

GURPS

Fourth Edition

DUNGEON FANTASY™ CLERICS™



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*The indwelling
ideal lends all the
gods their divinity.*

– George
Santayana

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INTRODUCTION

Gods are usually gods of something, just as spirits are usually spirits of something. However, being the god of something means more – not just having an affinity or sympathy for it, but having power over it.

– **GURPS Fantasy**

Dungeon Fantasy games are about *fantasy* as well as dungeons. They feature, not just magic, but supernatural beings, up to and including full-power deities. Moreover, in many fantasy worlds – definitely including many dungeon fantasy settings – religion is a large subject, and most of it is *polytheistic*, with lots of different deities with individual fields of interest. The priests of these deities vary, not only in regard to what subjects they deal with and what moral codes they enforce, but also in the powers they receive from their divine patrons.

The initial **Dungeon Fantasy** supplements included the cleric, druid, and holy warrior templates to represent characters who work with and for higher powers. Those volumes assumed that the devotees of different gods were similar enough that three templates would cover the options sufficiently. However, many gamers want servants-of-the-divine who are substantially different and based on what *kinds* of

gods they follow, with special abilities reflecting the specializations of their divine patrons.

This supplement answers that wish, adapting the relevant **Dungeon Fantasy 1: Adventurers** templates (the cleric, druid, and holy warrior) and **Dungeon Fantasy 3: The Next Level** variants (the evil cleric and unholy warrior) to reflect these differences. Chapter 1 discusses some basic concepts – the pantheons in which gods group together, and the cults that follow them. Chapter 2 provides modifications to the basic templates for a whole range of deities. Finally, Chapter 3 offers a few pieces of specialized equipment and some supernatural items that these characters might find especially interesting.



About GURPS

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Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

RECOMMENDED GURPS BOOKS

Obviously, this book is part of the **Dungeon Fantasy** line; it requires **GURPS Dungeon Fantasy 1**, which in turn needs the **GURPS Basic Set**. Also, **GURPS Dungeon Fantasy 3** provides basic information on evil clerics and unholy warriors, and players will definitely require **GURPS Magic** for the full range of spells referenced here.

Other **Dungeon Fantasy** volumes are recommended, especially **Dungeon Fantasy 5: Allies**, which among other things, gives details of many different types of divine servitors, who often show up as allies for clerics. Lastly, **GURPS Powers** and **GURPS Thaumatology** cover many of the concepts used in this book in much more detail, but they are not actually required.

ABOUT THE AUTHOR

Back in the 1980s, Phil Masters wrote articles for *White Dwarf* magazine about deities for nonhuman races. Since then, he's composed such works as **GURPS Arabian Nights**, **The Discworld Roleplaying Game**, and **GURPS Thaumatology**, and he's become the **Transhuman Space** line editor. But every now and again, he goes back to his roots.

CHAPTER ONE

PANTHEONS, MORALITY, AND CULTS

While polytheistic gods in some settings may seem like a random assortment who barely acknowledge each others' existence, most are traditionally organized into *pantheons*, more-or-less logical groups with a shared mythological backstory. The gods in a pantheon are often literally a family – but a messed-up family, given to vicious rivalry, backstabbing, betrayal, or incest. Still, they're likely to hang together against outside threats, and they generally expect their human worshipers *not* to carry the family problems over to the mortal plane. A bit of poaching of worshipers and some verbal conflict is fine, but open violence on religious grounds isn't usually encouraged. Regardless, the different deities within a pantheon are responsible for different aspects of the universe, so mortals *have* to pray to several different gods at different times.

A setting may feature one pantheon or several; in the latter case, different pantheons are probably associated with different cultures or nations. (It's also possible that "different" gods are actual the same beings, known by multiple names and with slightly different attributes emphasized in different places.) Conflicts between cultures may be reflected in battles between sets of worshipers. If the various priesthoods acknowledge that the other pantheons exist at all – as anything more than garbled and misleading descriptions of reality or as minor local deities who obviously need to be integrated into the proper temple hierarchy – adherents may see them as dangerous, maybe even demonic enemies. Priests may even talk about wars between the pantheons, perhaps in parallel to the wars between their worshipers – or perhaps the two groups engage

in chilly standoffs on the divine plane while furiously competing for worshipers in the mortal world.

THE LEADERSHIP

If a pantheon resembles a family, a club, or a warrior band, it tends to have a leader – a patriarch, chairman, or captain. This leader is usually the strongest member of the pantheon, and likely the oldest – often literally the father of the other gods, and perhaps the creator of the universe, although many mythologies make things more complicated than that. This leader sets the tone for the whole mythological system, and he may define a moral code for the universe. Real-world religions tend to reflect the patriarchal societies who worship them, and their chief deities are often "sky father" types, but a *Dungeon Fantasy* GM can always stir things up a bit with pantheons led by earth mothers, hermaphroditic sea dragons, or anything else suitably impressive.

The leader may also have near-peers or rivals – perhaps siblings or spouses. Likewise, his position may sometimes come under threat from either rival gods who disagree with his moral code, or titanic forces of chaos who can match the gods for raw power but who don't receive worship.

A traditional sky father or other supreme leader may have direct responsibility for some great cosmic phenomenon, such as the sky and storms (the Greek Zeus) or raw wisdom and creativity (the Norse Odin). This can make his temples theoretically the most important in the world. Even so, mortals don't always hope for much

help from such a remote power, and they often prefer to pray to less intimidating beings with more directly relevant areas of authority. In fact, the leader may even be rather withdrawn from the world, perhaps having been wounded in some cosmic conflict or just retired from the work of creation, leaving second-line deities to handle the day-to-day operation of the universe.



GODS AND MORALITY

Previous *Dungeon Fantasy* books have defined morality (of the sort about which clerics and holy warriors worry) by reference to three categories:

- *Good*, the assumed default position for PC clerics and holy warriors, which is about being reasonably nice to other people and protecting humanity from harm.
- *Evil*, the position of selfish, vicious, or psychopathic beings that Good opposes.
- *Nature*, mostly associated with druids and their acolytes, which isn't automatically hostile to humanity but which tends to value the natural world and some kind of "cosmic balance" above ordinary human concerns.

In addition, there is the *Insane* amorality of beings such as the Elder Things, which is so far outside human concerns that it often passes for plain madness. It's not good for humanity, but not much actual malice is involved, for what very little that's worth.

Polytheistic gods tend to be keen on morality, although they're generally much more interested in enforcing it than in obeying it themselves. Most of them are, very broadly speaking, Good – otherwise the universe would be a bleak and deadly place for its inhabitants – but some are unapologetically selfish or greedy, and are functionally quite Evil. However, even these beings are part of the cosmic order, members of the divine family (albeit the black sheep of that family). It's even sometimes possible for a mortal to pray to an "Evil" deity without becoming actively evil – although the prayer might well be a request to be "left alone, please."

All sects differ, because they come from men; morality is everywhere the same, because it comes from God.

– Voltaire

Quite a few deities may be *Neutral*, between Good and Evil on the human scale. The first concern of a polytheistic deity is to look after his assigned aspect of reality; this may leave little space for mere human concerns. Not all Neutral deities and cults are particularly focused on Nature, though – there exist aspects of reality aside from plants, animals, and the weather.

A few deities, perhaps representing the oldest primal forces of the universe, may be *Chaotic* – uncaring and functionally Insane. In the divine family, they're the crazy uncles who are kept locked up in the attic, if possible. If such beings are still active in the world, they attract few human worshipers, but they may have a lot of primal power; the other gods may sometimes have to work to stop them destroying or messing up the entire universe.

Dungeon Fantasy vs. Reality

In fantasy games with polytheistic pantheons, players and GMs often love to raid real-world mythologies for their deities. Frankly, it sounds cooler to declare that your character is a priest of Osiris or Shiva than to say that he's a devotee of Fzztsnrk the Imaginary, God of Stuff – and you don't have to spend time explaining the Creed of Fzztsnrk to people. Even when GMs or players do go to the trouble of inventing a completely new pantheon, they may draw inspiration from books of mythology, or try very hard to make their gods as colorful and complicated as real-world myths.

This is all entirely cool, and it is one reason why various categories of deity described in this chapter come with real-world examples attached. Nevertheless, this is *dungeon fantasy*. Don't overthink, and don't overcomplicate!

The fact is, in real polytheistic religions, gods rarely have simple or sharply defined "areas of interest": the thunder god might also be the patron of humanity and a secondary war god, or one of the several sun gods might also look after poetry and sudden death. *Dungeon Fantasy* games shouldn't (usually) worry about such complications! There should be *one* thunder god, *one* war god, and so on, per pantheon – or at most, two clear rivals for some jobs, maybe one good and one evil. Use real-world deity names

if you like, but don't bother with all the baggage that comes attached to them.

Likewise, a "real-world" god might have rather subtle attitudes regarding his portfolio. For example, a fire god might think that the sacred flame shouldn't be polluted with the bodies of unclean monsters, and he would be appalled by the idea of using fire as a weapon. Again, *Dungeon Fantasy* fire priests should have no truck with such prissiness – fire is their thing, and they *use* it, in battle and elsewhere!

However, a GM who wants to stir things up a bit, generating rivalries and plots, can always stretch this point. Priests of the Sea God (all raging storms and monsters of the deep) might regard worshipers of the God of Sailors (concerned with shipbuilding, safe voyages, and trade on the side) as wimps, while the sailor-priests might see the sea cult as a bunch of dangerous berserkers. When both go into dungeons to fight monsters, the sailor-cultists would focus on organization, good equipment, and negotiation, while the sea worshipers concentrate on furious battle and honorable monster-slaying.

In short, the GM decides how complicated the game world is, and how much complicated theology to work in.

Half-Spirits

Dungeon Fantasy 3: The Next Level introduced “half-spirits” as character races. These beings – celestials, elder-spawn, infernals, and infused – are connected to deities, not by worship, but by blood. They are the offspring of mixed relationships – human on one side, spiritual beings from the higher, lower, or outer planes on the other.

Some half-spirits may become priests or holy warriors – either serving their supernatural parents faithfully, or rebelling against that half of their parentage and turning the powers they inherit against their source! Others may not actively pursue such careers, but they can still find themselves obliged to help some cult from time to time due to parental influence or uncontrollable urges. Some may even be pursued by cultists who want to recruit, worship, or just hang out with them, to their embarrassment or annoyance.

In a polytheistic setting, many half-spirits may possess variant powers, reflecting the specific divine realms that

their parents happen to serve or embody. To represent this, players of celestial or infernal PCs – who have Divine Gifts or Infernal Gifts as perks in their racial templates – may opt to *replace* the standard, “generic” list of gifts for their races (given on pp. 12-13 of *Dungeon Fantasy 3*) with options from their spirit-parent’s Holy or Unholy abilities list (see Chapter 2 here) as innate advantages, without the power modifier. Also, elder-spawn and infused may take the perks “Gifts of Chaos” or “Elemental Gifts” respectively, and then likewise buy advantages from appropriate Holy or Unholy abilities list, again with power modifiers removed. Alternatively, half-spirits might be given lists of available gifts based on the advantages offered to divine servitors of their parent deities, according to the system given in *Dungeon Fantasy 5: Allies*.

The GM may also require such half-spirits to take an appropriate *disadvantage* or two, or to drop some standard features from the template, as fits their parents’ style.

THE MORTAL FOLLOWERS

For dungeon delvers, the important question is what all this means for character abilities. Each deity has a cult, which looks after his temples and defends his personal interests on the mortal plane. Each one gets his own priests (and usually his own holy warriors), with special features to suit the deity’s interests. The next chapter provides numerous examples.

In brief, the standard cleric template can be used as a starting point for most priests. The druid template is used instead in a few cases where the religion is about nature worship or wilderness activities, while the evil cleric lens provides guidelines for devotees of dark and twisted gods. However, specific types of deities can modify these templates in various ways, granting different advantages and spells, requiring knowledge of different skills, and imposing different disadvantages to suit their own natures. In other words, in a polytheistic setting, priests can display a range of sometimes unexpected special abilities! Likewise, many (though not all) cults have holy war-

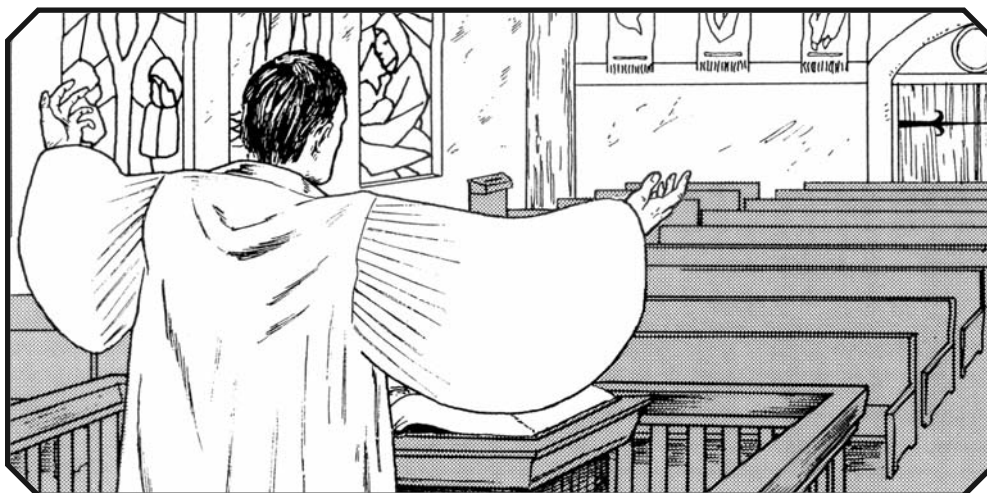
riors of some kind among their number, and their abilities too can vary in interesting ways.

DIVINE ELEMENTS

Dungeon Fantasy 5 (pp. 13-19) introduced the idea of *divine elements*, descriptors for different sorts of deities, which are used to determine the special powers appropriate for the divine servitors that some deities send to aid some of their priests. In fact, clerics who buy Allies (Divine Servant) *must* pick a servant built around the elements that match their deity. Most deities are assigned three elements, which *Dungeon Fantasy 5* suggests should include one out of Good, Evil, or Nature, but in a setting with a lot of Neutral gods who are more concerned with their special domain of interest than with human morality, that last guideline can be relaxed.

This obviously ties in to the various divine *realms* that *Dungeon Fantasy 7* discusses in Chapter 2, but elements are *not* quite the same thing. They’re more, well, elementary –

building blocks that can define a deity’s nature but not necessarily the parts of reality that the deity governs. Although most deities get three elements, they have just *one* realm – and the relationship between elements and realm can say a lot about the god’s precise nature. For example, a storm god may have the elements Air, Chaos, and Water, and manifest the raw, destructive power of the storm – but he could equally well have Air, Good, and Nature, and represent the clouds that bring gentle rains to water the crops.



CHAPTER TWO

GODS AND DEVOTEES

A dungeoneer can worship any deity he likes. Usually, the preference is just extra color. For clerics and holy warriors, though, this choice has important ramifications for personal abilities. Sometimes, it takes them out of their well-defined niches, making them rivals to other character types (especially wizards) for certain jobs while reducing their usefulness in their own usual spheres. This is the price games pay for making the religious types and their religions more varied – but in any case, the material in this chapter is designed to preserve as much of the particular flavor of clerics as possible while adding diversity.

Prayer is not asking. It is a longing of the soul.
– Mohandas Gandhi

Note that it's perfectly possible to have “standard” clerics, druids, and holy warriors – and, for that matter, evil clerics and unholy warriors – operating in games alongside the specialists and variants defined by this chapter. The *Dungeon Fantasy 1: Adventurers* cleric and holy warrior can represent priests and agents of “Generic Good,” perhaps working for all of a pantheon equally devoutly while doing good work among humanity – or they might be devotees of some vaguely benevolent sky father. Likewise, the “standard druid” works fine for many priests of animal or forest gods or the general “powers of nature,” and the evil cleric and unholy warrior from *Dungeon Fantasy 3* can be seen as worshipers of some general-purpose “God of Evil” or arch-devil. Indeed, those two lenses can be regarded as the first version of the sort of thing that this chapter does at more length.

FORMAT

Each section of this chapter begins with a discussion of the type of deity and its *realm* – the aspect of reality that gods of this type govern. The chapter provides game-relevant information in the following manner:

- An introduction to the kind of gods that govern the realm in question.

- *Gods and Morality*: A few words on whether gods of this type are likely to be Good, Evil, Neutral, or something else (see p. 5).

- *Elements*: Possibly appropriate elements for the deity, which fit the *Dungeon Fantasy 5: Allies* divine servitor system (pp. 13-19).

- *Special Powers*: How to modify the Druidic Arts, Holy Might, or Unholy Might powers as necessary to match the god's domain.

- *Priests of the Type*: Guidelines for altering the cleric or druid templates to suit priests of this type of god.

- *Priest Spells*: A modified spell list for priests of this type of deity. In many cases, there is one specific spell that a priest *must* learn first on achieving the required Power Investiture (PI) level, as soon as he has a point to spend; these spells are listed first and marked as *(Required)*.

In addition, boxed text discusses *holy warriors* associated with each type of deity. In general, if polytheistic gods empower such warriors, it's probably to act as champions of their cults and defenders of the temples and shrines – but there may be other motives involved.

Multiple Realms

Despite everything that has been said previously, it may be possible for a deity to handle more than one realm – or rather, perhaps, to govern a slightly more complex and subtle aspect of reality than the simple categories used here would suggest. This is a bit complicated for dungeon fantasy, but it's reasonable. However, the GM shouldn't simply combine the spell and ability lists for the two or more types in such cases; that gives priests of “complex” deities twice as many options at no cost.

Rather, the GM should review the god's particular nature and areas of concern, and create merged and modified lists about as long as those for any other priest type. The relevant “priestly” templates also may need some special restrictions and modifications to reflect that complicated deity's complicated rules of behavior.

Whatever the specifics, the GM is the final arbiter of what's appropriate. The nature of the gods is a feature of the game world, and that is GM's duty to decide.

AGRICULTURAL GODS

In a vaguely medieval (or slightly earlier-styled) fantasy world where magic hasn't changed things too radically, the majority of the human population farms, and everyone's survival depends on their work. Hence, while agricultural deities aren't exactly glamorous – many of them are regarded as little more than minor local spirits – they tend to be very popular, at least with NPCs. They aren't necessarily the only gods with influence over food production; wise peasants also make offerings to weather gods, earth gods, and nature gods. Still, the likes of the Roman Ceres are more important than they look.

Likewise, agricultural gods may not seem like natural patrons for dungeon-delving adventurers, but remember that these are the chief protectors of the peasantry. When monsters emerge from dark caverns to start chewing through the local human population, many prayers will be offered at the shrine of the goddess of the harvest. After that, her priests may decide that they should organize an expedition to put down this threat to their congregation, and they then lend the adventurers a bit of direct support from the back. Agricultural deities tend to be popular by default with peasant heroes and part-time monster-slayers, and their priests are often the ones offering healing to the casualties in those fights.

Agricultural Gods and Morality

Bringing in the harvest is so directly necessary to human life, and so much like good news to everyone, that there is a natural tendency to see all agricultural deities as Good. However, making the crops grow and the animals breed is really just natural activity, so some such gods may be more inclined to a Nature/Neutral attitude.

In a few cases, agricultural deities demand bloody sacrifices to ensure that the crop is safe, tipping into a low-key, secretive sort of evil. Their worshipers may see this as essentially Neutral – “preserving the balance” – but other people may have different ideas.

Elements

Appropriate elements for the servitors of an agricultural deity include Earth, Good, Life, Nature, and possibly Order, Peace, or Wisdom.

SPECIAL POWERS

The powers granted by an agricultural god may well use the standard Holy power modifier. Alternatively, use the Druidic power modifier, but change it so that powers work at no penalty in well-managed agricultural areas, take -1 in uninhabited but fertile wildernesses and recently abandoned farmland, -2 in urban areas with some farmland nearby, -3 in cities remote from their supporting fields, -5 in deserts and other wilderness areas with no agricultural potential, and -10 in a poisoned wasteland. In the latter case (and possibly some others, at the GM's option), the priest's Power Investiture should also work like a druid's, applying those same modifiers to casting spells rather than the modifiers for sanctity.

