear, Flail, Mace, Quarterstaff, Crossbow, Dart, Sling, or any fighting style.
- May Turn Undead.
- May cast priest spells, but is limited to universal spells until <PRO_HESHE> selects <PRO_HISHER> deity.
- Hit Die: d8

Cleric Deity Kits:

Dawnbringer of Lathander

DAWNBRINGER OF LATHANDER: Dawnbringers are the representatives of Lathander, a widely worshiped deity of birth, renewal, health, and the dawn. Dawnbringers are especially vigilant foes of the undead, which they see as a plague upon the living, corrupting the life that is the gift of Lathander. They look to cleanse the world with Lathander's light, eradicating any undead with its purifying rays.

Abilities:

- Turns undead as a cleric four levels higher than their current level.
 - Can cast Boon of Lathander as a special ability once per day. The Dawnbringer gains an additional use at levels 4, 8, 12, 16 and 20.
- BOON OF LATHANDER: This spell lasts 1 round per level of the caster. It gives the caster a +1 bonus to attack and damage rolls, a +1 bonus to all Saving Throws, and 1 extra attack per round. It also protects the caster from level drain.
- Can cast False Dawn as a special ability once per day at 9th level. The Dawnbringer gains an additional use at levels 20 and 30. The ability functions as the cleric spell of the same name.

Restrictions:

- Alignment: Any good, or lawful neutral.
- Multiclass: Fighter/Clerics, and Fighter/Mage/Clerics can all be Dawnbringers.

Sphere Access:

Major: Life, Benediction, Protection, Vigor, Fire, Light

Minor: Destruction, War, Knowledge, Thought, Air, Magic

Hand of Torm

HAND OF TORM: Hands seek to emulate their deity Torm, who is known for his steadfast loyalty and dedication to all that is good. While a great many of his worshipers are Champions (known as Paladins or Holy Champions of Torm), as Torm is the patron of Paladinhood, Hands are no less fierce and loyal to the cause of their god (if slightly less martial).

Abilities:

- Hands are special among clerics in that they gain focus in the protection sphere.
- Hands can cast Command as a spell like ability once per day. <PRO_HESHE> can use this ability an additional time at levels 5, 10, 15, and 20.
- Hands are able to gain proficiency in any weapon or fighting style. They can gain 2 pips in sword and shield fighting style.
- At 3rd level, a hand can cast detect evil as a spell like ability, once per day. They gain an additional use of this ability at levels 7, 10, 13, 16 and 19.
- At 4th level, a hand can cast protection from evil as a spell like ability once per day. They can use this ability an additional time at levels 8, 12, 16 and 20.

Restrictions:

- Alignment: Lawful good, lawful neutral, or neutral good only.
- Multiclass: Fighter/Clerics can be Hands of Torm.

Sphere Access:

Focus: Protection

Major: Life, Death, Benediction, War, Thought, Vigor

Minor: Destruction, Knowledge, Dread, Light

Luckrider of Tymora

LUCKRIDER OF TYMORA: Also known as Lady Luck, Tymora is the goddess of good fortune. The sect of her clerics known as Luckriders eat, drink, and sleep luck. Confident to the point of cockiness, they enter battle recklessly, throwing caution to the wind and trusting in fate. Considering how many adventurers perish despite crafting meticulous strategies and plans, this is not a ridiculous position.

Abilities:

- Luckriders are innately lucky, receiving the effects of the Luck spell permanently.
- May cast an area-of-effect "Tymora's Luck" spell innately once per day, and once more for each 5 levels of experience gained.

TYMORA'S LUCK:

The allies of this spellcaster gain extraordinary luck for the next 1 turn, receiving a +1 bonus to their saving throws, attack rolls, and minimum damage/healing rolls as well as +5% to all thieving skills. Furthermore, damage dice for all effects outside a weapon's base damage is reduced by 1. Finally, spells that offer saving throws to enemies are more likely to be effective: a spell that usually offers a saving throw with no penalty will instead offer a saving throw with a -2 penalty.

Restrictions:

- Alignment: may not Lawful or Evil
- Multiclass: Cleric/Thieves can be Luckriders

Sphere Access:

Major: Life, Benediction, Protection, Thought, Air, Light

Minor: Destruction, Knowledge, Deception, Dread, Vigor, Magic

Watcher of Helm

WATCHER OF HELM: Followers of the lawful neutral god of watchers and protectors are warriors in their own right and are often seen as defenders of the innocent.

