

GURPS Forgotten Realms

Clerical Magic Guide

Religious Advantages

Clerical Investment

5 points/level; see p. B19 or CI32

You have been ordained as a minister of some religion. You receive +1 on all Reaction Rolls from those who respect your faith. Most clerics and priests in the Realms have this advantage, though paladins and warriors of a faith will not -- their magic is best handled through knacks, as opposed to religious magic.

The cost of this advantage may be reduced by taking appropriate religious Vows or Disciplines of Faith.

Power Investiture

10 points/level See p. CI42

You have been invested with the power of your deity, and may cast clerical spells. Clerics may learn the *Granted Spells* of their deities with no prerequisite requirements; Granted Colleges require prerequisites normally.

Each level of Investiture confers a +1 bonus to IQ when learning new divine spells. Greater powers have 3 available levels; Demipowers have 2 available levels; Lesser Powers only have one available level.

Power Investiture usually requires Clerical Investment, Performance/Ritual 12+ and Theology 12+.

Clerical Skills

Performance/Ritual (Mental/Average)

Defaults to IQ-5

The ability to perform a religious ritual. Most clerics in the Realms have this skill.

Sacrifice (Mental/Hard)

No default; Prerequisite: Theology

Ceremonially drains and then kills a subject. This generates power equivalent to the victim's (ST+HT) x3, half of which must be given to the deity or else he will become angered. The other half can be used to power ceremonial spells or add to the total energy for the creation of Holy Objects. Only a few, rare gods tolerate sacrifices.

Theology (Mental/Hard)

No default

The study of religion. Most clerics *specialize* in their own deity. This gives +5 to their skill for rolls regarding their deity, and -1 on all other rolls.

Religious Spells

(see **GURPS Religion** for more details)

Religious spells do not have any prerequisites other than Power Investiture.

All clerical spells require a magical ritual since the cleric is asking his deity for his favor. He is penalized without the appropriate rituals:

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| <ul style="list-style-type: none">-2 for soft speech, -4 for no speech-2 if gestures are made with only one hand, -4 if no gestures are used-2 if the proper foot movements and/or position is not used+1 for each additional turn spent concentrating (maximum +4) |
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Mana and Sanctity

Clerics are not affected by mana zones. They are, however, affected by Sanctity zones. Most of the world is normal sanctity.

Very High Sanctity: All fatigue casting spells is renewed at the end of the turn. This is a No-Sanctity area for non-allied deities.

High Sanctity: Fatigue cost for spells is halved.

Low Sanctity: Fatigue cost for spells is doubled.

No Sanctity: Spells do not function.

Holy Days: Sanctity level is raised by one. Greater Powers have 3 holy days; Demipowers have 2, Lesser Powers have 1.

Religious Spells

All clerics may learn and use these spells. These are the basics...

Lead Worship

see GURPS Religion

Consecrate

see GURPS Religion

Desecrate

see GURPS Religion

Excommunicate

see GURPS Religion

Final Rest

see GURPS Religion

Holy Oath

see GURPS Religion

Summon Allied Entity

see GURPS Religion

New Religious Spells

Divine Messenger

Special

Calls forth a messenger – usually a small animal or bird – that will deliver a short verbal message to anyone the caster names. While the creature has the ability to speak the message, it is not anymore intelligent or capable than a normal member of its species.

Duration: Until the message is delivered.

Cost to Cast: 3

Time to Cast: 2 seconds.

Prerequisites: Power Investiture 1

Resist Death

Regular

A simple blessing given to allies and fellow priests, this spell is taught to initiates early in their career. The subject may reroll any one failed HT roll to avoid death while under the duration of the spell.

Duration: 1 hour.

Cost to Cast: 4.

Time to Cast: 3 seconds.

Prerequisites: Power Investiture 1

Life Blade

Regular

Imbues a weapon with divine holiness. The weapon does +2 damage against any unholy creatures, including undead and demons.

Duration: 1 minute.

Cost to Cast: 2.

Prerequisites: Power Investiture 1

Death Blade

Regular

Imbues a weapon with infernal darkness and makes it capable of sucking the life from a foe. Anyone struck by a Death Blade suffers a –2 penalty to all HT rolls to avoid death or unconsciousness.

Duration: 1 minute.

Cost to Cast: 4.

Prerequisites: Power Investiture 2

Sticks to Snakes***Regular***

Turns any wooden branch, including staffs or wands, into an angry, poisonous snake. The snakes will only threaten enemies of the priest. If cast on a pile of sticks – usually only available in a wooded area – the caster may shapeshift them into a swarm of snakes.

Duration: 1 minute.

Cost to Cast: 2 or 4 for a swarm.

Prerequisites: Power Investiture 2

Fiery Chariot***Special***

Summons a fiery chariot from the heavens. Priests usually use this spell to quickly escape danger, though some warlike cults use it to lead their devote followers into battle.

