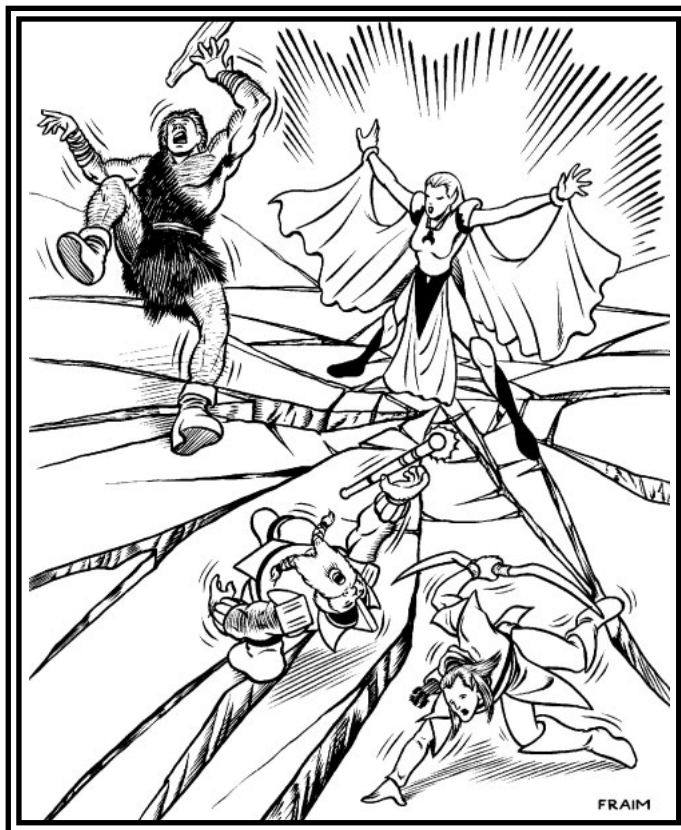




THE ZEALOT'S GUIDE to WURLD CONVERSION:



SECURING THE THRONE IN THE AFTERLIFE



SPECIAL REFERENCE WORK

ZEALOT'S GUIDE TO WURLD CONVERSION

Securing the Throne in the Afterlife

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Welcome friend.

It seems that you are a breed apart. For not only are you a participant in HackMaster, the single greatest game ever created and pursued by mankind, but you are also either a GameMaster (GM) or you run a character from the most essential and yet most taken-for-granted class: the cleric. For those of you who are GameMasters or veteran players of clerics, feel free to skip ahead a bit. But for those of you who are new to the art of bringing down the wrath of the gawds upon heathen souls, I will answer that nagging question forming in your novice little brain: “Exactly why should I play a cleric?”

Perhaps you think the rigid role-playing rules associated with clerics, alignment and mythic religions are too much to worry about. This, my inexperienced friend, is pure folly. Truth be told, role-playing a cleric is probably one of the easiest tasks to handle. Unlike many other classes, you have your role in the game spelled out for you: clerics exist to further the goals and desires of their deities. If you keep this overarching principle in mind and adhere to it steadfastly, you can’t lose. Stick true to it and you’ll also find that you’re cleric will profit handsomely along the way.

Now, you might think that everyone takes a cleric for granted and looks at him as nothing but a medic or worse, a nursemaid, meant solely for the use of the rest of the party when they insist upon pushing on to for just “one more room”. In fact, you might have felt that way yourself. I admit, at first blush it appears that this is true, and the simple player will probably always live in ignorance of the truth, but you are clearly NOT ignorant. Your purchase of this tome proves as much. So consider the up side of this apparent drawback: your comrades and allies need YOU to keep them alive. Now pause here for a moment and think about that. Of every party member, it is YOU they can’t let die, ergo it is YOU that they’ll go out of their way to protect. They need YOU. Without a cleric in the party, any group of stalwart heroes in Garweeze Wurld is sure to meet an untimely and probably humiliating demise. They’ll be slowly whittled down in a losing war of attrition as the GM gleefully inflicts wound after grievous wound knowing full well the heroes have now way to heal and no time to rest and lick their wounds. With the curative abilities of most cleric characters, the overall survival of the party is greatly increased. Other players know this, but they just don’t have the gusto to take on the sophisticated and challenging role that you do. When you play a cleric you greatly reduce the odds that you’ll have to activate a sidekick or protégé due to an unfortunate character death because you’ll likely have three or four buddies looking out for you.

