

# Priests (Cleric Sub-Class)

## A Basic Fantasy RPG Supplement

Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

### Release 1

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## INTRODUCTION

This supplement provides information for playing Priests, a Cleric “Sub-Class”, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

## SUB-CLASSES

A Sub-Class is a variant of one of the four main classes listed in the Basic Fantasy Role-Playing Game core rules. They exist to provide some options for players by making some character archetypes more functionally distinct. Each Sub-Class generally has more stringent prerequisites and may require different experience point progressions.

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### Priest (cleric subclass)

Level	Exp.	Hit Dice	Spells						
	Points		1	2	3	4	5	6	7
1	0	1d4	1	-	-	-	-	-	-
2	1,500	2d4	2	-	-	-	-	-	-
3	3,000	3d4	2	1	-	-	-	-	-
4	6,000	4d4	2	2	-	-	-	-	-
5	12,000	5d4	2	2	1	-	-	-	-
6	24,000	6d4	3	2	2	-	-	-	-
7	48,000	7d4	3	2	2	1	-	-	-
8	90,000	8d4	3	3	2	2	-	-	-
9	180,000	9d4	3	3	2	2	1	-	-
10	270,000	9d4+1	4	3	3	2	2	-	-
11	360,000	9d4+2	4	4	3	2	2	1	-
12	450,000	9d4+3	4	4	3	3	2	2	-
13	540,000	9d4+4	4	4	4	3	2	2	1
14	630,000	9d4+5	4	4	4	3	3	2	2
15	720,000	9d4+6	5	4	4	3	3	2	2
16	810,000	9d4+7	5	5	4	3	3	2	2
17	900,000	9d4+8	5	5	4	4	3	3	2
18	990,000	9d4+9	6	5	4	4	3	3	2
19	1,080,000	9d4+10	6	5	5	4	3	3	3
20	1,170,000	9d4+11	6	5	5	4	4	3	3

Priests are clergymen who are not quite so militant as their Cleric counterparts. Like Clerics, they have devoted themselves to the service of a deity, pantheon, or other belief system and otherwise conform to the basic tenants of their particular religion, but tend to have less physical inclinations. Priests tend to be administrators, educators, and the basic ministers within a religious order. This is not to say that a Priest cannot adventure, having some useful abilities, but they may act more like the party mage would when combat erupts.

Priests advance as do other Clerics, and they use the same saving throw tables. However, Priests are less able combatants, using d4 for Hit Dice and the combat table that a Magic-User consults. Slightly better than standard Clerics, Priests can cast spells of divine nature starting at 1<sup>st</sup> level, and their spell choices are expanded as well. Priests have the power to Turn the Undead, that is, to drive away undead monsters by means of faith alone (see the Encounter section of the core rules for details).

Among those who share the same faith, a Priest is exceptionally well regarded and commands a high degree of respect. To reflect this, a Priest should receive an additional +2 bonus on any relevant checks including reaction rolls. However, the Priest should be attired in some sort of official garb so that others sharing the common faith can recognize his vocation. Conversely, there is the possibility of rival sects, diametrically opposed religion, or beings in direct opposition to the goals of the Priest's organization. For these beings any reactions or checks should be penalized by 2 to reflect the hostility.

The Prime Requisite for Priests is Wisdom; a character must have a Wisdom score of 11 or higher to become a Priest. In addition, they must have a minimum Intelligence score of 9, reflecting their more studious backgrounds. Unlike normal Clerics, they may not wear any armor except the lightest sorts (leather) and neither can they utilize a shield. In a generic fantasy campaign, a Priest may only use blunt weapons (specifically including warhammer, mace, club, quarterstaff, and sling), however, some Game Masters may provide additional or alternate choices based upon the campaign's religious

structure or other factors. A Priest can be considered equivalent to standard Clerics for most situations (such as allowable magical items).

## SPELLS

Below are listed spells available to the Priest subclass described above. Like Clerics, Priests receive their spells through faith and prayer. Each day, generally in the morning, a Priest must pray for at least three turns in order to prepare spells. Of course, the Priest may be expected to pray more than this in order to remain in his or her deity's good graces.

Because they gain their spells through prayer, a Priest may prepare any spell of any level he or she is able to cast. However, in some cases the Priest's deity may limit the availability of certain spells; for instance, a deity devoted to benevolence may refuse to grant certain damaging combat spells. Spells prepared but not used persist from day to day; only those actually cast must be replaced. A spell caster may always choose to dismiss a prepared spell (without casting it) in order to prepare a different spell of that level.

Like other spell casters, a Priest must have at least one hand free, and be able to speak, in order to cast spells; thus, binding and gagging a spell caster is an effective means of preventing him or her from casting spells. In combat, casting a spell usually takes the same time as making an attack. If a spell caster is attacked on the Initiative number on which he or she is casting a spell, the spell is spoiled and lost.