Duration: 1 minute

Cost to Cast: 8

Time to Cast: 5 seconds

Prerequisites: Power Investiture 3

Deities of the Forgotten Realms

Auril (Frostmaiden)

Demipower of Pandemonium

Matron of Cold

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Banish

Granted Colleges: Healing, Protection & Warning, Water

Azuth (The High One)

Demipower of Arcadia

Patron of Mages and Energy

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Banish

Granted Colleges: Healing, plus any two colleges; affected by mana levels

Beshaba (Maiden of Misfortunes)

Lesser Power of the Abyss

Matron of Mischief, Bad Luck, and Accidents

Granted Spells: Curse, Aura, Divination, Detect Magic, Turn Zombie, Banish

Granted Colleges: Healing, Body Control, Necromantic

Chauntea (Great Mother)

Greater Power of Elysium

Matron of Agriculture

Granted Spells: Bless, Aura, Divination, Detect Magic, Rain, Turn Zombie, Banish

Granted Colleges: Healing, Plant, Food

Deneir (Lord of Glyphs and Images)

Demipower of Beastlands

Patron of Literature and Art

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Know Illusion, Turn Zombie, Banish

Granted Colleges: Healing, Protection & Warning, Knowledge

Eldath (Goddess of Singing Waters)

Demipower of Prime Material plane

Matron of Peace, Pools, and Springs

Required Disadvantage: Pacifism (Total)

Granted Spells: Bless, Aura, Divination, Detect Magic, Sleep, Turn Zombie, Banish

Granted Colleges: Healing, Protection & Warning, Water

Gond (Wonderbringer)

Lesser Power of Concordant Opposition

Patron of Artifice, Craft, and Construction

Allowed Advantage: High Technology (TL4)

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Heat, Turn Zombie, Banish

Granted Colleges: Healing, Protection & Warning, Making and Breaking

Helm (He of the Unsleping Eyes)

Lesser Power of Nirvana

Patron of Guardians and Protection

Required Advantage: Combat Reflexes

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Banish

Granted Colleges: Healing, Protection & Warning, Mind Control

Ilmater (The Crying God)

Lesser Power of Twin Paradises

Patron of Endurance and Suffering

Required Advantage: High Pain Threshold

Allowed Advantages: Unlimited levels of Extra Fatigue

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Resist Pain, Strengthen Will, Turn Zombie, Banish

Granted Colleges: Healing (+2), Protection & Warning

Lathander (Morninglord)

Greater Power of Elysium

Patron of Spring, Dawn, Birth, and Renewal

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Know Illusion, Turn Zombie, Banish

Granted Colleges: Healing, Protection & Warning, Light and Darkness

Leira (Lady of the Mists) [Dead]

Demipower of Limbo

Matron of Deception and Illusion

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Banish

Granted Colleges: Healing, Illusion, Light and Darkness

Lliira (Our Lady of Joy)

Demipower of Arvandor

Matron of Happiness, Joy, Dance, and Festivals

Required Disadvantage: Pacifism (Cannot kill)

Granted Spells: Bless, Aura, Divination, Detect Magic, Sense Life, Suggestion, Bravery, Ecstasy, Daze, Water to Wine, Turn Zombie, Banish

Granted Colleges: Healing (+2), Protection & Warning

Loviatar (Maiden of Pain)

Demipower of Gehenna

Matron of Pain, Hurt, and Torture

Required Advantage: High Pain Threshold

Allowed Advantages: Unlimited levels of Extra Fatigue

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Banish

Granted Colleges: Healing, Body Control, Necromantic

Malar (The Beastlord)

Demipower of Tarterus

Patron of Hunters, Beasts, and Blood

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Keen Eyes, Keen Ears, Keen Nose, Bravery, Quick March, Berserker, Turn Zombie, Banish

Granted Colleges: Healing, Animal (+2)

Mask (Lord of Shadows)

Lesser Power of Hades

Patron of Thieves and Intrigue

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Persuasion, False Aura, Suggestion, Turn Zombie,

Banish

Granted Colleges: Healing, Light and Darkness, Making and Breaking

Mielikki (Lady of the Forest)

Lesser Power of the Prime Material plane

Matron of Forests, Rangers, and Dryads

Allowed Advantages: Plant Empathy

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Seek Water, Minor Healing, Turn Zombie, Banish

Granted Colleges: Food, Plant, Animal

Milil (Lord of All Songs)

Demipower of the Beastlands

Patron of Poetry and Song

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Banish

Granted Colleges: Healing, Protection & Warning, Sound

Mystra (Midnight, Lady of Mysteries)

Greater Power of Nirvana

Matron of Magic

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Analyze Magic, Identify Magic, Turn Zombie, Banish

Granted Colleges: Meta-spells, plus any two

Oghma (The Binder)

Greater Power of Concordant

Patron of Knowledge and Bards

Required Skill: Wrestling

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Banish

Granted Colleges: Healing, Protection & Warning, Knowledge

Selune (Our Lady of Silver)