Abilities:

- Watchers automatically gain a proficiency point in longsword, Helm's favored weapon. Fighter clerics do not get this bonus, but they are able to gain mastery with the longsword.
- Heightened Awareness: +1 bonus to AC and +2 bonus to save vs breath
- Can cast Helm's eye as a special ability once per day at 9th level. The watcher gains an additional use at levels 11, 13, 15, 17 and 19. Helm's eye is equivalent to the wizard spell, wizard eye.
- Can cast Seeking Sword as a special ability once per day. The Watcher gains an additional use at levels 4, 8, 12, 16 and 20.

SEEKING SWORD: This spell creates a sword in the Cleric's hand that cannot be dropped or unequipped. The sword is enchanted as a +4 weapon and provides a +4 THACO bonus, but no damage bonus. It deals 2d4 damage to any target it hits. The weapon sets the Cleric's number of attacks per round to 3 and lasts for 1 round per level. While it is equipped, the wielder cannot cast further spells.

Restrictions:

- Alignment: May be Lawful Good, Lawful Neutral, or True Neutral.
- Multiclass: Cleric/Fighters can be Watchers

Sphere Access:

Major: Life, Benediction, Protection, War, Knowledge, Vigor

Minor: Death, Destruction, Thought, Dread, Light, Magic

Doomguide of Kelemvor

DOOMGUIDE OF KELEMVOR: Kelemvor is the most recent god of death.

Abilities:

- Doomguides turn undead at 4 levels higher than a cleric of their level.
- +4 to saves against death
- At 7th level, the doomguide is protected as if with the death ward spell.
- At 11th level, the doomguide is protected as if with the Negative Plane Protection spell.

Restrictions:

- Alignment: May not be evil or chaotic.
- Multiclass: Cleric/Fighters, and Cleric/Mages can be Doomguides

Sphere Access:

Major: Life, Death, Protection, War, Knowledge, Magic

Minor: Thought, Dread, Earth, Water, Air, Fire

Battleguard of Tempus

BATTLEGUARD OF TEMPUS: Tempus, also known as the Lord of Battles or the Foehammer, is random in his favors, yet his chaotic nature favors all sides equally. Lord Tempus may be on an army's side one day and against them the next; such is the nature of war. Tempuran clergy can be found on both sides of a conflict, as none can ever truly know whom the war god will favor.

Abilities:

- Battleguards can be proficient with any weapon
- Battleguards gain a +1 bonus to damage with any melee weapon.
- Incite Rage: Battleguards can incite a berserker rage beginning at level 5, and again at levels 10, 15 and 20. This ability is like the berserkers enrage, except that <PRO_HESHE> can incite this rage in <PRO_HIMHER>self or in others.

Restrictions:

- Alignment: No alignment restrictions.
- Multiclass: Cleric/Fighters can be Battleguards

Sphere Access:

Major: Life, Benediction, Destruction, Protection, War, Vigor

Minor: Knowledge, Thought, Earth, Air, Light, Magic.

Mistwalker of Leira

MISTWALKER OF LEIRA: Leira is the goddess of deception and illusion. She was supposedly slain under mysterious circumstances during the Avatar crisis, but at least one sect of her worshippers, the Mistwalkers, continue to receive divine power. Lies are their currency, illusion is their tool.

Abilities:

- May use the "Leira's Double" ability once every 5 rounds. Often used in emergencies, this causes an illusionary double of the cleric to spring into existence. If the cleric is being attacked, the double will absorb the first blow that lands, and disappear. At 6th level two doubles are created, and at 12th level one of the two doubles can actually wander away from the cleric to distract enemies. Mistwalkers may use this ability once per turn.

Restrictions:

- May not dual-class to fighter.
- Alignment: may not be Lawful.
- Multiclass: Cleric/Thieves can be Mistwalkers

Sphere Access:

Major: Life, Benediction, Knowledge, Deception, Thought, Light

Minor: Protection, Dread, Vigor, Water, Shadow, Magic.

Paingiver of Loviatar

PAINGIVER OF LOVIATAR: Known as The Maiden of Pain and The Willing Whip, Loviatar is the evil goddess of agony. She is often seen as a cold-hearted bully, calculating and despotic; she revels in inflicting physical and psychological suffering. Her priests, known simply as "Paingivers" find freedom and power in such pain, and they seek to spread that gospel to others... regardless whether their victims are actually seeking such enlightenment.

Abilities:

- Can use the Pain Touch ability at will.

