

# Clerics

Clerics in Zakhara are divided among those who belong to a temple hierarchy – Priests of Order – and those who do not – Free Priests.

Priests of Order (pragmatists, ethoists, and moralists) have duties to the religious organization they belong to, and are invested with their powers by an imam during a sacred ritual; the most common type of cleric, they are well received in most communities. While it is acceptable for ordered priests to travel during their youth, this is seen as an opportunity to perform pilgrimage and a temporary indulgence to the wanderlust of youth. Eventually they are expected to settle in their community or to found a mosque.

Free Priests (hakimas and mystics) instead receive their power directly from the gods, perhaps in a way mysterious even to them, and they are viewed with caution by lay folk and mistrust by ordered clerics. Indeed, free priests have trouble settling down, their visions often putting them at odds with local rulers, and frequently find themselves called to the desert or other remote holy sites. Some free priests do manage to settle in remote villages or among tribes, and rarely become viziers to munificent rulers.

## Holy Books

The Enlightened Faith values scripture as the word of the gods made manifest. When reading from a holy book, a cleric may draw upon its liturgies to use a channel divinity power not normally available to them, depending on the nature of the text.

## Clerics & the Undead

While the PHB cleric has the ability to turn undead, clerics of Zakhara must take it as a feat – their concern is teaching the Enlightened faith in the land of the living. After all, what holy person would wish to offend an Enlightened lich or ghost?

## Zakharan Deities

The deities of Zakhara are beyond concerns of alignment – the embodiment of their virtue is sufficient; thus Hajama may be served by a courageous and wise sultan as equally as a villainous yet fearless assassin. Thus, it is common for Zakharan clerics to honor all the Great Gods while devoting themselves to the one that calls their heart.

### THE GREAT GODS

| Deity                           | Area of Influence                    | Symbol                |
|---------------------------------|--------------------------------------|-----------------------|
| Hajama the Courageous           | Courage, strength, perseverance      | None                  |
| Hakiyah of the Sea Breezes      | Truth, honesty, inquiry              | Cresting wave         |
| Haku, Master of the Desert Wind | Freedom, independence, self-reliance | Gust of wind          |
| Jauhar the Gemmed               | Wealth, industry, parsimony          | Gold dinar            |
| Jisan of the Floods             | Abundance, labor, fertility          | Rain cloud            |
| Kor the Venerable               | Wisdom, order, stability             | Sunburst              |
| Najm the Adventurous            | Adventure, curiosity, secrets        | Arrow pointing upward |
| Selan the Beautiful Moon        | Beauty, compassion, intuition        | Ringed moon           |
| Zann the Learned                | Education, tradition                 | Fountain's jet        |

### OTHER TRADITIONS

| Deity                 | Area of Influence | Symbol         |
|-----------------------|-------------------|----------------|
| The Pantheon          | Moralists         | Pentagon       |
| Temple of 10,000 Gods | Pragmatists       | Nautilus shell |

## Sectarianism

There are many sectarian differences in the faith. See **AQ4E Campaign Guide** page XY for details.

# Pragmatist

*"Trust in the gods, but don't wait for a miracle."*

Every faith needs those bold souls who embody its living doctrine among the common folk, who minister to those who have suffered too much and seen too little reward. You are such a man or woman, a Cleric of the Faith Pragmatic, going where other clergy fear to tread, able to see what they cannot. You bind soldiers' wounds, resolve village blood feuds, and advise those who stray from the path. Tolerant and contemporary, you strive to match religious tradition to the needs of the people whether defending them from marauders or helping them draw water from the well. You share your faith (when necessary using words) but also realize that folk traditions, even unenlightened ones, have much to share. More than anything you have learned to listen, and thus you are often sought out as a mediator in times of religious conflict. While dogmatic religious leaders believe you dilute the faith and compromise their teachings, you see yourself as the right hand of the gods where they are mouthpieces. What will become of your flexible and yielding faith in a storm wind?

