

Cleric

“There are many classifications of holy man. There are those who tend to churches and preach the word of their chosen deity. There are those who wander town to town sharing their piety with those who may have never heard it. And there are those of us who go out and explore dungeons and bash skeletons with maces. It’s all part of Thor’s will.”

--Olaf Donarson

Welcome to the Percival Puffinstuff College for Clerical Divinity, Sigil Prep’s constituent school for the training of the adventuring holy roller. The Cleric major, among all adventuring callings, requires devotion, commitment, and a strong desire to do the right thing. Or the wrong thing; we don’t want to dismiss those of you who have devoted yourselves to evil deities. Or, for that matter, the completely neutral thing. Sigil Prep is an equal-opportunity organization.

Although you will draw much of your mystical energies from the gods you choose to worship, cleric students will find that in the early levels, your sheer faith is enough to drive your power. Strength of devotion alone is enough to empower yourself on your deity’s behalf, but by the time you get around to your junior year, you’ll find it’s more and more important to stay in your gods’ good graces. Hermes probably doesn’t even notice his run-of-the-mill second level clerics, but believe you me, come tenth level, he knows all about what you’re doing in his name. And, well, bad example, Hermes is probably amused by what you’re doing in his name, but, oh, let’s say Demeter. You can certainly get on Demeter’s bad side using your goddess-granted spells to cause trouble.

Students are required to select a deity to revere and their major is often determined by their god’s interests, although some clerics will follow multiple gods, or even entire pantheons. It is within the realm of possibility to become a cleric of a powerful BiP, such as the most powerful archdevils, or the most terrible of Ancient Evils, but these are rare, as such beings prefer to deal with mortals via pacts. If you’re a fan of Asmoday, maybe you should look into the Warlock department.

It’s highly recommended that Cleric students score above average on their Wisdom Quotient entrance

exam. Being in good physical shape helps, as well, as this major is surprisingly combat intensive for religious studies.

Cleric Department Basics

Hit Dice: 1d8 per Cleric level

Hit Points at 1st Level: 8 + constitution modifier

Hit Points at Higher Level: 1d8 + your constitution modifier per level after 1st

Saving Throws: Wisdom, Charisma



Olaf Donarson (art by David Cummings)

Cleric Spellcasting

Performing miracles is a form of spellcasting and follows the rules for casting spells, even though the

SPELL SLOTS PER LEVEL

Level	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th
1	2	-	-	-	-	-	-	-
2	3	-	-	-	-	-	-	-
3	4	2	-	-	-	-	-	-
4	4	3	-	-	-	-	-	-
5	4	3	2	-	-	-	-	-
6	4	3	3	-	-	-	-	-
7	4	3	3	1	-	-	-	-
8	4	3	3	2	-	-	-	-
9	4	3	3	3	1	-	-	-
10	4	3	3	3	2	-	-	-
11	4	3	3	3	2	1	-	-
12	4	3	3	3	2	1	-	-
13	4	3	3	3	2	1	1	-
14	4	3	3	3	2	1	1	-
15	4	3	3	3	2	1	1	1
16	4	3	3	3	2	1	1	1

source of your magic is your own faith and the will of the gods you worship. To cast a spell, you must expend a spell slot of the appropriate level. Casting a 2nd level spell, for instance, requires a spell slot of at least 2nd level. The amount of spell slots you have depends on how much magical training you've had. The amount of spell slots you have is based on your Cleric level, as detailed on the Spell Slot table.

Progression in spellcasting classes stack, so if you manage to gain levels in another department, such as by changing majors from Cleric to Wizard, you have spell slots appropriate for all your levels in a spellcasting class added together.

Your spellcasting ability is Wisdom. The DC for saving throws against your miracles is 8 + your proficiency bonus + your Wisdom bonus.

Clerics use their holy symbol as a spellcasting focus. If you don't have your holy symbol, you can still perform miracles, but must make a Wisdom (religion) check against a DC of 10 + the spell's level.

