

## The Trouble With Clerics

### Clerics Without Morals

The traditional cleric class – right down to its biblically themed spells – is clearly inspired by the historical crusaders and knights templar: moralistic followers of a monotheistic religion. For campaigns in quasi-historical settings or in imaginary worlds where Christian-like religions are prevalent, the class can be an excellent fit. Even in such settings, however, the cleric's implicit moral imperative can conflict with the more roguish aims and means of other character classes, leading to discord within the party. One option, then, in campaigns without a strong historical or moral bent, is to simply drop the cleric class entirely. This comes with its own problems, though: the cleric's abilities – particularly the ability to heal and to turn undead – are essential parts of the game, so an alternative solution is desirable. The solution presented here is an alternative cleric class with many of the classic abilities, but without the moral undertone.

### Gods of Adventurers

As discussed above, the standard cleric class implies the worship of a moralistic, Judeo-Christian inspired deity. In a polytheistic world, however, there exist vastly many more gods, patronising every conceivable aspect of life. Gods of adventurers are deities whose domain of influence is in direct concordance with the goals and activities of typical D&D adventurers. Some example domains of patronage of such gods are: tomb robbers, delvers into darkness, insane danger, scavengers, treasure hunters, gold and precious metals, infiltration.

### Adventurer Cleric Class

*Hit Dice:* 1d6

*Prime Requisite:* WIS

The re-imagined cleric is a worshipper of a god of adventurers. While characters of other classes devote their training to skills of combat, magic, or stealth, clerics put their energy into courting the favour of their deity.

Typically, the gods which adventurer clerics worship are obscure enough that they do not have an organised priesthood or network of temples (though the occasional shrine may certainly be found). Clerics are thus specifically conceived of as *devotees* of a deity, *not* as ordained priests. (The use of the name “cleric” is purely out of convenience and convention.)

*Advancement:* The standard cleric XP, save, and attack charts are used.

*Combat:* Adventurer clerics are capable combatants, being able to use light and medium armour (up to chainmail), shields, and all normal weapons (excluding two-handed melee weapons, longbows, and heavy crossbows).

*Turning undead:* As per the standard cleric.

*Spell casting:* At 1st level, an adventurer cleric must prove himself to his deity. Upon achieving 2nd level, the deity grants the cleric the ability to cast spells by praying. Unlike standard clerics, adventurer clerics do not have to “memorise” spells each morning. Instead, they may simply invoke their deity's aid on the spur of the moment, choosing a spell from the lists below. The number of spells of each level which may be granted in this way is limited by the cleric's level, also shown below.

### Adventurer Cleric Spell Advancement

Level	Spells Castable Per Day By Level				
	1	2	3	4	5
1	–	–	–	–	–
2	1	–	–	–	–
3	2	–	–	–	–
4	2	1	–	–	–
5	2	2	–	–	–
6	3	2	1	–	–
7	3	2	2	–	–
8	4	2	2	–	–
9	4	3	2	1	–
10	5	3	2	2	–
11	5	4	3	2	–
12	5	5	3	2	1
13	5	5	4	2	2
14	6	5	5	2	2
15	6	6	5	3	2
16	6	6	5	4	2
17	6	6	5	5	3
18	6	6	6	5	3
19	6	6	6	6	4
20	6	6	6	6	5

## **Adventurer Cleric Spells**

The following spells are usable by adventurer clerics. They are, on the whole, spells of abjuration, healing, and divination, granted by the deity to protect the cleric and his companions. Note that the more religiously- and biblically-themed spells which are present in the standard cleric spell list have been removed. The fifth level *raise dead* is also not present; this is regarded as the domain of necromancers.

### 1st level

1. Cure light wounds
2. Detect magic
3. Light
4. Protection from evil
5. Remove fear
6. Resist cold

### 2nd level

1. Augury
2. Detect charm
3. Find traps
4. Resist fire
5. Silence 15' radius
6. Slow poison

### 3rd level

1. Create food and water
2. Cure blindness
3. Cure disease
4. Dispel magic
5. Locate object
6. Remove curse

### 4th level

1. Cure serious wounds
2. Divination
3. Neutralise poison
4. Protection from evil 10' radius
5. Tongues

### 5th level

1. Commune
2. Cure critical wounds