Use the standard Holy abilities list (*Dungeon Fantasy 1*, p. 22) for these characters, with the addition of Animal Empathy (PM, -10%) [5] and Plant Empathy (PM, -10%) [5]. Power Investiture or Holiness is the applicable Talent.

PRIESTS OF THE HARVEST

For priests of these deities, use the standard cleric template with the following lens applied.

Skills: Replace Exorcism in the primary skills list with Farming (A) IQ+1 [4]-15. • Replace Hidden Lore and Surgery in the secondary skills list with Exorcism (H) Will-2 [1]-12 and Naturalist (H) IQ-1 [2]-13. • Add Hidden Lore (Spirits) (A) IQ-1 [1]-13 and Surgery (VH) IQ-3 [1]-11 to the optional background skills.

Alternatively, for priests of more rustic cults, use the druid character template with the following lens.

Advantages: Replace Power Investiture (Druidic) with Power Investiture (Holy or Unholy as appropriate), and Druidic abilities with Holy or Unholy abilities similarly.

Disadvantages: Change the optional Sense of Duty to apply to “Proper agricultural activities” rather than to wild nature.

Skills: In the primary skills, change Esoteric Medicine to Per-1 [2]-13 and add Farming (A) IQ+1 [2]-15†. • Change all “Druidic” skill specializations to “Holy” or “Unholy” throughout.

In either case, the GM may also choose to change the weapon skills included in the template to reflect a simple, “agricultural” sort of style. Axes, staffs, flails, or polearms (“billhooks”) are definitely in keeping with the theme.

Holy Warriors of the Harvest

Holy warriors dedicated to agricultural deities are often “community defenders” who go out and deal with monsters or villains who are threatening the honest peasantry. They tend to get especially angry with anyone who burns or tramples crops. Apply the following lens to the standard holy warrior template.

Advantages: The mandatory Higher Purpose becomes “Defend the crops and those who grow them” (or possibly “Defend the shrines of the cult”).

Disadvantages: Replace Code of Honor (Chivalry) with Code of Honor (Soldier's) [-10]. • Add Wealth (Struggling) [-10] to the final set of optional disadvantages.

Skills: Change the Hidden Lore in the primary skills list to Naturalist (H) IQ-1 [2]-11. • Add Farming (A) IQ-1 [1]-11 to the list of optional background skills.

AGRICULTURAL PRIEST SPELLS

Clerics of agricultural gods (whether using the cleric or druid templates) have the following spells available.

- PI 1:** Identify Plant (*Required*), Beast-Soothe, Detect Magic, Detect Poison, Final Rest, Lend Energy, Lend Vitality, Purify Air, Purify Earth, Purify Food, Purify Water, Recover Energy, Seek Earth, Seek Food, Seek Plant, Seek Water, Sense Life, Share Vitality, Stop Bleeding, Test Food, Vigor, and Warmth.
- PI 2:** Heal Plant (*Required*), (Animal) Control, Aura, Beast Seeker, Bless Plants, Cleansing, Create Water, Extinguish Fire, Light, Minor Healing, Peaceful Sleep, Resist Cold, and Resist Disease.
- PI 3:** Predict Weather (*Required*), Armor, Awaken, Bless, Body-Reading, Bravery, Command, Continual Light, Coolness, Create Food, Cure Disease, Find Direction, Glow, Healing Slumber, Major Healing, Neutralize Poison, Plant Sense, Quick March, Relieve Sickness, Remove Contagion, Resist Pain, Resist Poison, Sense Spirit, Shield, and Watchdog.
- PI 4:** Rejuvenate Plant (*Required*), Affect Spirits, Beast Speech, Command Spirit (nature spirits), Compel Truth, Create Spring, Dispel Magic, Dispel Possession, Essential Food, Might, Oath, Plant Control, Plant Growth, Relieve Madness, Relieve Paralysis, Repel (Animal), Repel Hybrids, Repel Spirits, Resist Fire, Resist Lightning, Restore Hearing, Restore Memory, Restore Sight, Restore Speech, Shape Plant, Silence, Stop Paralysis, Strengthen Will, Summon Spirit, Sunlight, Umbrella, Weather Dome, and Wisdom.

“Useless” Skills

Some of the template modifications in this chapter will produce characters with skills that are not on the *Suitable Skills* list in *Dungeon Fantasy 1*. This is because these characters have to obey the dictates of their gods, who are interested in activities other than dungeon plundering. The points diverted to these skills may be regarded as a special price for playing more diverse characters – but remember that these are real, functional skills. Players might use them as opportunities to test their creativity while exploring or traveling between dungeons!

- PI 5:** Blossom (*Required*), Astral Vision, Breathe Water, Command Spirit (any type), Control Elemental, Continual Sunlight, Create Plant, Curse, Divination, Earthquake, Entrap Spirit, Great Healing, Great Voice, Magic Resistance, Plant Speech, Protect Animal, Remove Curse, Restoration, Seeker, Shape Earth, Suspend Curse, Truthsayer, Turn Spirit, and Vigil.
- PI 6:** Alter Terrain, Animate Plant, Beast Summoning, Bind Spirit (any type), Create Animal, Drain Mana, Dry Spring, Instant Neutralize Poison, Instant Restoration, Planar Summons (Divine Servitor), Plant Form, Pollen Cloud, Rain, Regeneration, Resurrection, Storm, Strike Barren, Sunbolt, Suspend Mana, Tangle Growth, Turn Zombie, Walk Through Plants, Water to Wine, and Wither Plant.

ARTIFICER GODS

Artificer gods are patrons of craftsmen, blacksmiths, and inventors. They may seem a bit *passive* by nature to want their priests to join adventuring parties – but they are all in favor of adventurers having the best possible equipment, and they may well want to see it field-tested. Also, their priests are often pillars of the community, working with some of its most respectable members, and may see its defense as a duty. Lastly, an artificer god’s cult may want to locate and recover great inventions or magic items that have fallen into the wrong hands; the cult may send their more adventurous priests out to deal with this.

Artificer Gods and Morality

Artificer gods aren’t generally concerned with great moral issues; they focus even more strongly than most polytheistic gods on their allotted area of interest. They aren’t likely to be especially evil, unless the whole pantheon is corrupt, but they may be irascible or hotheaded. Their priests’ abilities likewise tend to be focused, without much of a moral aspect. Still, they believe in getting things done *right*, and they rarely have any objection to healing if it helps their work.

Elements

The most “natural” elements for the servitors of an artificer god are Order and Wisdom, and maybe War for an armorer

god. A deity with an interest in mines might add Earth; one who uses a volcano as his forge might opt for Fire.

SPECIAL POWERS

Priests and holy warriors of artificer gods are often part-time craftsmen themselves, and may rely on their crafting skills when they operate as adventurers. Hence, they may sometimes use the rules and ideas introduced in *Dungeon Fantasy 4: Sages* for artificer PCs.

Use the standard Holy power modifier for such devotees. However, the required disadvantages may include things like Compulsive Inventing, Curious, or Obsession. Such cults see extreme geekiness as a virtue! In that case, failure to follow these impulses wherever they lead – trying to pursue a more balanced life – causes withdrawal of the power.

Use the standard Holy abilities list (*Dungeon Fantasy 1*, p. 22) for these characters, but Detect, Healing, Resistant to Evil Supernatural Powers, Spirit Empathy, and True Faith should be rare and may be prohibited at the GM’s option. Also, add Gadgeteer (PM, -10%) [23 or 45], Gizmos (PM, -10%) [5/gizmo], and Temperature Tolerance 1 to 4 (must be added to the “hot” end of the scale) (PM, -10%) [1/level] to the list. Power Investiture or Holiness is the applicable Talent.

Furthermore, these characters can use the points that their templates give for Holy abilities to buy Equipment Bond (*Dungeon Fantasy 4*, p. 4), Signature Gear, or Weapon Bond instead, although these don't count as Holy abilities as such.

*The only domain where
the divine is visible is that
of art, whatever name we
choose to call it.*

—André Malraux

ARTIFICER-PRIESTS

Use the cleric template for the priest of an artificer god, with the following lens applied.

Advantages: In the options list, replace Healer Talent with Dungeon Artificer Talent (*Dungeon Fantasy 4*, p. 4) [5/level].

Disadvantages: Allow Compulsive Inventing (6), Curious (6), or Obsession (Creating some specific wondrous work of craft; self-control number is 6 if this is *relatively* straightforward, 9 if it requires a campaign's worth of research, ingredient acquisition, and special preparation) as the required -10 point disadvantage, if this is implied by the cult's power modifier. These disadvantages can certainly be added to the optional disadvantages list, along with Oblivious [-5].

Skills: Esoteric Medicine, Exorcism, and Hidden Lore are not required for such priests, although they are permitted; some

or all of the 9 points assigned to those skills may instead be spent on Alchemy, Armoury, Engineer, Mechanic, or Traps.

ARTIFICER-PRIEST SPELLS

In addition to the following lists, it's possible that high-priest NPCs also know Enchantment spells for creating holy items. Indeed, it's likely. Even so, like wizardly enchantment, this capability isn't available to *delvers*.

PI 1: Armor, Coolness, Clean, Detect Magic, Identify Metal, Lend Energy, Measurement, Purify Air, Purify Water, Recover Energy, Resist Fire, Resist Pain, Resist Pressure, Stop Bleeding, and Test Load.

PI 2: Find Weakness (*Required*), Cadence, Glitch, Final Rest, Ignite Fire, Lend Vitality, Minor Healing, Repair, Resist Acid, Resist Cold, Reveal Function, Seek Machine, Sharpen, Shield, and Soilproof.

PI 3: Inspired Creation (*Required*), Affect Spirits, Animate Machine, Aura, Cleansing, Detect Poison, Gift of Letters, Heat, History, Locksmith, Magic Resistance, Flaming Weapon, Healing Slumber, Icy Weapon, Light, Metal Vision, Might, Schematic, Shape Metal, Shape Plant, and Vigor.

PI 4: Bladeturning, Body-Reading, Continual Light, Create Water, Entrap Spirit, Dispel Magic, Divination, Gift of Tongues, Knot, Lockmaster, Major Healing, Malfunction, Manipulate, Missile Shield, Oath, Repel Spirits, Resist Lightning, Resist Poison, See Secrets, Seeker, Sense Spirit, Strengthen Will, Suspend Curse, and Wisdom.

PI 5: Awaken Craft Spirit (*Required*), Ancient History, Astral Block, Astral Vision, Banish, Bind Spirit (any type), Bless, Command Spirit (any type), Create Fire, Cure Disease, Curse, Dispel Possession, Drain Mana, Great Healing, Pentagram, Relieve Paralysis, Remove Curse, Restoration, Shatter, Stone to Flesh, Summon Spirit, Suspend Mana, and Vigil.

PI 6: Golem, Planar Summons (Divine Servitor), Regeneration, Instant Restoration, Neutralize Poison, Prehistory, Steelwraith, Stop Paralysis, and Turn Spirit.

Artificer Holy Warriors

Warrior servants of an artificer cult may be special agents, entrusted with the finest equipment that the cult can offer. They may even be seen as "special testers" above all, although their missions should always serve the god's interests and objectives. Alternatively, they may themselves be expert craftsmen, who have decided that they ought to test their handiwork *personally* or make sure that it is only used for the right purposes. Some may resemble artificers as defined in *Dungeon Fantasy 4* much more than traditional knight in shining armor.

Use the standard holy warrior template, with the following lens.

Advantages: Replace the mandatory Higher Purpose with Gizmos 1 [5]. • Optionally replace the Shtick with a point in Equipment Bond, Signature Gear, or Weapon Bond.

Disadvantages: Allow whatever is implied by the cult's power modifier as the required -10 point disadvantage.

- Add Oblivious [-5] to the optional disadvantages, and delete Compulsive Generosity and Intolerance from that list.

Skills: Delete Esoteric Medicine, Exorcism, Hidden Lore, Physiology, and Psychology from the skills lists, and spend the 15 points this frees up on some combination of Alchemy, Armoury, Engineer, Mechanic, or Traps skills.

Alternatively, use the Artificer template (*Dungeon Fantasy 4*, p. 5). Some or all of the points assigned to Dungeon Artificer, Equipment Bond, Gizmos, and Quick Gadeteer may instead be spent on Holy abilities or Holiness. Additionally, -10 points that would normally come from the optional disadvantages list should instead come from Sense of Duty (Artificer Cult).

CITY GODS

Each city god is the patron and guardian of a particular metropolis, worshiped by its citizens and some exiles and colonial offshoots. This gives such deities strictly local power – but in their own regions of concern, they may be seen as the most important gods of all! If every city-state has its own city god, every war may be seen as a family feud within the pantheon.

Dungeon Fantasy games, however, often have just one city of any significance – the generic “town” out of which the delvers operate. Hence, city clerics aren’t as limited as they might initially seem to be. Rather, their powers surge whenever the heroes return home to buy, sell, and rest, making them every bit as potent as bards and thieves on urban adventures.

City gods are concerned with physical locations and ways to hold them. Their priests are granted a useful range of general powers and spells, but they work best in defense (and in politics). However, some do venture (or more often are *sent*) out with parties of adventurers, to preemptively eliminate threats to the city, recapture stolen treasures – or prepare the way for wars of conquest.

City Gods and Morality

A city god’s moral standpoint tends to reflect or be reflected in the culture of the city. Most are, broadly speaking, quite Good, but rather *parochial*; they look after the people of their own city, protecting and healing, but don’t do many favors for outsiders. Some may be seen as Neutral, looking after the concerns of one community whether its members are good or bad, although few have much interest in Nature beyond that which is needed to ensure a communal food supply. Others, the dark gods of dark cities, are distinctly Evil, often demanding a continuing supply of blood sacrifices.

Elements

City gods usually have a strong relationship with Order, although this isn’t *always* the appropriate choice of element. Good or Evil may be required for deities with a strong focus on morality of one sort or another. Earth can suit those who are associated with the stones or bricks of their city. Life is appropriate for those who are most concerned with its people. Peace applies to those who diligently seek to conserve their chosen nations. Wisdom fits a patron of the people’s skills and crafts, or one who seeks to guide the city in all things.

SPECIAL POWERS

City-god devotees have a variant Holy power modifier, worth -20%. A character with access to such powers must have Sense of Duty (City) [-10]. He also suffers from a serious special limitation. For him, sanctity is closely tied to the god’s city.

The god’s primary temple, usually at or near the center of the metropolis, is reliably high or very high sanctity (GM’s option which). Anywhere within the city or a moderate (no more than county-sized) area that the city government rules directly will generally be normal or better sanctity. Anywhere beyond that will usually be low sanctity. This means that, on many dungeon expeditions, city priests will be using their gifts at -5; that’s tough for them, but they can become real powerhouses when they get

home. (If a “dungeon” expedition actually involves clearing monsters out of the city’s sewers or catacombs, the city priests will be at full power and kick butt for the city’s lord.)

A colony with a carefully established temple to the god *may* rise to normal sanctity for these priests, and a small but well-sanctified shrine to the deity, even in an established embassy building in a foreign city, can be even better. Conversely, a shrine or temple to a rival city’s deity can drop the local sanctity level rapidly; wars between cities may involve a lot of sanctification and resanctification of local shrines across the war zone in an attempt to keep things good for the armies’ chaplains.

Incidentally, all this applies even to members of the evil city cult of a dark metropolis, who *don’t* use the **Dungeon Fantasy 3** rules for the Unholy power modifier. These people aren’t “excommunicated” in any meaningful sense; they are respected – or at least very deeply feared – members of their own community.

The abilities lists for most city priests and the darker types are thus as follows.

Holy Abilities: Allies (Divine servant of equal points; 12 or less; PM, -20%; Summonable, +100%) [18] or (15 or less) [27]; Blessed (PM, -20%) [8]; Detect (PM, -20%) for evil [16], good [16], or supernatural beings [16]; Healing (Faith Healing, +20%; PM, -20%) [30]; Intuition (PM, -20%) [12]; Oracle (PM, -20%) [12]; Patron (Deity; 6 or less; Highly Accessible, +50%; PM, -20%; Special Abilities, +100%) [35] or (9 or less) [69]; Resistant to Evil Supernatural Powers (+3) or (+8) (PM, -20%) [4 or 6]; Spirit Empathy (PM, -20%) [8]; and True Faith (PM, -20%; Turning, +65%) [22].

Unholy Abilities: Allies (Demon or undead of equal points; 12 or less; PM, -20%; Summonable, +100%) [18] or (15 or less) [27]; Channeling (PM, -20%; Specialized, Demons, -50%) [3]; Detect (PM, -20%) for evil [16], good [16], or supernatural beings [16]; Dread Touch (as in **Dungeon Fantasy 3**, p. 41, but PM is -20%) [14]; Medium (PM, -20%; Specialized, Demons, -50%) [3]; Patron (Deity; 6 or less; Highly Accessible, +50%; Minimal Intervention, -50%; PM, -20%; Special Abilities, +100%) [27] or (9 or less) [54]; Resistant to Good Supernatural Powers (+3) or (+8) (PM, -20%) [4 or 6]; Spirit Empathy (PM, -20%) [8]; and Terror (PM, -20%) [24].

Power Investiture, Holiness, or Unholiness are applicable Talents.

In addition to whichever of the above lists is appropriate, characters may reassign template points that would normally go to Holy/Unholy abilities to mortal Allies, Claims to Hospitality, or Contacts from within or near to their chosen city, although these are not treated as part of the abilities lists.

Incidentally, a Claim to Hospitality within the “campaign town” eliminates the \$150/week to stay parked there (**Dungeon Fantasy 2: Dungeons**, p. 4) for the cleric *only*. It can provide a meeting place and occasional hangout for him and *one* or *two respectable* friends (a dungeoneering party full of rogues and barbarians is *not* respectable!). Asking for shelter when being hunted, or a short-term loan of up to \$100, calls for a reaction roll, at the usual +3 for Claim to Hospitality, and needs a Good or better result.

Smashing up the place or failing to repay a loan on schedule results in the loss of the advantage. Relying on the Claim to Hospitality too regularly means that the host will start asking for favors in return, at the GM's whim.

CITY PRIESTS

A city priest typically uses the standard cleric template with the following lens applied.

Advantages: Change the required Power Investiture to Power Investiture 3 (Highly Localized, -10%) [27], and the optional additional levels to Power Investiture 4 or 5 (Highly Localized, -10%) [9 or 18]. The limitation means that the cleric suffers the same problems with highly localized sanctity with his spell use as with his Holy (or Unholy) abilities. • Raise the base points for Holy abilities to 28. (Note that some of these points may alternatively go on Allies, Claim to Hospitality, or Contacts, as mentioned on p. 11.)

Disadvantages: The cleric's first, required disadvantage *must* be Sense of Duty (City) [-10]; Honesty and Vow are still available as optional disadvantages, however.

Skills: In the primary skills, reduce *either* Esoteric Medicine or Exorcism by one level, making the cost [2], and add Area Knowledge (City) (E) IQ+1 [2]-15. • Add Current Affairs (Regional) (E) IQ [1]-14 to the optional background skills.

For priests of evil city gods, many of the adjustments from the evil cleric lens apply. The required disadvantage is still Sense of Duty (City), however, and the 2 points required for Area Knowledge now come from either Exorcism or Poisons.

CITY PRIEST SPELLS

Clerics of city gods have the following spells available.

PI 1: Armor, Aura, Awaken, Bravery, Clean, Coolness, Detect Magic, Detect Poison, Extinguish Fire, Final Rest, Find

Direction, Know Location, Lend Energy, Lend Vitality, Light, Magelock, Might, Purify Earth, Purify Water, Recover Energy, Seek Food, Seek Water, Sense Danger, Sense Spirit, Share Vitality, Shield, Silence, Tell Position, Tell Time, Vigor, Warmth, and Watchdog.

PI 2: Oath (*Required*), Cleansing, Command, Command Spirit (spirits of the city), Compel Truth, Create Water, Glow, Great Voice, Hide Emotion, Minor Healing, Nightingale, Peaceful Sleep, Persuasion, Purify Air, Purify Food, Relieve Sickness, Remove Contagion, Resist Cold, Resist Disease, Resist Fire, Resist Lightning, Resist Pain, Resist Poison, Seek Earth, Soilproof, Summon Spirit, Truthsayer, Turn Spirit, Turn Zombie, and Umbrella.

