

Secrets of Pact Magic: Official Supplement
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VILLAINS OF PACT MAGIC: THE EXORCIST CLERIC

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Designer Notes

Just as most clerics battle undead, the exorcist cleric battles malevolent ghosts, possessing fiends, and binders of spirits. The exorcist cleric is a standard cleric but with spontaneous casting as described in *Unearthed Arcana* by Wizards of the Coast, a swap of turn/rebuke undead for exorcism-related abilities, less armor, more class skills, and preset domains.



EXORCIST CLERIC

"Take care, child of the gods, that the spirit that moves your feet, your hands and your tongue is your very own."

— A traveling exorcist cleric, in one of his regular sermons.

Summary

The goals and means of the exorcist cleric are clear: to discover and eradicate the presence of supernatural entities in general, with a special focus on pact magic users and entities that attempt to influence and possess mortals. That a mortal might willingly enter into a contract with an otherworldly creature is no excuse to the exorcist, who views spirits, ghosts, fiends, and wayward arcanists as threats to freewill, civilization, and the laws of the multiverse. Rather than focusing on undead or nature as other divine spellcasters do, exorcist clerics are adept at terminating possession; many also learn spells to repel and banish outsiders. Although most exorcist clerics are members of larger organizations, a few act as vigilantes. Rarer still is the exorcist cleric who travels with a group of pact magic users to aid their cause against far more ominous threats, such as planar invasions by spirit creatures.

Background & Adventures

Use the following information to help define an exorcist cleric's background, motives, and interactions with others.

Adventures: As with all divine spellcasters, an exorcist cleric adventures to fulfill his religious and spiritual imperatives. If he worships a specific deity or pantheon, then the specifics of his faith are determined by his church's dogma. Others adventure in the name of all deities, all mortals, or in search of vengeance for wrongs done by pact magic users or possessed creatures. Because pact spirits and outsiders such as fiends know few boundaries in terms of geography or time, most exorcist clerics find themselves traveling from place to place even when they desire to settle down. Just as one area is cleansed, another area down the road becomes a host to new dangers. Exorcist clerics also travel for treasure, not gold but magical items and artifacts that are described as most potent against the supernatural. Most exorcist clerics view pact magic as an organized strategy by otherworldly beings; thus, even if the binder believes he has control of spirits, the scope of pact magic and its potential to undo society and harm the role of the gods is enough to necessitate the elimination of pact magic, whatever its supposed form, including the summoning of angelic and elemental spirits. Now and then, however, tales speak of exorcist clerics who have traveled with binders as part of a greater quest to eliminate some terrible disruptive force that even binders clearly recognize as a danger to everyone.

Characteristics: Exorcist clerics are first and foremost divine spellcasters that may be easily mistaken for normal clerics. In fact, in the early days, clerics were recruited to learn special spells, resulting in specialized monasteries and a unique path against the supernatural. Exorcist clerics cast spells from the cleric spell list. Also like clerics, they have access to two divine spell domains. However, unlike clerics, the two domains are always the same (the exorcism domain and the spirit hunter domain) and exorcist clerics learn a limited number of spells that they cast spontaneously. In addition, exorcist clerics specialize in suppressing the abilities granted by possessing entities, and with luck they can expel those entities all together. Armed with a potent divine shield against supernatural abili-

ties, an exorcist cleric is a pact mage's worst nightmare.

Alignment: Exorcist clerics are invariably lawful or at least neutral even if they worship a chaotic deity, since their focus is the maintenance of the divine order and the decreed separation of the mortal life on the Material Plane from other planes of existence. For the follower of a lawful or neutral deity, that is an easy if not inevitable perspective. In fact, the great majority of exorcist clerics are lawful neutral, lawful good, or neutral good. Exorcist clerics who worship chaotic deities view their role as helping to maintain free will. Mortals as a whole are inherently weaker than demons, ghosts, spirits, and similar entities. Even if a person enters a pact willingly, he or she will inevitably lose a measure of free will, perhaps spiraling into a state of spiritual darkness where the demon or other entity completely dominates them, which is an anathema to any chaotic being. If there is a major divine between lawful and neutral exorcist clerics, it is whether to actively seek out and eradicate even the gray areas such as binders who are trained to deal with spirits, or to allow individuals to choose their paths and only interfere when the natural order has been clearly breached or free will has been lost. Among evil exorcist clerics, lawful evil is far more common than neutral evil. Some sages believe that neutral evil exorcists result from either the arrogance of their powers or corruption by exposure to possession.

