

Player Guide: Clerics

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General Information

Some key things to understand about the PrinceCon system:

- The GM rolls all dice (though occasionally they will hand you one for that save-or-die situation...)
- The system is based on OGL/D20, but has a variety of difference. Chief among them are:
 - ◊ All characters have just one action per round, in the absence of Haste-type effects
 - Character level does not grant multiple melee or missile attacks, though some Feats do
 - ◊ Combat actions use a phase system instead of initiative
 - ◊ The races and classes are unique to the PrinceCon system
 - ◊ Skills are unique and you either have them or you don't, though the basic rating for skills you have increases with your level
 - ◊ The feats are unique to the PrinceCon system
 - ◊ The mage and cleric casting systems are points-based — no learning, components, or memorization
 - ◊ There is no money (you're usually assumed to have as much as you require), and the equipment selection is limited to a set of predefined "packs" — the more equipment you carry, the fewer weapons you can carry (and vice versa)
 - ◊ Even friendly spells may require saving throws. You can drop your saving throws, but that affects *all* of them, so not always a good idea during combat. This is chiefly relevant for **Cure Wounds** (the basic healing spell) — you'll need to decide whether to get out of combat to be cured, to drop saves during combat and hope the cure is the only incoming effect, or to keep saves up and hope to fail the save against the cure.

The casting system and specific spells/prayers are discussed in the section of this document specific to your class.

Hireling Hall, Characters, and Expeditions

and GMs gather in Hireling Hall to sort themselves out into expeditions. Each GM has a poster describing their scenario, which will quickly accumulate reports from previous expeditions.

Your character will be with you through the entire con, gathering experience and magic items and so on. Each time you go on an expedition, you'll gain experience based on the amount of time you were out, modified by the scores the GM gave you for the expedition. Generally you can expect to gain 4-5 levels over the course of the con if you are playing a lot, which means you'll gain a level on most expeditions. The players who absolutely go without sleep can fit in 6 or 7 expeditions, and if they do well, make 10th level for their final run.

If you start the con late (e.g. Saturday morning instead of Friday night), you'll still start at 5th level but likely jump two or more levels after your first expedition. If you start very late (Saturday night or Sunday morning), ask the desk if they can bump your starting level to keep you more in line with the party (and enemies) you'll be with.

Finally, if your character dies on an expedition, no worries, you can either resurrect her or generate a new character. There is an experience penalty which varies from very slight to a full level, depending on the nature of your death. If you're going to die, try to make it a heroic sacrifice to save the party!

Character Creation

To begin with, you'll need to pick your race, class, religion, attributes, and name, but most of those are fairly straightforward once you have a character concept. You may want to consult the race lists in the Con Book before starting, to familiarize yourself with the specific movement rates, bonuses, and penalties for each race.

The toughest part for most players is feat selection. The sheer number of feats (and different strategies they offer) can take some time to wade through. Recommended feats are discussed in the section of this document for each character class. The better an idea of your desired feats you have before sitting down at the computer, the faster you'll get through character creation, and the more people we can process through the system.

There are also a number of skills available, but many will be granted by the character's race or class, so any selections remaining should be somewhat more straightforward. Remember you can use a slot for a regular skill or for any knowledge skill you choose to define.

You can optionally select your pack, weapons, and armor to have some extra calculations added to your character sheet (for instance, skill penalties for heavy armor, and attack values with a specific weapon).

If you make any critical mistakes during character creation, consult the desk. Assuming you have not yet gone on an expedition, they can reset specific selections (such as a feat or skill chosen in error) or let you start over on the character entirely (though the attributes won't change). Please avoid doing this unless absolutely necessary, as it slows things down for everyone.

Character Packages

In this guide, you'll see several common packages described for each character class. During character creation, you can select one of these packages if you like, and it will make the appropriate selections for you (feats, skills, equipment, a couple of key attributes, etc.). This can save a lot of time during character creation, so if you're unsure about all the options, we recommend you pick a package.

The package only affects your character during the initial creation process. When you gain levels from going on expeditions, you'll have to select any new feats or attribute advances normally. By then, you should have a better idea of

how to improve your character. Each package below recommends a few feats for you to consider as you level up, but it'll be up to you whether to take those suggestions.

Combat Phases

Instead of initiative, PrinceCon uses a phase system, where each type of action occurs in a specific phase. All actions in one phase occur before any in the next phase. In other words, all melee attacks happen before all clerical prayers, which occur before all movement (unless you hold an action past its usual phase). The full list of phases is:

1. Declarations
2. Powers
3. Combat (usually missile first, and longer weapons first in a charging attack). If you go to 0 HP or below you fall unconscious immediately, but you never die until the end of a turn.
4. Clerical Prayers (in other words, clerical prayers can be interrupted by missile, melee, or grappling attacks)
5. Mage Spells (in other words, Mages can be interrupted by the above plus Clerical effects)
6. Items
7. Movement

Note that Haste-type actions allow you to take a second full action in a round, generally in the same or different phases (except no one can cast twice in a round).