PI 3: Affect Spirits, Body-Reading, Command Spirit (any type), Continual Light, Create Food, Cure Disease, Dispel Possession, Healing Slumber, Magic Resistance, Major Healing, Plant Growth, Preserve Food, Repel Spirits, Restore Hearing, Restore Memory, Restore Sight, Restore Speech, Seeker, Sense Life, Stop Bleeding, Strengthen Will, Test Food, Weather Dome, and Wisdom.

PI 4: Vigil (*Required*), Astral Block, Banish, Bind Spirit (any type), Bless Plants, Dispel Magic, Divination, Gift of Letters, Gift of Tongues, Great Healing, Mystic Mist, Neutralize Poison, Pathfinder, Pentagram, Relieve Madness, Relieve Paralysis, Resist Acid, Restoration, Sanctuary, Silver Tongue, Sunlight, Suspend Curse, and Suspend Mana.

PI 5: (Animal) Control, Astral Vision, Bless, Curse, Drain Mana, Entrap Spirit, Essential Food, Instant Neutralize Poison, Monk's Banquet, Planar Summons (Divine Servitor), Predict Earth Movement, Predict Weather, Protect Animal, Quick March, Rain, Regeneration, Remember Path, Remove Curse, Resist Pressure, Rider, See Secrets, Shape Earth, Stop Paralysis, Strike Barren, and Water to Wine.

PI 6: Create Spring (*Required*), Alter Terrain, Blight, Continual Sunlight, Control Elemental, Dry Spring, Earthquake, Instant Restoration, and Suspended Animation.



Urban Holy Warriors

Those holy warriors dedicated to a city god are the champions and defenders of the city. They behave much like "standard" holy warriors in many ways, although they tend to be a bit more communally minded. Use the standard holy warrior template with this lens.

Advantages: Add a second level of Born War Leader to the required advantages (adjusting any relevant skills accordingly), and delete the mandatory Higher Purpose.

Disadvantages: The required disadvantage is always Sense of Duty (City) [-10], although Honesty and Vow are still available among the optional disadvantages.

• Replace Code of Honor (Chivalry) with Code of Honor (Soldier's) [-10].

Skills: Reduce Exorcism in the primary skills list by one level, saving 2 points, and delete Hidden Lore from that

list, replacing it with Area Knowledge (City and Environs) (E) IQ+2 [4]-14. • In the secondary skills list, change Leadership to IQ+3 [4]-15 (including +2 for Born War Leader), delete Physiology and Psychology, and add Diplomacy (H) IQ-2 [1]-10 and Public Speaking (A) IQ+1 [4]-13. • Add Current Affairs (Regional) (E) IQ [1]-12 and Hidden Lore (Demons or Undead) (A) IQ-1 [1]-11 to the optional background skills.

For unholy warriors of evil cities, apply the unholy warrior lens to the templates as modified above. Higher Purpose is still replaced by another level of Born War Leader, while Social Stigma (Excommunicated) is replaced by Sense of Duty (City-God Cult). Instead of Diplomacy, add Interrogation (A) IQ-1 [1]-11 to the secondary skills, deleting it from among the optional background skills.

DEATH GODS

Gods of death aren't usually concerned so much with the process of dying as with rule over the dead. They may seem macabre and hostile to humanity, but death is a part of reality, and if there is an afterlife, someone has to make sure that the dead reach the correct part of it, and to govern and manage it. Many death gods are rulers of the underworld beyond all else, with a ruler's proper pride in their realm. They may even have as much power there as the ruler of all the gods has in the rest of the universe.

Death Gods and Morality

Death gods are inevitably at least a bit chilly and uninterested in normal human priorities. Many afterlives are bleak underworlds; if there are better places where the better souls go for a reward, they tend to be outside the death god's scope.

Hence, few death gods can really be seen as Good – but many of them are at least strongly “lawful.” The best of them are comforting guides or incorruptible judges, and if some of them are, in effect, morally Neutral, it's because they enforce the laws of reality above all else. Furthermore, while death may be natural, few death gods are close to the druidic powers of Nature, which are more about the fecundity of life. (Indeed, a death/nature god might well be a rather scary power of decay.) Evil death gods dream of extending their realm, bringing doom to the whole universe or expanding their underworld to encompass the mortal world or other spirit realms.

Death gods can have varied attitudes about undead. Lawful guides and judges see such beings as violations of the order of things, and want them destroyed as quickly as possible. Other death gods may consider mindless zombies and animated skeletons as their own tools – a reasonable employment for the remains of mortals who have come under their authority – while regarding free-willed undead such as vampires as renegades to be *recaptured*. Others again may see all undead as favored servants, to be permitted to continue spreading the power of death among the living (so long as they respect the god, of course).

Elements

Strangely enough, Death isn't always the right element for a death god; a deity who disapproves of the very idea of zombies isn't going to assign servitors with the power to create them! Indeed, this class of god can have all sorts of associated elements, depending on the exact nature or the god's myths; Chaos, Darkness, Disease, Evil, Fear, or Order are all possibilities.

SPECIAL POWERS

Devotees of death gods may have Holy or Unholy powers, depending how evil the god happens to be – the difference is largely one of name. Their Holy or Unholy abilities may take either of the related power modifier, depending whether the god's followers are a disciplined temple or a sinister underground cult. With a Holy power modifier, the required disadvantage is usually the Sense of Duty (Coreligionists) or a Vow to protect and support the cult – which is worth -10 points because death-god cults so often face hostility due to misunderstandings

or to their all-too-well-understood activities. “Undertaker cults” often find themselves acting as the first line of defense against necromancers in search of useful ingredients . . .

The actual advantages to which they gain access may come from either the Holy or Unholy abilities lists, more or less irrespective of the god's actual moral position: Many priests of quite benevolent funereal gods have Terror, while devotees of some dark deities have True Faith (Turning), as they can command the undead not to bother them, or are Blessed with insights from the realms of death. However, Healing is *prohibited* – those death gods who do allow their priests to heal people have to grant spells for the purpose – and other advantages may not be available from specific gods, depending on their particular natures and policies.

The GM has the final say as to what a god will allow his worshipers, but certainly only the darkest sorts will give Dread Touch, or grant Channeling or Medium specialized for demons. However, some may add Channeling or Medium specialized for the spirits of the dead to the list instead (at the same cost as for demons). Lastly, any death god who acts as a Patron is likely to add the Minimal Intervention limitation, making the advantage Patron (Deity; 6 or less; Highly Accessible, +50%; PM, -10%; Minimal Intervention, -50%; Special Abilities, +100%) [29] or (9 or less) [57]. Death gods are rarely chummy or excessively helpful, expecting their worshipers to be able to deal with the harshness of the universe for themselves!

PRIESTS OF DEATH

The standard cleric template works quite well for priests of death gods, with the evil cleric lens applied as necessary. However, in all cases, apply the following additional lens.

Advantages: Healer Talent is unavailable.

Disadvantages: Callous [-5], On the Edge [-15*], and Supernatural Features (Pallor) [-10] are available as optional disadvantages even to priests of kinder or Neutral death gods.

Skills: Priests of non-evil death gods replace Esoteric Medicine with Professional Skill (Mortician) (A) IQ+1 [4]-15 (granting knowledge of embalming methods, practical funeral arrangements, and so on). ● Some cults favor highly symbolic scythes as clerical weapons; for them, add Polearm (A) DX+3 [12]-15 to the list of optional melee skills packages. ● All types add Esoteric Medicine (Holy) (H) Per-2 [1]-12, Intimidation (A) Will-1 [1]-13, Professional Skill (Mortician) (A) IQ-1 [1]-13, and Surgery (VH) IQ-3 [1]-11 to the list of optional background skills, if they don't have them already.

DEATH PRIEST SPELLS

Priests of death gods may be granted healing spells for the good of the cult – they serve *death*, not *harm*, remember – but they must take special care not to offend their deity in using them. *Some* high priests of *some* death gods may even be granted use of the Resurrection spell, but casting it is going to involve direct communication with the god, and require a well-presented explanation as to why this particular individual should be permitted back into the world of the living!

Likewise, while many such priests are given spells that create zombie servants, those who serve gods who maintain the distinctions between life and death may prohibit (and abominate) such magic. The GM must determine what any given deity's position is on such matters.

PI 1: Decay (*Required*), Armor, Aura, Body-Reading, Bravery, Cleansing, Coolness, Detect Magic, Detect Poison, Final Rest, Lend Energy, Lend Vitality, Night Vision, Recover Energy, Sense Life, Sense Spirit, Share Vitality, Silence, Stench, and Turn Zombie.

PI 2: Awaken, Command, Compel Truth, Control Zombie, Dark Vision, Death Vision, Frailty, Minor Healing, Resist Cold, Resist Disease, Resist Pain, Resist Poison, Resist Pressure, Shield, Stop Bleeding, Summon Spirit, Turn Spirit, and Watchdog.

PI 3: Command Spirit (death spirits, ghosts, etc.) (*Required*), Affect Spirits, Astral Vision, Dispel Possession, Great Voice, Healing Slumber, Magic Resistance, Might, Neutralize Poison, Oath, Pestilence, Remove Contagion, Repel

(Animal), Repel Spirits, Seeker, Strengthen Will, Strike Numb, Suspended Animation, Test Food, Wisdom, Wither Limb, and Zombie.

PI 4: Terror (*Required*), Astral Block, Banish, Bind Spirit (ghosts and undead), Cold, Command Spirit (demons), Create Water, Cure Disease, Devitalize Air, Dispel Magic, Divination, Monk's Banquet, Peaceful Sleep, Purify Air, Purify Water, Relieve Paralysis, Repel Hybrids, Resist Acid, See Secrets, Strike Barren, Suspend Curse, Truthsayer, Vigor, Vigil, and Zombie Summoning.

PI 5: Curse (*Required*), Bind Spirit (demons), Bless, Create Food, Entrap Spirit, Gift of Letters, Gift of Tongues, Glow, Icy Weapon, Major Healing, Mass Zombie, Pentagram, Relieve Madness, Remove Curse, Resist Fire, Resist Lightning, Rotting Death, Ruin, Stop Paralysis, and Suspend Mana.

PI 6: Bind Spirit (any type), Command Spirit (any type), Drain Mana, Great Healing, Planar Summons (Divine Servitor), Regeneration, Resurrection, Sanctuary, and Summon Demon.

Holy Warriors of Death

The dark champions of a death god are a grim and dour bunch. Even if the deity they serve is an essentially benevolent warden of the frontiers of life and death, his holy warriors are people who choose to walk those frontiers and make death their regular concern – and the sworn warriors of malevolent death gods can be truly horrific beings. Black armor and darkened blades are *de rigueur*!

Base such characters on the standard holy warrior template, with the unholy warrior lens added for members of outlaw death cults, and the following adjustments.

Advantages: Alter the Higher Purpose to suit the specific god's priorities, such as "Preserve the boundaries of life and death," "Locate and destroy *unauthorized* undead," "Guard tombs and graves from despoilers," and "Bring the entire universe down to the underworld." • If the specific deity generally approves of undead, the Shtick can become Legionary of the Damned (as for an unholy warrior), or "Always looks good in black" (the character

will never be penalized on his social skills for inappropriate, dirty, or scruffy garb; he always receives full appearance bonuses in face-to-face dealings, provided that he's wearing an all-black ensemble – in fact, dirt never seems to stick to black clothes he's wearing – and he can wear black in order to avoid penalties to Stealth and then a moment later step from the shadows and use skills such as Leadership or Intimidation without missing a beat).

Disadvantages: If the character takes a Sense of Duty, this will often be to the cult or something related to its ideals; also, even unholy warriors can only take Social Stigma (Excommunicated) if the cult has been driven underground – otherwise, take an appropriate Sense of Duty instead. • Delete Code of Honor (Chivalry) from the optional disadvantages.

Skills: Note that these characters will often spend points from quirks or additional disadvantages to raise their Intimidation skill.

EARTH GODS

Earth gods are primal, elemental deities – rulers of the most solidly substantial component of material reality. The power of earth is generally seen as *physically* powerful rather than intelligent, but it's never wise to underestimate the mental powers of a god. Some earth deities are among the most ancient members of their pantheons, acting as father figures even if they have ceded rule to younger gods. Others are more like agricultural deities or are linked to the druidic power of nature, being gods of the *products* of the earth more than of the earth itself.

The powers and spells granted by such a deity tend to reflect the stolid resilience of the earth, and provide some access to its

fruits. They may include some healing effects, if only for the good of the cult, but nothing very subtle on these lines. A few legendary earth priests can ask the earth to give up its dead.

Earth Gods and Morality

Their primal aspect makes many earth gods essentially morally Neutral and perhaps inclined to Nature; the earth isn't Good or Evil, it just *is*. However, the fertile soil is a Good thing from the human point of view, and some earth gods are the rugged strong base for their pantheon's morality.

Thus, few earth deities are downright Evil. Those who might be seen that way tend to be especially primal and uncaring, perhaps including underworld monsters among their subjects. The priests of such a darkly chthonic deity might well be appropriate opponents for bands of dungeon delvers.

Elements

Alongside Earth itself, earth gods may well be linked to elements such as Good, Evil, Nature, or Order.

SPECIAL POWERS

Use the standard Holy/Holiness power modifier, abilities, and Talent for worshipers of the earth (or the Unholy versions for devotees of darkly chthonic powers). However, delete Intuition from the abilities list, and add Damage Resistance 1 or 2 (Limited, Elemental, -20%; PM, -10%) [4 or 7], High Pain Threshold (PM, -10%) [9], Lifting Strength +1 to +3 (PM, -10%) [3/level], Night Vision 1 to 9 (PM, -10%) [1/level], and Resistant to Metabolic Hazards (+3) or (+8) (PM, -10%) [9 or 14]. Furthermore, True Faith loses the Turning enhancement, reducing the cost for that to [14].

EARTH PRIESTS

Either the cleric or the druid template may be appropriate for an earth priest, depending on the nature of the cult and its deity. For a secret, dark earth cult, apply the evil cleric lens to the former. In all cases, add Geology (H) IQ-2 [1]-12 to the lists of optional background skills.

If using the druid template, replace Power Investiture (Druidic) with Power Investiture (Holy or Unholy, as appropriate), Druidic abilities with Holy (or Unholy) abilities, and druidic spells with clerical (earth priest) spells. Change all "Druidic" skill specializations to "Holy" (or "Unholy").

EARTH PRIEST SPELLS

Clerics of earth gods (whether using the cleric or druid templates) have the following spells available.

- PI 1:** Seek Earth (*Required*), Armor, Bravery, Detect Magic, Find Direction, Lend Energy, Lend Vitality, Might, Predict Earth Movement, Purify Earth, Recover Energy, Resist Pressure, Seek Coastline, Seek Pass, Share Vitality, Shield, Tell Position, and Vigor.
- PI 2:** Earth to Stone (*Required*), Final Rest, Identify Plant, Know Location, Magic Resistance, Minor Healing, Resist Cold, Resist Fire, Resist Lightning, Sense Spirit, Stone to Earth, and Strengthen Will.

Holy Warriors of the Earth

The champions of an earth cult are rugged defenders of cult shrines or sacred places. Symbolically, they should be robust, and practically, they tend to focus on defensive abilities. Some may instead be aggressive champions of humanity who specialize in fighting subterranean monsters – or equally aggressive allies to dark underground powers.

Use the holy warrior template, modified as follows.

Advantages: Delete the mandatory Higher Purpose, and put another 5 points into Holy abilities.

Disadvantages: The optional Sense of Duty is usually to the cult and its allies, and the Code of Honor (Chivalry) becomes Code of Honor (Soldier's) [-10].

Skills: The required Hidden Lore skill specialization becomes "Subterranean Creatures." • Add Geology (H) IQ-2 [1]-10 to the lists of optional background skills.

For champions of the dark depths, apply the unholy warrior lens. However, Social Stigma (Excommunicated) is only required for secret, cursed cults; otherwise, replace it with Sense of Duty (Cult). Also, add Phobia (Open Spaces) [-10*] to the list of optional disadvantages.

PI 3: Shape Earth (*Required*), Aura, Body-Reading, Command, Create Water, Dry Spring, Great Voice, Light Tread, Oath, Pathfinder, Purify Water, Remember Path, Resist Acid, Resist Pain, Resist Poison, Seek Plant, Seek Water, Soil-proof, Summon (Earth) Elemental, Summon Spirit, and Turn Spirit.

PI 4: Control (Earth) Elemental (*Required*), Affect Spirits, Astral Block, Astral Vision, Banish, Bless Plants, Climbing, Command Spirit (any type), Create Spring, Dispel Magic, Dispel Possession, Divination, Earthquake, False Tracks, Major Healing, Neutralize Poison, Plant Growth, Relieve Sickness, Repel Spirits, Resist Disease, Remove Contagion, Stop Paralysis, Suspend Curse, Turn Zombie, Vigil, and Wisdom.

PI 5: Alter Terrain, Bless, Create (Earth) Elemental, Create Food, Cure Disease, Curse, Entombment, Entrap Spirit, Flesh to Stone, Monk's Banquet, Move Terrain, Pentagram, Plant Speech, Remove Curse, Restoration, Sandstorm, See Secrets, Stone Missile, Stone to Flesh, Suspend Mana, and Suspended Animation.

PI 6: Walk Through Earth (*Required*), Bind Spirit (any type), Blight, Drain Mana, Geyser, Great Healing, Planar Summons (Divine Servitor), Resurrection, Sanctuary, and Volcano.

Those who dwell among the beauties and mysteries of the earth are never alone or weary of life.

– Rachel Carson

FIRE GODS

Fire can serve many purposes, and fire gods vary quite a lot. Some (such as the Hawaiian Pele at her most volcanic) are ancient powers of chaos and destruction. Some (such as the Chinese Zhu Rong) are energetic warriors with purifying power. Some (such as the Hindu Agni) act as messengers between earth and other gods (carrying sacrifices from one to the other). Some (such as the Norse Loki) are nigh-demonic menaces. Others (such as the Roman Vesta) are defenders of the hearth and home. In some cases, artificer gods (see pp. 9-10) fill this role in a pantheon, with their blacksmith forges as the seat of cosmic fire.

Fire priests are given active, energetic powers by their deities, but fire is quite a flexible element, at least symbolically – its capabilities include burning out impurities, cauterizing wounds, and driving off wild animals. Still, fire gods generally expect active, dynamic, even *incendiary* behavior from their worshipers. Some of their priests and holy warriors may carry low-tech flamethrowers (see p. 34)!

Fire Gods and Morality

Fire deities are a morally varied bunch. Their exact stance depends on whether they serve as defenders and purifiers, manifestations of raw elemental power, or terrible embodiments of destruction. Mostly, they tend to the Good, as they provide the warmth and light that humanity needs – but an Evil god of hellfire would be perfectly possible.

Elements

The standard element for a fire deity is of course Fire. In addition to that and the usual Good, Evil, and Nature to reflect the god's morality, a fire god might also be associated with elements such as Chaos, Fear, Light, Order, War, or Wisdom, depending on his personality and symbolism.

SPECIAL POWERS

A fire deity's mortal servants can take the standard Holy power modifier and abilities, and the related Talent, but replace the usual version of Healing with Healing (Faith Healing, +20%; Disease Only, -40%; PM, -10%) [21] – the raw power of fire can burn out infections, but healing wounds requires more subtle magic – and True Faith loses the Turning enhancement, reducing the cost for that to [14]. Also, add Damage Resistance 1 or 2 (Limited, Elemental, -20%; PM, -10%) [4 or 7] and Temperature Tolerance 1 to 6 (must be added to the “hot” end of the scale) (PM, -10%) [1/level] to the advantage list.

For an evil fire cult, use Unholy Might, add Damage Resistance and Temperature Tolerance as above, and replace Dread Touch with Hellfire Touch; this is Burning Attack 2d (Affects Insubstantial, +20%; Armor Divisor (2), +50%; Costs Fatigue, 1 FP, -5%; Melee Attack, Reach C, Cannot Parry, -35%; PM, -10%) [12]. Additionally, Neutral or Good fire clerics might also have access to this advantage, with GM permission.

