

The Evil Cleric

Description

Misfortune has struck the land. Plague, drought, famine and war, all have afflicted this Kingdom. The King is kept busy with these troubles, spending many hours of each day cloistered with his ministers.

This has given Barak a chance to inveigle himself into the confidences of the Queen, and to exert an unhealthy influence on her thoughts and deeds. The Queen knows that Barak is a cleric, but she does not know which God he follows. This secret is only passed on to the true initiates of the faith, who the Queen does yet number among.

Barak has promised the Queen much, the return of prosperity to the kingdom, and the return of her young son, taken from her in the summer's plague.

Barak leads daily rites dedicated to his God at dusk, which are attended by the Queen and her maids. He uses these rights to strengthen his grip on the Queen, and weaken her devotion to the King.

He is a tall thin man, with long black hair and a pointed black beard. He wears flowing red ecclesiastical robes and speaks in soft, earnest tones.

Barak is a cleric of Vecna, the God of Secrets. Vecna has sent the plagues and misfortunes that have assailed the Kingdom, to allow his priests a chance to gain power, a chance which Barak has taken with both hands.

Making use of the character

Barak makes a good adversary for a character party. If the PCs have made friends with a ruler of a Kingdom or Principality, then Barak can be used to cause trouble with that friendship, a problem that must be solved, lest the Kingdom be lost.

Alternatively, Barak can hire the PCs to further his evil schemes, either as unwitting pawns, or willing henchmen. It should be possible to hire a good party using Barak's skills and powers to hide his true alignment. This is a good way to set up a noble character party against a good King.

4th Edition Rules

Statistics

Barak - 4th Level Cleric of Vecna. Barak is over 6 feet tall. He is thin and moves lightly on his feet. He has long black hair and a pointed black beard.

Statistic	Score	Modifier
Str	8	-1
Dex	11	+0
Con	11	+0
Int	15	+2
Wis	18	+4
Cha	15	+2

Class: Cleric

Deity: Vecna

HP: 38

Base attack bonus: +2

AC: 15

For save: +15

Ref save: +17

Will save: +21

Alignment

Evil

Class Features

Channel Divinity: Divine Fortune

Healing Word

Powers

At Will

Priest's Shield

Righteous Brand

Sacred Flame

Encounter

Cause Fear

Command

Daily

Cascade of Light

Utility

Sanctuary

Trained Skills

Arcana

Diplomacy

History

Insight

Religion

Feats

Alertness

Human Perseverance

Ritual Caster

Skill Focus (Arcana)

Skill Focus (Religion)

Rituals

Comprehend Language

Detect Secret Doors

Enchant Magic Item

Eye of Alarm

Silence

Equipment

+1 Magic Dagger

+2 Holy Symbol

+1 Amulet Of Protection

Ritual Book containing all five of Barak's rituals

Coins - 5Pp, 7Gp, 9Sp

3rd Edition Rules

Statistics

Barak - 4th Level Cleric of Vecna. Barak is over 6 feet tall. He is thin and moves lightly on his feet. He has long black hair and a pointed black beard.

Statistic	Score	Modifier
Str	8	-1
Dex	10	+0
Con	11	+0
Int	15	+2
Wis	16	+3
Cha	15	+2

HP: 15

Hit die: d8

Base attack bonus: +3

Base For save: +4

Base Ref save: +1

Base Will save: +4

Skills

Concentration – 7

Diplomacy – 7

Knowledge (Religion) – 6

Scry – 6

Spellcraft - 6

Alignment

Neutral Evil

Domains

Evil, Knowledge

Feats

Scribe Scroll

Craft Wondrous Item

Brew Potion.

Spells per day

5 cantrips

3+1 at 1st level

2+1 at 2nd.

Spells

0 Level	1st Level	2nd Level
Detect Magic	Bane	Augury
Guidance	Curse Water	Death Knell
Inflict Minor Wounds	Death Watch	Inflict Moderate Wounds
Read Magic	Doom	Undetectable Aura
Resistance	Inflict Light Wounds	

Evil Domain

Barak casts evil spells at +1 caster level

1st Level	2nd Level
Protection from Good	Desecrate

Knowledge Domain

Barak casts divinations at +1 caster level

1st Level	2nd Level
Detect Secret Door	Detect Thoughts

Equipment

+1 Magic Dagger

Coins - 5Pp, 7Gp, 9Sp

Phylactery of Faithfulness