Religion: Like other divine spellcasters, exorcist clerics are highly religious; the best among them are also wise spiritual leaders. Unlike most clerics, however, exorcist clerics are highly ecumenical, eager and ready to work well with clerics of various gods. The origins of the exorcist cleric's spontaneous magic are well-known. In the early days, clerics of many faiths were called by their gods to work together to eradicate pact magic. An elven priest of a neutral good deity of the forest and healing might find herself fighting alongside a hobgoblin priest of a lawful evil deity of fire, punishment, and war. Praying together was not an option. When traveling, lodging, and fighting side-by-side, praying separately was not an option either. Indeed, reliance upon one's deity for guidance regarding daily spells resulted in clerics working toward the same goal in radically different manners, bringing questing members to blows. Ultimately, the wisest leaders set up unique nondenominational monasteries where aspiring exorcists learned to take the bulk of responsibility for their choice of spells, resulting in less flexibility but more independence from gods and more cooperation among the clerics themselves.

Background: Most exorcist clerics are trained in monasteries that teach spontaneous casting and the methods to expel spirits and similar beings. Although exorcist cleric magic has its origins in ecumenism, most teachers in the current age emphasize the potent advantages of spontaneous spellcasting. The tools against the supernatural are few and straightforward; what an effective exorcist needs is flexibility in using those tools. Interestingly, many exorcist clerics learn how to summon minor spirits in order to learn how to dispel them. Knowledge of such spirits is also useful when infiltrating binder organizations and fiendish cults. Early training often includes field trips to haunted locales. Ghosts are preferred over other entities because ghosts eventually return even after they have been exorcized from a person. In light of all this training, exorcist clerics emerge from monetary life able to resist possession and well prepared for adventure.

A few exorcist clerics learn from an individual mentor; often times, these mentors were trained at a monetary but then took

their own path after becoming vigilantes. Some exorcist clerics are even former pact magic users.

Races: Almost every sentient race has a god or pantheon and priests who act as shepherds and representatives. Thus, it is no surprise that individuals of all races are called to become exorcist clerics. That said, lawful races such as dwarves and hobgoblins tend to produce the most number of exorcist clerics. Although hobgoblins make skilled pact mages, they encourage the training of exorcist clerics to maintain the stability and chain of command that their race so prizes.

Other Classes: Exorcist clerics get along with other divine spellcasters, even chaotic clerics; the exorcist views his chaotic fellow priest as perhaps not understanding the true gravity of the situation and the dangers to one's free will. Having a lawful bent, exorcist clerics get along in groups. That said, many exorcist clerics tend to work alone when the hour of exorcism comes because they fear for the souls of their companions who are not as well versed in defending themselves. To no surprise, exorcist clerics do not get along with pact magic users or anyone who deals with summoning spirits and the undead. Only in dire circumstances will an exorcist cleric work with such individuals, and only if those individuals are lawful in alignment or otherwise controllable and predictable.

Role: An exorcist cleric fills much the same role as a cleric. So long as he learns a few cure spells, his ability to cast spontaneously makes him almost as useful as a cleric in terms of healing. Similarly, he is well-trained for battle, although he usually lacks the martial-oriented spells that a cleric of war or strength possesses. The one area where an exorcist cleric lacks is against the undead. Unless he has learned spells to deal with undead creatures, his party must rely upon other means to defend themselves.

Game Rule Information

Exorcist clerics have the following game statistics.

Abilities: The exorcist cleric's key scores are Wisdom and Charisma. Wisdom determines the highest level divine spell the exorcist cleric can learn and cast, and improves some of his class abilities. Wisdom is also essential for sensing other's motives, to detect whether a creature is bound to a spirit or otherwise possessed. High Charisma grants bonus spells per day, makes his spells harder to resist, and enhances his ability to perform exorcisms. High Intelligence is useful to help the exorcist cleric make use of his various skills. High Constitution makes him more resilient in combat. Finally, high Dexterity improves defense and aim.

Alignment: Any non-chaotic. Moreover, an exorcist cleric's alignment must be within one step of his deity's (that is, it may be one step away on either the lawful-chaotic axis or the good-evil axis, but not both). An exorcist cleric may not be neutral unless his deity's alignment is also neutral.

Starting Age: As cleric.