PAIN TOUCH:

When the priest of Lovitar activates this ability, her mere touch creates waves of pain for any creature with a nervous system. When she touches any creature, they must save vs death or suffer a -2 penalty to their dexterity and -4 to thac0 as they writhe in agony and will suffer 1 point of non-lethal damage every 12 seconds.

The penalties and damage occurs over an excruciating period of 10 rounds.

Paingivers have have this touch indefinitely, but they can suppress it as needed.

- At 3rd level, Paingivers can use Loviatar's Caress once per day.

<PRO_HESHE> can use this ability one more time at levels 6, 9, 12, 15 and 18.

LOVIATAR'S CARESS:

When the cleric uses this ability, <PRO_HISHER> hands become instruments of Lovitar for four rounds. <PRO_HESHE> can strike with uncanny accuracy with <PRO_HISHER> hands (+10 to hit) and <PRO_HESHE> inflicts an additional +2 points of damage per level to a maximum of +20 points at 10th level. This spell stacks with other unarmed attacks, such as the priest's pain touch.

Restrictions:

- May not be Good.
- Alignment: may not be Lawful.
- Multiclass: Cleric/Thieves can be Paingivers

Sphere Access:

Major: Life, Death, Knowledge, Thought, Dread, Affliction.

Minor: Benediction, Destruction, War, Deception, Vigor, Shadow

Stormbringer of Talos

STORMBRINGER OF TALOS: Stormbringers are clerics of Talos, the Destroyer, the Raging One, the Stormstar, the Storm Lord. FLUFFY FLUFF

Abilities:

- Talos' Favor: Stormbringers are 50% resistant to electricity damage.
- Can cast Storm Shield as a special ability once per day. The Stormbringer gains an additional use at levels 4, 8, 12, 16 and 20.

STORM SHIELD: This spell lasts 1 round per level of the caster. It protects the caster completely from lightning, fire, cold, and normal missiles.

- Can cast Lightning Bolt as a special ability once per day at 9th level. The stormbringer gains an additional use at levels 20 and 30. The ability functions as the wizard spell of the same name.

Restrictions:

- Alignment: any evil or chaotic neutral- Multiclass: Cleric/Thieves can be Mistwalkers
- Multiclass: Cleric/Fighters, Cleric/Mages, and Cleric/Fighter/Mages can be Paingivers

Sphere Access:

Major: Life, Benediction, Destruction, Protection, Air, Fire
Minor: War, Dread, Vigor, Affliction, Light, Magic.

Cleric Kit: Acolyte

Kit: Acolyte

ACOLYTE: Also known as "Archivists" or "Cloisters", Acolytes are especially pious and studious clerics that rarely venture beyond abbey walls. However, when they do go adventuring, their skills and spells are quite useful, even if they lack combat training typical of most clerics.

CLASS FEATURES:

- Devoted Servant: Acolytes always get more bonus spells than other clerics of the same deity as they have spent years cultivating a connection with that deity through rigorous ritual and meditation. As such, they gain +1 spell per spell level.
- Sphere Focus: Acolytes gain access to spells earlier than other priests. They gain access to spells one level earlier to their deity's favored sphere.

Disadvantages:

- Can only wear leather armors
- Gains only d6 HD per level.

Painbearer of Ilmater

PAINBEARER OF ILMATER: Priests of Ilmater are often itinerant, traveling the land looking to assuage suffering wherever it may exist.
Painbearers

Abilities:

- Can cast remove fear at will.
- +4 to saves against death
- Painbearers gain a 20% resistance to cold and fire damage
- At 3rd level, the priest of Ilmater can use Endurance of Ilmater once per day as a special ability. <PRO_HESHE> can use this ability an additional time at levels 7, 10, 13, 16 and 19.

SPIRIT OF ILMATER:

When the priest casts this spell, <PRO_HESHE> doubles the hit points of any creature that <PRO_HESHE> touches (including <PRO_HIMHER>self). In addition, the recipient of the spell gains a +2 to all saves. This ability lasts for 1 turn.

Restrictions:

- Alignment: May not be Evil.
- Multiclass: Cleric/Mages can become painbearers

Sphere Access:

Focus: Protection

Major: Life, Benediction, Knowledge, Vigor, Affliction, Light

Minor: Death, Destruction, War, Thought, Dread, Magic

Glyphscribe of Deneir

GLYPHSCRIBE OF DENEIR: Deneir is the patron of artists, scribes and cartographers. He values the written word, and the information that that word carries, and so do his priests.