In either case, a god who expects simple, direct “worship” may accept Pyromania (6) [-10] as the required disadvantage associated with the power modifier instead of the more usual options. This makes for a rather odd cult, though!

FIRE PRIESTS

The cleric template can be used for fire priests; for worshipers of evil fire, add the evil cleric lens. In all cases, apply the following additional lens.

Disadvantages: Delete Fat, Overweight, and Laziness from the lists of options where they occur, and add Pyromania [-5*] to those lists.

Skills: Delete Esoteric Medicine from the cleric's primary skills list, and Poisons from that of the Evil version. • The character must take *two* of Innate Attack, Throwing, or Sling, as listed, or take one of them and add Liquid Projector (Flamethrower) (E) DX+2 [4]-14. • Add to the list of optional background skills Esoteric Medicine (Holy) (H) Per-2 [1]-12 for non-Evil priests, and Poisons (H) IQ-2 [1]-12 for the Evil versions.

Holy Warriors of Fire

The exact nature of a warrior of fire will depend on what the faith regards as good religious behavior – but it would be surprising if the warrior was anything other than an energetic fury in a fight, in defense or attack. Hearth gods expect the sanctity of the home to be preserved, gods of purifying flame want their devotees to obliterate all that is unholy, powers of cosmic destruction command destruction, and so on.

Start with the holy warrior template, with the unholy warrior lens applied if the fire god in question is dedicated to violence and destruction, and adjust the Higher Purpose to suit the specific cult's ideals. Then alter the disadvantages similarly; for example, a hearth cult might *require* Sense of Duty (The Faithful), while a sect of frenzied destroyers (even if committed to essentially good ends) might have Berserk as an option. Pyromania [-5*] should certainly be common, although not mandatory. Lastly, add Liquid Projector (Flamethrower) (E) DX+2 [4]-15 to the list of available missile skills.

FIRE PRIEST SPELLS

Clerics of fire gods have the following spells available.

PI 1: Ignite Fire (*Required*), Bravery, Cleansing, Detect Magic, Final Rest, Flaming Weapon, Lend Energy, Lend Vitality, Light, Recover Energy, Resist Cold, Resist Fire, Seek Fire, Sense Spirit, Shape Fire, and Share Vitality.

PI 2: Fast Fire (*Required*), Armor, Aura, Continual Light, Deflect Energy, Extinguish Fire, Glow, Melt Ice, Minor Healing, Purify Air, Summon Spirit, Turn Spirit, Vigor, Wall of Light, Warm, and Warmth.

PI 3: Create Fire (*Required*), Affect Spirits, Clean, Coolness, Flaming Missiles, Magic Resistance, Purify Food, Relieve Sickness, Remove Contagion, Repel Spirits, Resist Disease, Resist Poison, Resist Lightning, Shield, Smoke, Stop Bleeding, Summon (Fire) Elemental, and Turn Zombie.

PI 4: Control (Fire) Elemental (*Required*), Astral Block, Astral Vision, Banish, Burning Touch, Command Spirit (any type), Cure Disease, Destroy Water, Dispel Magic, Dispel Possession, Divination, Major Healing, Oath, Repel (Animal), Resist Acid, Resist Pain, and Shape Air.

PI 5: Bless, Command, Create (Fire) Elemental, Curse, Essential Food, Fireball, Neutralize Poison, Relieve Madness, Remove Curse, Repel Hybrids, Strengthen Will, Sunlight, Suspend Curse, Umbrella, Volcano, and Weather Dome.

PI 6: Essential Flame (*Required*), Blight, Body of Flames, Drain Mana, Entrap Spirit, Explosive Fireball, Gift of Tongues, Instant Neutralize Poison, Monk's Banquet, Pentagram, Planar Summons (Divine Servitor), Rain of Fire, Sanctuary, and Wither Plant.

GODS OF THE HUNT

In a nomadic or very low-tech society, the hunt is a significant source of food and other supplies, and the god who governs it is bound to be important. In more settled societies, hunting is generally a hobby for the upper classes, and hunter gods are likely to be favored by the aristocracy – although many people may hunt sometimes, and these gods may have general authority over wildlife, horses, dogs, or whatever.

A god of the hunt is concerned with both animals and weapons (but not military tactics) and with good or bad fortune in the chase. He may be worshiped by scouts and archers – high skill with ranged weapons often being more important to hunters than to the mass of soldiers. He may also be regarded with fear, as a god of wild and bloody nature with little interest in normal human concerns.

Gods of the Hunt and Morality

Hunter gods assist humans in finding food, but they are also gods of bloodshed and uncertain luck; their general moral position may easily range from Good to Neutral or Nature-oriented. A few may be dark and dangerous figures, interested only in the chase and the kill, and may even be seen as downright Evil.

Elements

Most hunter gods are associated with Nature, and many – cunning hunters above all – might apply the element of Deception to their servitors. Fear fits “wild hunt” types, while Travel might be appropriate for swift hunters.

Incidentally, hunter gods might well grant supernatural animals instead of the usual divine servitor types as Allies to their followers; see *Celestial Steeds and Holy Hounds* on p. 13 of *Dungeon Fantasy 5* for discussion of such possibilities.

SPECIAL POWERS

Use the *Druidic Abilities* list instead of Holy abilities for any devotee of the hunt, regardless of moral position, except that the available Allies may be divine servants, Speak with Plants is deleted, and Patron (Deity) as in the Holy abilities list may be allowed at the GM's option, possibly with the Minimal Intervention modifier. (Hunter gods expect their worshipers to be able to look after themselves.) However, the power modifier applied can be Holy or Unholy rather than Druidic if that suits the god's attitudes better, and the applicable Talent may be Holiness, Unholiness, or clerical-style Power Investiture.

Characters with Mind Control or Speak With Animals may be prohibited from using them during normal hunts; that would be unsporting.

PRIESTS OF THE HUNT

Either the cleric or the druid template may be appropriate for a priest of the hunt, depending on the exact nature of the cult – indeed, some such gods may have priests who fit in both categories, depending on their exact background and duties.

If a character is built using the cleric template, apply the following lens.

Advantages: Use Druidic rather than Holy or Unholy abilities, as discussed above.

Disadvantages: Replace Vow (No edged weapons) with Vow (Hunt at least once every two days and don't return home until you've made a kill) [-10]. • Delete Overweight and Fat from among the options.

Skills: Replace Esoteric Medicine and Exorcism in the primary skills and Hidden Lore and Public Speaking from the secondary skills with 10 points spent on any combination of Animal Handling (Any), Falconry, Fishing, Hiking, Naturalist, Navigation (Land), Riding (Any), Running, Survival (Any), or Tracking. • Replace Broadsword with Spear (at the same level) in the relevant melee skills package, and add Spear (A) DX+3 [12]-15 as a fourth package. • Replace the list of optional background skills with *five* of Climbing (A) DX-1 [1]-11, Esoteric Medicine (Holy) (H) Per-2 [1]-12, Exorcism (H) Will-2 [1]-12, Gesture (E) IQ [1]-14, Observation (A) Per-1 [1]-13, Public Speaking (A) IQ-1 [1]-13, Research (A) IQ-1 [1]-13, Stealth (A) DX-1 [1]-11, or any of the above optional primary skills not otherwise taken at the 1-point level.

For evil hunter gods, apply the evil cleric lens to this modified cleric template, deleting Laziness from the list of optional disadvantages.

If using the druid template, apply the following alterations: Replace Power Investiture (Druidic) with Power Investiture (Holy or Unholy) if necessary. Add any disadvantage that this sort of power requires to the first optional disadvantages list. Replace druidic spells with clerical (hunter-priest) spells (p. 18). Change the Religious Ritual and Theology skill specializations to “Hunter Cult.”

Holy Hunters

Holy warriors of hunter gods are obviously required to be skilled in wilderness lore and all the things that their society associates with hunting. Aside from protecting temples and shrines, they may be charged with maintaining the wilderness environment and helping to preserve the natural world. They may also serve as living embodiments of their deity's nature – hunters who live for the chase.

Use the standard holy warrior template for a “holy hunter,” modified as follows.

Advantages: Move both Born War Leader and Higher Purpose to the optional list, freeing up an extra 10 points for skills (see below), and use Druidic rather than Holy abilities, as discussed on p. 17.

Disadvantages: Change the first list of optional disadvantages to Vow (Own no more than a horse can carry *or* Never sleep indoors *or* Hunt at least once every two days and don't return home until you've made a kill) [-10] or Sense of Duty (The hunter-god cult) [-10].

- Delete Code of Honor (Chivalry) from the third set of

optional disadvantages and add Intolerance (Urbanites) [-5], Loner [-5*], and Phobia (Crowds) [-15*].

Skills: Replace Exorcism and Hidden Lore in the primary skills with 16 points spent on any combination of Animal Handling (Any), Falconry, Fishing, Hiking, Naturalist, Navigation (Land), Riding (Any), Running, Survival (Any), or Tracking. • Add Bow (A) DX+1 [4]-14 to the selection of missile weapon skills available (alongside Crossbow, Thrown Weapon, etc.). • Delete the Flail and Shield combination and Two-Handed Sword from the melee skills packages. • Add Exorcism and any primary skill option not taken, each at the 1-point level, to the optional background skills list.

For the rare outright evil hunter gods, apply the unholy warrior lens to this modified template, but continue to use Druidic rather than Unholy abilities; also, delete Laziness from the list of optional disadvantages, and add Loner [-5*] and Phobia (Crowds) [-15*].

HUNTER-PRIEST SPELLS

Clerics of gods of the hunt have the following spells available.

PI 1: Find Direction (*Required*), Armor, Aura, Beast-Rouser, Beast Seeker, Beast-Soothe, Body-Reading, Bravery, Cleansing, Coolness, Detect Magic, Detect Poison, Hawk Vision, Lend Energy, Lend Vitality, Light, Might, No-Smell, Purify Water, Quick March, Recover Energy, Sense Life, Share Vitality, Stop Bleeding, Tell Position, Test Food, Vigor, and Warmth.

PI 2: (Animal) Control, Awaken, Beast Link, Beast Speech, Final Rest, Hide Path, Identify Plant, Know Location, Light Tread, Master, Minor Healing, Night Vision, Pathfinder, Peaceful Sleep, Prepare Game, Purify Food, Relieve Sickness, Remove Contagion, Resist Cold, Resist Disease, Resist Lightning, Resist Pain, Resist Poison, Rider, Seek Food, Seek Pass, Seek Plant, Seek Water, Seeker, Sense Life, and Silence.

PI 3: Remember Path (*Required*), Beast Summoning, Climbing, Command Spirit (any type), Cure Disease, Extinguish Fire, False Tracks, Healing Slumber, Magic Resistance, Major Healing, Neutralize Poison, Panic, Plant Sense, Plant

Vision, Purify Air, Repel (Animal), Resist Fire, Resist Pressure, Shield, Snow Shoes, Stop Paralysis, Summon Spirit, Swim, Turn Spirit, Umbrella, Walk Through Plants, Walk Through Wood, and Watchdog.

PI 4: Protect Animal (*Required*), Banish, Breathe Water, Command, Conceal, Create Food, Dispel Magic, Dispel Possession, Divination, Essential Food, Fog, Gift of Tongues, Instant Neutralize Poison, Monk's Banquet, Mystic Mist, Oath, Predict Weather, Repel Hybrids, Sense Spirit, Strengthen Will, Suspend Curse, Vigil, Water Vision, and Weather Dome.

PI 5: Forest Warning (*Required*), Affect Spirits, Astral Block, Astral Vision, Beast Possession, Bless, Create Animal, Curse, Entrap Spirit, Great Healing, Heal Plant, Plant Control, Plant Form, Plant Speech, Relieve Madness, Relieve Paralysis, Regeneration, Remove Curse, Restoration, Rider Within, Shapeshifting, Sunlight, Terror, and Turn Zombie.

PI 6: Bind Spirit (any type), Blossom, Control Elemental, Drain Mana, Permanent Beast Possession, Planar Summons (Divine Servitor), Plant Growth, Shapeshift Others, and Tangle Growth.

GODS OF LOVE AND FERTILITY

Gods of love, beauty, sex, fertility, and marriage are important to human society, and very popular. Their realm of influence makes life much more pleasant for people, and it helps ensure that there will be more worshipers (and other people) in the future.

It may be harder to explain why their priests should get involved in dungeon delving. If the god has a desire to preserve communities, their interest in fertility makes them hate

any “blight on the land.” Alternatively, priests (or their gods) may well be romantics at heart – keen to help enact good stories with happy endings – or tricksters – amused by anything that makes fools of mortals. More simplistically, such clerics may venture into dungeons because their deities are gods of life and thus opposed to undeath, or gods of beauty and thus enemies of ugly monsters.

Love Gods and Morality

Love gods are widely seen as nice, or at least harmless – but wiser observers know that this is a dangerous simplification! Love is notoriously close to madness, and lovers can become dangerously selfish and distracted. Many love gods are essentially Neutral, whimsical pranksters or manipulators, and old-school fertility deities are often strongly aligned with the powers of Nature, caring only about reproduction and growth, regardless of what must die and rot to feed this. The occasional downright Evil deities with a focus on this realm are gods of *vice*, experts in seduction, manipulating human beings and destroying relationships and societies with the raw power of sex, passion, and jealousy.

Elements

Love gods generally take Beauty as an element; their supernatural servitors are supposed to look the part. Deception is also common – these beings work with appearances rather than immutable facts. Life can fit a benevolent fertility deity, Nature can work well for a being in touch with all living things, and Peace is right for those for whom the message is “make love not war.” Conversely, gods of vice may be associated with Darkness or Evil.

*One declaims endlessly
against the passions; one
imputes all of man's
suffering to them. One
forgets that they are also the
source of all his pleasures.*

– Denis Diderot

SPECIAL POWERS

Use the standard Holy/Holiness power modifier and Talent for priests of love. However, the moral code or psychological pattern expected of a devotee is unlikely to be represented by Honesty. Rather, Sense of Duty (Coreligionists) [-10] or Vow (Never obstruct the workings of love or fertility in any way) [-10] fit better; alternatively, take any *two* of Chummy [-5], Odious Personal Habits (“Inappropriate” costume and wildly flirtatious behavior *all the time*) [-5], Reputation -2 (Promiscuous and quite likely depraved; “Respectable” people from your home culture; All the time) [-5], or Vow (Never obstruct the workings of true love, and try to bring lovers together) [-5] – and then, do everything that these disadvantages imply. Behaving in a respectable, sensible, unfriendly fashion will lead to loss of the power.

For prohibited cults of vice, Social Stigma (Excommunicated) [-10] may be appropriate instead. Cults with a focus on fertility (or just long-term relationships) may be considered

quite respectable and may have no great interest in promoting particularly weird or promiscuous behavior; for them, the “positive” disadvantages listed here (usually meaning Chummy or Sense of Duty) may be the norm.

This power likewise *may* grant any of the advantages listed for standard Holy abilities, but note that the Allies or Patron are likely to provide subtle aid and to show little taste for bloody combat, and True Faith may well be rare. Also, add Mind Control (Conditioning Only, -50%; Only to induce, modify, or suppress love or desire, -20%; PM, -10%) [10] to the list. *Priests* of nicer gods with some regard for free will are likely to use this advantage sparingly – but even the nicest *gods* of love have notoriously *little* regard for free will!

PRIESTS OF LOVE

Use the standard cleric template for these priests, with the following lens.

Advantages: Delete the ST increases and Fearlessness from the list of optional advantages, and add Appearance (Attractive, Handsome, or Very Handsome) [4, 12, or 16], Charisma 1-4 [5/level], Empathy [5 or 15], Flexibility [5], High Manual Dexterity [5/level], and Smooth Operator 1 [15] to that list.

- The character may reassign points from any sort of advantages to perks such as Alcohol Tolerance, Honest Face, or some kind of Shtick such as “Can run at full speed in high heels,” “Can make any costume look sexy,” or similar lack of problems with other strange costume choices.

Disadvantages: Change the first set of alternative required disadvantages to fit with the changes to the Holiness power modifier described above. • Change the Vows in the optional disadvantage lists to “Never obstruct the workings of true love, and try to bring lovers together,” and add Compulsive Carousing [-5*], Lecherousness [-15*], Low Pain Threshold [-10], and anything discussed above as possibly required by the Holiness modifier but not actually taken for this to the same section of those lists.

Skills: For cults that place the emphasis on love and sex, delete Esoteric Medicine and Exorcism from the primary skills and replace them with Erotic Art (A) DX+1 [4]-13 and Sex Appeal (A) HT+1 [4]-13; delete Surgery from the list of secondary skills; require the character to take *seven* background skills; and add Esoteric Medicine (Holy) (H) Per-2 [1]-12, Exorcism (H) Will-2 [1]-12, and Surgery (VH) IQ-3 [1]-11 to the background skills options. • Cults with more of a focus on fertility leave primary and secondary skills untouched, but add Erotic Art (A) DX-1 [1]-11 and Sex Appeal (A) HT-1 [1]-11 to the background skills list. • Add an additional melee skills package to the list of options, containing Whip (A) DX+2 [8]-14 and Wrestling (A) DX+1 [4]-13. • Add Knot-Tying (E) DX [1]-12 to the optional background skills.

For priests of darker gods of vice, use the same template with much the same modifications as above, assuming the focus on sex rather than fertility for skills purposes, but restore Fearlessness to the list of optional advantages, and delete Healer. The required disadvantage may become Social Stigma (Excommunicated) [-10] if the cult is outlawed, and replace the optional disadvantages lists with those in the evil cleric lens, plus Compulsive Carousing [-5*], Low Pain Threshold [-10], and Sadism [-15*].

Holy Warriors of Love and Fertility

If love gods aren't the most obvious deities for adventurers to worship, they are also unlikely to recruit special warriors to their cause. However, their temples need protection, and the powers of evil often threaten the fertility and peace that good love gods favor, while evil cults of vice often need some muscle to keep their activities safe from the disapproving. If a setting does feature holy warriors of such deities, apply the following lens to the standard template.

Advantages: Delete Born War Leader and Higher Purpose from the mandatory advantages, replacing them with a choice of either +1 HT [10] or a combination of Attractive [4] and the skills Erotic Art (A) DX [2]-13 and Sex Appeal (A) HT+2 [4]-15 (the latter including +1 for Attractive).
• Add Appearance (Attractive, Handsome, or Very Handsome) [4, 12, or 16], Charisma 1 to 3 [5/level], and Smooth Operator 1 [15] to the list of optional advantages.

Disadvantages: Change the first set of alternative required disadvantages to fit with the changes to the Holiness power modifier described on p. 19. • Add Compulsive Carousing [-5*], Lecherousness [-15*], and anything discussed on p. 19 as possibly required by the Holiness modifier but not actually taken for this to the same section of those lists.

Skills: For cults that place the emphasis on love and sex, delete Exorcism and Hidden Lore from the primary skills and replace them with Erotic Art (A) DX [2]-13 and Sex Appeal (A) HT+1 [4]-14 (if the character already has these skills, from the advantage options, add the points together to raise each by one level), and add Exorcism (H) Will-2 [1]-12, and Hidden Lore (Demons) (A) IQ-1 [1]-11 to the list of optional background skills.

- Cults with more of a focus on fertility leave primary skills untouched, but add Erotic Art (A) DX-1 [1]-12 and Sex Appeal (A) HT-1 [1]-12 to the background skills list.
- Optionally, reduce any one primary melee skill by one level, reducing the cost by 4 points, and add Whip (A) DX+1 [4]-14.
- Delete Physiology and Psychology from the list of secondary skills, and shift the 8 points this gives to any combination of primary and secondary skills.
- Add Knot-Tying (E) DX [1]-13 to the optional background skills.

For unholy warriors of gods of vice, take the holy warrior template and modify it as above, assuming the focus is on sex rather than fertility for skills purposes. Then apply the unholy warrior lens, noting that there is no mandatory Higher Purpose to replace, and add Compulsive Carousing [-5*] and Sadism [-15*] to the optional disadvantages list.