Starting Gold: 5d4 x 10 (125 gp).

Hit Die: d8.

Class Skills

The exorcist cleric's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis) and Use Rope (Dex).

Skill Points at 1st Level: (2 + Int modifier) x 2.

Skill Points at Each Additional Level: 2 + Int modifier.

TABLE 1: THE EXORCIST CLERIC

Level	Base Attack	Saving Throws			Special	Cleric Spells Per Day									
	Bonus	Fort	Ref	Will		0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+0	+2	+0	+2	Exorcism, detect possession	4	2	-	-	-	-	-	-	-	-
2	+1	+3	+0	+3	Resist possession	5	3	-	-	-	-	-	-	-	-
3	+2	+3	+1	+3		5	3	2	-	-	-	-	-	-	-
4	+3	+4	+1	+4	Spiritual mettle	6	4	3	-	-	-	-	-	-	-
5	+3	+4	+1	+4		6	4	3	2	-	-	-	-	-	-
6	+4	+5	+2	+5		6	4	4	3	-	-	-	-	-	-
7	+5	+5	+2	+5		7	5	4	3	2	-	-	-	-	-
8	+6/+1	+6	+2	+6	Spiritual grace	7	5	4	4	3	-	-	-	-	-
9	+6/+1	+6	+3	+6		7	5	5	4	3	2	-	-	-	-
10	+7/+2	+7	+3	+7		7	5	5	4	4	3	-	-	-	-
11	+8/+3	+7	+3	+7		7	6	5	5	4	3	2	-	-	-
12	+9/+4	+8	+4	+8		7	6	5	5	4	4	3	-	-	-
13	+9/+4	+8	+4	+8		7	6	6	5	5	4	3	2	-	-
14	+10/+5	+9	+4	+9	Exorcist's mantle	7	6	6	5	5	4	4	3	-	-
15	+11/+6/+1	+9	+5	+9		7	6	6	6	5	5	4	3	2	-
16	+12/+7/+2	+10	+5	+10		7	6	6	6	5	5	4	4	3	-
17	+12/+7/+2	+10	+5	+10		7	6	6	6	6	5	5	4	3	2
18	+13/+8/+3	+11	+6	+11		7	6	6	6	6	5	5	4	4	3
19	+14/+9/+4	+11	+6	+11		7	6	6	6	6	6	5	5	4	4
20	+15/+10/+5	+12	+6	+12	Spiritual mindbar	7	6	6	6	6	6	5	5	5	5

Class Features

All the following are class features of the exorcist cleric:

Weapon and Armor Proficiency: Exorcist clerics are proficient with all simple weapons, with light and medium armor, and with shields (except tower shields).

Aura (Ex): An exorcist cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details). Those who don't worship a specific deity but follow the tenants of Law, Good, or Evil have a similarly powerful aura of the corresponding alignment.

Spells: An exorcist cleric casts divine spells, which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. Unlike a standard cleric, an exorcist cleric casts spells spontaneously from a list of known spells as a sorcerer does.

To learn or cast a spell, an exorcist cleric must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an exorcist cleric's spell is 10 + the spell level + the exorcist cleric's Charisma modifier.

Like other spellcasters, an exorcist cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1: The Exorcist Cleric. In addition, he receives bonus spells per day if he has a high Charisma score.

The exorcist cleric's selection of spells known is limited. At 1st level, you begin play knowing four 0-level spells and two 1st-level spells of your choice, plus the character's two 1st-level domain spells. At each new level, you gain one or more new spells, as indicated on Table 1: Spells Known.

Upon reaching 4th level, and at every even-numbered class level after that, an exorcist cleric can choose to learn a new spell in place of one he already knows. This functions identically to the sorcerer's ability to swap out known spells, except that an exorcist cleric may never choose to lose a domain spell.

Deity, Domains, and Domain Spells: An exorcist cleric has two fixed domains regardless of his deity. He has access to the exorcism domain and the spirit hunter domain. The spells available from those domains are shown in Table 2 and Table 3 at right. Each domain gives the exorcist cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The exorcist cleric gets the granted powers of both the domains selected.

Chaotic, Evil, Good, and Lawful Spells: An exorcist cleric can't cast spells of an alignment opposed to his own or his deity's (if he has one). Nor is he able to cast spells with the chaotic descriptor as he must be of neutral or lawful alignment regardless of his deity's alignment.