Abilities:

- Glyphscribes are immune to all symbol spells, and the glyph of warding spell.
- Glyphscribes can cast find trap as a special ability. They can use this ability an additional time at levels 3, 6, 9, 12, 15 and 18.
- At 5th level, Glyphscribes can cast glyph of warding as a special ability once per day. They can use this ability an additional time per day at levels 10, 15, and 20.
- At 11th level, Glyphscribes can cast dispel magic as a special ability once per day. They can use this ability an additional time per day at levels 16, and 20.
- Glyphscribes can cast all symbol spells at their normal level, regardless of sphere.

Restrictions:

- Alignment: May not be Evil.
- Multiclass: Cleric/Mages, or Cleric/Thieves can become painbearers

Sphere Access:

Focus: Knowledge

Major: Life, Benediction, Protection, Thought, Light, Magic

Minor: War, Deception, Dread, Vigor, Animal, Plant

Heartwarder of Sune

HEARTWARDER OF SUNE: Sune teaches that external beauty ultimately reflects ones internal worth. Thus, her followers strive to preserve beauty, both in themselves and in others, whether those others be individuals or objects, such as works of art.

Abilities:

- Heartwarders are especially resistant to the influence of mind altering magic. They receive a +2 bonus to their save vs. spell.
- Heartwarders may charm person as a special ability once per day. This ability is especially potent, and opponents suffer a -2 to their save. The Heartwarder can use this ability an additional time per day at levels 3, 6, 9, 12, 15, 18 and 20.
- Heartwarders may cast emotion: Hope as a special ability once per day at level 5. The heartwarder can use this ability an additional time at levels 10, 15 and 20.
- At 11th level, the Heartwarder gains a permanent +1 bonus to charisma.

Restrictions:

- Alignment: May not be Lawful or Evil
- Multiclass: Cleric/Mages, or Cleric/Thieves can become painbearers

Sphere Access:

Focus: Thought

Major: Life, Benediction, Protection, Knowledge, Deception, Dread,
Animal

Minor: Vigor, Light, Shadow, Magic

Broken Blade of Tempus

BROKEN BLADE OF TEMPUS: Broken Blades honor Tempus by treating those wounded in battle. Unlike Battleguards and Glorybloods, who are most frequently found on the front lines, it is more common to find a Broken Blades at the rear, treating and protecting the wounded. Broken Blades are particularly militant for acolytes, wearing chain armor, and often wielding battle axes, and will be found defending any of Tempus's holy sites.

Abilities:

- Unlike most acolytes, Broken Blades can wear chain armor.
- Broken Blades automatically gain proficiency with the axe.
- Can cast Chant as a spell like ability one time per day but with a casting time of 1 at first level. The Battleguard gains an additional use every 5 levels.

Restrictions:

- Alignment: No alignment restrictions
- Multiclass: None

Sphere Access:

Focus: War

Major: Life, Benediction, Destruction, Protection, Vigor, Affliction

Minor: Death, Thought, Dread, Animal, Earth, Fire

Nightrunner of Mask

NIGHTRUNNER OF MASK: Mask is the god of shadow and intrigue. His goals are always hidden, and his actions are motivated by many layers of schemes and plans. His sect of Nightrunners includes both priests and cleric/thieves who travel the land advancing Mask's agenda.

Abilities:

- May create a Shadow Eye, an invisible floating eye through which the Nightrunner can scout distant locations. The Nightrunner can use this ability an additional time per day at levels, 6, 12, and 18.
- From 4th level, Nightrunners can suddenly disappear from sight via a magical Shadow Door. The nightrunner can use this ability at levels 10 and 16.
- At 8th level, Nightrunners gain the ability to conjure a creature of pure shadow to fight on their behalf. They can use this ability an additional time per day at levels 14 and 20.

Restrictions:

- Alignment: may not Lawful or Good.
- Multiclass: Cleric/Thieves can be Nightrunners

Sphere Access:

Focus: Shadow

Major: Life, Benediction, Knowledge, Deception, Thought, Dread

Minor: Death, Destruction, Protection, Vigor, Affliction, Magic

Darkcloak of Shar

DARKCLOAK OF SHAR: Shar is known as the Mistress of the Night. She is the goddess of darkness, presiding over caverns, darkness, dungeons, forgetfulness, loss, night, and secrets. The Darkcloaks are an unusual sect, who use Shar's influence to give care and comfort to those who are lost or emotionally damaged. While some other followers of Shar spurn these acolytes for failing to be militant enough, Darkcloaks still possess powerful abilities to strive against their enemies.