Departmental Requirements

All students in the Cleric Department must complete the following courses at the assigned levels:

Level Courses

Freshman Tier

1 Clerical Combat Intensive

- 2 **Orison Practicum- 3 units**
1st level miracles course*
Miracles Lab I
Major requirements
Basics of Divinity Channeling
Divinity Channeling- The Turning of Undead
Major requirements
- 3 2nd level miracles course*
Miracles Lab II
Choice of elective
- 4 **Orison Practicum**
Training level
Choice of elective
Sophomore Tier
- 5 3rd level miracles course*
Miracles Lab III
Improved Turning Undead I
Choice of elective
- 6 **Advanced Channel Divinity**
Major requirements
Choice of elective
- 7 4th level miracles course*
Miracles Lab IV
Choice of elective
- 8 *Training Level*
Improved Turning Undead II
Major requirements
- Junior Tier*
- 9 5th level miracles course*
Miracles Lab V

- 10 *Choice of elective*
Orison Practicum
Studies in Divine Intervention
Choice of elective
- 11 6th level miracles course*
Miracles Lab VI
Improved Turning Undead III
Choice of elective
- 12 *Choice of elective*
Training Level
Choice of elective
Senior Tier
- 13 7th level miracles course*
Miracles Lab VII
Choice of elective
- 14 **Improved Turning Undead IV**
Choice of elective
- 15 8th level miracles course*
Miracles Lab VIII
Choice of elective
- 16 **Training Level**
Choice of elective
- *(determined by your major)

their capabilities. You learn three 1st level miracles of your choice.
Note: Cleric students may also take this course multiple times as an elective.

BASICS OF DIVINITY CHANNELING
(channel divinity)
Groundwork for students seeking to invoke their deities. Student must possess a holy symbol.

You gain the ability “Channel Divinity.” This ability allows you to direct energy directly from your deity to fuel magical effects. Through companion courses, you will learn to convert this channeled divinity into specific effects. All students are required to take “Divinity Channeling- Turning Undead.” Other courses are offered and some will be required by your major.

When you use your Channel Divinity, choose which effect to create. Once you’ve used your Channel Divinity, you must complete a short or long rest to use it again.

DIVINITY CHANNELING- THE TURNING OF UNDEAD (channel divinity)

In this companion course to Basics of Divinity Channeling, you will learn to scare the bejeebies out of dead folks.

In this course, you learn to use your Channel Divinity to censure undead. By presenting your holy symbol and speaking a prayer, you force each undead that can see or hear you within 30 feet to make a Wisdom saving throw. If the creature fails its save, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can’t willingly move to a space within 30 feet of you. If also can’t take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there’s nowhere to move, the creature can use the Dodge action.

MIRACLES LAB II (2nd level miracles)
Directed independent study into prayers and miracles.

You learn three 2nd level miracles of your choice.

Note: Cleric students may also take this course multiple times as an elective.

Required Courses

CLERICAL COMBAT INTENSIVE

An intensive combat training course, during which the student will learn all the arts of beating sense into their god’s enemies.

You gain familiarity with light and medium armor and shields. (Without familiarity, characters wearing armor have disadvantage on all ability checks, attack rolls, and saving throws involving Strength and Dexterity, and cannot cast spells/perform miracles.)

Further, you gain proficiency with all simple weapons.

ORISON PRACTICUM (cantrip miracles)

In the course of this program, students will select and master a short but empowered prayer to aid them in their clerical duty.

Each time you take this course, you select an orison (clerical cantrip), which you can use at will as an action. Your major will require at least one specified orison, but you may take this course multiple times, choosing a different orison each time.

Note: Students from outside the cleric department may take this course once.

MIRACLES LAB I (1st level miracles)

Directed independent study into prayers and miracles.

Students who have begun their study of clerical miracles can take individual labs to diversify

TRAINING LEVEL

Required training for all students.

On training levels, you must take two units selected from the following courses, as described in

the Electives chapter: *Charisma Training, Constitution Training, Dexterity Training, Intelligence Training, Strength Training, and Wisdom Training*. You may take both units in the same course.

MIRACLES LAB III (3rd level miracles)

Directed independent study into prayers and miracles.

You learn three 3rd level miracles of your choice.

Note: Cleric Students may also take this course multiple times as an elective.