Perhaps the most important reason to play a cleric is that it is the most self sufficient character class. Given your ability to use armor, cast spells and wield decent weapons you can definitely hold your own in a fight. You can heal yourself, create water in the desert, cast light in the darkness and purify food and drink, which is especially handy when those rations of sailor sausage start to get a little rank and you are on the fifth level of the Temple of Horrendous Doom with just a few more rooms to explore. No need to lug around a cumbersome and vulnerable spell book. With Detect Magic and Find Traps, you probably don’t even need a thief in your party. I hardly feel the need to mention your ability to send vile undead (who cause even mighty fighters to cower for fear of energy drains) running like crying little babies just by giving them a stern look. You are a one-man adventuring machine!

So now you should be as stoked about clerics as I am. Read on, and you will learn what real supremacy awaits your next cleric player character.

So So Zeke

JoJo Zeke
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The fictional works collectively known as "HackMaster" are what is known as a fantasy role-playing game. Some of the material may not be suitable for children and/or young readers, which is why we strongly suggest parental discretion. It has also come to our attention that some people have no backbone for high fantasy or the concept of heroic deeds which often involve fighting evil monsters and taking on supernatural beings intent on the down fall of all things good and noble. If you are such an individual and are squeamish about such things, you may want to accept the fact that this book is not for you and read no further (but please do send in a 25¢ royalty payment for the portion you HAVE read up to this point, to do otherwise is tantamount to THEFT).

HackMaster is a game and as such, the creators have tried to imbue it with a bit of ambiance that reflects a mysterious world fraught with danger, magic and wondrous creatures. We want to emphasize the term 'game'. HackMaster has very little to do with reality. It's an escape mechanism designed to entertain players for a few hours, after which the game is shelved and everyone returns to their boring 'real lives'.

As a game, HackMaster throws players into situations (conflict) which must be resolved using wit and/or any skills, weapons or other means the players' in-game personae may possess. All of this action, of course, exists only in the mind of those playing the game. Such make-believe conflicts are resolved with equally make-believe solutions. Some conflicts are resolved peacefully through negotiation, parley and other non-violent means. Sometimes they're resolved with magic. Oft times, however, such conflicts are resolved through force (i.e., violence).

Again, all the action in HackMaster takes place in the imaginations of the players and the GameMaster. Are you getting all this?

HackMaster has nothing to do with advocating the occult, drug use, teen suicide, random acts of violence or any of the many sinister agendas which those harboring a grudge against role-playing have attempted to lay at our feet. The writers do not condone violence to solve 'real life' situations. In fact, we frown upon it. Again, this book is a work of fantasy and the reader should remind himself of that. If you cannot separate reality from fantasy you should put this book down and seek professional help (or at the very least make a photo-copy of this disclaimer and review it before and after EVERY session of HackMaster).

Just so we're clear on this — attempting to worship the demons presented in Hacklopedia will result in nothing but ridicule from your peers (our demons are 'made-up'). Likewise, with the 'magic spells' presented in HackMaster. They are fake. Made up. Not real. No matter how hard you try to cast Invisibility on yourself, it just ain't gonna happen. If you jump off a roof because you believe your 'boots of flutter soft' will protect you and you end up shattering your hip, do not come crying to us. We will merely show you a highlighted photo copy of this disclaimer and marvel at your stupidity. Are we on the same sheet of music here? Good. 'Nuff said.

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Introduction

There is little wonder as to why, since the dawn of the HackMaster game system, the cleric has been one of the most popular character classes. He has been a happy bridge between fighters and magic-users. The cleric can armor up and wield heavy weapons, and yet he can still cast many useful magics (including the coveted power to heal!). He is a very versatile, self-sufficient adventurer and the favorite choice of countless players.

With the release of the HackMaster 4th Edition game, none of that has changed. The cleric is the same magic-hurling, skull-bashing hero that he always was. And in the Zealot's Guide to Wurld Conversion, we're going to see to it that he's even more than that. In this supplement, we're going to elaborate on what the cleric (including everyone's favorite tree-hugger, the druid) is to the campaign, to the setting's civilization, and to the adventuring party.

We'll be providing information that'll help you role-play the cleric's faith, including, but not limited to, the gawd or philosophy he serves, the rules and mores he follows, the duties he practices, the restrictions he suffers, the powers he possesses, and the relations he and the others of his faith have with the followers of other faiths.

