

This class is not intended to replace the cleric. Nor is it intended to be vastly different from the cleric. The priest is, in essence, a less militaristic variant on the cleric that emphasizes the mystical aspects of the clergy. It was created for those numerous clerical concepts for whom the cleric's fighting ability just isn't appropriate. – *Piratespice*

PRIEST

The living representatives of the deities in the world, priests are healers, counselors, apothecaries, scholars, and demagogues. Unlike the cleric, a priest is not a warrior, but a devotee to the esoteric aspects of worship.

Adventures: Most priests do not become adventures. That role typically falls to the more battle-hardened clerics. Occasionally, however, even these more peaceful clergy join the quest in service to their deities. Usually they accompany other adventurers, serving as healers and spiritual advisers. Evil priests often gather minions around them as cults to further their goals.

Characteristics: Priests are powerful divine spellcasters. They are the most devoted of worshippers, and are granted great blessings by their deities for their service.

Like clerics, priests channel divine energy, allowing them the ability to turn away the undead. Evil priests, likewise, can take control of such abominations.

Alignment: Priests can potentially be of any alignment, though they are limited based on the alignment of their patron deity. Good priests are more common than neutral or evil ones, as common folk are more likely to worship a good deity. Likewise, priests are more often lawful than chaotic, as most churches are inherently structured organizations.

Religion: There are priests of every common deity, as well as many more obscure gods. Most priests are dedicated to a particular deity, but some worship an entire pantheon or group of deities. Few belong to militant orders or churches of war gods, as members of the cleric class are more suited to such organizations.

Like a cleric, a priest can be a devotee of some other source of divine power besides a god. This can be a particular cause or philosophy. In some rare cases, priests have been known to worship a relic or idol of power.

Background: Priests tend to join their church early in life, though some find their calling later on. Priests come from all walks of life, though their origins often depend largely on the order they have joined. Devotees of chaotic gods are often born into the lower classes. Priests of more lawfully aligned gods tend to come from the educated upper classes. Though by no means are either of these examples an absolute rule.

Races: Religion and faith are concepts common to all intelligent races. As such, priests of all races exist, though one is more likely to find priests of a particular race in a church of that race's patron deity.

Other Classes: Most other classes enjoy the company of a priest, as he usually a skilled healer and employs magic beneficial to others. Typically, the only difficulty a priest might have is with another class with an opposing religious philosophy.

GAME RULE INFORMATION

Priests have the following game statistics.

Abilities: Wisdom determines how powerful a spell a priest can cast, how many spells the priest can cast per day, and how hard those spells are to resist. To cast a spell, a priest must have a Wisdom score of 10 + the spell's level. A priest gets bonus spells based on Wisdom. The Difficulty Class of a saving throw against a priest's spell is 10 + the spell's level + the priest's Wisdom modifier. A high Constitution improved a priest's hit points, and a high Charisma improved his ability to turn undead.

Alignment: Varies by deity. A priest's alignment must be within one step of his deity's, and it may not be neutral unless the deity's alignment is neutral.

Hit Die: d4

Skill Selection: (4 + Intelligence modifier) x 4

Skill Progression: 4 + Intelligence modifier per level

Starting Wealth: 6d4x10 gp

Class Skills

The priest's class skills (and the key abilities for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all skills) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Class Features

All of the following are class features of the priest.

Weapon and Armor Proficiency: Priests are proficient with the club, light mace, and quarterstaff. Priests are not proficient with armor or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A priest casts divine spells according to Table 1: The

