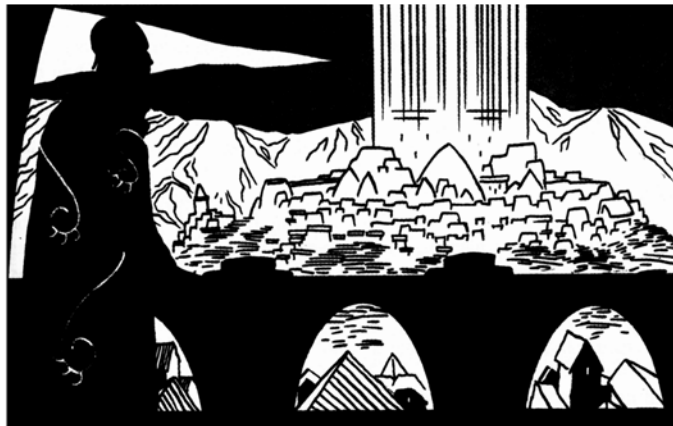


GURPS

Fourth Edition

DUNGEON FANTASY™ CLERICS™



Written by **PHIL MASTERS**

Edited by **NIKOLA VRTIS**

Editorial Assistance by **JASON "PK" LEVINE**

Illustrated by **GUY BURWELL, DARRELL MIDGETTE, and DAN SMITH**

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

– George
Santayana

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GURPS System Design ■ STEVE JACKSON
GURPS Line Editor ■ SEAN PUNCH
 Managing Editor ■ PHILIP REED
 e23 Manager ■ STEVEN MARSH

Page Design ■ PHIL REED and
 JUSTIN DE WITT
 Art Director ■ WILL SCHOONOVER
 Production Artist & Indexer ■ NIKOLA VRTIS
 Prepress Checker ■ WILL SCHOONOVER

Marketing Director ■ PAUL CHAPMAN
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 VICKY “MOLOKH” KOLENKO

Playtesters: Frederick Brackin, Peter V. Dell’Orto, Leonardo de Moraes Holschuh, Matt Riggsby, and Emile Smirle

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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.

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