**Class Features:** Channel Divinity: Divine Fortune, Channel Divinity: Invoke Truce\*, Healing Word, Healer's Lore, Ritual Casting

**Class Skills:** Diplomacy, Heal, History, Insight, Religion, Streetwise

**Station:** 8

**Suggested Feat:** Voice of the People\*

**Suggested Skills:** Diplomacy, Heal, Religion, Streetwise

**Suggested At-Will Powers:** *divine intercession\**, *priest's shield*

**Suggested Encounter Power:** *healing strike*

**Suggested Daily Power:** *beacon of hope*

**Suggested Paragon Paths:** Disaffected Priest\*, Wandering Saint\*, Servant of Fate\*, War Priest

## Channel Divinity: Invoke Truce Pragmatist Feature

*Your enemies weapons fall to the ground, and woe betide the one who chooses violence.*

**Encounter \* Divine, Implement**

**Standard Action** **Close** burst 2

(5 at 11<sup>th</sup> level, 8 at 21<sup>st</sup> level)

**Target:** Each creature in burst

**Attack:** Wisdom vs. Will

**Hit:** Disarmed of weapon/implement in their hand, which falls into adjacent square, and any target attempting to pick up or draw a weapon/implement until the end of your next turn suffers 1d8 + Wisdom modifier damage.

Increase damage to 2d8 + Wisdom modifier at 5<sup>th</sup> level, 3d8 + Wisdom modifier at 11<sup>th</sup> level, 4d8 + Wisdom modifier at 15<sup>th</sup> level, 5d8 + Wisdom modifier at 21<sup>st</sup> level, and 6d8 + Wisdom modifier at 25<sup>th</sup> level.

**Miss:** Anyone not sheathing their weapon/implement takes half damage. Those unarmed are unaffected.

# Ethoist

*"Whatever light you have is all from the gods.  
Whatever darkness all is your own."*

Five times a day a Zakharan is called to prayer, and once a lifetime to pilgrimage; thus, the foundation of the faith is the consistent effort over time. You are a Cleric of the Faith Ethical, and you have stood by your flock in times of shadow to bury the dead, and times of light to name the newborn. Your duties are to the mosque, and you do not hesitate to defend the faithful ... if need be from themselves. While tolerant of other faiths, you believe your tradition is the one true way, and you are called on missionary assignments to establish new centers of worship, to defend holy sites and confirm miracles. In times of division, will you support the people or the faith, or are the two inseparable to you?

**Class Features:** Channel Divinity: Divine Fortune, Channel Divinity: Enforce Dogma\*, Healing Word, Lawgiver's Lore\*, Ritual Casting

**Class Skills:** Arcana, Diplomacy, Heal, History, Insight, Religion

**Station:** 10

**Suggested Feat:** Keeper of the Faith\*

**Suggested Skills:** Heal, History, Insight, Religion

**Suggested At-Will Powers:** *priest's shield, shepherd's clout\**

**Suggested Encounter Power:** *divine glow*

**Suggested Daily Power:** *guardian of faith*

**Suggested Paragon Paths:** Imam\*, Radiant Servant, Servant of Fate\*, Wisdom-keeper\*

## Lawgiver's Lore

Your words make faith endure in the hearts of your allies. Any defensive power bonus you provide (AC, saves, defenses) which would last till the end of your next turn instead lasts a number of turns equal to your Wisdom modifier.

### Channel Divinity: Enforce Dogma    Ethoist Feature

*You drive back your enemies and prevent them from a renewed onslaught by calling on religious dogma.*

**Encounter \* Divine, Implement**

**Standard Action**    **Close** burst 2

(5 at 11<sup>th</sup> level, 8 at 21<sup>st</sup> level)

**Target:** Each enemy in burst

**Attack:** Wisdom vs. Will

**Hit:** 1d6 + Wisdom modifier damage, you push the target 3 squares and they are unable to heal or spend action points until the end of your next turn.

Increase damage to 2d6 + Wisdom modifier at 5<sup>th</sup> level, 3d6 + Wisdom modifier at 11<sup>th</sup> level, 4d6 + Wisdom modifier at 15<sup>th</sup> level, 5d6 + Wisdom modifier at 21<sup>st</sup> level, and 6d6 + Wisdom modifier at 25<sup>th</sup> level.

