

CLERIC

	Template
A	Deity, Lay on Hands
B	Turn Hostiles
C	Extended Deity
D	True Healing

Starting proficiencies

Weapons: Simple Weapons

Saving Throws: Wisdom, Charisma

Starting Equipment

Mace, chain mail, shield, holy symbol, dagger, 5 javelins

Deity

Your chosen deity provides benefits. Roll or choose on the chart below.

D4	Deity
1	Life
2	Light
3	Storm
4	War

Life. If anyone spends a short rest near you they gain +2 hit points in addition to any other healing.

Light. You can innately cast the *light* spell once per day as if with 2 Magic Dice

Storm: Electric. If you hit with your weapon, you can add 1d8 electric damage up to your Wisdom modifier times per day (minimum once).

War: Warrior. You are proficient with a martial weapon. Roll on the Fighter's One hand Weapon table and replace your mace with the result.

Lay on hands

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a Long Rest. With that pool, you can restore a total number of Hit Points equal to your wisdom score.

As an action, you can touch a creature and draw power from the pool to restore hit points to that creature, up to the maximum amount remaining in your pool.

Turn hostiles

Once per day, a cleric can attempt to ward off creatures hostile to your deity. To do so, you present your holy symbol and speak a prayer censuring all of your god's enemies. Each creature 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. This can affect your party members.

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.

Most deities loathe the undead, but this can include other groups of other creatures as well. A player should be able to explain why the targets have run afoul of their character's god. For example, a god of strength may rebuke those who choose to win by trickery. A god of the sun may censure those who live in caves (i.e. live far from the light of the sun).

Extended Deity

Life: Conduit: You know how to use your lay on hands in different ways. You can expend 5 Hit Points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending Hit Points separately for each one. You can also spend a hit point from your pool to cure ability damage

Light: Harbinger of the flame: You can cast *Ignite* once per day as if with 3 magic dice. Ignore mishaps and dooms.

Storm: Control Weather. You chant and call upon your deity to change the weather. If they agree, the effects are based on the time you chant. If you chant for

- 1 hour you can change the temperature by 10 degrees, or increment (e.g. sunny to cloudy)
- 2 hours call on seasonal precipitation
- 3 hours unseasonal precipitation
- 4 hours call on a storm
- 24 hours call up magical plagues (rain blood or frogs).

War: Extra Attack. You can attack twice per turn.

True Healing

Your HP pool for lay on hands is doubled (i.e. twice your wisdom score).

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Substantial portions of this document are copied and modified from the following sources:

- Kemp, Arnold, The Glog, Version 1, <http://goblinpunch.blogspot.com/2016/05/the-glog.html>
The post that started it all.
- Kemp, Arnold, The Glog Wizards version 1, <http://goblinpunch.blogspot.com/>
This includes all intricate rules on spell casting including wearing wizards gear, etc
- Skerples, Spiked Goblin Punch: Many Rats on Sticks, <https://coinsandscrolls.blogspot.com/2019/10/osr-glog-based-homebrew-v2-many-rats-on.html>
A better organized realized version of the GLOG

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