

Brother Lawrence, Priest of Dionysus | Human Cleric 5 | Chaotic Good

Description: A follower of Dionysus who believes in freedom and free wine. He was banished from Lyrra for robbing the Royal cellars. Willing to start a revolution to restore freedom.					Hit Points 40
					Armor Class 12
	Stats	Score	Modifier	Stats	Bonus
	CHA	12	+1	Base Attack	+3
	CON	14	+2	Melee	+5
	DEX	8	-1	Ranged	+2
	INT	11	+0	CMB	+5
	STR	14	+2	CMD	14
	WIS	18	+4	Concentration	+9
Proficiencies: Martial weapons, light and medium armor					
Possessions: Chain shirt, bottle of Tuck Wine, quarterstaff, satchel of food (casts <i>Create Food and Water</i> as a 6th level cleric, once per day). 2 gold pieces					Initiative -1
					Move 30'
					Refl. Save +0
					Fort. Save +6
					Will Save +8

Melee Weapon	Attack	Damage	Weapon	Attack	Damage
Quarterstaff	+5	1d6+2	Hammer	+5	1d8+2

Skill	Bonus	Skill	Bonus	Skill	Bonus	Skill	Bonus
Knowledge (Religion)	+7	Knowledge (Plants)	+5	Craft (Brewing)	+8		
Heal	+10	Perception	+5	Survival	+8		

Special Ability	Description
Channel Energy	Heal living or damage undead within 30'. 3d6 HP. (5 per day.)
Spontaneous Casting	Lose a spell to cast equivalent level <i>Cure</i> spell.
Domains	<ul style="list-style-type: none"> •Wine: Gains +2 to hit and damage while intoxicated, suffers no penalties while intoxicated. •Plant: <i>Wooden Fist</i> - Fists do 1d3+5 damage (7 per day.)

Feat	Description
Turn Undead	Use a channel energy to make undead flee. DC 15 WIL save.
Eschew Materials	No spell components needed, if the cost is less than 1gp.
Self-Sufficient	+2 bonus on Heal and Survival checks

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You were born to poor farmers, so you joined the monks and priests of the Tuck Monastery to worship Dionysus, the God of the Harvest and Freedom. There, you finally had a chance to eat your fill. You worked in their plentiful fields, and helped produce their famous Tuck wine. It was intended for the craftsmen, but with Dionysus' blessing, the quality was so high that nobles bought most of it.

The monks sent you out to spread the word of Dionysus, but you found none of his carefree spirit in Lyrra. All you saw were slaves and the starving poor. You called for an end to such injustice and Lex Savoy, whose family ran the slave trade, agreed. However, the short-sighted farmers refused to pay higher wages and their harvest failed.

You tried to start an uprising and your oratory inspired the people to act. You lead them to the Queen's own pantries, but the raid ended at the first stop, the Royal Wine Cellars, where the peasants grabbed every bottle they could find and drank too deeply. The Queen's men rounded up the hungover peasants the next morning and exiled the leaders, including you.

Goals

- Dionysus sent you a vision showing the fruits and grains rotting in the fields while the people of Lyrra ate dust. Obviously, Dionysus wants something to change.
- Spread the word that Lyrra must feed its poor, both food for their bodies and freedom for their souls.

Aveneloris: Arrogant noble who doesn't understand the simple joy of growing her own food. She was the one who exiled you.

Sandra Delaney: Peasant girl who raises the dead. Such rebirth is best reserved for the holiest of priests, but she means no disrespect.

Havok Mott: A half orc fighter who battles against tyranny. You know he would be a hero if he could just calm down and curb his bloodlust.

Hebrun Spellbreaker: He was a dwarven paladin, a holy warrior of Moradin, until he betrayed his Duke out of love for a pretty girl. If he can be redeemed, he would be a powerful force for good.

Lex Savoy: The merchant who ended the slave trade at your request. At first you thought he did it for the greater good, but now you suspect he only did it because he knew when the harvest failed, his family would make a bigger profit importing food.

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Spell	Description
Level 0 (Unlimited)	
Detect Magic	See magic auras. Range 60 ft. Duration: 1 min/level.
Light	20' radius of light from touched object. Duration: 10 min/level.
Create Water	Creates up to 10 gallons of water. Range 25'+5'/ 2 levels
Stabilize	Dying creature is stabilized.
Level 1 (5 per day)	
Entangle (D)	Causes plants to wrap around foes in a 40' radius. DC 15 STR or escape artist check negates. All terrain within area considered difficult terrain.
Bless	You and Allies within 50' gain +1 on attack rolls and saving throws against fear.
Endure Elements	Survive hot or cold environment comfortably. Duration: 24 hours. Range: Touch
Sanctuary	Creature touched cannot attack and cannot be attacked without a DC 15 WIL save. Duration: 1 round/level.
(Can be traded for Cure Light Wounds)	Touch cures 1d8+5 HP.
Level 2 (4 per day)	
Aid	Touched creature gains a +1 bonus against fear, and 1d8+5 temporary HP. Duration: 1 minute/level.
Hold Person	Freezes one creature in place. Range: 100'+10'/ level. Duration: 1 round/ level. DC 16 WIL negates.
Bull's Strength	Touched creature gains +4 STR. Duration: 1 minute/level.
Barkskin (D)	Touched creature gains +2 natural AC. Duration 10 minutes/level.
Enthral	Draw attention of all creatures within 100'+10'/level. Duration: 1 hour or less. DC 16 WIL negates.
(Can be traded for Cure Moderate Wounds)	Touch cures 2d8+5 HP.
Level 3 (3 per day)	
Searing Light	Ranged touch attack 2d8 damage against living, 5d6 against undead, 2d6 against objects. Range: 100'+10' per/level.
Dispel Magic	Dispel magical effect on creature or suppress magical item's effects. Range: 100'+10'/level.
Prayer	Allies get +1 on attack, damage, saves and skill checks. Enemies get -1 on similar rolls.
Protection from Energy	Creature touched can absorb 60 HP of energy damage of the specified type. Duration 10 minutes/level.
Plant Growth (D)	Plants within 100' circle, 150' semicircle or 200' quarter-circle within 400'+40'/level are either enriched or overgrow (caster's choice). Overgrowth causes speed in area to drop to 5' for medium and smaller creatures, or 10' for large and larger creatures.
(Can be traded for Cure Serious Wounds)	Touch cures 3d8+5 HP.