IMPROVED UNDEAD TURNING I (channel divinity)

With improved faith, you learn to show those dead guys what for.

When you use your channel divinity ability to turn undead, undead creatures with a CR of ½ or lower that fail their saves are instantly destroyed.

ADVANCED DIVINITY CHANNELING (channel divinity)

With intense practice, channeling divinity becomes less tiresome. But only slightly.

You can use your Channel Divinity ability twice between rests.

MIRACLES LAB IV (4th level miracles)

Directed independent study into prayers and miracles.

You learn three 4th level miracles of your choice.

Note: Cleric students may also take this course multiple times as an elective.

IMPROVED UNDEAD TURNING II (channel divinity)

Increased disrespect for the walking dead.

When you use your channel divinity ability to turn undead, undead creatures with a CR of 1 or lower that fail their saves are instantly destroyed.

MIRACLES LAB V (5th level miracles)

Directed independent study into prayers and miracles.

You learn three 5th level miracles of your choice.

Note: Cleric students may also take this course multiple times as an elective.

STUDIES IN

DIVINE INTERVENTION (ability)

Think your deity likes you? Here's where you put your gold pieces where your mouth is.

You gain the Divine Intervention ability. You can call on your deity to intervene on your behalf when your need is great.

By using your action, you beseech your deity to perform any one miracle, even one that you don't know, or that is of a greater level than you are. Make a Wisdom (religion) roll. The DC is 20 + the miracle's level. If that roll is successful, you cast the miracle without expending a spell slot. The miracle is cast as if you used a spell slot equal to the total roll minus 20, to a maximum spell slot of 9. (For instance, if you rolled 25, the spell is cast as if you used an 5th level spell slot.) Regardless of the miracle's normal casting time, using this ability, the casting time is one action.

If the roll is successful, you can't use this ability again for 7 days. Otherwise, you can use it again after a long rest.

MIRACLES LAB VI (6th level miracles)

Directed independent study into prayers and miracles.

You learn two 6th level miracles of your choice.

Note: Cleric students may also take this course multiple times as an elective.

IMPROVED UNDEAD TURNING III

Prerequisite: Improved Undead Turning II

All ghouls used in the lab portion of this course are volunteers, we swear.

When you use your Channel Divinity ability to turn undead, undead with a CR of 2 or lower that fail their saves are automatically destroyed.

MIRACLES LAB VII (7th level miracles)

Directed independent study into prayers and miracles.

You learn two 7th level miracles of your choice.

Note: Cleric students may also take this course multiple times as an elective.

IMPROVED UNDEAD TURNING IV (channel divinity)

Improved destruction of the living dead and why this doesn't count as desecrating corpses.

When you use your Channel Divinity ability to turn undead, undead with a CR of 3 or lower that fail their saves are instantly destroyed.

MIRACLES LAB VIII (8th level miracles]

Directed independent study into prayers and miracles.

You learn two 8th level miracles of your choice.

Note: Cleric students may also take this course multiple times as an elective.

Choosing Your Major

Clerics are concerned with serving a deity and spreading said deity's teachings and serving said deity's goals. As a result, you must choose a deity, so as to have goals and teachings to spread and serve.

Clerics will usually choose a major that is desirable to their god. This isn't required, exactly, but it usually makes Mars happier if you major in War Priesthood than it would Hestia.

The Faith-Healing Major is listed here. The upcoming Cleric's Course Catalog will feature others.

FAITH-HEALING MAJOR

"There's the destructive side of adventuring, certainly, the troll bashing and door smashing, but there's the constructive side as well. The healing of all the wounds we've caused, for instance."

--Melina Hopespring

In the stereotypical adventuring party, it's the cleric's job to do the healing, and if that's what you want out of your clericking career, this is the major for you. You'll learn the ins and outs of healing and curing and giving aid.

Although you are not restricted in the major you select by your favored deity, certain deities to whom Faith-Healing is an appropriate choice include Felicitas of the Academians, Ukko of the Kalevalans, and Apollo of the Atenians.