LOVE PRIEST SPELLS

Spells granted by gods of love tend to be subtle, although power over emotions can achieve some *very* useful effects if used cleverly. Moreover, high priests of such cults can sometimes generate some surprises; love gods are notoriously dangerous to cross, and show their anger in strange ways!

PI 1: Aura, Awaken, Beast-Soother, Body-Reading, Bravery, Clean, Cleansing, Command, Compel Truth, Coolness, Daze, Detect Magic, Lend Energy, Lend Vitality, Persuasion, Recover Energy, Resist Pain, Sense Emotion, Sense Life, Sense Spirit, Sensitize, Share Vitality, Vigor, and Warmth.

PI 2: (Animal) Control, Beast Link, Beast-Rouser, Beast Speech, Fascinate, Master, Mental Stun, Minor Healing, Peaceful Sleep, Perfume, Purify Air, Strengthen Will, Summon Spirit, Truthsayer, and Warm.

PI 3: Oath (*Required*), Affect Spirits, Astral Vision, Command Spirit (any type), Emotion Control, Final Rest, Light,

Magic Resistance, Mind-Reading, Presence, Purify Water, Relieve Madness, Relieve Sickness, Repel (Animal), Repel Hybrids, Repel Spirits, Resist Cold, Restore Memory, Silver Tongue, Soilproof, Strike Barren, Strike Dumb, Strike Numb, and Vigil.

PI 4: Alter Visage, Dispel Magic, Dispel Possession, Divination, Ecstasy, Gift of Letters, Gift of Tongues, Healing Slumber, Madness, Major Healing, Might, Odor, Purify Food, Resist Fire, Seeker, Sleep, Spasm, Strike Blind, Suspend Curse, Tickle, Watchdog, and Wisdom.

PI 5: Charm (*Required*), Alter Body, Animate Plant, Astral Block, Banish, Beast Summoning, Bind Spirit (any type), Bless, Blossom, Create Plant, Curse, Entrap Spirit, Monk's Banquet, Pain, Permanent Madness, Plant Control, Plant Speech, Remove Curse, Resist Disease, Resist Poison, See Secrets, and Sunlight.

PI 6: Lesser Geas (*Required*), Continual Sunlight, Great Healing, Lockmaster, Malefice, Planar Summons (Divine Servitor), Sanctuary, Resurrection, and Shapeshift Others.

GODS OF HEALING

Gods of medicine and healing are much valued by mortals, but it usually seems that they can offer only finite amounts of aid in total, and the healing they grant may come with strings attached. It may be that the "cosmic balance" requires a certain amount of sickness and injury, so that these gods are only permitted restricted activity on the mortal plane – or perhaps the fact is that healing and medicine are

subtle secrets with innate limitations, even among the gods. A healing god may be more of an embodiment of the complexities of life than a simple-minded source of free favors, or he may have a "professional" attitude, expecting appropriate payment and lots of respect for any services rendered. Alternatively, perhaps he is occupied full time providing other gods with aid, and he has little time to spare for mortals.

Gods of Healing and Morality

Healing is understandably thought of as Good by nature. However, healer gods often have restrictions on their powers, and they may have the manner of a cautious professional doctor rather than an open-handed saint. A few work on both sides of the balance, as gods of disease or sudden death as well as healing, and so are Neutral or Nature-oriented.

Elements

Healing gods naturally favor Life as an element, and Good is common for reasons discussed above. Nature, Order, Peace, or Wisdom can round out the definition of the god's character if necessary.

SPECIAL POWERS

Devotees of healing gods can certainly have Holy powers and Holy Might, mostly as per the standard descriptions. Their power modifier may often require a Vow to heal anyone who needs it; alternatively, it may call for Truthfulness (6) [-10] or some kind of Pacifism (*not* Reluctant Killer). If this last is worth more than -10 points, increase the value of the power modifier and reduce Holy abilities costs accordingly.

Those rare gods of "healing and disease" might also grant rather strange Affliction powers, at the GM's option. If so, they will probably have equally strange rules about which powers to invoke when; this may again increase power modifier values.

PRIESTS OF HEALING

Use the cleric template for priests of healing, with the required disadvantages adjusted to reflect the faith's power modifier, as discussed above. If this makes the first, required disadvantage worth more than -10 points, reduce the points to be derived from optional disadvantages to balance the total. Even if Pacifism isn't required, it can be added to the list of options, along with Easy to Read [-10].

In addition, some more militant healer-clerics may wield sacred scalpels (see p. 34) in combat. For those cults, add an

additional melee skills package to list of options, containing Knife (E) DX+3 [8]-15 and Brawling (E) DX+2 [4]-14.

HEALING PRIEST SPELLS

Healer-priests are encouraged to be subtle and pacifistic about using their magic – and it's their deities providing that encouragement. Hence, most of the spells they are granted reflect this idea.

PI 1: Minor Healing (*Required*), Aura, Awaken, Beast-Soother, Body-Reading, Bravery, Clean, Cleansing, Coolness, Detect Magic, Detect Poison, Final Rest, Healing Slumber, Lend Energy, Lend Vitality, Might, Purify Air, Purify Water, Recover Energy, Resist Fire, Sense Life, Sense Spirit, Share Vitality, Stop Bleeding, Stop Spasm, Test Food, Umbrella, Vigor, and Warmth.

PI 2: Relieve Sickness (*Required*), Armor, Create Water, Light, Major Healing, Peaceful Sleep, Purify Food, Relieve Paralysis, Remove Contagion, Resist Cold, Resist Disease, Resist Pain, Resist Poison, Restore Hearing, Restore Memory, Restore Sight, Restore Speech, Shield, Silence, Soilproof, and Strike Numb.

PI 3: Cure Disease (*Required*), Command, Continual Light, Create Food, Dispel Possession, Great Healing, Heal Plant, Magic Resistance, Neutralize Poison, Relieve Madness, Repel Spirits, Resist Acid, Resist Lightning, Restoration, Spasm, Stone to Flesh, Stop Paralysis, Strengthen Will, Stun, Suspended Animation, Turn Spirit, and Turn Zombie.

PI 4: Affect Spirits, Astral Block, Astral Vision, Banish, Bless, Command Spirit (any type), Compel Truth, Dispel Magic, Divination, Essential Food, Instant Neutralize Poison, Instant Restoration, Monk's Banquet, Regeneration, Summon Spirit, Suspend Curse, Wisdom, and Watchdog.

PI 5: Remove Curse (*Required*), Entrap Spirit, Gift of Letters, Gift of Tongues, Instant Regeneration, Oath, Pentagram, Resist Pressure, Seeker, See Secrets, Sunlight, and Vigil.

PI 6: Bind Spirit (any type), Curse, Drain Mana, Pain, Planar Summons (Divine Servitor), Sanctuary, Resurrection, Sunbolt, and Suspend Mana.

Holy Warriors of Healing

A warrior of healing sounds like a contradiction in terms, and many such deities may refuse to empower anyone in this role; if their temples need protection, they can always ask for it from fighters who owe them favors or who have the sense to want to keep on the right side of the healer priesthood. However, some of these deities believe in carrying the power of healing into dangerous places, or have a sideline in suppressing the undead or other dangers to the health of the living.

Hence, holy warriors of healing gods *may* exist. The drawback for such characters is that their divine patrons may not approve of many routine applications of their skills, so they end up being bound by especially strict codes of behavior.

Use the standard holy warrior template, but change the Higher Purpose to "Promote healing and health for anyone who you are not absolutely obliged to fight." Also, change the required disadvantages to reflect the faith's power modifier; if this makes the first, required disadvantage worth more than -10 points, reduce the points derived from optional disadvantages to balance the total. Even if Pacifism isn't required, it can be added to the list of options, usually in the form of Cannot Harm Innocents or Self-Defense Only, and may be widespread; healing cults demand that their defenders use the minimum required force.

Furthermore, for cults that use sacred scalpels (see p. 34) in combat, add an additional option to the list of melee skills packages: Knife (E) DX+6 [20]-19.

GODS OF MESSENGERS AND ROGUES

Some gods look after a wide range of human professions, the unifying factor being that their worshipers tend to operate on the fringes of society and have a need for independence of thought and freedom of action. It might seem unfair to lump messengers, rogues, and traveling entertainers together, but in most societies, it's very easy to slip between those categories as the need arises.

Furthermore, while respectable society may wish to be rid of all those rogues and thieves, humanity needs many of these people and is willing to put up with more. Messengers are certainly useful, and most people like to have the occasional strolling actor or musician around. In some cases, the deity's worshipers may also perform minor medical services or other odd jobs. Hence, temples to this sort of god are generally tolerated, if maybe regarded as a little marginal.

Messenger/Rogue Gods and Morality

The morality of these cults tends to be flexible. Few are interested in Nature worship, but a simpler neutrality may be rather common. Overtly Good gods of this sort will probably favor professional messengers and military scouts, and may demand that their worshipers adopt a strict Code of Honor, to prevent them abusing their independent status. Nonetheless, some may just be the cheerful patrons of artists and strolling players. Downright Evil deities will be gods for thieves and assassins; their temples will likely be dark at best, carefully hidden at worst. They probably demand sacrifices and offerings with high cash values – a worshiper who can't come up with such goods isn't worth the trouble.

Elements

These mobile, footloose deities and their servitors are usually associated with Travel. Beyond that, much depends on the specific divine myth. Air (or the Winged lens) gives swift flying messengers, while Deception fits tricksters and War fits scouts.

SPECIAL POWERS

Whatever the god's exact moral position, his devotees have Holy Might power, with a Holy power modifier that requires a moral code (worth -10 points) expressed as one of Sense of Duty (Coreligionists), a complex Trademark, or Vow (Own no more than a horse can carry or Never sleep indoors). The penance to recover lost access to this power is likely to involve either a large cash donation or an *interesting* quest requiring a long journey or an "impossible" feat of roguery. Holy abilities for this power are as follows:

Allies (Divine servant of equal points; 12 or less; PM, -10%; Summonable, +100%) [19] or (15 or less) [29]; Detect (PM, -10%) for evil [18], good [18], or supernatural beings [18]; Enhanced Move 1-3 (Ground; Limited Use, 1/day, -40%; PM, -10%) [10/level]; Healing (Faith Healing, +20%; PM, -10%)

[33]; Patron (Minor deity or limited manifestation of a major deity; 6 or less; Highly Accessible, +50%; PM, -10%; Special Abilities, +100%; optionally, Minimal Intervention, -50%) [24 or 19]; Silence 1, 2, 3, or 4 (PM, -10%) [5, 9, 14, or 18]; Spirit Empathy (PM, -10%) [9]; and True Faith (Costs Fatigue, 2 FP, -10%; PM, -10%; Turning, +65%) [22].

MESSENGER/ROGUE PRIESTS

For a "priest of roguery," start with the standard cleric template, modified as follows.

Advantages: Add Basic Move +1 to +3 [5/level], Per +1 to +4 [5/level], and Outdoorsman 1 or 2 [10/level] to the optional advantages.

Disadvantages: Change the first, mandatory disadvantages to one of Sense of Duty (Coreligionists) [-10], Trademark (complex) [-10], or Vow (Own no more than a horse can carry or Never sleep indoors) [-10]. • Delete the other optional Vows along with Fat, Intolerance, and Truthfulness from the list of optional disadvantages, replacing them with Kleptomania [-15*], Social Stigma (Second-Class Citizen) [-5], Trademark [varies], and Trickster [-15*].

Skills: Reduce the points assigned to Esoteric Medicine and Exorcism in the primary skills to 2 each, lowering the character's level in each to 13. • Optionally replace Broadsword with Shortsword in the melee skills package. • Choose *nine* background skills, with the following added to the list of options: Knife or Thrown Weapon (Knife), both (E) DX [1]-12; Cloak or Riding (Horse), both (A) DX-1 [1]-11; Sleight of Hand (H) DX-2 [1]-10; Acting, Fast-Talk, Fortune-Telling, Gambling, Holdout, Navigation (Any), Performance, or Streetwise, all (A) IQ-1 [1]-13; Naturalist (H) IQ-2 [1]-12; Carousing (E) HT [1]-12; and Body Language, Observation, Survival (Any), Tracking, or Urban Survival, all (A) Per-1 [1]-13.

MESSENGER/ROGUE PRIEST SPELLS

Clerics of gods of messengers and rogues have the following spells available.

PI 1: Aura, Beast-Soother, Body-Reading, Bravery, Climbing, Detect Magic, Detect Poison, Haste, Jump, Lend Energy, Lend Vitality, Light Tread, Recover Energy, Share Vitality, Silence, Stop Bleeding, Test Food, Touch, Umbrella, Vigor, Warmth, and Watchdog.

PI 2: Quick March (*Required*), (Animal) Control, Armor, Awaken, Balance, Coolness, Create Water, Glow, Light, Mage-Stealth, Master, Minor Healing, Night Vision, Persuasion, Purify Air, Purify Food, Purify Water, Resist Cold, Resist Disease, Resist Fire, Seeker, Sense Spirit, Shield, Slide, and Summon Spirit.

Holy Warriors of Messengers and Rogues

A cult that emphasizes cleverness and stealth doesn't necessarily expect great feats of arms from its chosen warriors; quick or sneaky does it most of the time. Still, these "outsider" gods have many fighters among their devotees, who are often couriers, scouts, skirmishers, or irregulars. Thus, such cults may have their holy warriors, to guard shrines and lead the faithful in battle when necessary, but they focus less on head-on combat and more on speed and skill.

When creating these characters, don't use the holy warrior template. Instead, use one of the following options.

- Take the scout template (*Dungeon Fantasy 1*, pp. 10-11), with the following lens applied:

Advantages: Replace the mandatory Heroic Archer and Outdoorsman with Born War Leader 1 [5], Holiness 2 [10], and 25 points in Holy abilities (*Dungeon Fantasy 1*, p. 22). • Add Heroic Archer and levels in Outdoorsman to the list of optional advantages.

Disadvantages: Take *one* of Sense of Duty (Coreligionists) [-10], Trademark (complex) [-10], or Vow (Own no more than a horse can carry or Never sleep indoors) [-10] as a mandatory disadvantage, and add the others of those to the first list of optional disadvantages along with Trickster [-15*]. • Only take -25 points from the second list of optional disadvantages, and add Code of Honor (Professional messenger) [-5], Kleptomania [-15*], and Social Stigma (Criminal Record or Second-Class Citizen) [-5] to that list.

Skills: Add Exorcism, Hidden Lore (Cult Secrets), Leadership, and Tactics, at any level, to the list of optional background skills.

- Or take the swashbuckler template (*Dungeon Fantasy 1*, pp. 11-12), with the following lens:

Advantages: Add Born War Leader 1 [5], Holiness 2 [10], and 25 points in Holy abilities to the mandatory advantages. • Only take 20 points in optional advantages, and add IQ +1 [20] and Will +1 to +4 [5/level] to the list of options.

Disadvantages: Take *one* of Sense of Duty (Coreligionists) [-10], Trademark (complex) [-10], or Vow (Own no more than a horse can carry or Never sleep indoors) [-10] as mandatory, and add the others of those to the first list of optional disadvantages. • Reduce the total value of the optional disadvantages taken from all the lists together by -10 points. • Add Code of Honor (Professional messenger) [-5], Kleptomania [-15*], and Social Stigma (Criminal Record or Second-Class Citizen) [-5] to the second list of optional disadvantages.

Skills: Add Exorcism (H) Will-2 [1]-8, Hidden Lore (Cult Secrets) (A) IQ-1 [1]-9, Leadership (A) IQ [1]-10*, and Tactics (H) IQ-1 [1]-9* to the list of optional background skills.

* Includes +1 for Born War Leader.

PI 3: Lighten Burden (*Required*), Astral Vision, Cleansing, Create Food, Cure Disease, Final Rest, Freedom, Healing Slumber, Magic Resistance, Might, Neutralize Poison, Peaceful Sleep, Relieve Paralysis, Repel (Animal), Repel Hybrids, Repel Spirits, Resist Acid, Resist Lightning, Resist Pain, Resist Poison, Resist Pressure, Rider, Sense Life, Silver Tongue, Spasm, Turn Spirit, and Vigil.

PI 4: Affect Spirits, Astral Block, Breathe Water, Command Spirit (any type), Continual Light, Dispel Magic, Dispel Possession, Divination, Gift of Letters, Gift of Tongues, Great Haste, Hinder, Insignificance, Instant Neutralize Poison,

Lockmaster, Monk's Banquet, Oath, Preserve Food, Relieve Sickness, See Secrets, Stop Paralysis, Strengthen Will, Suspend Curse, Swim, Wallwalker, and Wisdom.

PI 5: Banish, Bless, Blink, Command, Compel Truth, Curse, Drain Mana, Entrap Spirit, Major Healing, Regeneration, Relieve Madness, Remove Curse, Restoration, Rooted Feet, Sunlight, Suspend Mana, Turn Zombie, and Water to Wine.

PI 6: Bind Spirit (any type), Great Healing, Illusion Shell, Instant Regeneration, Instant Restoration, Pentagram, Planar Summons (Divine Servitor), Resurrection, and Sanctuary.

GODS OF NIGHT

Deities of the night are a mixed bunch, with a range of specific concerns. Some are gods of the moon or stars. Others are patrons of those humans who operate most at night, including thieves (and, in some societies, wizards). Some are gods of sleep or dreams. A pantheon can actually include two or three such deities without a serious overlap of responsibilities; the trick is to give each of them a distinctive personality and some variation in powers and spells available to their priests.

Certainly, power over "things of the night" implies a range of subdomains: darkness, sleep, dreams, secrets, and so on. Priests of the night should be played as enigmatic and strange.

Night Gods and Morality

Obviously, a deity of darkness is likely to be seen as mysterious and shadowy at best, downright sinister at worst – but a god of peaceful sleep and helpful dreams may be a good friend to humanity, and moon gods are often seen as essentially benevolent. The GM can vary the specific benefits granted by a god of night to match the god's ethical and social position and the particular aspects of "darkness" or "night" that the deity governs.

Elements

Any night god is likely to be associated with Darkness, of course. In addition, gods of dreams may also grant servitors powers of Deception (or, if the dreams are usually nightmares, Fear), while moon gods may actually be associated with Light. A certain amount of strangeness and paradox is entirely appropriate here!

SPECIAL POWERS

A night god who is basically benevolent, or whose cult is at least accepted as part of society, grants his devotees a Holy Might power, with a Holy power modifier that requires a moral code expressed as one of Odious Personal Habit (Creepy manner and willfully enigmatic behavior) [-10], Sense of Duty (Coreligionists) [-10], or some kind of cult-specific symbolic major Vow such as “No edged weapons,” “Keep silence at all times,” or “Always wear a mask and never give your personal name to anyone except your superiors in the cult” [-10]. Alternatively, a stranger sort of moon god *might* simply inflict Lunacy [-10] on his devotees and expect them to act on the ensuing varied impulses – resisting them will cause the character to lose the power. A god whose cult is outcast, hiding in the darkness, grants Unholy Might, and devotees must take Social

Holy Warriors of Night

Depending on the exact nature of their god, holy warriors of the night may be guardians of humanity in the darkness, arcane protectors of the realms of sleep, grim and deeply mysterious killers, or faceless knights of the moon. This sort of character concept is certainly a great source of ideas for visual style, if nothing else.

To create a warrior of night PC, start with the standard holy warrior template and apply the following lens.

Advantages: The required Higher Purpose can be adjusted if necessary to fit the god’s concerns and style (“Guard humanity’s dreams,” “Maintain the balance between light and dark,” or whatever), as can the perk, which may become “White Shadow” (the character takes no penalties to Stealth skill for wearing a pure white costume) or “Blade of Dreams” (the ability to take one specific weapon or piece of equipment with you whenever you enter the spirit plane).

Disadvantages: Change the first, mandatory disadvantages to reflect the Holy power modifier for the cult, and add Appearance (Unattractive or Ugly) [-4 or -8], Callous [-5], and Oblivious [-5] to the last list of optional disadvantages.

Skills: Change the Hidden Lore in the primary skills to (Secrets of the Night *or* Secrets of the Dream Realms). • Add to the list of background skills Dreaming (H) Will-2 [1]-12 and Knife or Thrown Weapon (Knife), both (E) DX [1]-13. Note that the monster types specially studied by this type of holy warrior tend to be *very* strange and exotic!