THE PRIEST

Level	Base				Special	Spells per Day*									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1	2	3	4	5	6	7	8	9
1 st	+0	+0	+0	+2	Turn or rebuke undead, Sacred Spell	3	2+1	0	—	—	—	—	—	—	—
2 nd	+1	+0	+0	+3		4	3+1	0	—	—	—	—	—	—	—
3 rd	+1	+1	+1	+3		4	3+1	2+1	0	—	—	—	—	—	—
4 th	+2	+1	+1	+4		5	3+1	3+1	0	—	—	—	—	—	—
5 th	+2	+1	+1	+4	Bonus Feat	5	4+1	3+1	2+1	0	—	—	—	—	—
6 th	+3	+2	+2	+5		5	4+1	3+1	3+1	0	—	—	—	—	—
7 th	+3	+2	+2	+5		6	4+1	4+1	3+1	2+1	0	—	—	—	—
8 th	+4	+2	+2	+6		6	4+1	4+1	3+1	3+1	0	—	—	—	—
9 th	+4	+3	+3	+6		6	5+1	4+1	4+1	3+1	2+1	0	—	—	—
10 th	+5	+3	+3	+7	Bonus Feat	6	5+1	4+1	4+1	3+1	3+1	0	—	—	—
11 th	+5	+3	+3	+7		7	5+1	5+1	4+1	4+1	3+1	2+1	0	—	—
12 th	+6/+1	+4	+4	+8		7	5+1	5+1	4+1	4+1	3+1	3+1	0	—	—
13 th	+6/+1	+4	+4	+8		7	5+1	5+1	5+1	4+1	4+1	3+1	2+1	0	—
14 th	+7/+2	+4	+4	+9		7	6+1	5+1	5+1	4+1	4+1	3+1	3+1	0	—
15 th	+7/+2	+5	+5	+9	Bonus Feat	7	6+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	0
16 th	+8/+3	+5	+5	+10		7	6+1	6+1	5+1	5+1	4+1	4+1	3+1	3+1	0
17 th	+8/+3	+5	+5	+10		7	6+1	6+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1
18 th	+9/+4	+6	+6	+11		7	6+1	6+1	6+1	5+1	5+1	4+1	4+1	3+1	3+1
19 th	+9/+4	+6	+6	+11		7	6+1	6+1	6+1	5+1	5+1	5+1	4+1	4+1	3+1
20 th	+10/+5	+6	+6	+12	Bonus Feat	7	6+1	6+1	6+1	6+1	6+1	6+1	5+1	5+1	4+1

*In addition to the stated number of spells per day for 1st- through 9th-level spells, a cleric gets a domain spell for each spell level, starting at 1st. The "+1" on this list represents that. These spells are in addition to any bonus spells for having a high Wisdom.

Priest. A priest may prepare and cast any spell on the Cleric Spells list (see the *Player's Handbook*, page 160), provided he can cast spells of that level. (Alignment restrictions mean that casting some spells may have unpleasant consequences.) The Difficulty Class for a saving throw against a priest's spell is 10 + the spell's level + the priest's Wisdom modifier. When a priest gets 0 spells of a given level, such as 0 2nd-level spells at 1st level, the priest gets only bonus spells (as per Table 1-1: Ability Modifiers and Bonus Spells in the *Player's Handbook*). A priest without bonus spells for that level cannot yet cast a spell of that level.

Priests do not acquire their spells from books or scrolls, nor prepare them through study. Instead, they meditate or pray for their spells, receiving them through their own strength of faith or as divine inspiration. Each priest must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of spells (typically, this hour is at dawn or noon for good priests and at dusk or midnight for evil ones). Time spent resting has no effect on whether a priest can prepare spells.

In addition to his standard spells, a priest gets one domain spell of each spell level, starting at 1st. When a priest prepares a domain spell, it must come from one of his three domains (see below for details).

Deity, Domains, and Domain Spells: Choose a deity for your priest. The priest's deity influences his alignment, what magic he can perform, his values, and how others see him.

When you have chosen a deity and an alignment for your priest, choose three from among the deity's domains for your priest's domains. While the priests of a particular religion are united in their reverence for their deity, each religion encompasses different aspects. You can only select an alignment domain (such as Good) for your priest if his alignment matches that domain. Therefore, if a priest worships a deity with only three domains, and one or more of those domains is an alignment domain, the priest must be of that alignment.

If your priest is not devoted to a particular deity, you still select three domains to represent his spiritual inclinations and abilities (but the restriction on alignment domains still applies).