**Miss:** Half damage and you don't push the target or make them unable to heal or spend action points.

# Moralist

*"Never justify yourself, but to the gods. Your enemies won't believe you, and your companions won't need it."*

Pressures of the time shake the faith of lesser men and women, threatening to corrupt religious order, and only the most resolute can drive back the darkness. That duty belongs to you, Cleric of the Faith Moral, who have been instilled as a defender of the pure tradition, militantly spreading the word to drive back defilers who would compromise the glory of your faith. At times you must be close-minded and relentlessly punish the disbeliever, but always with a greater aim. Shunning earthly concerns, you venture among the people only when investigating heresies, on a mission of conversion, or during times of holy war. Will you maintain your militant focus in the face of questions faith alone can't answer?

**Class Features:** Channel Divinity: Divine Fortune, Channel Divinity: Condemn Infidel\*, Healing Word, Zealot's Lore\*, Ritual Casting

**Class Skills:** Arcana, Heal, History, Insight, Intimidate, Religion

**Station:** 10

**Suggested Feat:** Weight of Doctrine\*

**Suggested Skills:** Heal, History, Intimidate, Religion

**Suggested At-Will Powers:** *indictment\**, *righteous brand*

**Suggested Encounter Power:** *cause fear*

**Suggested Daily Power:** *avenging flame*

**Suggested Paragon Paths:** Imam\*, Mujaddid\*, War Priest, Wisdom-keeper\*

## Zealot's Lore

Your zealotry makes it difficult for enemies to evade your inevitable powers, the better to make them submit to conversion. Your enemies take a penalty to saves against your powers equal to your Wisdom modifier.

### Channel Divinity: Condemn Infidel Moralist Feature

*Your words wrack disbelievers in pain, drop them to their knees, and leave them weeping.*

**Encounter \* Divine, Implement**

**Standard Action Close** burst 2

(5 at 11<sup>th</sup> level, 8 at 21<sup>st</sup> level)

**Target:** Each enemy in burst

**Attack:** Wisdom vs. Will

**Hit:** 1d6 + Wisdom modifier damage, and you knock the target prone. The target is weakened until the end of your next turn.

Increase damage to 2d6 + Wisdom modifier at 5<sup>th</sup> level, 3d6 + Wisdom modifier at 11<sup>th</sup> level, 4d6 + Wisdom modifier at 15<sup>th</sup> level, 5d6 + Wisdom modifier at 21<sup>st</sup> level, and 6d6 + Wisdom modifier at 25<sup>th</sup> level.

**Miss:** Half damage and the target isn't knocked prone or weakened.

# Hakima

*“Lies last an hour, but truth endures till the end of time.”*

Djinni, tyrants, thieves, sorcerers – all have deceived mankind for their own benefit, such that now man even lies to himself. Who better to pierce their illusions than you, hakima, wise woman. Your insight strengthens the meek and your prophetic warnings bring down the mighty. A tender of the hearth fires, you mentor children, arbitrate between feuding parties, and advise rulers. In desperate times you take up arms to free the people from villainous deceivers. There are those who accuse you of unveiling secrets no matter the cost, but you know you do the will of the gods, seeing what others cannot (or do not wish to). Will you color the truth to give hope to those you would liberate or will you be driven by your vision to become a merciless and cold revealer?

**Hakima Class Features:** Channel Divinity: Divine Fortune, Channel Divinity: Divine Truth\*, Healing Word, Wisdom’s Lore\*, Ritual Casting

**Class Skills:** Arcana, Diplomacy, Heal, Insight, Perception, Religion

**Station:** 8

**Suggested Feat:** Acumen\*

**Suggested Skills:** Heal, Insight, Perception, Religion

**Suggested At-Will Powers:** *lance of faith*, *perjury’s bane*\*

**Suggested Encounter Power:** *cause fear*

**Suggested Daily Power:** *beacon of hope*

**Suggested Paragon Paths:** Damsel-of-Distress\*, Divine Oracle, Servant of Fate\*, Wisdom-keeper\*

## Wisdom’s Lore

Your insights into men’s souls allow you to maximize your divine powers to your allies’ benefit. Add your Wisdom modifier to any power bonus you provide your allies.

