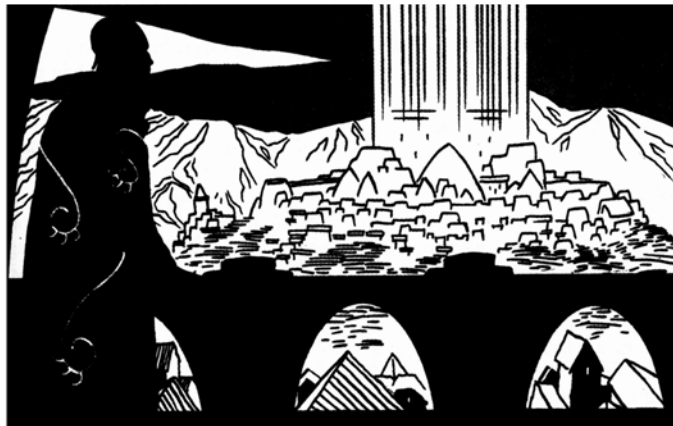


GURPS

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**

An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

Stock #37-0311

Version 1.0 – October 2009



CONTENTS

INTRODUCTION	3	Earth Priest Spells	15	STORM GODS	27
Recommended <i>GURPS</i> Books	3	<i>Holy Warriors of the Earth</i>	15	Special Powers	27
About the Author	3	FIRE GODS	16	Storm Priests	28
About <i>GURPS</i>	3	Special Powers	16	Storm Priest Spells	28
1. PANTHEONS, MORALITY,		Fire Priests	16	<i>Holy Warriors of the Storm</i>	28
AND CULTS	4	Fire Priest Spells	16	SUN GODS	28
The Leadership	4	<i>Holy Warriors of Fire</i>	16	Special Powers	29
<i>Dungeon Fantasy vs. Reality</i>	5	GODS OF THE HUNT	17	Sun Priests	29
Gods and Morality	5	Special Powers	17	Sun Priest Spells	29
The Mortal Followers	6	Priests of the Hunt	17	<i>Holy Warriors of the Sun</i>	29
Divine Elements	6	Hunter-Priest Spells	18	WAR GODS	30
<i>Half-Spirits</i>	6	<i>Holy Hunters</i>	18	Special Powers	30
2. GODS AND		GODS OF LOVE		War Priests	30
DEVOTEES	7	AND FERTILITY	18	War Priest Spells	31
<i>Multiple Realms</i>	7	Special Powers	19	<i>Holy Warriors of War</i>	31
Format	7	Priests of Love	19	OTHER DIVINE REALMS	32
AGRICULTURAL GODS	8	Love Priest Spells	20		
Special Powers	8	<i>Holy Warriors of</i>			
Priests of the Harvest	8	<i>Love and Fertility</i>	20		
<i>Holy Warriors of the Harvest</i>	8	GODS OF HEALING	20		
Agricultural Priest Spells	9	Special Powers	21		
ARTIFICER GODS	9	Priests of Healing	21		
Special Powers	9	Healing Priest Spells	21		
“Useless” Skills	9	<i>Holy Warriors of Healing</i>	21		
Artificer-Priests	10	GODS OF MESSENGERS			
Artificer-Priest Spells	10	AND ROGUES	22		
<i>Artificer Holy Warriors</i>	10	Special Powers	22		
CITY GODS	11	Messenger/Rogue Priests	22		
Special Powers	11	Messenger/Rogue			
City Priests	12	Priest Spells	22		
City Priest Spells	12	<i>Holy Warriors of</i>			
<i>Urban Holy Warriors</i>	12	<i>Messengers and Rogues</i>	23		
DEATH GODS	13	GODS OF NIGHT	23		
Special Powers	13	Special Powers	24		
Priests of Death	13	Priests of Night	24		
Death Priest Spells	13	Night Priest Spells	24		
<i>Holy Warriors of Death</i>	14	<i>Holy Warriors of Night</i>	24		
EARTH GODS	14	SEA GODS	25		
Special Powers	15	Special Powers	25		
Earth Priests	15	Sea Priests	26		
		<i>Holy Warriors of the Sea</i>	26		
		Sea Priest Spells	27		

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

– George
Santayana

3. SACRED	
ARTIFACTS	33
THE SACRED BUT MUNDANE	33
Holy Symbol Weapons	33
Other Clerical Gear	34
ITEMS OF POWER	35
<i>Holy Water</i>	35
“Ordinary” Magic Items	35
Holy Relics	36
INDEX	37

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
 Director of Sales ■ ROSS JEPSON
GURPS FAQ Maintainer ■
 VICKY “MOLOKH” KOLENKO

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

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, *Dungeon Fantasy*, *Clerics*, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. *GURPS Dungeon Fantasy 7: Clerics* is copyright © 2009 by Steve Jackson Games Incorporated. Some art © 2009 JupiterImages Corporation. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author’s rights is appreciated.

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

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

New supplements and adventures. **GURPS** continues to grow – see what's new at www.sjgames.com/gurps.

e23. Our e-publishing division offers **GURPS** adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on e23! Just head over to e23.sjgames.com.

Pyramid (www.sjgames.com/pyramid). Our monthly PDF magazine includes new rules and articles for **GURPS**, systemless locations, adventures, and much more. Look for each themed issue from e23!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at forums.sjgames.com. The **GURPS Dungeon Fantasy 7: Clerics** web page can be found at www.sjgames.com/gurps/books/dungeonfantasy/dungeonfantasy7.

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.

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.

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.