We'll show you how to play clerics intensely devoted to specific mythoi. A regular ol' cleric of a deity can have a personal life but the specialized cleric is a fanatical devotee of the gawd (in an inspiring way from his congregation's perspective). These zealots are fervent to a fanatical degree. The druid, from the HackMaster 4th Edition Player's Handbook, is one example of a zealot class. This supplement describes many, many more.

We'll give you pointers on how to improve your role-playing of your cleric character. Certainly, all clerics don't have the same sort of identical personality (the kindly father-confessor to his friends with the bloody mace in his hand for infidels and heretics), which many dim-witted players imagine them all to have. HackMaster is not about leaving the fool behind, so much as tutoring him to a level worthy of his GM and the HackMaster game. Thus, if you're one of those ranked among the ignorant, read on and be enlightened.

Further, we'll describe the sort of equipment that clerics use in their devotions and adventures, including weapons, armor, holy symbols, priestly vestments, and other items.

The Zealot's Guide to Wurld Conversion is equally useful if you're a GameMaster or a player. It adds depth to the campaign world and the range of non-player characters (NPCs) for smacking around or shaking down the PCs. For players, the coveted Zealot's Guide adds detail to the abilities, backgrounds, and responsibilities of player character clerics.

In case you're a complete imbecile and have forgotten our typical disclaimer, in the text, for reasons of simplicity, we normally use masculine nouns and pronouns inclusively. When we say "gawd," "Cleric," or "man," we're normally also implying "gawddess," "female cleric," "woman" and possibly "babe", "cutie", "tramp" or even "ambiguously androgynous being". So if you're some kind of new-age male basher, don't freak out on us; we're obviously thinking of you and clearly sensitive enough to bother with adding this note. In fact, you ought to be honored.

In order to be able to effectively use this supplement, you must use all the rules in the Player's Handbook (PHB) and (for GMs) the GameMaster's Guide (GMG) from the HackMaster 4th Edition game. If you're not yet familiar with them, you ought to read them before continuing with this rule-book. And if you're still playing older editions, what the hell is wrong with you? Why don't you get your butt out of the Stone Age and get with the program? HackMaster 4th Edition won the freakin' Best Game of the Year award in the first year it came out, so take the advice of your peers and give it a try!

Now we know there might be some of you out there who didn't start gaming when you were six years old and might not know a great game if it hit you in the face. That's ok. We forgive you and we're here to gently nurture you into being ready for one of the best durn gaming experiences of your life. Or perhaps you come from a third world country whose game shops just haven't been able to upgrade to HackMaster 4th Edition because the military government stops the shipments and diverts the books to the army as a morale booster, making the common man suffer with outdated rules sets. That's ok, too. The GAME MUST GO ON no matter what antiquated rules system you are forced to use. So here is a special note for those of you who are using this, The Zealot's Guide to Wurld Conversion, with your original HackMaster game instead of the new edition, through no fault of your own, of course. This supplement may mention some page numbers from the PHB and the GMG. The page numbers cited are for the newest edition, not the original; they won't be correct for those of you using the old books. Duh.