Note that there are two things that must be declared during Declaration Phase:

1. Dropping of saving throws (usually in expectation of an incoming cure)
2. For Mages and Guardians, whether they're casting, and what specific spell they're casting

Heroes and Clerics don't normally need to declare anything except dropping saves.

The other phases are fairly self-explanatory.

Cleric Guide

Each cleric is defined by their religion they choose, which gives a specific prayer list, weapon and armor selections, and particular bonuses for clerics and their followers. Even if two religions have the same prayer, it may come at different levels. In the most general sense, the religions are:

- Aru: peace and healing (and healing, and healing...)
- Dagleir: metal, stone, and craftsmanship (note: weapons are crafted too)
- Gaia: woods, wildlife, and nature
- Mavors: Justice, honor, courage (and penalizing those who don't comply)

A Dagleir or Mavors cleric can be a pretty good combatant, and a Gaia cleric can be a good scout or ranger. Aru clerics are great for protection and (especially) healing.

When picking a religion, consider whether you would rather speak to:

- Your enemies (Aru)
- Stones (Daglir)
- Animals (Gaia)
- Your enemies' heirs (Mavors)

Character Creation

Though clerics don't have as many feats as heroes, some of them have a comparable selection of weapons and armor. You will need to choose whether to emphasize fighting ability or praying prowess when selecting feats. Here are some suggested packages for clerics:

- **Bishop:** You have a lot of prayers, and they are darn effective.
 - *Ability Scores:* Wisdom
 - *Feats:* **Piety x2, Divine Favor**
 - These feats give you extra Prayer Points, and raise the difficulty of the saving throws against your prayers (for those that affect an enemy).
 - In the future, consider more **Divine Favor** and **Divine Intervention**
 - *Skills:* **Awareness, Heal**
 - *Equipment:* Depends on what's allowed for your religion.
- **Druid:** Their mage opens the ambush by casting. Bummer that you got the *Hold Person* off first.
 - *Ability Scores:* Wisdom, and then Dexterity
 - *Feats:* **Ranger, Sixth Sense, Piety**
 - These feats increase the key skill Awareness as well as the outdoorsman skill Survival, make it impossible to take you by surprise, let you selectively drop saving throws against only particular spells or prayers, and give you some additional prayer points to top it off.
 - In the future, consider **Running** and **Archer**
 - *Skills:* **Awareness, Move Silently, Survival**
 - *Equipment:* Depends on what's allowed for your religion.
- **Chaplain:** You may not have mastered the finer points of prayer, but you're pretty good at kicking ass.
 - *Ability Scores:* Strength, Constitution, and then Wisdom
 - *Feats:* **Warrior, Toughness, Combat Maneuvers**
 - These feats are typical for melee warriors, increasing your melee to-hit and damage, reducing the damage you take, and allowing you to shift points between to-hit, damage, and AC when you make melee attacks.
 - In the future, consider **Piety** and more levels of **Toughness**
 - *Skills:* **Awareness, Heal**
 - *Equipment:* We're going to go out on a limb and guess you're a Daglir or Mavors cleric. Take Pack B, a Greataxe or Greatsword, a Heavy Crossbow, Full Plate, a Small Shield, and a warhorse if you can find one.

Prayers

The prayer lists vary by religion, and there are too many prayers to discuss each on in detail here. However, here are some general strategies and notes:

Aru Clerics excel at healing (**Cure Wounds** being twice as effective as normal!). They also have a wide variety of healing spells (**Cure Paralysis**, **Cure Blindness**, **Neutralize Poison**, **Empathic Cure**, etc.). Other than healing:

- They may take an opponent out of action, with **Hold Person**
- They may combat opponents like were-creatures and undead with prayers like **De-were**, **Protection from Evil**, **Ward Undead**, or **Dispel Undead**
- They may boost their teammates with options like **Aura of Power**, **Bless**, **Life Force**, or **Swiftiness**
- They may gather information with a variety of **Detect** prayers, **Read Languages**, or **Observe Prayer**
- They may attempt **Dispel Prayer** or **Silence 15'r** to neutralize other mages or clerics
- At higher levels, they achieve even greater power with spells like **Golden Rule**, **Resuscitate**, and **Raise Dead**

Daglir Clerics specialize in enchantments and information-gathering.

- They may boost their teammates with a variety of prayers including **Aura of Power**, **Enchant Armor**, **Enchant Weapon**, **Magic Resistance**, and **Daglir's Skin**
- They may search for information with a variety of **Detect** prayers, **Read Languages**, **Analyze Item**, **Analyze Magic**, **Observe Prayer**, **Daglir's Ears**, **Daglir's Eyes**, and **Speak with Stone**
- They may work stone and metal with **Meld Stone**, **Shape Stone**, **Analyze Structure**, **Float Stone**, and **Stone Window**
- They may attack with **Throwing Stones** or **Hurl Boulder**
- Finally, Daglir clerics have a good variety of weapons and armor at their disposal, and are capable combatants even without the prayers. They have the usual **Cure Wounds** to keep everyone in action.