For sinister warriors of truly dark gods, apply the unholy warrior lens to the modified template, adding Appearance (Unattractive or Ugly) [-4 or -8] and Oblivious [-5] to the last list of optional disadvantages.

Stigma (Excommunicated) [-10] as for generic evil clerics and unholy warriors. The associated Talent is of course Holiness or Unholiness, as appropriate. Holy or Unholy abilities for these powers are as follows:

Allies (Divine servant of equal points; 12 or less; PM, -10%; Summonable, +100%) [19] or (15 or less) [29]; Blessed (PM, -10%) [9]; Channeling (PM, -10%; Specialized, Astrological Spirits *or* Ghosts, -50%) [4]; Detect (PM, -10%) for evil [18], good [18], or supernatural beings [18]; Intuition (PM, -10%) [14]; Medium (PM, -10%; Specialized, Astrological Spirits *or* Ghosts, -50%) [4]; Night Vision (PM, -10%) [1/level]; Obscure (Vision) 1, 2, 3, 4, or 5 (Costs Fatigue, 2 FP, -10%; PM, -10%) [2, 4, 5, 7, or 8]; Oracle (PM, -10%) [14]; Patron (Deity; 6 or less; Highly Accessible, +50%; PM, -10%; Special Abilities, +100%; optionally, Minimal Intervention, -50%) [36 or 29]; Silence 1, 2, 3, or 4 (PM, -10%) [5, 9, 14, or 18]; Spirit Empathy (PM, -10%) [9]; Temperature Tolerance 1 or 2 (must be added to the “cold” end of the scale) (PM, -10%) [1/level]; and True Faith (Accessibility, Not in broad daylight, -10%; PM, -10%; Turning, +65%) [22].

PRIESTS OF NIGHT

Priests of night can be created by starting with the standard cleric template and applying the following lens.

Disadvantages: Adjust the first, mandatory disadvantages to reflect the Holy power modifier for the cult, and delete Gluttony and Fat from the optional list, replacing them with Appearance (Unattractive or Ugly) [-4 or -8], Callous [-5], Oblivious [-5], and Supernatural Features (Pallor) [-10].

Skills: Reduce Esoteric Medicine to Per-2 [1]-12, saving 3 points. • Spend those 3 points to improve Hidden Lore, Occultism, Religious Ritual, Gesture, or Stealth (if either of those have been taken as background skills) or on extra background skills. • Add to the list of background skills Astronomy (Observational) or Navigation (Any), both (A) IQ-1 [1]-13; Dreaming (H) Will-2 [1]-12; and Knife or Thrown Weapon (Knife), both (E) DX [1]-12.

For a dark priest of darkness, apply the evil cleric lens to this modified template, with Appearance (Unattractive or Ugly) [-4 or -8] and Oblivious [-5] added to the optional disadvantages. Because Poisons replace the reduced Esoteric Medicine, the former is (H) IQ-2 [1]-12.

NIGHT PRIEST SPELLS

Clerics of night gods have the following spells available.

PI 1: Aura, Beast-Soother, Darkness, Detect Magic, Dream Viewing, Gloom, Lend Energy, Lend Vitality, Night Vision, Peaceful Sleep, Recover Energy, Sense Spirit, Share Vitality, Silence, and Watchdog.

PI 2: Awaken, Beast-Rouser, Blackout, Coolness, Dark Vision, Dream Sending, Final Rest, Find Direction, Healing Slumber, Light Tread, Mystic Mist, Seeker, Shape Darkness, Summon Spirit, and Turn Spirit.

PI 3: Vigil (*Required*), Affect Spirits, Armor, Astral Vision, Command Spirit (any type), Dispel Possession, Divination, Dream Projection, Extinguish Fire, Hide, Know Location, Know True Shape, Light, Magic Resistance, Minor Healing, Mirror, Nightmare, Purify Air, Relieve Madness, Remember Path, Repel Spirits, Resist Cold, See Invisible, See Secrets, Sense Life, Sleep, Stop Bleeding, Strengthen Will, Suspended Animation, Tell Position, Turn Zombie, Warmth, and Wisdom.

PI 4: (Animal) Control, Animate Shadow, Astral Block, Banish, Cleansing, Command, Compel Truth, Dispel Magic, Fog,

Glow, Master, Neutralize Poison, No-Smell, Relieve Paralysis, Resist Disease, Suspend Curse, and Vigor.

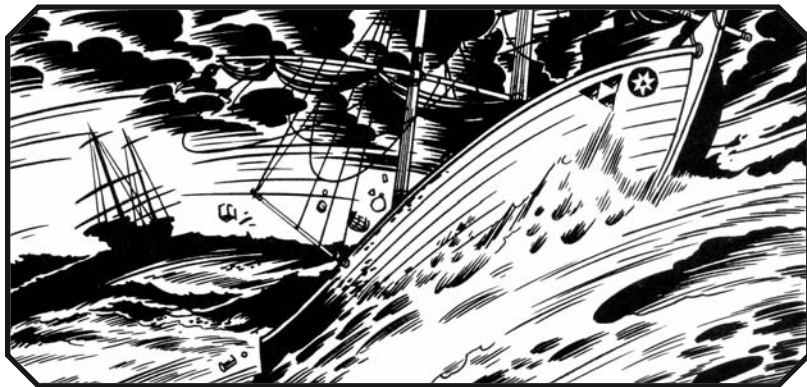
PI 5: Beast Link, Beast Seeker, Beast Speech, Bless, Continual Light, Cure Disease, Curse, Entrap Spirit, Frost, Gift of Letters, Gift of Tongues, Icy Weapon, Images of the Past, Invisibility, Major Healing, Oath, Pathfinder, Purify Water, Resist Fire, Shape Light, Silver Tongue, and Weather Dome.

PI 6: Bind Spirit (any type) (*Required*), Body of Shadow, Drain Mana, Great Healing, Pentagram, Planar Summons (Divine Servitor), Remove Curse, Regeneration, Restoration, Sanctuary, Stop Paralysis, and Suspend Mana.

SEA GODS

The sea is vast, turbulent, and essentially unfriendly to human life, and sea gods are accordingly powerful figures, not always interested in the concerns of mortals. Nonetheless, human sailors and fishers may be able to reach a kind of compromise with such deities, respecting their power exactly as they respect that of the sea itself.

In some cases, the sea is taken to represent primal chaos, and its ruling deity may be on the lines of the Babylonian Tiamat – a monstrous, ancient power. Others, such as the Greek Poseidon, may be more comprehensible to humanity while still wielding terrible forces such as earthquakes and ruling a realm of huge, scaly monsters. Certainly, the homes of sea gods tend to be strange underwater palaces. Even so, the sea is also a fertile realm, a food source for some and a world of hidden treasures and wonderful mysteries.



Sea Gods and Morality

Sea gods are thus often associated more with Nature than with Good, although they generally fall in with the rest of their pantheon when pushed. Some, though, such as Tiamat, may not merely be Evil, but actually come as close to embodying primal Chaos as any traditional sort of deity can get. A Chaotic sea god may even be the main antagonist to the lawful and Good gods worshiped by the mass of humanity. Such gods rarely seek worship; they can *take* what they need, or draw on the primal energies of the universe.

More restrained sea gods are still likely to be associated more with the bounties of nature than with abstract goodness, although a pantheon may include a protector of sailors and fishermen. Likewise, a deity who has power over water in

general – fresh as well as salt – may have a benevolent aspect as the bringer of rain to crops in the fields.

Elements

Along with the mandatory Water and the usual options of Good, Evil, and Nature (the latter being quite likely in this case), plausible elements for an oceanic deity would depend on his secondary associations, such as Air for a lord of ocean storms, Travel for a god of sailors, or Chaos for a power of raw chaos.

SPECIAL POWERS

Sea gods may grant their priests and holy warriors Holy Might, Druidic Arts if they are strongly aligned to the power of Nature, or Unholy Might for the occasional twisted and evil (or just dangerously insane) deity.

For a *Holy* power modifier, the required moral code may be represented by Impulsiveness (12), Sense of Duty (Coreligionists), or a Vow (Own only what can be carried on a ship, and sleep only when afloat or in sight of a large body of water), each [-10], or any *two* of Callous, Code of Honor (Pirate's), Impulsiveness (15), or Vow (Use only "sailors' weapons" – tridents, nets, clubs improvised from shipboard equipment, etc.), each [-5]. Stable, thoughtful behavior is inappropriate for someone who represents the wild ocean, and can lead to loss of the power.

For a *Druidic* power modifier, the associated advantages – and clerical spells – are modified by "nature's strength" much like those granted to a regular druid, but from the sea god's point of view; that strength is related to proximity to the sea or to other large bodies of water in a pinch. An underwater temple on the bed of the ocean would provide the equivalent of very high sanctity; activities in sight and earshot of the sea, or in an air-filled space *under* the sea (a deep tunnel, say, or a domed city constructed and maintained by some blend of magic and technology) are at full skill or power; working in sight of a large lake, afloat on a river, or in some kind of inland shrine is at -1; near a stream or pool, or a tank of seawater, gives -3; ordinary well-irrigated inland areas give -5; and an arid desert gives -10.

For an *Unholy* power modifier, the required disadvantage is as usual Social Stigma (Excommunicated).

The associated Talent is Power Investiture, Druidic Talent, Holiness, or Unholiness, as appropriate. Holy, Druidic, and Unholy abilities for all these powers are as follows:

Allies (Divine servant of equal points; 12 or less; PM, -10%; Summonable, +100%) [19] or (15 or less) [29]; Amphibious (PM, -10%) [9]; Animal Empathy (Sea and underwater creatures only, -40%; PM, -10%) [3]; Blessed (PM, -10%) [9]; Damage Resistance 1 or 2 (Limited, Elemental, -20%; PM, -10%) [4 or 7]; Detect (PM, -10%) for supernatural beings [18]; Doesn't Breathe (Gills, -50%; PM, -10%) [8]; Medium (PM, -10%; Specialized, Sea Spirits, -50%) [4]; Mind Control (PM, -10%; Sea Creatures Only, -40%) [25]; Night Vision 1 to 3 (PM, -10%) [1/level]; Patron (Deity; 6 or less; Highly Accessible, +50%; Minimal Intervention, -50%; PM, -10%; Special Abilities, +100%) [29] or (9 or less) [57]; Pressure Support 1, 2, or 3 (PM, -10%) [5, 9, or 14]; Speak Underwater (PM, -10%) [5]; Speak With Animals (Sea Creatures Only, -40%; PM, -10%) [13]; Spirit Empathy (PM, -10%) [9]; Temperature Tolerance 1 to 8 (must be added to the "cold" end of the scale) (PM, -10%) [1/level]; and True Faith (PM, -10%) [14].

SEA PRIESTS

Most sea priest PCs can be created starting with the standard cleric, druid, or evil cleric templates and lenses, as appropriate. However, some changes are required.

For the standard cleric:

Advantages: Add Resistant to Seasickness (+3) or (+8) [1 or 2] or Immunity to Seasickness [5] to the optional advantages.

Disadvantages: Change the first, required disadvantage options to reflect the options for the power modifier discussed above.

Skills: Replace Esoteric Medicine in the primary skills list with Seamanship (E) IQ+1 [2]-15 and Survival (Island/Beach) (A) Per [2]-14. • Allow points in melee skills to be reassigned to Spear (for tridents or harpoons), and add

Thrown Weapon (Harpoon or Spear) (E) DX+2 [4]-14 and Net (H) DX [4]-12 to ranged weapons options. • Replace Surgery in the secondary skills list with Esoteric Medicine (Holy) (H) Per-2 [1]-12 and Surgery (VH) IQ-3 [1]-11. • Delete Hiking from the list of optional background skills, and add to that list Boating (Sailboat or Unpowered) (A) DX-1 [1]-11; Breath Control (H) HT-2 [1]-10; Fishing (E) Per [1]-14; Naturalist (H) IQ-2 [1]-12; Navigation (Sea) (A) IQ-1 [1]-13; Swimming (E) HT [1]-12; and Weather Sense (A) IQ-1 [1]-13.

For an evil cleric, apply the evil cleric lens to the standard cleric template, then make the same changes as above; with Esoteric Medicine removed, points can be reassigned from Poisons to Seamanship and/or Survival (Island/Beach) if the player wishes.

For the druid:

Advantages: Change Green Thumb 1 to Animal Friend 1, and adjust all skill levels accordingly. • Add Resistant to Seasickness (+3) or (+8) [1 or 2] or Immunity to Seasickness [5] to the optional advantages.

Disadvantages: Change the optional Vows to (Use only "sailors' weapons" – tridents, nets, clubs improvised from shipboard equipment, etc.) [-5] and (Own only what can be carried on a ship, and sleep only when afloat or in sight of a large body of water) [-10] and the optional one-group Intolerance to (Landlubbers) [-5].

Skills: Replace Esoteric Medicine in the primary skills list with Seamanship (E) IQ+1 [2]-15 and Survival (Island/Beach) (A) Per [2]-14. • Allow any points from primary combat skills to be reassigned to Net or Thrown Weapon (Harpoon) if desired. • Replace Disguise (Animals) in the secondary skills list with Esoteric Medicine (Holy) (H) Per-2 [1]-12. • Change Hiking in the background skills to Boating (Sailboat or Unpowered) (A) DX-1 [1]-11. • Add to the list of optional background skills Breath Control (H) HT-2 [1]-11; Fishing (E) Per [1]-14; Navigation (Sea) (A) IQ-1 [1]-13; and Swimming (E) HT [1]-13.

Holy Warriors of the Sea

As with many other types of cults, the exact nature of a holy warrior of the sea depends on his god's character and interests. Such characters range from sophisticated (but forceful) knightly types who happen to ride ships rather than horses, to wild-eyed, chaotic figures who defend maritime nature from despoilers and polluters. Mostly, however, they serve to protect the temples and holy places of the sea cults – with the slight complication that a shrine to a sea god is more likely than most to be mobile.

Start with the standard holy warrior template, and apply the following lens.

Advantages: Add Resistant to Seasickness (+3) or (+8) [1 or 2] or Immunity to Seasickness [5] to the optional advantages.

Disadvantages: Change the first, required disadvantage options to reflect the cult's power modifier options. • Add Berserk [-10*] and Impulsiveness [-10*] to the last list of optional disadvantages.

Skills: Reduce Exorcism in the primary skills list to [2]-13, and add Navigation (Sea) (A) IQ [2]-12 to that section.

• Allow points from the melee skills package to be reassigned to Net or Thrown Weapon (Harpoon) if desired. • Replace Physiology and Psychology in the secondary skills section with Seamanship (E) IQ+2 [4]-14 and Survival (Island/Beach) (A) Per+1 [4]-13. • Delete Lance, Riding, and Hiking from the list of optional background skills, and add to that list Boating (Sailboat or Unpowered) (A) DX-1 [1]-12; Breath Control (H) HT-2 [1]-11; Fishing (E) Per [1]-12; Naturalist (H) IQ-2 [1]-10; Shiphandling (Ship) (H) IQ-2 [1]-10; Swimming (E) HT [1]-13; and Weather Sense (A) IQ-1 [1]-11.

For evil sea gods whose warriors are definitely *unholy*, apply the above changes to the holy warrior template, then apply the unholy warrior lens, with Berserk [-10*] and Impulsiveness [-10*] added to the last list of optional disadvantages.

SEA PRIEST SPELLS

Clerics of sea gods (whether using the cleric or druid templates) have the following spells available.

PI 1: Breathe Water, Coolness, Detect Magic, Lend Energy, Purify Water, Recover Energy, Resist Cold, Resist Pressure, Seek Coastline, Seek Water, Sense Life, Sense Spirit, Share Vitality, and Tell Position.

PI 2: Shape Water (*Required*), Aura, Awaken, Breathe Air, Create Water, Extinguish Fire, Find Direction, Great Voice, Know Location, Lend Vitality, Minor Healing, Predict Weather, Purify Food, Resist Disease, Resist Lightning, Shield, Summon Spirit, Swim, Thunderclap, Turn Spirit, Vigor, and Water Vision.

PI 3: Current (*Required*), Affect Spirits, (Animal) Control, Beast Seeker, Bravery, Command, Command Spirit (any type), Create Food, Detect Poison, Fog, Identify Plant, Magic Resistance, Might, Relieve Sickness, Repel (Animal), Repel Hybrids, Repel Spirits, Resist Acid, Resist Fire, Resist

Poison, Seek Air, Seeker, Shape Air, Tide, Walk on Water, Watchdog, Waves, and Whirlpool.

PI 4: Armor, Beast-Rouser, Beast-Soother, Cure Disease, Dispel Magic, Divination, Fireproof, Glow, Major Healing, Melt Ice, Neutralize Poison, Oath, Peaceful Sleep, Purify Air, Remove Contagion, Strengthen Will, Summon (Air or Water) Elemental, Suspend Curse, Turn Zombie, Vigil, Warmth, and Weather Dome.

PI 5: Storm (*Required*), Astral Vision, Banish, Beast Speech, Beast Summoning, Bless, Continual Sunlight, Control (Air or Water) Elemental, Curse, Dispel Possession, Entrap Spirit, Icy Weapon, Monk's Banquet, Plant Growth, Relieve Madness, Relieve Paralysis, Remove Curse, Suspend Mana, Water Jet, Wind, and Windstorm.

PI 6: Beast Summoning, Bind Spirit (any type), Create Animal, Create (Water) Elemental, Drain Mana, Earthquake, Freeze, Great Healing, Pentagram, Planar Summons (Divine Servitor), Rain, Regeneration, Resurrection, Sanctuary, and Stop Paralysis.

STORM GODS

Storm gods are formidable figures. The Greek Zeus is his pantheon's sky father, while Thor is a divine warrior and perhaps the most important patron to humanity among the Norse deities. These beings wield the sky-spanning, devastating power of the weather, and they can hurl thunderbolts – often seen as some kind of ultimate weapon.

Storm Gods and Morality

If all a storm god does is throw thunder and lightning, he probably rates as some kind of force of Nature or Neutral divine berserk warrior at best, a more or less Evil power of destruction at worst. However, storm gods tend to be a bit subtler than that. The storm clouds they control bring rain, which is essential for the crops that feed society. As rulers of the sky, they are prominent figures in their mythologies. As thunderbolt-hurling divine warriors, they lead the fight against demons and darkness. Hence, most storm gods probably rate as more or less Good, if rambunctious and chancy to be around.

Elements

Air is the standard element to fit the style of a storm god, while Good, Evil, or Nature can each be especially appropriate for different deities, and War may fit the “storm warrior” archetype. Water also suits the god in some cases.

SPECIAL POWERS

Storm gods may grant their priests and holy warriors Holy Might, Druidic Arts if they are strongly aligned to the power of

Nature, or Unholy Might for the occasional overtly evil god of purely destructive storms.

For a *Holy* power modifier, the required moral code may be represented by Berserk (12), Impulsiveness (12), Sense of Duty (Coreligionists), or a Vow (Never sleep indoors), each [-10], or any *two* out of Berserk (15), Code of Honor (Pirate's), Impulsiveness (15), or Truthfulness (12), each [-5]. Failing to act with the wild frenzy of the storm itself may lead to loss of the power. For a *Druidic* power modifier, the associated advantages – and clerical spells – are modified by “nature's strength” exactly like those granted to a regular druid. For an *Unholy* power modifier, the required disadvantage is as usual Social Stigma (Excommunicated). The associated Talent is Power Investiture, Druidic Talent, Holiness, or Unholiness, as appropriate. Holy, Druidic, and Unholy abilities for all these powers are as follows:

Allies (Divine servant of equal points; 12 or less; PM, -10%; Summonable, +100%) [19] or (15 or less) [29]; Blessed (PM, -10%) [9]; Damage Resistance 1 or 2 (Limited, Elemental, -20%; PM, -10%) [4 or 7]; Detect (PM, -10%) for supernatural beings [18]; Flight (Gliding, -50%; PM, -10%) [16]; Medium (PM, -10%; Specialized, Weather Spirits, -50%) [4]; Night Vision 1 to 5 (PM, -10%) [1/level]; Patron (Deity; 6 or less; Highly Accessible, +50%; Minimal Intervention, -50%; PM, -10%; Special Abilities, +100%) [29] or (9 or less) [57]; Pressure Support 1 or 2 (PM, -10%) [5 or 9]; Resistant to Electrical Effects (+3) or (+8) (PM, -10%) [3 or 5]; Spirit Empathy (PM, -10%) [9]; Temperature Tolerance 1 to 4 (must be added to the “cold” end of the scale) (PM, -10%) [1/level]; and True Faith (PM, -10%) [14].