INDEX

- Agni, 16.
Apollo, 33.
Apparel of the Adventurers, 35.
Aspergillum of High Power, 36.
Bacchus, 32.
Celestial PCs, 6.
Ceres, 8.
Chaotic morality, 5.
Character abilities and gods, 6; *see also Priests, Special Powers.*
Cleric template, 6; *see also Priests.*
Divine, *elements*, 6; *realms*, 5-7; *see also Gods.*
Druid template, 6; *see also Priests.*
Dungeon fantasy vs. reality, 5.
Elder-spawn, 6.
Elements, divine, 6; *see also Gods.*
Equipment, 33-36.
Evil cleric lens, 6.
Evil morality, 5.
Flamethrowers, 34.
Gods, *agriculture*, 8-9; *artificers*, 9-10; *city*, 11-12; *death*, 13-14; *earth*, 14-15; *fire*, 16-17; *frenzy*, 32; *harvest*, 8-9; *healing*, 20-21; *horses*, 32; *hunting*, 17-18; *love and fertility*, 18-20; *luck*, 32; *messengers and rogues*, 22-23; *night*, 23; *rivers*, 32; *scholarship*, 32; *sea*, 25-27; *storm*, 4, 27-28; *sun*, 28-29;
war, 30-31; *see also Divine, Morality And Gods, Pantheons.*
Good morality, 5.
Greek deities, 4, 25, 27, 30.
GURPS, Basic Set, 3; **Dungeon Fantasy**, 3-5, 11, 30, 34, 36;
Dungeon Fantasy 1: Adventures, 3, 7-9, 23, 30, 33-36; **Dungeon Fantasy 2: Dungeons**, 11, 35; **Dungeon Fantasy 3: The Next Level**, 3, 6, 7, 11, 30; **Dungeon Fantasy 4: Sages**, 9, 10; **Dungeon Fantasy 5: Allies**, 3, 6, 7, 17; **Fantasy**, 3; **Magic**, 3; **Powers**, 3; **Thaumatology**, 3.
Half-spirits, 6.
Hindu deities, 16.
Holy hunters, 18.
Holy relics, 36.
Holy symbol weapons, 33.
Holy warriors, *agriculture*, 8; *artificers*, 10; *city*, 12; *death*, 14; *earth*, 15; *fire*, 16; *harvest*, 8; *healing*, 21; *hunting*, 18; *love and fertility*, 20; *messengers and rogues*, 23; *night*, 24; *sea*, 26; *storms*, 28; *sun*, 29; *war*, 31.
Holy water, 35.
Infernal PCs, 6.
Infused, 6.
Insane amorality, 5.
Items of power, 35-36.
Leadership of pantheons, 4.
Lens used, 6; *see also Priests.*
Loki, 16.
Magic items, 35-36.
Morality and gods, 5; *see also Gods.*
Mortal followers, 6.
Multiple realms, 7.
Nature morality, 5.
Neutral morality, 5.
Norse deities, 4, 16, 27.
Odin, 4.
Oil of Kingship, 36.
Pan, 32.
Pantheons, overview, 4-6.
Pele, 16.
Poseidon, 25.
Power Investiture (PI) advantage, 7; *see also Spell Lists.*
Priests, *agriculture*, 8; *artificers*, 10; *city*, 12; *death*, 13; *earth*, 15; *fire*, 16; *harvest*, 8; *healing*, 21; *hunting*, 17; *love and fertility*, 19; *messengers and rogues*, 22; *night*, 24; *sea*, 26; *storms*; 29; *sun*, 29; *war*, 30-31.
Priest spells, *see Spell lists.*
Realms, divine, 5-7; *see also Gods.*
Real-world gods in dungeon fantasy, 5.
Recommended **GURPS** books, 3.
Relics, holy, 36.
Roman deities, 8, 16.
Sacred scalpel, 34.
Sacred Shovel of Zombie Beheading, 36.
Sexton's Special Shovel, 34.
Skills, useless, 9.
Sky father, 4, 7, 27, 29.
Special powers, *agriculture*, 8; *artificers*, 9-10; *city*, 11-12; *death*, 13; *earth*, 15; *fire*, 16; *harvest*, 8; *healing*, 21; *hunting*, 17; *love and fertility*, 19; *messengers and rogues*, 22; *night*, 24; *sea*, 25-26; *storms*, 27; *sun*, 29; *war*, 30.
Spell lists, *agriculture*, 9; *artificer*, 10; *city*, 12; *death*, 13-14; *earth*, 15; *fire*, 16-17; *harvest*, 9; *healing*, 21; *hunting*, 18; *love and fertility*, 20; *messengers and rogues*, 22-23; *night*, 24-25; *sea*, 27; *storms*, 28; *sun*, 29; *war*, 31.
Staff of Earthquakes, 36.
Templates used, 4, 6; *see also Priests.*
Thor, 27, 33.
Tiamat, 25.
"Useless" skills, 9.
Vesta, 16.
Weapons, 33, 34.
Zeus, 27.
Zhu Rong, 16.



Stuck for an adventure? No problem.

**e23 sells high-quality
game adventures
and supplements
in PDF format.**

- Get complete sample adventures free!
- PDFs from the major players in online publishing – plus gems from the up-and-comers, and digital editions of out-of-print classics.
- See the ratings other users have given . . . and add your own ratings.
- Buy it once, have it always. Download your purchases again whenever you need to.

Download ● Print ● Play

e23 is part of Warehouse 23, the online store at Steve Jackson Games. Warehouse 23 is also the official Internet retailer for Dork Storm Press, Atlas Games, and many other publishers. Visit us today at www.warehouse23.com for all your game STUFF!