Abilities:

- May cast Power Word: Sleep once per day at level 1 once per day. The Darkcloak can use this ability an additional time at levels 3, 6, 9, 12, 15, and 18.
- May cast Blur once per day at level 5. The Darkcloak can use this ability an additional time per day at levels 10, 15, and 20.
- May cast Phantom Blade once per day at level 9. The Darkcloak can use this ability at levels 20 and 30.
- May cast Power Word: Blindness once per day at level 13. The Darkcloak can use this ability an additional time at level 20.

Restrictions:

- May not dual-class to fighter.
- Alignment: may not be Chaotic or Good.
- Multiclass: Cleric/Mages and Cleric/Thieves can be Darkcloaks

Sphere Access:

Focus: Dread

Major: Death, Deception, Destruction, Thought, Shadow, Magic

Minor: Life, Benediction, Protection, Knowledge, Affliction

Minion of Moander

MINION OF MOANDER: Moander, is thought to be dead. However, cults dedicated to the lord of rot continue to exist, and they continue to receive spells for their dedication. Minions of the darkbringer seek to spread rot and decay wherever they go.

Abilities:

- Minions are immune to the assassin vines and entangle spells.
- Minions can cast entangle as the spell once per day. <PRO_HESHE> can cast the spell an additional time at levels 4, 8, 12, 16 and 20.
- At 11th level, the Minion can cast assassin vines once per day. <PRO_HESHE> can cast the spell an additional time per day at levels 20 and 30.

Restrictions:

- Alignment: Any evil or chaotic neutral- Multiclass: Cleric/Mages and Cleric/Thieves can be Darkcloaks
- Multiclass: Cleric/Mages and Cleric/Thieves can be Minions

Sphere Access:

Focus: Plant

Major: Death, Destruction, Dread, Affliction, Earth, Shadow

Minor: War, Deception, Animal, Water, Air, Magic

Doommaster of Beshaba

DOOMMASTER OF BESHABA: Beshaba, the maid of misfortune, is the jealous goddess of ill-fate. Not worshiped so much as feared, she demands tribute, or at least lip service, else she is likely to doom those that offend her to a life of failure. Her priests work to ensure that she her ego is adequately sated.

Abilities:

- Doommasters can cast a special version of the doom spell at will. It can be used once, and only once, on a given opponent.
- Doommasters gain a +1 bonus to all saves.
- At 7th level, the doommaster can cast misfire as a special ability once per day. The doommaster can use this ability an additional time per day at levels 10, 13, 16 and 19.
- At 10th level, the doommaster can cast misfortune. <PRO_HESHE> can use this ability one additional time at levels 15, and 20.

MISFORTUNE:

This ability curses the target, causing them a penalty of -10 penalty to THACO, saves and AC for one round/level if they fail a save vs. spell.

Restrictions:

- Alignment: Any evil or chaotic neutral- Multiclass: Cleric/Mages and Cleric/Thieves can be Minions
- Multiclass: Cleric/Mages and Cleric/Thieves can be Doommaster

Sphere Access:

Focus: Plant

Major: Death, Destruction, Dread, Affliction, Earth, Shadow

Minor: War, Deception, Animal, Water, Air, Magic.

Cleric Kit: Ur-Priest

Spoiler

Class Changes: Druid to Mystic

The plan right now is to change the name of the base druid to "Mystic" and make the standard druid a kit of that class. The feeling is that Mystic implies more than just a 'nature focused' class (though, it is conceivable that a given mystic might be 'nature focused').

Class: Base Mystic TO DO

Spoiler

Mystic Kit: Incarnate

Spoiler

Mystic Kit: Druid

Spoiler

Mystic Kit: Alienist

Spoiler

Class Changes: Paladin to Champion

Paladins are goody goody. Not all warriors that dedicate themselves to the gods are. "Champion" is (hopefully) a more neutral term.

The plan is to better support non-good paladins, and to allow all to select a deity (or demon, whatever).

Class: Base Champion

Spoiler

Champion Kit: Inquisitor

Spoiler

Champion Kit: Zealot
Spoiler

Champion Kit: Blackguard
Spoiler

Class Changes: Ranger

The plan is to better support non-good rangers as well (and to allow all to select a deity).

Details forthcoming.