TABLE OF CONTENTS

Chapter 1: Character Classes	6	Zealots of Arnuya, Gawd of Vengeance	48
Chosen Ones	6	Zealots of Gronfyr, Gawd of War and Grevans	49
Clerics	7	Zealots of Kuchooloo, Gawd of Wanton Destruction	50
Dark Knights	8	Zealots of Yiders, Gawd of Strength	50
Druids	8	Zealots of Yi'gor, Gawd of Treachery	51
Holy Knights	9	DUAL CLASSING	52
Paladins	9	LEVEL ADVANCEMENT	52
Rangers	9	Gawds of Twilight Last Reorganization	52
Shaman	9	Chapter 2: Cleric Group Priors, Particulars and Options	55
Zealots	10	Cleric Quirks and Flaws	55
Zealot Granted Powers	11	New Flaws	55
Lawful Good Zealots	12	New Quirks	56
Zealots of Benyar, Gawd of Empire	12	Cleric Group Packages	57
Zealots of Kazaar-Freem, Gawd of Peace and Tranquility	12	Seminary Days	66
Zealots of Luvia, Gawd of Justice	13	Cleric STPs	72
Zealots of Sumar-Fareen, Gawd of Birth and Love	14	New Skills	72
Zealots of Zeus the Diminished, Gawd of Lightning	15	New Talents	73
Lawful Neutral Zealots	16	New Weapon Proficiencies	75
Zealots of The Feeble Gawd, Gawd of Mysteries	16	Cleric Group Personalities	76
Zealots of Marlog, Gawd of Sailing and Sailors	17	Changing Personality Types	78
Zealots of Shang-Ti, Gawd of the Sky and Agriculture	17	Chapter 3: Rules of the Road	79
Zealots of Shona, Gawddess of Games and Ritual Combat	18	Duties of the Cleric	79
Zealots of Skraad, Gawd of Blacksmiths and Fate	19	Devotions	79
Zealots of Thrain, Gawd of Wisdom and Mountaineering	20	Guidance	79
Lawful Evil Zealots	21	Marriage	79
Zealots of Druaga, Gawd of Devils and Oppressive Contracts	21	Missions	79
Zealots of Francor'Dieus, Gawd of Earth	22	Omen-Reading	80
Zealots of Gruumsh, Gawd of Orcs	23	Rights of the Clergy	82
Zealots of Loviatar, Gawddess of Pain and Torment	23	The State Religion	83
Zealots of Set, Gawd of the Night	24	Advancement Within The Church	83
Neutral Good Zealots	25	Hierarchy of the Faith	83
Zealots of Deneir, Gawd of Art and Literature	25	Experience Levels and Church Hierarchy	84
Zealots of Enlil, Gawd of Air and War	26	PC Clerics and the Hierarchy – Keeping the Adventure Alive	87
Zealots of Kishijoten, Gawddess of Luck	27	Non-Clerics Working for the Faith	87
Zealots of Lathander, Gawd of the Spring, Beginnings	28	The Church versus the Crown	88
Zealots of Nudor, Gawd of Healing	29	Dealing With the Uncooperative	88
Neutral Zealots	30	Chapter 4: HackPrayer	89
Zealots of Aknar, Gawd of Stealth and Wolves	30	Clerics in Battle	89
Zealots of Camaxtli, Gawd of Fate	31	New Combat Rules	89
Zealots of Hokalas the RiftMaster, Gawd of Magic	32	Emergency Medical Care	89
Zealots of Ikka Pataang, Gawd of Nature	33	Dealing With Lycanthropy	90
Zealots of Oghma, Gawd of Knowledge	33	Dealing With Undead	91
Neutral Evil Zealots	34	Calling for a Holy War	96
Zealots of Alu the Locust Lord, Gawd of Famine	34	Chapter 5: Tools of the Trade	97
Zealots of Grawdying, Gawd of Death	35	Weapons	99
Zealots of P'Rakeke Emperor of Scorn, Gawd of Bigotry and Hate	36	Appendix A: Spells	101
Zealots of Pyremius, Gawd of Fire, Poison and Disease	37	Introduction	101
Zealots of Tobadzistini, Gawd of Warriors	37	Spheres	101
Chaotic Good Zealots	38	Spells Allowed	101
Zealots of Bast, Gawddess of Felines	38	Bonus Spells	102
Zealots of Markovia, Gawd of Oceans	39	New Cleric Spells	102
Zealots of Navinger, Gawd of Love and Eunuchs	40	New Druid Spells	115
Zealots of Nephthys, Gawddess of Tombs	40	Appendix B: Spell Components	119
Zealots of Thor, Gawd of Thunder	42	Appendix C: Spell Planner	123
Zealots of Zelaur, Gawd of Honor	42	Cleric Spells	123
Chaotic Neutral Zealots	44	Druid Spells	126
Zealots of Draper, Gawd of Stealth and Cunning	44	Appendix D: Spell Spheres	128
Zealots of Mangrus, Gawd of Disease	44	Appendix E: Chosen One Spell Selection	132
Zealots of Odin, Gawd of War	45	Appendix F: Deities' Favored Weapons	134
Zealots of Pangrus, Gawd of War (gnomish)	46	Index	137
Zealots of Par'Kryus, Gawd of Wind	47		
Chaotic Evil Zealots	48		

Chapter 1

Character Classes

This chapter presents information on each of the cleric classes from the Player's Handbook as well as several of the other classes that have access to divine spells and abilities.

CHOSEN ONES

Chosen Ones

Ability Requirements:

Wisdom 11+, Charisma 14+

Prime Requisite:

Charisma

Hit Die Type:

1d6

Allowed Races:

Any

Allowed Alignments:

Any

Building Point Bonus:

10

Spelljacking:

No

Weapons Permitted:

Any

Armor Permitted:

Any

STPs:

The chosen one gains the following skills at no initial cost: divine lore, ancient history, astrology, history: world, leadership: basic, religion: general, maintenance/upkeep, rousing speech. Additionally, he may purchase sixth sense talent for only 2 BPs.