Exorcism (Su): As a benefit of your access to the exorcism domain, you can target creatures that have bound spirits or are otherwise possessed. A creature may be possessed by a ghost, a fiend or similar entity, or even an arcane spellcaster using the *magic jar* spell. This ability is effective against all forms of possession.

To resolve an exorcism, follow the rules for turning undead, but apply the rules against possessed creatures instead. When you successfully turn a target, you suppress for 1 minutes any supernatural abilities it has due to its state of possession. On a destroy result, the spirit, ghost, fiend, or similar possessing

creature is utterly expelled.

When an exorcist cleric expels a spirit that was sealed by a pact, then the spirit cannot be summoned again for 24 hours; moreover, the binder's first attempt to rebind the spirit results in a -10 penalty to the binding check.

When a creature is bound to or possessed by more than one entity, then that particular exorcism is effective against only one spirit beginning with the weakest one.

You can perform an exorcism a number of times per day equal to 3 + your Charisma modifier. The Extra Exorcism feat described on the next page grants additional uses per day of this ability.

Detect Possession (Sp): As a benefit of the spirit hunter domain, you can detect the presence of possessed creatures and pact mages with bound spirits. See the *detect pact spirits* spell for details. This ability is usable at will.

Resist Possession (Su): Beginning at 2nd level, an exorcist cleric receives a +4 bonus on saving throws against possession, including *magic jar* spells, ghostly malevolence, fiendish possession, and supernatural abilities of pact magic users that result in possession. You also receive a +2 bonus on saving throws against all charm and compulsion spells and effects caused by evil outsiders or undead.

Spiritual Mettle (Su): Starting at 4th level, whenever you fail a saving throw to resist possession, you are allowed a second saving throw one minute later. You must take the result of the second save even if it is worse than the first one.

Spiritual Grace (Su): Beginning at 8th level, you gain a bonus on all your saving throws to resist the effects of supernatural abilities equal to your Wisdom bonus (minimum 1).

Exorcist's Mantle (Su): As a standard action you can forfeit one of your uses of exorcism for the day in order to extend to all of your allies within 30 feet of you the benefits of one of your defensive class abilities, either resist possession, spiritual mettle, spiritual grace, or (at 20th level) spiritual mindbar. The mantle lasts for 2 minutes.

Spiritual Mindbar (Su): At 20th level, you gain total immunity to possession and all charm and compulsion effects.

EXORCIST CLERIC DIVINE DOMAINS

Exorcist clerics always have access to the following domains.

Table 2: Spirit Hunter Domain Spells

1	Evoke Sign†	6	Spiritual Killer†
2	Analyze Pact Spirit†	7	Banish Pact Spirits†
3	Fortify Alignment†	8	Protection from the Supernatural†
4	Screaming	9	Anti-Spirit Field†
5	Dismiss Pact Spirit†		

Table 3: Exorcism Domain Spells

1	Protection from Evil*	6	Banishment
2	Concentrate	7	Dictum
3	Magic Circle against Evil*	8	Shield of Law
4	Dismissal	9	Soul Bind
5	Dispel Evil*		

† This spell is described in *Secrets of Pact Magic*.

* Evil exorcist clerics may select *protection from chaos*, *magic circle against chaos*, and *dispel chaos* as their exorcism spells.

Character Themes

Consider the following archetypal character themes when role-playing your character.

Church Inquisitor: This exorcist cleric views himself and his fellow inquisitors as a last defense and best hope against anarchy, whether the current threat is ghosts, fiends, binders, or all of the above. Church inquisitors prize the solidarity of a church; even if they happen to fall under possession, others will take their place and may surely aid them. This character typically takes spells like *zone of truth* and feats like Skill Focus (Sense Motive). Some church inquisitors tend toward paranoid persecution of the innocent. Most dangerous is when a high-ranking inquisitor falls to possession; through him and churchly order, many good souls may be corrupted or eliminated.

Divine Spy: This exorcist cleric takes upon himself dangerous missions, when he must blend with pact mages, fiendish cultists, and necromancers in order to discover their weak points and arrange for them to be brought to justice. These characters take feats such as Minor Binding in order to demonstrate some believable aptitude with spirits, and they may masquerade as occult priests to explain their use of divine spells.