Gaia Clerics specialize in nature: animals and the outdoors.

- They may boost their teammates with prayers like **Aura of Power**, **Hunter's Blessing**, **Swiftiness**, **Double Range**, **Pass Freely**, **Pathfinder**, and **Haste**
- They may enhance senses with **Cat's Eye**, **Bloodhound**, **Darkvision**, **Life Sense**, and **Panther Senses**
- They can defend against specific opponents with spells like **Bane Demon**, **Bane Undead**, **Ward Animals**, **Ward Elementals**, **Friend of Elements**, and **Free Elements**
- They can take advantage of the outdoors with **Pack Scent**, **Predict Weather**, **Speak with Animals**, **Enemy of Nature**, **Hide Among Plants**, **Message via Trees**, **Seeming**, **Charm Animals**, **Speak with Plants**, or **Water Walking**
- They can manipulate the environment with **Light**, **Darkness**, **Continual Light**, **Continual Darkness**, **Silence 15'r**
- They can shapechange with **Transformation** or **Polymorph to Animal**
- They have a small number of combat spells including **Web**, and arguably **Dispel Magic** and **Dispel Prayer**
- They have a large number of **Detect** prayers for information gathering, as well as **Augury**, **Comprehend Languages**, and **Find Being**
- And, they have the usual **Cure Wounds**

Mavors Clerics excel at combat, with all weapons and armor available to them. Additionally:

- They can boost their teammates with prayers like **Bless**, **Enhance Weapon**, **Double Range**, **Swiftiness**, **Pathfinder**, and **Haste**
- They can enforce the law or investigate transgressions with prayers such as **Detect Dishonor**, **Find Deodand**, **Speak with Dead**, **Testimony**, **Analyze Dishonor**, **Find Felon**, and **Question**
- They can oppose specific enemies with **Bane Demon**, **Bane Felon**, **Ward Undead**, and **Bane Undead**
- They can gather information with a variety of **Detect** prayers, **Read Languages**, and the investigation prayers already mentioned
- They can **Detect Illusion** freely, and use the prayers **See Illusion**, **Dispel Illusion**, **Observe Prayer**, and **Dispel Prayer**
- They have the usual **Cure Wounds**

Another way to look at this would be from the rest of the party's point of view:

- Most any Cleric can boost you with **Aura of Power** or **Bless** or the like.

- Any Cleric except a Dagleir can double your movement with **Swiftiness**, and a Gaia or Mavors Cleric can double your actions with **Haste**
- Any Cleric can heal you with **Cure Wounds**, though of course you'd prefer it was a cleric of your religion (for a small bonus) or an Aru (for double the effect).
- Any Cleric can gather information, though each religion has a slightly different suite of **Detect** and related prayers.
- Most Clerics have **Bane** and **Ward** spells to resist specific opponents. (It is generally unpleasant to be Undead.)
- For an underground adventure or a siege, always bring a Dagleir. For a wilderness trek, a Gaia. When dealing with townspeople, a Mavors. When expecting to be injured, an Aru.

Massable and Renewable Prayers

Prayers on your list marked with (M) next to the name are Massable, and those marked with [R] next to the duration are Renewable.

A Massable prayer is two levels higher than normal, and can affect for instance all your nearby friends. So an Aru cleric might cast a **Mass Protection from Evil 1** before combat, or a **Mass Cure 1** after combat, either of which would be 3rd level prayers. (Massable is specifically described under the heading Condensed Listings in the Clerics section of the Con Book.)

A Renewable prayer is cast for double points, but every time the caster recovers prayer points, they may choose to continue the spell by immediately spending the normal (non-doubled) casting cost. The prayer continues until the cleric decides not to renew it. (Renewable is described in detail under the heading Prayer Description Key in the Clerics section of the Con Book.)

For instance, a Swiftiness prayer is Level 1 for a Gaia cleric, and both Massable and Renewable. A Mass Swiftiness is level 3, or 6 prayer points for a starting (5th level) Gaia Cleric. If the Gaia cleric casts Mass Swiftiness as Renewable, it costs 12 prayer points. However instead of lasting just under 2 hours, it lasts until dawn, at which point the cleric can spend 6 prayer points to keep it running for another 24 hours, and so on until a dawn comes when the cleric decides not to spend the 6 points. It probably takes about a third of the cleric's points every day, but it's still not bad for doubling the movement of the entire party!

The original document is available at <http://www.princecon.org/gm/tiki-index.php?page=Player+Guide%3A+Clerics>