The following courses are required for this major, in addition to departmental requirements:

Level courses

- 1 **Healing Miracles I**
- Heavy Armor Training**
- Life Discipleship**
- 2 **Channel Divinity- Preservation of Life**
- 3 **Healing Miracles II**
- 5 **Healing Miracles III**
- 6 **Blessed Healing**
- 7 **Healing Miracles IV**
- 8 **Divine Striking**
- 9 **Healing Miracles V**
- 11 **Healing Miracles VI**
- 13 **Healing Miracles VII**
- 14 **Divine Striking II**
- 15 **Healing Miracles VIII**

Faith-Healing Major Requirements

HEALING MIRACLES I (1st level miracles)

Dedicated prayer studies for students wishing to engage in healing and care.

On taking this course, you learn the following 1st level spells:

Bless

Cure Wounds

HEAVY ARMOR TRAINING

The art and science of wearing sheets of metal on your body and calling it protection.

You gain familiarity with all Heavy Armor. (Without familiarity, you are at disadvantage with attack rolls, ability checks and saving throws using Strength or Dexterity and cannot cast spells while wearing armor.)

Note: This class is taught by the Combat Electives department.

LIFE DISCIPLESHIP (ability)

An intensive healing course, for students who seek to improve the quality of their healing magic.

You gain the Disciple of Life feature. Whenever you use a miracle of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

DIVINITY CHANNELING-

PRESERVATION OF LIFE (channel divinity)

A companion of Basics of Divinity Channeling, this program will enable you to turn your faith into first aid. Certification upon completion.

With this course, you can use your Channel Divinity ability to heal the badly injured.

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You cannot use this feature on an undead or construct.

HEALING MIRACLES II (2nd level miracles)

Improved miracle-working for freshman-level healer students who have mastered basic healing miracles.

You learn the following miracles:

Lesser Restoration

Spiritual Weapon

HEALING MIRACLES III (3rd level miracles)

Early sophomore level miracle working for students interested in healing.

You learn the following miracles:

Beacon of Hope

Revivify

BLESSED HEALING (ability)

Students learn such intense dedication to healing that the process of healing is healing.

You gain the ability Blessed Healer. The healing spells you cast heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than yourself, you gain hit points equal to 2 + the spell's level.

HEALING MIRACLES IV (4th level miracles)

Healing students learn more intricate sophomore-level miracle working.

You learn the following miracles:

Death Ward

Guardian of Faith

DIVINE STRIKING (ability)

Fierce devotion to peace and care leads to a powerful ability to clobber heathens.

You gain the Divine Strike ability. You infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to a target.

HEALING MIRACLES V (5th level miracles)

Junior level miracle training and research.

You learn the following miracles:

Mass Cure Wounds

Raise Dead

HEALING MIRACLES VI (6th level miracles)

Upping the game on healing miracles, and keep in mind, last quarter we taught you to cure death.

You learn the following miracle:

Heal

HEALING MIRACLES VII (7th level miracles)

Studies in highly potent healing miracles.

You learn the following miracle:

Regenerate

DIVINE STRIKING II (ability)

As your devotion to deity improves, so to your ability to kick ass.

The radiant damage caused by your Divine Strike ability increases to 2d8.

HEALING MIRACLES VIII (8th level miracles)

Terribly potent healing magic.

You learn the following miracle:

Holy Aura

Cleric Department Electives

The following are non-required courses available by the Cleric Department that you may select as an elective.

DIVINE RITUAL CASTING

The beseeching of divinity to aid in performing miracles in a more structured and precise manner.

You gain the ability Divine Ritual Casting. If a miracle you know has the [ritual] tag, you may cast it as a ritual. (Such miracles will have details on casting it as a ritual in their description.) If the miracle is on your list of miracles known, casting it as a ritual does not expend a spell slot.

You may also attempt to cast rituals from a scroll or prayer book even if you don't know the miracle. To do so, you must make a Wisdom (religion) check against a DC of 10 + the spell's level.

You may research divine miracles and add them to a prayer book of your own. Such research takes downtime of at least one week per level of the miracle. Adding miracles to a prayer book is not the same as "knowing" the miracle.

Note: OPEN TO ALL STUDENTS