STORM PRIESTS

Use the standard cleric, druid, or evil cleric templates and lenses for a storm priest, as appropriate, modified as follows.

For the standard cleric:

Advantages: Delete Healer from the list of optional advantages.

Disadvantages: Adjust the first, mandatory disadvantage options to match the requirements of the cult's specific power modifier. • Delete the Vows and Fat from the optional disadvantages. • Add Code of Honor (Soldier's) [-10] to the final list of optional disadvantages.

Skills: Reduce both Esoteric Medicine and Exorcism to [2]-13. • Add Weather Sense (A) IQ+1 [4]-15 to the primary skills. • Add Thrown Weapon (Spear) (E) DX+2 [4]-14 to the list of ranged combat skills options. • Add Soldier (A) IQ-1 [1]-13 to the list of optional background skills.

For an evil cleric, modify the standard template as above, then apply the evil cleric lens, with Resistant to Evil Supernatural Powers included in the optional advantages, but *not* Resistant to Poison. Also, add Berserk [-10*] and Impulsiveness [-10*] to the list of optional disadvantages, delete Gluttony, and note that Poisons becomes IQ-1 [2]-13.

For the druid:

Advantages: Remove the mandatory Green Thumb, and add another 5 points in Druidic abilities.

Disadvantages: Delete Vow (Vegetarianism) and Phobia (Fire) from the optional disadvantages, and add Berserk [-10*] and Impulsiveness [-10*] to that list.

Skills: Delete Disguise (Animals) from the secondary skills list. • Raise Weather Sense to IQ [2]-14. • Add Soldier (A) IQ-1 [1]-13 to the list of optional background skills.

STORM PRIEST SPELLS

Clerics of storm gods (whether using the cleric or druid templates) have the following spells available.

PI 1: Aura, Beast-Rouser, Bravery, Coolness, Detect Magic, Extinguish Fire, Lend Energy, Lend Vitality, Might, Purify Air, Recover Energy, Resist Lightning, Resist Pressure,

Holy Warriors of the Storm

A warrior who devotes himself to a storm cult will surely become something of a raging fury. He'll be directed towards the cult's stated goals and morality, but he will get there by the shortest and often most violent route.

Use the standard holy warrior template for these characters, with a few changes, as described below

Disadvantages: Add Berserk [-10*] and Impulsiveness [-10*] to the list of options.

Skills: Reduce Exorcism to Will-1 [2]-13. • Add Weather Sense (A) IQ [2]-12 to the secondary skills. • Move Esoteric Medicine to the list of optional background skills, add Soldier (A) IQ-1 [1]-11 to that list, and require the character to pick *six* options from it.

For warriors serving evil storm gods, modify the template as above, and then apply the unholy warrior lens, with Berserk [-10*] and Impulsiveness [-10*] added to the list of optional disadvantages.

Share Vitality, Shield, Silence, Slow Fall, Thunderclap, Umbrella, Vigor, and Warmth.

PI 2: Predict Weather (*Required*), Air Jet, Armor, Awaken, Command, Create Air, Create Water, Final Rest, Great Voice, Purify Water, Resist Cold, Resist Pain, Restore Hearing, Restore Sight, Restore Speech, Sense Spirit, Shape Air, Wall of Wind, and Windstorm.

PI 3: Wind (*Required*), Astral Vision, Breathe Water, Cleansing, Clouds, Command Spirit (any type), Glow, Hawk Vision, Light, Lightning, Magic Resistance, Minor Healing, Oath, Rain, Relieve Sickness, Resist Acid, Resist Disease, Resist Fire, Shape Water, Snow, Snow Shoes, Stop Bleeding, and Walk on Air.

PI 4: Storm (*Required*), Bless Plants, Cloud-Walking, Create Food, Cure Disease, Dispel Magic, Dispel Possession, Explosive Lightning, Hail, Lightning Weapon, Relieve Madness, Strengthen Will, Summon Spirit, Turn Spirit, Warm, Watchdog, and Weather Dome.

PI 5: Concussion (*Required*), Affect Spirits, Astral Block, Banish, Compel Truth, Continual Light, Divination, Flight, Fog, Gift of Tongues, Lightning Whip, Major Healing, Neutralize Poison, Remove Curse, Repel Spirits, Sandstorm, Seeker, Sunlight, Turn Zombie, Vigil, Waves, and Whirlpool.

PI 6: Bind Spirit (any type), Bless, Cloud-Vaulting, Control (Air or Water) Elemental, Curse, Drain Mana, Entrap Spirit, Great Healing, Lightning Missiles, Lightning Stare, Planar Summons (Divine Servitor), Sanctuary, Summon (Air or Water) Elemental, Resurrection, Tide, and Wall of Lightning.

SUN GODS

The sun is obviously essential to human life; it provides light and warmth, enabling crops to grow as well as supporting human existence more directly. Sun gods are often powerful figures, perhaps frighteningly so, being as dazzling and impossible to look upon directly as the sun itself. Their cults tend to be ritualistic and formal – after all, the sun itself

follows a preordained track every single day, without fail, and is always reliably bright and warm; the god may expect the same reliability of his devotees. Indeed, ritual observances may be required to enable the sun to recover from its times of weakness, when it slips below the horizon at night or grows cooler in winter.

Many such gods are associated with vehicles of some kind that carry the solar disc itself – chariots, ships, or whatever. Some delegate the daily journey to a lesser god or demigod, or even to the mechanics of the universe, leaving the main solar deity free to act elsewhere, albeit still required to intervene immediately and in force if any problems arise. Some sun gods act as sky fathers, but others are actually among the second generation of deities; the creation of the sun, and the birth of a deity to tend it, may actually be the event that divides the first age of primal chaos from the modern age of divine law.

There is only one sun, so most pantheons have just one sun god (although maybe with those assistants). However, complex mythologies such as that of Egypt may have multiple deities governing different times of day, perhaps all subservient to a supreme sun god.

Sun Gods and Morality

Most people would say that the sun is an unambiguous Good thing – but there may be complications. The sun represents raw power and shows little concern for human weakness; it can burn flesh and bring drought as easily as it can seem benevolent. Hence, it may be aligned more to Nature than to Good. In a sufficiently paranoid and violent mythology such as that of the Aztecs, the sun god may demand numerous bloody sacrifices to sustain him against the threat of darkness. Technically, a sun god is unlikely to represent overt Evil, but he may not be *very* Good.

Elements

Sun gods have some obvious associated elements: Light is mandatory, of course, and Fire is entirely reasonable. Darkness would imply a god who can take away as well as give, while Order and Wisdom fits the “dignified lord of the sky” archetype.

SPECIAL POWERS

Use Holy Might for devotees of sun gods, mostly as written. Whatever morality the god demands of his worshipers is sternly enforced and absolute; the power modifier is unlikely to demand a strange Vow, although this isn’t unknown, but Truthfulness (6) [-10] is quite possible instead. The available Holy abilities do not include Spirit Empathy, but add Damage Resistance 1 or 2 (Limited, Elemental, -20%; PM, -10%) [4 or 7] and Temperature Tolerance 1 to 6 (must be added to the “hot” end of the scale) (PM, -10%) [1/level] to the list of options. Also, Healing may not be available from some more remote and austere sun gods, and if it is granted, add the limitation “Preparation Required, 1 minute, -20%,” reducing the cost to [27]; it takes time and concentration to direct the power of the sun itself to such a specific purpose!

SUN PRIESTS

Priests of the sun can generally use the standard cleric template, with the following small changes.

Disadvantages: Adjust the required disadvantage as necessary to fit with the cult’s power modifier. • Delete Vow (Vegetarianism) from the list of options.

Skills: Add Bow (A) DX+1 [4]-13 to the list of ranged combat skills options. • Add to the optional background skills list

any vehicle skills that would enable the character to operate the type of vehicle traditionally associated with the deity – Seamanship (E) IQ [1]-14 for ships, Teamster (A) IQ-1 [1]-13 for chariots, and so on – along with Navigation (Land or Sea) (A) IQ-1 [1]-13.

Holy Warriors of the Sun

Warriors of the sun are likely to fit the generic holy warrior archetype quite well: shining paragons of light, devoted to burning darkness from the world. Use the standard holy warrior template for such “solar warriors.” Adjust the required disadvantage as necessary to fit with the cult’s power modifier. Furthermore, add Bow (A) DX+1 [4]-14 to the list of ranged combat skills options, and vehicle skills and Navigation to the optional background skills as for sun priests.



SUN PRIEST SPELLS

Clerics of sun gods have the following spells available.

- PI 1:** Light (*Required*), Aura, Awaken, Beast-Rouser, Bright Vision, Detect Magic, Final Rest, Ignite Fire, Lend Energy, Lend Vitality, Recover Energy, Resist Cold, Resist Fire, Sense Spirit, Share Vitality, Shield, Warmth, and Watchdog.
- PI 2:** Sunlight (*Required*), Bravery, Clean, Command, Continual Light, Find Direction, Glow, Heat, Light Jet, Might, Minor Healing, Remove Contagion, Resist Disease, Seeker, See Secrets, Silence, Stop Bleeding, Summon Spirit, Tell Position, Test Food, Turn Spirit, Turn Zombie, Vigor, Wall of Light, and Warm.
- PI 3:** Continual Sunlight (*Required*), Affect Spirits, Armor, Astral Vision, Cleansing, Command Spirit (any type), Cure Disease, Detect Poison, Dispel Possession, Flaming Weapon, Flash, Hawk Vision, Know Location, Magic Resistance, Oath, Purify Air, Relieve Sickness, Repel Spirits, Resist Pain, Resist Poison, Strengthen Will, Sunbolt, Truthsayer, Umbrella, and Wisdom.
- PI 4:** Astral Block, Banish, Body-Reading, Compel Truth, Create Food, Dispel Magic, Divination, Great Voice, Major Healing, Predict Weather, Purify Food, Purify Water, Relieve Madness, Relieve Paralysis, Resist Lightning, Restore Memory, Restore Sight, Soilproof, Suspend Curse, and Vigil.
- PI 5:** Bless, Blight, Curse, Darkness, Entrap Spirit, Essential Food, Gift of Letters, Gift of Tongues, Great Healing, Neutralize Poison, Regeneration, Remove Curse, Resist Pressure, Restoration, Restore Hearing, Restore Speech, Silver Tongue, Stop Paralysis, and Suspend Mana.
- PI 6:** Bind Spirit (any type), Burning Touch, Drain Mana, Instant Neutralize Poison, Instant Regeneration, Instant Restoration, Pentagram, Planar Summons (Divine Servitor), Resurrection, Sanctuary, and Wither Plant.

WAR GODS

War gods are closely linked to humanity (and related species); without thinking beings to do the fighting, no wars could happen – just random or natural violence. Of course, not everyone likes war or the deities that govern the subject – but mortals caught up in war sometimes find themselves praying devoutly, and war gods are obvious recipients for their prayers!

Often, a subdivision of the war god role exists between “warrior gods,” “soldier gods,” and “officer gods.” *Warrior* gods are the sort worshiped by barbarian tribesmen; they emphasize individual prowess. *Soldier* gods are the deities of the disciplined rank and file of civilized armies, being much concerned with right behavior, and expecting their worshipers to support each other. *Officer* gods are often rather aristocratic by nature, being worshiped most by the upper levels of society. While they expect their followers to be able to fight, and to fight well, if necessary, they also expect them to *lead* armies; the god may be more concerned with strategy than with weapons. The division isn’t absolute; the same god may display a range of skills and attitudes at different times. Still, varying views of warfare may open space for multiple war gods in the same pantheon, such as Athena and Ares in Greek myth.

War Gods and Morality

It’s easy to think of war gods as inherently evil. After all, violence and large-scale bloodshed aren’t exactly good things, certainly not from most individual humans’ point of view. However, gods don’t have to take a human point of view, and in any case, war may sometimes be necessary or unavoidable, especially in a *Dungeon Fantasy* world.

Good war gods are therefore associated with the idea of getting the job done as cleanly as possible. They tend to be fond of smart tactics, but they also expect their followers to obey whatever “laws of war” their society respects; massacres and gratuitous bloodshed are beneath them. Good warrior gods are concerned with the defense of the tribe, good soldier gods promote discipline (in a good cause) and comradeship above all, and good officer gods expect honor and restraint.

War gods are rarely very Nature-oriented, aside perhaps from a few warrior gods with a sideline in hunting and a taste for symbolism based on natural predators. Nonetheless, quite a few are essentially Neutral. These deities see war as an end in itself, inevitable, eternal, and therefore best conducted *properly*; they tend to be very concerned with honor for its own sake. Neutral warrior gods generally resemble the tribal warriors who worship them – straightforward, rather violent, probably fond of a drink or three, and downright obsessed with traditional honor. Neutral soldier gods are concerned with professionalism; their worshipers are expected to hang together as comrades, do their duty, and not worry about the reason why. Neutral officer gods are similarly focused, perhaps seeing war almost as a game – so to them, outsmarting an opponent is almost an act of devotion.

Truly *Evil* war gods are bad news. They’re all about conquest and violence, which they see as an end in itself. They may consider themselves as essentially neutral while actually displaying gruesome enthusiasm, or they may serve as the strong right arm of the dark powers. Evil warrior gods favor berserkers and barbarian conquerors, and they love blood and big

weapons. Evil soldier gods hold that their worshipers should obey any order without question, while feeling entitled to take whatever they like from those they conquer. Evil officer gods hold that might makes right, seeing military dictatorship as the correct form for society.

Elements

The primary element for a war god is War (of course), as well as Fear (mostly for warrior gods), Order (for soldier and officer gods), and Wisdom (for officer gods). Chaos is also likely to be common. Evil war gods may add Death along with Evil; their virtuous counterparts may include Good.

SPECIAL POWERS

A Good or Neutral war god, or even a somewhat evil war god whose cult nonetheless has a tolerated place in society, will grant Holy Might to his priests and holy warriors, and the Holy power modifier associated with this will usually require a moral code represented by Code of Honor (Soldier’s) or Sense of Duty (Coreligionists) – both worth [-10]. The crazier sort of warrior god may accept or even encourage devotees who are defined by Berserk (12), Bad Temper (12), or Impulsiveness (12) instead. An officer god might look for Code of Honor (Gentleman’s). An evil war god with an outcast cult will grant Unholy Might, with an Unholy power modifier that requires that the character have the usual Social Stigma (Excommunicated). In all cases, the abilities for this power are as follows:

Allies, Blessed, Detect, Intuition, Oracle, and Spirit Empathy as for standard Holy abilities (*Dungeon Fantasy 1*, p. 22); Patron and Terror as for standard Unholy abilities (*Dungeon Fantasy 3*, p. 41); Hard to Subdue 1-4 (PM, -10%) [2/level]; Striking ST +1 to +5 (Costs Fatigue, 2 FP, -10%; PM, -10%) [4/level]; Terrain Adaptation (Mud) (PM, -10%) [5]; and True Faith (Costs Fatigue, 2 FP, -10%; PM, -10%) [12].

WAR PRIESTS

Use the standard cleric templates for priests of war, applying the evil cleric lens for devotees of the bloodier and darker sorts of war god. In either case, apply the following additional lens.

Advantages: Add Born War Leader 1-3 [5/level], Charisma 1-3 [5/level], and Combat Reflexes [15] to the optional list.

Disadvantages: Adjust the mandatory disadvantages to match the requirements of the cult’s power modifier. ● Delete Fat, Laziness, and Vow (Vegetarianism) in the optional disadvantages, replacing them with Bad Temper [-10*], Berserk [-10*], and Jealousy [-10] for warrior gods; Code of Honor (Soldier’s) [-10] and Sense of Duty (The Army) [-10] for soldier gods; or Code of Honor (Gentleman’s or Chivalry) [-10 or -15] and Overconfidence [-5*] for officer gods, where these are otherwise unavailable to the character and regardless of the deity’s general moral stance.

Skills: Reduce points spent on Esoteric Medicine by a standard cleric, on Poisons by an evil cleric, and on Exorcism by either, by 2 per skill, lowering each skill by a level.

Holy Warriors of War

The holy warriors empowered by a war god are often the ultimate manifestation of the god's nature in human form. As such, they are usually devastating fighters – but they have to act the part *all the time!* A war god who favors a warrior this way can be a very useful patron – an uncompromising boss with no time for human weakness.

This sort of holy warrior is less likely than many to be permanently employed as a temple guardian or similar, especially as war priests are expected to be effective fighters themselves – although if the temple does need help, the warrior had better provide it without hesitation or stinting. Rather, the holy warrior should seek out chances to demonstrate his prowess, while always paying due tribute to the god for his favor. There's a fine line to walk between warrior pride (which is *expected*), vainly failing to respect the god, and simple overconfidence, and many holy warriors have fallen one way or another – and quickly died. Of course, dying in battle is an honorable fate in a war god's eyes, so the holy warrior can't expect unlimited protection even when they do everything right. Still, there are always young warriors drunk on the idea of military glory; war gods can choose their warriors.

Modify the holy warrior template for these characters with the following lens.

Disadvantages: Adjust the mandatory disadvantages to match the requirements of the cult's power modifier.

- Change the Code of Honor (Chivalry) in the optional disadvantages to Bad Temper [-10*], Berserk [-10*], and Jealousy [-10] for warrior gods, or Code of Honor (Soldier's) [-10] and Sense of Duty (The Army) [-10] for soldier gods; officer gods can require Code of Honor (Chivalry or Gentleman's) [-10].

Skills: Delete Exorcism and Hidden Lore from the primary skills list. • Spend another 8 points on any combat/weapon skill – preferably something associated with the specific deity. • Delete Physiology and Psychology from the secondary skills, and replace them with Savoir-Faire (Military) (E) IQ+2 [4]-14 and Soldier (A) IQ [2]-12. • Add Exorcism (H) Will-2 [1]-12 and Armoury (Any) and Hidden Lore (Demons or Undead), both (A) IQ-1 [1]-11, to the optional background skills.

Dark and bloody outcast war cults may have their own dedicated warriors. Apply the unholy warrior lens to the standard holy warrior template, adding Berserk [-10*] to the optional disadvantages, along with Jealousy [-10] for warrior gods, Code of Honor (Soldier's) [-10] for soldier gods, Selfish [-5*] for officer gods, and Sense of Duty (The Army) [-10] for soldier or officer gods. Then, change the skills lists as for the holy warrior above.

- Add Savoir-Faire (Military) (E) IQ [1]-14 to the primary skills. • Take all the points assigned to primary combat and weapon skills, add 3, and spend them on any combat and weapons skills – preferably some associated with the specific deity – or on Soldier or Tactics. • Add Armoury (Any), Interrogation, and Soldier, all (A) IQ-1 [1]-13, and Strategy and Tactics, both (H) IQ-2 [1]-12, to the list of optional background skills, where the character doesn't have them already.

*Blood is the god of war's
rich livery.*

– Christopher Marlowe

WAR PRIEST SPELLS

War priests may be allowed use of healing magic by their deity – but they had better be very careful to use such magic “appropriately” in the god's eyes! Mostly, their spells are intended to help warriors do their best in battle – but not to replace them.

PI 1: Bravery (*Required*), Armor, Awaken, Cleansing, Command, Coolness, Detect Magic, Detect Poison, Fear, Final

Rest, Great Voice, Lend Energy, Lend Vitality, Might, Purify Air, Purify Water, Recover Energy, Resist Cold, Resist Disease, Sense Foes, Share Vitality, Shield, Silence, Thunderclap, Vigor, Warmth, and Watchdog.