Some spells are reversible; such spells are shown with an asterisk after the name. The bulk of the spells below come from the standard clerical spell list, and spells from other sources are marked accordingly: (ss) Spell Supplement, (d) Druid Supplement, (mu) Magic-User spell list, or (new) for new spells detailed here. While being **optional**, seventh level spells have been included for completeness.

When new spells or spells from other sources might be available, most if not all Clerical Spells should be added to the list. Other spells might be made available on a case-by-case basis, and spells should be mostly focused on non-damaging, non-combative types or those that accent a Priest's academic nature. Of course the Game Master is the ultimate decision maker for this.

## Priest Spells (divine)

### First Level Priest Spells

1	Command (ss)
2	Cure Light Wounds*
3	Detect Evil*
4	Detect Magic
5	Disruption* (new)
6	Hold Portal (mu)
7	Light*
8	Protection from Evil*
9	Purify Food and Water
10	Read Languages (mu)
11	Refresh (ss)
12	Remove Fear*
13	Resist Cold
14	Sanctuary (ss)

### Second Level Priest Spells

1	Bless*
2	Charm Animal
3	Detect Invisibility (mu)
4	Disruption*, Greater (new)
5	Divine Magic (new)
6	Find Traps
7	Hold Person
8	Locate Object (mu)
9	Resist Fire
10	Restore Health (ss)
11	Shield of the Faithful (ss)
12	Silence 15' radius
13	Slow Poison (d)
14	Speak with Animals
15	Spiritual Hammer

### Third Level Priest Spells

1	Continual Light*
2	Cure Blindness
3	Cure Disease*
4	Growth of Animals
5	Locate Object
6	Protection from Fire (d)
7	Remove Curse*
8	Remove Paralysis (ss)
9	Sacrifice (ss)
10	Speak with Dead
11	Striking

## PRIESTS

## A BASIC FANTASY SUPPLEMENT

### Fourth Level Priest Spells

1	Animate Dead
2	Chant of the Holy Defender (ss)
3	Create Water
4	Cure Serious Wounds*
5	Dispel Magic
6	Disruption*, Major (new)
7	Neutralize Poison*
8	Protection from Evil 10' radius*
9	Protection from Lightning (d)
10	Speak with Plants
11	Sticks to Snakes

### Fifth Level Priest Spells

1	Commune
2	Create Food
3	Dispel Evil
4	Flame Strike (d)
5	Insect Plague
6	Quest*
7	Raise Dead*
8	Ring of Lesser Healing* (ss)
9	Starlight Blade (ss)
10	True Seeing
11	Wall of Fire

### Sixth Level Priest Spells

1	Animate Objects
2	Blade Barrier
3	Find the Path
4	Heal*
5	Regenerate
6	Restoration
7	Speak with Monsters
8	Word of Recall

### Seventh Level Priest Spells

1	Holy Word (ss)
2	Ring of Greater Healing* (ss)
3	
4	

## DESCRIPTION OF NEW SPELLS

### Disruption\*

Priest 1                      Range : touch (one weapon)  
                                     Duration : 1 turn/level

The Disruption spell blesses one blunt melee weapon, be

it a mace, hammer, staff, with divine power. When fighting undead creatures or beings of the vile netherworlds (demons, devils, and the like) the blessed is enhanced by +1 in addition to its innate magic, if any. Any being subject to this bonus that is struck in combat must save versus magic or be Turned, exactly like the cleric ability (see p. 50-51 of the core rules), causing the affected monster to flee the area. The character wielding the blessed weapon may opt to not cause the disruption effect, but must declare his intention before his attack roll. The weapon need not be wielded by the caster, but the caster can have only one weapon blessed in this manner at a time (including more powerful versions of this spell).

The reverse of this spell works exactly the same against creatures of goodness from various heavenly realms. Only those worshipping vile beings would have access to the reversed version of this spell.

### Disruption\*, Greater

Priest 2                      Range : touch (one weapon)  
                                     Duration : 1 round/level

The Greater Disruption spell blesses one blunt melee weapon, be it a mace, hammer, staff, with divine power. When fighting undead creatures or beings of the vile netherworlds (demons, devils, and the like) the blessed is enhanced by +2 in addition to its innate magic, if any. Any being subject to this bonus that is struck in combat must save versus magic (with a -4 penalty) or be Turned, exactly like the cleric ability (see p. 50-51 of the core rules), causing the affected monster to flee the area. In addition, those creatures that fail their saves suffer double weapon damage for that attack. The character wielding the blessed weapon may opt to not cause the disruption effect, but must declare his intention before his attack roll. The weapon need not be wielded by the caster, but the caster can have only one weapon blessed in this manner at a time (including other versions of this spell).