Lesser Power of Gladsheim

Matron of Moon, Stars, and Navigation

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Aura, Find Direction, Tell Position, Remember Path,

Pathfinder, Mystic Mark, Turn Zombie, Banish

Granted Colleges: Healing, Protection & Warning, Light and Darkness

Shar (Mistress of the Night)

Greater Power of Hades

Matron of Dark, Night, Loss

Allowed Skills: Blindfighting

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Daze

Granted Colleges: Healing, Light and Darkness, Necromantic

Silvanus (Oak Father)

Greater Power of Concordant Opposition

Patron of Nature and Druids

Required Disadvantage: Vow (Use no metal) [-10]

Allowed Advantages: Plant Empathy

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Seek Water, Seek Food, Beast-Soother, Turn Zombie, Sense Life, Banish

Granted Colleges: Healing, Plant (+2) or Healing, Plant, Animal

Sune (Firehair)

Greater Power of Arvandor

Matron of Beauty, Love, and Passion

Required Advantage: Handsome/Beautiful

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Aura, Turn Zombie, Banish

Granted Colleges: Healing, Mind Control, Body Control

Talona (Lady of Poison)

Demipower of Tartarus

Matron of Disease and Poison

Required Disadvantage: Unattractive

Required Skill: Poisons

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Aura, Sickness, Turn Zombie, Banish

Granted Colleges: Healing, Body Control, Food

Tempus (Lord of Battles)

Greater Power of Limbo

Patron of War

Allowed Advantage: Weapon Master (one weapon only)

Required Disadvantage: Vow (Use no missile weapons) [-10]

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Bravery, Resist Cold, Resist Fire, Turn Zombie,

Banish

Granted Colleges: Healing, Body Control, Protection and Warning

Torm (The True)

Demipower of the Prime Material plane

Patron of Duty, Loyalty, Obedience

Required Advantage: Charisma

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Aura, Turn Zombie, Banish

Granted Colleges: Healing, Mind Control, Communication and Empathy

Tymora (Lady Luck)

Lesser Power of Arvandor

Matron of Adventurers, Skill, and Good Fortune

Allowed Advantage: Luck

Granted Spells: Bless, Curse, Aura, Detect Magic, Test Food, Light, Seek Food, Seek Water, Turn Zombie, Banish

Granted Colleges: Healing (+1), Protection and Warning (+1)

Umberlee (The Bitch Queen)

Lesser Power of the Abyss

Matron of Oceans, Waves, and Sea Winds

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Fish Control, Zombie, Control Zombie, Turn

Zombie, Banish

Granted Colleges: Healing, Water, Air

Dwarven Deities of the Forgotten Realms

Berronar Truesilver (The Revered Mother)

Intermediate Power

Matron of Safety, Truth, and Home

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Test Food, Pathfinder, Turn Zombie, Banish

Granted Colleges: Healing, Protection and Warning, Communication and Empathy

Clangeddin Silverbeard (Father of Battle)

Greater Power

Patron of Dwarven Warriors

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Resist Fire, Resist Cold, Turn Zombie, Banish

Granted Colleges: Healing, Body Control, Protection and Warning

Dumathoin (Keeper of Secrets Under the Mountain)

Intermediate Power

Patron of Metals

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Minor Healing, Banish

Granted Colleges: Earth, Making and Breaking, Light

Gorm Gulthyn (Fire-Eyes)

Lesser Power

Patron of Protecting Dwarves

Required Skill: Tactics 12+

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Undo, Keen Eyes, Keen Ears, Turn Zombie, Banish

Granted Colleges: Healing, Protection and Warning (+2)

Haela Brightaxe (Lady of the Fray, Luckmaiden)

Demipower

Matron of Luck in Battle and Monster Slayers

Required Skill: Tactics 12+

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Shield, Bravery, Banish

Granted Colleges: Healing, Knowledge, Making and Breaking

Marthammor Duin (Watcher over Wanderers)

Lesser Power

Patron of Dwarven Adventurers, Explorers, and Wanderers

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Aura, Turn Zombie, Banish

Granted Colleges: Healing, Knowledge, Protection and Warning

Moradin (The Soul Forger, Dwarffather)

Greater Power

Patron of the Dwarven Race

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Aura, Bravery, Turn Zombie, Banish

Granted Colleges: Healing, plus two of Earth, Fire, or Body Control

Thard Harr (The Disentangler)

Lesser Power

Patron of the Jungle Dwarves

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Aura, Seek Food, Seek Water, Bravery, Turn Zombie,

Banish

Granted Colleges: Healing, Plant, Protection and Warning

Vergadain (The Laughing Dwarf)

Intermediate Power

Patron of Wealth, Luck, and Merchants

Granted Spells: Bless, Curse, Aura, Divination, Detect Magic, Aura, Measurement, Turn Zombie, Banish

Granted Colleges: Healing, Earth, Communication and Empathy