PI 2: Magic Resistance (*Required*), Berserker, Compel Truth, Create Water, Flaming Weapon, Grace, Haste, Iron Arm, Light, Minor Healing, Purify Food, Resist Acid, Resist Fire, Resist Pain, Resist Poison, Resist Pressure, Sense Spirit, Strengthen Will, Test Food, Turn Spirit, and Turn Zombie.

PI 3: Oath (*Required*), Affect Spirits, Aura, Body-Reading, Clean, Command Spirit (any type), Continual Light, Create Food, Dispel Possession, Fog, Message, Neutralize Poison, Peaceful Sleep, Relieve Paralysis, Relieve Sickness, Remove Contagion, Repel Spirits, Resist Lightning, Stop Bleeding, Stop Paralysis, Summon Spirit, Terror, and Vigil.

PI 4: (Animal) Control, Astral Vision, Banish, Breathe Water, Conceal, Cure Disease, Dispel Magic, Divination, Gift of Letters, Gift of Tongues, Healing Slumber, Instant Neutralize Poison, Major Healing, Monk's Banquet, Restoration, Rider, See Secrets, Seeker, Silver Tongue, Stop Spasm, Sunlight, Suspend Curse, and Truthsayer.

PI 5: Astral Block, Bless, Continual Sunlight, Curse, Entrap Spirit, Great Haste, Great Healing, Persuasion, Regeneration, Relieve Madness, Remove Curse, Restore Hearing, Restore Memory, Restore Sight, Restore Speech, Stone to Flesh, Suspend Mana, and Wisdom.

PI 6: Bind Spirit (any type), Concussion, Drain Mana, Earthquake, Instant Regeneration, Instant Restoration, Lesser Geas, Pentagram, Planar Summons (Divine Servitor), Resurrection, and Storm.

OTHER DIVINE REALMS

Countless other fields *might* be governed by some deity, but they are either rare or hard to pin down as to their exact nature. GMs or players who want to explore such topics must consider what the god's priorities imply for its worshipers; use similar types from this chapter for ideas as to how to modify powers, spell lists, etc.

Although many ideas – such as priests tied to specific places – are near-solely of interest to NPCs (and thus outside the scope of this book), some possibilities applicable to PC clerics include the following.

Gods of Horses

These may be nature-oriented, more or less “druidic” deities favoring this one “noble” species, or patrons of humanity's most important (or at least stylish) form of transport, probably with something of a military bent. All priests and holy warriors of a horse god's cult will of course need Riding and Animal Handling skills, and probably traditional cavalry weapons such as spears, lances, or bows. The cult's spell list will inevitably draw on the Animal college.

Gods of Luck

Experience suggests that any god of luck will be frighteningly whimsical – but most are benevolent enough, provided that their worshipers don't take them for granted. Priests and holy warriors have luck-related advantages, of course. Additionally, clerics wield spells that manipulate fortune

directly (Bless, Curse), that map the currents of fortune (Sense Danger, Divination, Predict Weather), or that produce subtle effects that could be explained as random chance (Weaken, Foolishness, Bless Plants, Turn Blade, Healing Sleep – “Ah, 'twas but a flesh wound”).

*Whom the gods would
destroy they first make
mad.*

– Euripides

Gods of Frenzy

These deities are usually associated with drunkenness (e.g., Bacchus) or the wildness of nature (e.g., Pan), and their moral position is basically associated with Insanity; their worshipers may seem like harmless party animals at first glance, but their rites are often terrifying bloody. However, much of the time, members of the cult may live the lives of respectable citizens; worship is how they work off their darker impulses. Their priests may be sinister maniacs or dedicated primitives; their holy warriors will surely have Berserk. A cult's spell list will include Mind Control spells such as Panic, Terror, and Drunkenness, and some from the Body Control college, such as Vigor and Resist Pain.

Gods of Rivers

Similar to sea gods but less powerful and less violent, river gods are obviously limited by geography; their priests tend to suffer from localized sanctity issues similar to those of city-god priests (pp. 11-12). They grant spells similar to those of sea gods, but with less power over monsters and earthquakes, and more over springs and possibly the plants that their waters irrigate and the animals that live there. River gods tend to be important and respected in their own lands, however, because they have the power to cause or withdraw droughts and floods.

Gods of Scholarship

Embodiments of wisdom, these may be the teachers, artists, or wizards of their pantheons. They may also be masters of a wide range of skills. (The rare darker types are gods of secrets and mysteries.) Their priests and holy warriors will probably wield subtle abilities, but a broad range of Knowledge spells and high levels in skills such as Strategy can make them formidable, at least as NPCs giving advice to dungeon delvers.



CHAPTER THREE

SACRED

ARTIFACTS

Clerics aren't as concerned with weapons and equipment as heavily armed warriors or magic-item-loving wizards, but that doesn't mean that a wise dungeoneering priest will turn down any advantages that come available! Certainly, clerics are interested in material items related to their religious ideas; such things can make powerful focuses for their faith. Furthermore,

religious relics can be some of the most powerful supernatural items of all – although they are accordingly rare and usually tricky to use.

Holy warriors generally follow clerics in all this, but being much concerned with practical matters of kicking butt for the faith, they have a slightly more practical attitude to hardware.

It is water from the sacred pool. That and my blessing go with you.
– *King's Quest VI: Heir Today, Gone Tomorrow*

THE SACRED BUT MUNDANE

A few types of item have no magical or supernatural power at all, but they are nonetheless closely associated with priests or holy warriors. The most obvious example is the ever-popular *holy symbol* (*Dungeon Fantasy 1*, p. 26). Holy symbols usually have at most three possible shapes per deity. However, a few faiths work on the basis that whatever represents the deity to the priest personally is the best sort of symbol, and so allow an infinite variety of one-off symbols that each only work for one user.

Here are some other options and items of interest.

HOLY SYMBOL WEAPONS

In some cults, a functional weapon can also act as a holy symbol. This is especially appropriate for gods of war, but the hammer of Thor and the bow of Apollo are also examples. The advantages of using the same thing as a weapon and a symbol is that you don't have to put one away and ready the other to switch uses – you just have to brandish the weapon for it to work as a symbol – and it saves a little weight. The disadvantage is that if your weapon is broken or you're disarmed, you're also down one holy symbol. Also, if your weapon is used for some inappropriate purpose – to hammer in tent spikes, say, or to carve up dinner – it stops working as a symbol until you take it to a temple or shrine and spend \$20 on sacrifices, incense, etc. to purify it again.

To purchase a weapon that can also double as an ordinary holy symbol, simply find the cost of the appropriate weapon and add \$50. This represents the trouble of finding something that matches the deity's own weapon in form, maybe having some sacred text inscribed on it, and having it purified at a temple. A weapon that can also work as a *blessed* holy symbol must have at least +1 CF from the fine, ornate, silver (coated or solid), and/or very fine equipment modifiers (*Dungeon Fantasy 1*, pp. 26-27); find the cost including the modifier, then add \$250 to have it sanctified. For a weapon that doubles as a *high* holy symbol, you need at least +4 CF total from the above modifiers; find the cost including the modifier, then add \$1,000 for the special sanctification.



OTHER CLERICAL GEAR

Members of various religions favor a number of other items for part-practical, part-worshipful purposes. The following are a few examples.

Low-Tech Flamethrower

Priests and holy warriors of fire gods like using fire in combat. Spells aside, this sometimes means thrown bottles of alchemist's fire (*Dungeon Fantasy 1*, p. 28), or just the occasional blow with a flaming torch (p. B394 and *Dungeon Fantasy 1*, p. 24). Sometimes, though, they adopt slightly more ingenious devices; although weapons that are more effective are available, these items suit their taste.

Clever artificers manufacture the mechanisms, which are basically outsize bronze "squirt guns" with reservoirs that can hold up to four pints of flammable liquid – either ordinary lantern oil (*Dungeon Fantasy 1*, p. 24), which serves as a passable incendiary when sprayed in a fine aerosol, or alchemist's fire. The two liquids can't be mixed; trying just leads to painful accidents. Each pint of liquid takes 30 seconds to load into the reservoir, and is good for one shot. Alchemists' fire is self-igniting, while with ordinary oil, the user has to fix a slow match to the muzzle of the weapon; this takes three minutes to set up, burns for two hours, and may be doused by immersion in water, heavy rain, etc.

The flamethrower *must* be used two-handed – one hand aims it, while the other operates the pump mechanism. The flaming jet can be dodged or blocked, but a successful block sets the shield ablaze! This is distracting (-2 to DX) and will destroy a nonmetallic shield in 8 × DB seconds. (Metallic shields simply stop burning after 1d seconds.) Extinguishing the flames takes three Ready maneuvers, during which the shield is unready for all purposes. The shot can't be parried. A hit by alchemist's fire is treated the same for damage as a hit by a thrown bottle of the stuff (1d burning damage/second for 30 seconds); ordinary oil has a similar effect when sprayed by this weapon, but does only 1d-2 burning damage for 1d seconds.

Sexton's Special Shovel

Devotees of the more benevolent types of death god often pay close attention to funerals and graveyards, making sure

that burials are conducted correctly and that bodies remain undisturbed – and that the dead stay where they're put. In fact, lower-level servants of the cult and "hands on" priests often work as gravediggers, keeping this practical but sacred space tidy in every sense. Unfortunately, though, in the world of *Dungeon Fantasy*, the dead are forever turning restless and dark forces are forever invading graveyards, obliging the faithful to fight back with whatever comes to hand.

The Sexton's Special Shovel is a very practical tool/weapon, evolved from such improvisations. A solid gravedigger's shovel, it is usually swung to cut, although its less sharpened digging tip and broad, flat face can also do some damage. Its carefully forged head can hold a remarkably good edge even through many days of use for mundane use – although a good owner may carefully sharpen it every night. The Shovel also works fine for digging holes in the ground.

Impiety: Your irreverence toward my deity.

– Ambrose Bierce,
The Devil's Dictionary

Sacred Scalpel

The art of healing is usually gentle, but sometimes, surgery is a necessity, perhaps with a degree of ruthlessness. To priests and holy warriors of healing, the scalpel symbolizes this regrettable but accepted fact – and a few cults even use such blades in combat. A *sacred scalpel* is the weapon of choice for such battle surgeons. It is always fine or very fine quality, can be used in surgery, and functions as a blessed holy symbol, (or as a high holy symbol if it is very fine).

In combat, it is purely a melee weapon; the balance is all wrong for throwing, and anyway no devotee would dream of throwing it away. It also has -2 to parry, due to its small blade and lack of a guard.

Clerical Gear

See pp. B268-271 for an explanation of the statistics.

LIQUID PROJECTOR (FLAMETHROWER) (DX-4, or other Liquid Projector at -4)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost
Flamethrower	See above	–	6	15	Jet	4(30i)	10†	-6	–	\$400

TWO-HANDED AXE/MACE (DX-5, Axe/Mace-3, Polearm-4, or Two-Handed Flail-4)

Weapon	Damage	Reach	Parry	Cost	Weight	ST
Sexton's Special Shovel	sw+2 cut	1	0U	\$100	5	11†
or	sw+2 cr	1	0U	–	–	11†

KNIFE (DX-4, Force Sword-3, Main-Gauche-3, or Shortsword-3)

Weapon	Damage	Reach	Parry	Cost	Weight	ST
Fine Scalpel	sw-2 cut	C	-2	\$325	0.25	5
Very Fine Scalpel	sw-1 cut	C	-2	\$1,050	0.25	5

Holy Water

Holy water is mentioned and given a price (\$15 for 1/2 pint “dose”) on p. 26 of *Dungeon Fantasy 1*. It is, simply, water – the stuff of life, the symbol of cleansing natural purity – imbued with a small measure of divine goodness. As a result, certain evil and impure monsters, mostly vampires or demons, find that it burns them like fire. Various cults make it, primarily for use in rituals, and adventurers often like to acquire a few flasks to employ as a weapon. Some priests are unhappy about selling the stuff for this purpose – it seems disrespectful – but most reckon that it can only be used as a weapon against Foul Evil, which is a good idea, and are happy to accept the donations to temple funds. Still, adventurers who need to buy holy water in a hurry may have to make Fast-Talk or Diplomacy rolls.

Some heroes may think about making their own, but this isn’t trivial. It can only be done on a site that has high or very high sanctity for the priest or priests involved, which usually means a temple or shrine to their god. The process starts with casting Purify Water on some ordinary water, then storing it in the location for at least 24 hours, and finally, casting a 1-point (10 FP) Bless on the purified liquid. One casting of Bless can help transform up to 40 pints of purified water into holy water. The bottles to hold the liquid have to be fancy, more like crystal vials, and so cost \$5 each.

Obviously, this effectively limits the production of holy water to cults with access to the two spells required. A few springs and the like actually produce water so pure that Purify Water isn’t required, and the stuff can be blessed straight away; needless to say, once these are located by a cult, they are carefully guarded. A very few sacred springs actually produce holy water without any human intervention; these have the status of static holy relics and are almost invariably surrounded by well-guarded shrines manned by stern priests and fanatic holy warriors.

Buying It Cheap

Dungeon Fantasy 2 (p. 3) says that heroes with Clerical Investment get holy water at 50% off without even having to make any sort of dice roll. Assume that, regardless of what spells PC clerics can learn and cast, NPC high priests of all cults have access to the two necessary spells (or adequate replacements). Thus, the purchasing clerics are not necessarily creating their own holy water; they simply have good connections to people who can. Still, the GM may opt to reduce or eliminate the discount for clerics of cults without access to those spells, in return for some replacement benefit.

ITEMS OF POWER

Dungeoneering devotees will be glad to hear that they are generally free to wield items of supernatural power, although they sometimes have to worry about the moral aspects of their armories – and the complexities of polytheistic religions can add an extra twist or two to this.

“ORDINARY” MAGIC ITEMS

Simple magic items aren’t generally a problem for religious dungeoneers, and many an adventuring priest happily wields a mace enchanted with Accuracy and Puissance, or armor reinforced by Fortify. A few items are made with religious users in mind, although if they’re enchanted with secular magic, and if they don’t have complicated limiting enchantments, they can actually be used by anybody. High-power stay-at-home priests of artificer gods (see pp. 9-10) make other items; these may be, functionally, ordinary magic items, but they can have slightly eccentric features reflecting their origins.

Some items might, with GM permission, also serve as power items (*Dungeon Fantasy 1*, p. 28), for which purpose, they should have their FP capacity noted. The following are a couple of exceptional items of interest.



Apparel of the Adventuress

Power Item: 10 FP

These garments were apparently created to the order of a priestess of a goddess of love from a wealthy background. Her position in the cult required a particular style of dress, but she also found herself in too many dangerous situations. The outfit consists of a decorative headpiece, a swirling silk dress with multiple cutaway sections, and a pair of high-heeled shoes. All three components must be worn for any of the benefits to be gained; the enchantments are cast on the array as a set. If the user dons more than 1 lb. of other clothing or armor (jewelry, packs, slung weapons, etc. don’t count here), all benefits are lost until the additional items are discarded. The Apparel grants a +3 Defense Bonus (from a Deflect enchantment), +1 DX (from a permanent Grace spell), +1 Move and Dodge (from a Haste enchantment), the benefits of a permanent Mage-Stealth spell, and the ability to run, dance, perform acrobatics, etc. in the high heels at no penalty (presumably with a variant Movement college spell). Incidentally, persistent rumors insist that the Apparel works just fine for male wearers, despite the fact that it *doesn't* incorporate an Adjustable Clothing spell.

The full set of Apparel weighs 2 lbs., but it can be worn in place of the standard set of ordinary clothes (p. B266) that the adventurer normally would dress in if not wearing armor. It is equivalent to lightweight diaphanous or summer-grade clothing, so the wearer will also need a heavy cloak or similar if venturing outdoors on cool days.

Sacred Shovel of Zombie Beheading

Power Item: 20 FP

This is a Sexton's Special Shovel (see p. 34), enchanted by a wizard who owed a favor to a holy warrior of a benevolent death cult. It is a fine-quality weapon with Penetrating Weapon and Puissance cast on it, enabling it to do sw+4(2) cut or sw+3 cr damage, while Graceful Weapon gives it Parry 0. Most dramatically, a carefully tuned variant Accuracy enchantment gives the Sacred Shovel's user +4 to skill when making a targeted attack at the neck, face, or skull of an undead opponent.

HOLY RELICS

Relics are material objects that have been brushed by divinity, and they still carry some of that power. They range from small saint-blessed items or stone chips from sacred sites (which grant minor or one-off boons or small protections against evil) to the former personal possessions of living gods (which pulsate with divine energies and carry the power to transform the world if used correctly – or incorrectly).

Although they display miraculous supernatural powers, holy relics are *not* magical. Rather, they generate effects equivalent in their basic nature to Holy or Unholy Might or Druidic Arts. Still, some – though not all – of them *might* also serve as power items (*Dungeon Fantasy 1*, p. 28), for use with clerical magic *only* – for which purpose, they should have their FP capacity noted. (“One-use” relics cannot work this way.) In addition, any relic can be used as a holy symbol of the deity who empowers it.

Even in a *Dungeon Fantasy* world, seriously significant relics are *not for sale*. They are too rare, too powerful, and too important to the worshipers of the deity in question. That said, just enough cases occur of relics falling into the hands of commercially minded characters – or even of temples renting out power – that con artists who claim that they have a relic for sale may sound plausible.

Aspergillum of High Power

Power Item: 5 FP

This minor relic consists of a small, perforated metal ball with a handle attached. It weighs 0.5 lb. and has one power, apart from acting as a standard holy symbol for the followers of *any* non-Evil deity: If the ball is filled with holy water, the aspergillum can be used to sprinkle it on any one object or being within one yard. (The ball holds four ounces – 1/4 of a pint – and takes 30 seconds to fill and prepare.) The holy water hits automatically, and it has the same effect on evil beings as a direct hit from a half-pint bottle of the stuff. Each refill gives three uses, thus significantly extending the usefulness of a given quantity of holy water.

Oil of Kingship

Occasionally, when a rightful and devout king or emperor is anointed by a high priest during his coronation ceremony, a little of the oil is left over and demonstrates miraculous powers. (Sometimes none is left. Adventurers can't be sure of getting hold of this stuff, even if they hang around every coronation that happens.) Each drop can be conserved in a

crystal vial (total weight 0.5 lb.), and serves as a blessed holy symbol for the cult of the high priest involved in the original ceremony. Moreover, if it is dabbed onto the forehead of any sapient being by a priest of the same cult, it temporarily grants that being a little of the divine power of rulership. He gains +6 to Will, Charisma 3, Hard to Kill 2, Hard to Subdue 4, Luck, Night Vision 2 (the better to pierce the darkness of treachery and the shadows of deceit), and the Honest Face perk, all cumulative with existing traits (but while Luck becomes Extraordinary Luck, Extraordinary Luck doesn't improve). These benefits last for 3d hours, even if the oil is washed off or otherwise removed.

*Not all the water in
the rough rude sea
Can wash the balm off
from an anointed king.*

– William
Shakespeare,
King Richard II

Staff of Earthquakes

Power Item: 12 FP

This staff made of petrified wood is far less brittle than might be expected. In fact, it seems to be unbreakable – or at least invulnerable to any sort of mundane damage. (It certainly won't ever break if used to parry.) It makes a useful if heavy weapon: Treat it as a quarterstaff, but with +2 damage and +5 to required ST in all modes of use. It weighs 12 pounds. It also acts as a high holy symbol for *any* earth-god cult.

More importantly, it is imbued with the divine earth power of the god who once wielded it. Anyone with a firm grip on the staff has +15 DR against crushing damage only, and is immune to being thrown off his feet by earthquakes or ground movements (including those caused by the staff). Only one person can have a firm grip on the staff while moving around normally, but up to four people can stand still while sharing a hold if they cooperate.

Lastly, if just one person is holding the staff, he can trigger its greatest power by striking the ground with it while saying simply, “I invoke the power of the earth!” in a language he speaks at Native level. The result is equivalent to casting an Earthquake spell, with a duration of one minute and its area of effect centered on the staff; the quake rates as *severe* over a radius of 100 yards, *mild* 101-500 yards from the staff, and *tiny* from 501 yards to a mile away. This power can be used just once per calendar day. No known way exists of reducing the area or strength of the earthquake.

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