

EQUIPMENT:

Priest's Pack: Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

A signet ring with your family's coat of arms, a trinket such as a coin or crystal used to focus during meditation, a set of fine clothes, and a purse containing 25 gp.

Short Bow (20 arrows, 10 Silver), leather armor

CLERICAL CLASS ABILITIES

Channel Divinity:

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

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.

CLERICAL ASPECT:

THE PRIMAL HUNTRESS

Most worship Saluwé as the Empress of the Heavens and the Green Goddess. She is the very earth that brings forth food. Priestesses of the Primal Huntress live to embody Saluwé's more savage nature, reveling in the glory of the hunt and the seductive moment of the kill. They hone their skills, hunting ever more dangerous prey, and strive to embody the purity of the hunt itself.

TENETS OF FAITH

Clerics who revere Saluwé, the Primal Huntress share the following tenets and traditions of belief:

- **Hunt:** The hunt lets you feel the power of Saluwé beating in your heart. Do not hunt for sport, eat what you kill and honor the Primal Huntress.
- **Justice:** The blood of the innocent is sacred but the wicked and the cruel should feel the sting of your claws.
- **Protector:** Protect those on the edges of civilization from the wild beasts of the land.
- **Self-Sufficiency:** Forgo claws of iron and shells of steel; the Primal Huntress has given you everything you need for the hunt.
- **Strike the Balance:** Strike a balance between the spread of civilization and the wilderness. Man will encroach upon virgin territory and use the bounty of the land to sustain themselves, but prevent them

Saluwe', The Primal Huntress

Cleric

Level	Spells
1st	<i>Hunter's Mark, Longstrider</i>
3rd	<i>Peimal Senses, Pass without Trace</i>
5th	<i>Bestial Form, Conjure Animals</i>
7th	<i>Freedom of Movement, Locate Creature</i>
9th	<i>Crushing Weight, Commune with Nature</i>

Bonus Proficiencies

Clergy who follow the aspect of The Primal Huntress gain proficiency with the Stealth and Survival.

Hands of Our Mother

Starting at 1st level, as a bonus action, you extend your nails into very sharp claws. You can also retract your claws as a bonus action. You gain the following benefits when your claws are extended:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- You may choose to use your claws when making unarmed strikes. Your claws deal 1d4 slashing damage. This damage increases to a d6 at 5th level, a d8 at 11th level, and a d10 at 7th level.
- When you use the Attack action with your claws on your turn, you can make one with your claws as a bonus action.
- At 6th level, your claws deal magical slashing damage.

Channel Divinity: Hunter's Senses

Starting at 2nd level, you can use your Channel Divinity to sense the presence of beasts and other creatures around you. As an action, you grasp your holy symbol and whisper a prayer to the Primal Huntress. Until the end of your next turn, you know the location of any beast, ssethric, ooze, plant, or undead within 60 feet of you that is not behind total cover. You learn the type of each creature you sense, but not the identity.

Channel Divinity: Flurry of Claws

Also starting at 2nd level, you use your Channel Divinity to lash out at all creatures around you with your claws. As an action, you touch your holy symbol and growl a prayer to the Primal Huntress. You can make an unarmed strike against every creature adjacent to you.

NEW FEATS

Powerful Cant

Prerequisite: Divine Spell Caster

There is one particular prayer you have come to cherish and whenever you cast it you are filled with righteous awe.

Choose one spell you can cast of 1st level or higher. (your chosen spell is **Guiding Bolt**)

- You always have your chosen spell prepared and it doesn't count against the number of spells you can prepare each day.
- Anyone attempting to interrupt or end your chosen spell with counterspell or dispel magic must make an ability check using their spellcasting ability regardless of your spell's level.
- When you roll for damage or healing with your spell, you may treat any 1 on a damage or healing die as a 2. If your spell doesn't deal damage or heal, you may treat your spell as if you had cast it with a spell slot one level higher than the one you used to cast the spell, up to a 6th level spell slot.

NEW SPELL

PRIMAL SENSES

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 hour

You gain the keen hearing and smell of a wild beast. For the duration, you have advantage on Wisdom (Perception) and Wisdom (Survival) checks to track. You also gain a +5 bonus to your passive Perception.