Each domain gives your priest access to a domain spell at each spell level, from 1st on up, as well as a granted power. Your priest gets the granted powers of all the domains selected. With access to three domain spells at a given spell level, a priest prepares one of the three each day. If a domain spell is not on the Cleric Spells lists, a priest can only prepare it in his domain slot. Domain spells and granted powers are listed in Cleric Domains (page 162 of the *Player's Handbook*).

The priest does not gain access to domain spells of a given level if he can only cast 0 spells at that level (see Table 1: The Priest).

Spontaneous Casting: Good priests (and neutral priests of good deities) can channel stored spell energy into healing spells that they haven't prepared ahead of time. The priest can "lose" a prepared spell in order to cast any *cure* spell of the same level or lower (a *cure* spell is any spell with "cure" in its name). For example, a good priest who has prepared *command* (a 1st-level spell) may lose *command* in order to cast *cure light wounds* (also a 1st-level spell). Priests of good deities can cast *cure* spells in this way because they are especially proficient at wielding positive energy.

An evil priest (or a neutral priest of an evil deity), on the other hand, can't convert prepared spells to *cure* spells but can convert them to *inflict* spell (an *inflict* spell is one with "inflict" in the title). Such priests are especially proficient at wielding negative energy.

A priest who is neither good nor evil and whose deity is neither good nor evil can convert spells either to *cure* spells or to *inflict* spells (player's choice), depending on whether the priest is more proficient at wielding positive or negative energy. Once the player makes this choice, it cannot be reversed. This choice also determines whether the neutral priest turns or commands undead (see below). Exceptions: All lawful neutral priests of Wee Jas

convert spells to *inflict* spells, not *cure* spells. All priests of St. Cuthbert and all non-evil priests of Obad-Hai convert spells to *cure* spells, not *inflict* spells.

A priest can't use spontaneous casting to convert domain spells into *cure* or *inflict* spells. These spells arise from the particular powers of the priest's deity, not divine energy in general.

Chaotic, Evil, Good, and Lawful Spells: A priest can't cast spells of an alignment opposed to his own or to his deity's. For example, a good priest or a neutral priest of a good deity cannot cast evil spells. Spells associated with the domains of Chaos, Evil, Good, and Law are identified as such on the "Level" line of the spell description.

Turn or Rebuke Undead: A good priest (or a neutral priest who worships a good deity) has the supernatural ability to turn undead, such as skeletons, zombies, ghosts, and vampires, forcing these unholy abominations to recoil from the channeled power of the god the priest worships. Evil priests (and neutral priests who worship evil deities) can rebuke such creatures. Neutral priests of neutral deities can do or the other (player's choice), depending on whether the priest is more proficient at wielding positive or negative energy. Once the player makes this choice, it cannot be reversed. This choice also determines whether the neutral priest can cast spontaneous *cure* or *inflict* spells (see above). Exceptions: All lawful neutral priests of Wee Jas rebuke undead rather than turning them. All priests of St. Cuthbert and all non-evil priests of Obad-Hai turn undead rather than rebuking them. (See Turn and Rebuke Undead, page 139 of the *Player's Handbook*.)

A priest may attempt to turn or rebuke undead a number of times per day equal to three plus his Charisma modifier.

Sacred Spell: A priest has the bonus metamagic feat Sacred Spell, enabling him to make half of the damage dealt by a spell result directly from divine power (and therefore not subject to being reduced by *protection from elements* or similar magic). Sacred Spell is described on page 51 of *Deities & Demigods*.

Bonus Feats: Every five levels, a priest gains a bonus feat. This feat must be a metamagic feat, an item creation feat, or Extra Turning.

Bonus Languages: A priest's list of bonus languages includes Celestial, Abyssal, and Infernal, in addition to the bonus languages available to the character because of his race (see Race and Languages, page 12 of the *Player's Handbook* and the Speak Language skill, page 73 of the *Player's Handbook*). These are the languages of good, chaotic evil, and lawful evil outsiders, respectively.

Ex-Priests

A priest who grossly violates the code of conduct expected by his god (generally acting in ways opposed to the god's alignment or purposes) loses all spells and class features of the priest class and cannot gain levels as a priest of the god until he atones (see the *atonement* spell description, page 176 of the *Player's Handbook*).