### Channel Divinity: Divine Truth Hakima Feature

*Your penetrating glare pierces deception and shakes the resolve of the most hardened criminals, revealing their true purpose.*

**Encounter \* Divine, Implement, Psychic**

**Standard Action** Close burst 2

(5 at 11<sup>th</sup> level, 8 at 21<sup>st</sup> level)

**Target:** Each disguised, hidden, or lying creature in burst

**Attack:** Wisdom vs. Will

**Hit:** You learn whether the target(s) is disguised, hidden, or lying. In addition, you may learn their true class, level, race, alignment, station, or location (pick one). Disguised, hidden, or lying creatures take 1d6 + Wisdom psychic damage unless they reveal the truth immediately.

Increase damage to 2d6 + Wisdom modifier at 5<sup>th</sup> level, 3d6 + Wisdom modifier at 11<sup>th</sup> level, 4d6 + Wisdom modifier at 15<sup>th</sup> level, 5d6 + Wisdom modifier at 21<sup>st</sup> level, and 6d6 + Wisdom modifier at 25<sup>th</sup> level.

**Miss:** You learn whether the target(s) is disguised, hidden, or lying, and deal half damage.

# Mystic

*"You cannot capture water in your fist. So with faith."*

The desert calls to those dissatisfied with clerical doctrine, those who wish to have a closer experience of the divine. The gods choose you for a purpose, making you a mystic, a bearer of divine revelation to the faithful. Through ecstatic dance, endless chants, ascetic practices, and meditative trances you have opened an intimate gateway to the divine. Now you stride forth from desert seclusion to challenge the status quo, preaching, toppling the wicked, and performing miracles. Charged with delivering a new revelation to the faithful, you face an uphill struggle against a religious orthodoxy that sees you as raving mad or at best misguided. Should you live long enough to see your vision become accepted, and that is no certainty, will you ruthlessly defend it or once your work is done will you return to the desert again, seeking transcendence?

**Mystic Class Features:** Channel Divinity: Divine Fortune, Channel Divinity: Divine Revelation\*, Healing Word, Mystic's Lore\*, Ritual Casting  
**Class Skills:** Arcana, Endurance, Heal, History, Nature, Religion  
**Station:** 6

**Suggested Feat:** Trance\*  
**Suggested Skills:** Endurance, Heal, Nature, Religion  
**Suggested At-Will Powers:** *sacred flame*  
**Suggested Encounter Power:** *wrathful thunder*  
**Suggested Daily Power:** *cascade of light*  
**Suggested Paragon Path:** Angelic Avenger, Divine Oracle, Heresiarch\*, Wandering Saint\*

## Mystic's Lore

You seem aided by unseen spirits as if the desert winds carry your prayers into the heavens. Increase the range of your burst and ranged powers by a number of squares equal to your Wisdom modifier.

## Channel Divinity: Divine Revelation

Mystic Feature

*In a moment of prescience you reveal the precise moment for an ally to take action while fate has turned against the enemy.*

**Encounter \* Divine, Implement, Psychic**

**Standard Action Ranged 5** (7 at 11<sup>th</sup> level, 9 at 21<sup>st</sup> level)

**Target:** One creature

**Attack:** Wisdom vs. Will

**Hit:** 1d6 + Wisdom modifier psychic damage and the target suffers a penalty equal to your Wisdom modifier to one skill check or attack roll of your choice before the end of your next turn.

**Effect:** One ally of your choice within range gains a bonus equal to your Wisdom modifier to one skill check or attack roll of their choice until the end of your next turn.

Increase damage to 2d6 + Wisdom modifier at 5<sup>th</sup> level, 3d6 + Wisdom modifier at 11<sup>th</sup> level, 4d6 + Wisdom modifier at 15<sup>th</sup> level, 5d6 + Wisdom modifier at 21<sup>st</sup> level, and 6d6 + Wisdom modifier at 25<sup>th</sup> level.

**Miss:** Half damage and the target suffers no check penalty nor does your ally gain a bonus.