

PACHU'A

Cleric Level 5—Life Domain (Aeola)

Human (m) | Hermit

ABILITY SCORES

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	13 (+1)	15 (+2)	11 (+0)

PROFICIENCIES

Proficiency Bonus +2

Saves Wis +4, Cha +2

Skills Arcana +3, Religion +3, Medicine +4

Senses passive Perception 12

Weapons simple weapons, glaive

Armors light armor, medium armor, shields

Tools herbalism kit

Languages Grovish

COMBAT

HP Max 38; **HD** 5d8 (1d8 x Level)

Initiative +1; **Speed** 30 ft.

AC 17 (scale mail 14, shield +2, Dex +1)

Mace. *Melee:* +4 (1d6+2 bludgeoning)

Light crossbow. *Ranged:* +3 (1d8+1 piercing; ammunition (range 80/320), loading, two-handed)

Glaive. *Melee:* +4 (1d10+2 slashing; two-handed)

SPELLS

Spellcasting Ability Constitution

Spells Save DC 12; **Spells Attack Bonus** +4

Daily Spells to prepare 7; **Slots** 4 / 3 / 2

—Cantrip: *guidance, mending, spare the dying*

—Lvl 1: *cure wounds, purify food and drink, detect poison and disease, sanctuary*

—Lvl 2: *aid, calm emotions, spiritual weapon*

—Lvl 3: *glyph of warding, spirit guardians*

FEATURES & TRAITS

Deity—Aeola

Life Domain

Channel Divinity

Turn Undead

Preserve Life

Destroy Undead

Disciple of Life

Discovery

EQUIPMENT

Mace, light crossbow, glaive, scale mail, shield, woodcarver's tools, 20 crossbow bolts, crossbow bolt case, holy symbol/reliquary, backpack, blanket, candle (10), tinderbox, rations/1 day (2), waterskin, shovel, pot/iron, clothes/common, alms box, sticks of incense

(2), censer, vestments, belt pouch, one seaweed wrap

Equipment weight 101.5 lb - **Cost** 115.8 gp

Coins 10 gp **weight** 0.1 lb

Lifestyle modest

CHARACTER

Height Medium / 6 ft / 185 lb.; **Age** 58 years

Eyes black; **Skin** reddish brown; **Hair** grey

Appearance Someone from Earth would recognize his features as vaguely Native American. He wears soft, sun-bleached clothing and has his hair long with a loose braid near his temple. He appears gruff and standoffish, but he is a caretaker.

Personality traits The leader of my community had something wise to say on every topic, and I am eager to share that wisdom.

Ideals Greater Good. My gifts are meant to be shared with all, not used for my own benefit.

Bonds I'm still seeking the enlightenment I pursued in my seclusion, and it still eludes me.

Flaws I am dogmatic in my thoughts and philosophy.

Background Hermit

Character Backstory Ever the admirer of Inola in Nimeda, Pachu'A studied to become an excellent healer. However, the sea called to him, and he turned his hand toward healing and cooking for the crew of *Hrossdraugr*—and being their ship dad.

Allies & Organizations *Hrossdraugr*, Nimeda, Port Albatross, Marauder's Cove

CLASS FEATURES

Channel Divinity: Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, 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. It also can't take reactions. For its action, it can use only 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.

Destroy Undead. Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below CR 1/2.

Divine Domain: Life

Disciple of Life. Also starting at 1st level, your healing spells are more effective. Whenever you use a spell 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.

Channel Divinity: Preserve Life. Starting at 2nd level, you can use your Channel Divinity 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 can't use this feature on an undead or a construct.

Background: Hermit

Life of Seclusion. I needed a quiet life to hone my clerical skills.

Discovery. The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion.

Pachu'A always admired Inola and her teachings, but he wanted to hone his craft by helping people more prone to injury—sailors. Through this, he learned that there's a particular seaweed in Marauder's Cove, a brownish seaweed that seems to others to just be dead or wilted, that can be plucked from the sea, wrapped around most nonmagical wounds, and immediately dull their effects.

Pachu'A has one fresh seaweed wrapping he can use during this one shot.

SPELLS

CANTRIP

Guidance

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

☞ **Twisted** The target must subtract the number rolled from the ability check of the caster's choice.

Mending

Transmutation cantrip

Casting Time: 1 minute

Range: Touch

☞ **Components:** V, S, M (needle and thread)

Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

☞ This is really just extremely skilled mending, like that of a grandmother seamstress.

☞ **Twisted** Instead of mending the item, it is torn or otherwise broken.

☞ This also applies to magical items. The DM may add a DC for stronger magic items.

Spare the Dying

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

☞ **Twisted** You touch a living creature that has 0 hit points. The creature loses all remaining death saves and must roll their final save immediately or die.

LEVEL 1

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

☞ **Components:** V, S; M (a bandage of any size)

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

☞ You use advanced medical knowledge to dress wounds, coming from training by an Earthier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

☞ **Twisted** Instead of gaining hit points, the creature loses hit points equal to 1d8 + your spellcasting ability modifier. This is necrotic damage. You've rubbed something nasty in the wound, causing a minor infection.
At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Detect Poison and Disease

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

☞ **Components:** V, S, M (a spoon)

Duration: Concentration, up to 10 minutes

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

☞ You use your knowledge of food and plants to identify potential hazards.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

☞ **Twisted** Instead of detecting ill effects, you are able to conceal them from others.

Purify Food and Drink

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

☞ **Twisted** All food and drink within a 5-foot-radius is completely contaminated by a poison, disease, or disgusting insect.

Sanctuary

1st-level abjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This

spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

☞ **Twisted** All creatures in combat *must* target the selected creature. If they want to attack another creature, they must first make a Wisdom saving throw. On a failed save, they must forfeit their turn or attack the targeted creature. This spell does not pertain to area of effect spells, which would not require a save. If the targeted creature successfully saves on their turn, the spell ends.

LEVEL 2

Aid

2nd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny strip of white cloth)

Duration: 8 hours

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

☞ **Twisted** Your spell weakens your enemies. Choose up to three targets. Each target's hit point maximum and current hit points decrease by 5 for the duration. For each level above 2nd, these decrease by an additional 2.

Calm Emotions

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a

spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

☞ **Twisted** Instead of calming emotions, you make your target nervous or afraid.

Spiritual Weapon

2nd-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again.

When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

☞ The weapon can take whatever form you choose, but it appears as a radiant light and deals an additional 1d4 radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 weapon damage and 1d4 radiant damage for every two slot levels above 2nd.

☞ **Twisted** The weapon can take whatever form you choose, but it appears as a necrotic dark shape and deals an additional 1d4 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 weapon damage and 1d4 necrotic damage for every two slot levels above 2nd.

LEVEL 3

☞ Glyph of Warding

3rd-level abjuration

Casting Time: 1 hour

Range: Touch

Components: V, S

Duration: Until dispelled or triggered

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10

feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

☞ **Explosive Runes.** When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 lightning or thunder damage—or

☞ acid, ☞ cold, or ☞ fire damage—on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

Spirit Guardians

3rd-level conjuration

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are a Life or Feast Cleric). On a successful save, the creature takes half as much damage.

☞ **Twisted** or 3d8 necrotic damage (if you are a Death or Botulism cleric).