Lone Vigilante: This exorcist cleric cares little for churches or even divine dogma. He utilizes his training to exact just vengeance against those who once harmed him, his family, or his community. Frequently, this character adventures to locate a powerful magic item to tip the tide against his foes. This character makes a fine figure to topple a church ruled by a corrupt or possessed inquisitor and is also a dangerous foe against the incautious binder. Woe to the lone vigilante who has fallen to a ghost or fiend, for there may be no one to aid him.

Questing Heretic: By far the rarest of exorcist clerics, this character was trained to fight pact magic users and their ilk, but has gone to their side. He may have done this because of he realized a larger order to the multiverse. Or he may be participating in a quest against one group of pact magic users against another, far more dangerous group. The questing heretic makes a wonderful companion for binders, assuming they can trust him not to quench their own powers as he devastates their supernatural foes. Questing heretics are often pursued by other exorcist clerics and similar divine agents seeking to redeem or punish the character.

CALEB STARTING CHARACTER

male human exorcist priest

Str 12 **Dex** 10 **Con** 14 **Int** 14 **Wis** 15 **Cha** 14

HP: 1d8+2 (10 hit points)

BAB +0, **Grapple** +1, **Speed** 20 ft., **AC** 16, **Init** +0

Fort +4, **Reflex** +0, **Will** +4

Skill Ranks: Heal +2, Concentration +4, Gather Information +3, Knowledge (arcana) +1, Knowledge (religion) +4, Knowledge (the planes) +1, Sense Motive +4, Spellcraft +1.

Class Features: Exorcism (5/day), detect possession at will (30 ft cone, requires up to 3 rounds), spellcasting.

Racial Abilities: Bonus feat (Greater Exorcism 1/day). Speak Common, Celestial, and Goblin.

Level 1 Feat: Divine Interrogation.

Gear: Scale mail, heavy wooden shield, heavy mace, wooden holy symbol, light crossbow, 10 bolts, backpack, waterskin, 2 day's rations, bed roll, flint and steel.

Gold: 13 gp, 9 sp.

EXORCIST CLERIC FEATS

These feats are suited to characters who exorcise spirits.

DIVINE INTERROGATION

You can hold an interrogation with incredible effectiveness.

Prerequisite: Exorcism ability.

Benefit: You expend one use of your exorcism ability to interrogate someone with divine authority and guidance. For a period of one minute, you gain a +6 bonus on Intimidate, Sense Motive and Use Rope skill checks.

EXTRA EXORCISM

You can exorcise spirits more often.

Prerequisite: Exorcism ability.

Benefit: You can perform an exorcism four additional times per day than normal.

Normal: An exorcism priest or cleric with the exorcism spell domain can perform an exorcism a number of times per day equal to 3 + his or her Charisma modifier (minimum 1).

Special: Each time you take this feat, you can perform an exorcism 4 additional times per day.

GREATER EXORCISM

You can expel spirits rather than suppress their activity.

Prerequisite: Exorcism ability.

Benefit: Once per day, you can perform a greater exorcism in place of a regular exorcism. The greater exorcism is like a normal exorcism except that the bound spirit, ghost, or other possessing creatures is expelled rather than suppressed.

Special: Each time you take this feat, you can perform a greater exorcism one additional time per day in place of a regular exorcism.

TABLE 4: EXORCIST CLERIC SPELLS KNOWN

Level	Cleric Spells Known (not including domain spells)									
	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	4	2	-	-	-	-	-	-	-	-
2	5	2	-	-	-	-	-	-	-	-
3	5	3	0	-	-	-	-	-	-	-
4	6	3	1	-	-	-	-	-	-	-
5	6	4	2	0	-	-	-	-	-	-
6	7	4	2	1	-	-	-	-	-	-
7	7	5	3	2	0	-	-	-	-	-
8	8	5	3	2	1	-	-	-	-	-
9	8	5	4	3	2	0	-	-	-	-
10	9	5	4	3	2	1	-	-	-	-
11	9	5	5	4	3	2	0	-	-	-
12	9	5	5	4	3	2	1	-	-	-
13	9	5	5	4	4	3	2	0	-	-
14	9	5	5	4	4	3	2	1	-	-
15	9	5	5	4	4	4	3	2	0	-
16	9	5	5	4	4	4	3	2	1	-
17	9	5	5	4	4	4	3	3	2	0
18	9	5	5	4	4	4	3	3	2	1
19	9	5	5	4	4	4	3	3	3	2
20	9	5	5	4	4	4	3	3	3	3

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