This spell may be cast upon a weapon previously blessed by a lesser version of this spell, superseding that effect until the spell expiration when the former spell effect become predominate again (the effects do not stack, only the highest level spell of this sort is active at any time).

The reverse of this spell works exactly the same against creatures of goodness from various heavenly realms. Only those worshipping vile beings would have access to the reversed version of this spell.

### Disruption\*, Major

Priest 4                      Range : touch (one weapon)  
                                     Duration : 1 round/level

The Major Disruption spell blesses one blunt melee weapon, be it a mace, hammer, staff, with divine power. When fighting undead creatures or beings of the vile netherworlds (demons, devils, and the like) the blessed is enhanced by +3 in addition to its innate magic, if any. Any being subject to this bonus that is struck in combat must save versus magic or be destroyed in a brilliant flash. Even if the save is successful, the creature is affected as if Turned, exactly like the cleric ability (see p. 50-51 of the core rules), causing the affected monster to flee the area. In addition, the weapon causes double weapon damage for attacks whether the disruption effect works or not. The character wielding the blessed weapon may opt to not cause the disruption effect, but must declare his intention before his attack roll.

This spell may be cast upon a weapon previously blessed by a lesser version of this spell, superseding that effect until the spell expiration when the former spell effect become predominate again (the effects do not stack, only the highest level spell of this sort is active at any time).

The reverse of this spell works exactly the same against creatures of goodness from various heavenly realms. Only those worshiping vile beings would have access to the reversed version of this spell.

### Divine Magic

Priest 2

Range : 5 foot  
Duration : special

The Divine Magic spell permits the caster to discover information about a magic item or a permanently enchanted area through divine inspiration. For each turn spent studying and/or meditating about the enchanted item or area, the caster may be enlightened to one feature of the enchantment. Features include spell effects, bonuses, and command words or activating conditions. The DM will choose the order in which the features are revealed, but command words or activating conditions should be last.

Each turn of study and meditation requires the caster to make a d20 roll, adding his or her Wisdom bonus and level. The total result must be 21 or higher to succeed; any failure ends the spell. A natural 20 is not an automatic success, but a natural 1 is always a failure.

The item or area to be in question must be within 5' of the caster, and he or she must maintain moderate concentration.

**Note:** This spell is a near duplicate of the Magic-User spell of *Analyze Magic* (Spells Supplement), modified slightly for divine spell casters, and specifically for the Priest sub-class. Whether it might be made available to standard clerics is up to the Game Master (as always).

### Hallow\* (orison)

Priest 0

Range : 10' radius from caster  
Duration : special +1 round

By chanting holy phrases, the caster makes the area around him 'hallowed', granting +1 bonus on Healing spells and Turning attempts. The effect continues as long as the caster maintains the chant, but any action other than moving and defending oneself ends the effect. However, the effect lasts one additional round after the chant ends, giving the caster the option to cast or turn once and enjoy the effect himself.

The reverse of the orison, "Unhallow" grants one additional point of damage to reversed healing spells (harm spells) as well as makes undead (or vile netherworld inhabitants) harder to Turn by one point. It likewise lasts one round longer than the chant is maintained.

### Slow Poison

Druid 2, Priest 2

Range : Touch  
Duration : 1 hour/level

The creature touched by the caster becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Slow poison does not cure any damage that poison may have already done, with exception of the following circumstances.

If cast on a character who received lethal damage from poison the previous round, the spell will remove that round's poison damage only, and delay it for the duration of the spell. Prior poison damage will remain unaffected, but, as noted above, no further damage is accrued until the spell lapses, and will never accrue if the poison is neutralized while this spell is in effect. This will give the poisoned victim an opportunity to seek a cure to neutralize the poison before it is fatal.

**APPENDIX****Additional Considerations**

**Zero-Level Spells:** Priests, and even more so for Clerics, can benefit greatly by the addition of Zero-Level Spells (Cantrips and Orisons). At the lowest levels, the very minor enhancements add some variety to their options for role-playing and assisting within the party.

If the standard one zero-level spell per level (plus ability modifier) seems excessive, use one more than the first level spell progress indicates; for first level Clerics use zero at this level, so they would get one zero-level spell (plus that granted by their wisdom bonus).

Priests use the same list of Orisons as a cleric would. Of course additional orisons can be added. New orisons specifically created for Priests are listed in the spells section above.

- Hallow (+1 Turning and Healing Spells)

**Bonus Spells:** Like Zero-Level Spells, some consideration for bonus spells can assist low level parties and give the spell casting characters more 'things to do'. Each bonus for their prerequisite ability associated with spell casting (Intelligence for Magic-Users, Wisdom for Clerics/Priests) grants a bonus spell as follows: +1 bonus grants 1 First Level Spell, +2 bonus grants 2 First Level Spells, and +3 bonus grants 2 First Level Spells and 1 Second Level Spell (when character gets the ability to utilize such spells).

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