The chosen one, or sometimes simply called chosen, is usually the character class of the reluctant hero. This is not a class one can train for or one can learn from others. People who are skilled in this class are chosen by the gawds (as determined by the GM) to fulfill some purpose. Often this purpose is unknown for many years. The gawds put these individuals through many trials to make sure they are worthy. Should the individual fail, the gawds choose another subject and start over. The gawds have a long term perspective. Regardless of their success, most of these individuals die a spectacular, pre-planned death. The gawds also like drama.

Others who meet a chosen one may become envious of a chosen one's powers. They might decide to devote themselves to a particular gawd either as a lay worshiper, a cleric or other devoted class. The gawds may eventually choose these supplicants to progress in the chosen one class. But beware, once the gawds have chosen you, there is no turning back.

When the gawds select a character for the chosen one class, he gains a birthmark that identifies him as being touched by the gawds.

Roll on the critical hit location chart to determine the location of the mark.

It is usually a large colored patch of skin and usually takes the shape of something associated with the gawd who has marked the character. In addition, all chosen characters must take at least one physical flaw. They can cherry pick this or roll randomly, regardless of how they acquire their other quirks and flaws. They gain the BPs for the flaw and may use them as any other BPs. If the character becomes a chosen one after initial character creation, he can even use the BPs at the time he gains them!

A chosen one advances in experience level according to Table 1A: Chosen One Progression Table. He never needs to pay for level advancement training and automatically advances to the next level once he has accumulated the required amount of experience. When this happens, treat this advancement exactly as a normal character class advancing without training (i.e. do not roll on the BBI table). However, he may attend school to improve his skills (though not BBI) at any time.

The prime requisite for the chosen one is Charisma. The gawds want to have eloquent, confident, and inspiring people acting on their behalf. Thus, they often pick individuals with high Charisma for the task. Those with a Charisma of 17 or higher gain a +10% bonus to awarded experience points. Furthermore, a chosen one's Comeliness modifier on Table 1F: Charisma in

Table 1A: Chosen One Progression Table

Experience Points**	Experience Level	Hit Dice*	Title
0-3,000	1	20+1d6	Touched
3,001-6,000	2	2	Marked
6,001-15,000	3	3	Sigil
15,001-29,000	4	4	Servant
29,001-58,000	5	5	Fated
58,001-113,000	6	6	Graven
113,001-223,000	7	7	Minion
223,001-453,000	8	8	Stigmatic
453,001-903,000	9	9	Ordained
903,001-1,353,000	10	10	Chosen
1,353,001-1,803,000	11	11	Chosen (11th level)
1,803,001-2,200,000	12	12	Chosen (12th level)
2,200,001-2,600,000	13	13	Chosen (13th level)
2,600,001-3,000,000	14	13+3	Chosen (14th level)

* At first level, chosen ones receive 20+1d6 hit points. This twenty point 'kicker' is awarded at first level only. Chosen ones gain 3 hit points per level after 13th.

** A chosen needs 400,000 experience points per level for each additional level beyond 14th.

Table 1B: Chosen One Spell Progression

Chosen One Level	Divine Spell Level						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	0*	-	-	-	-	-
3	3	1	0*	-	-	-	-
4	4	2	1	-	-	-	-
5	5	3	2	0*	-	-	-
6	5	4	3	1	-	-	-
7	5	5	4	2	0*	-	-
8	5	5	5	3	1	-	-
9	5	5	5	4	2	0*	-
10	6	5	5	5	3	1	-
11	6	5	5	5	4	2	0*
12	6	6	5	5	5	3	1
13	6	6	6	5	5	4	2
14	6	6	6	5	5	5	3
15	7	6	6	6	5	5	4
16	7	6	6	6	5	5	5
17	7	7	6	6	6	5	5
18	7	7	7	6	6	5	5
19	7	7	7	6	6	6	5
20	8	7	7	7	6	6	5

* A chosen one may cast spells at this level as permitted by his bonus spells from Charisma.

the Player's Handbook determines how many additional spells per level he is able to cast. A +1 Comeliness modifier grants one additional first level spell. Just like cleric bonus spells based on Wisdom, the chosen one bonus spells are cumulative, so a chosen one with a 15 Charisma would start with three bonus spells. At a 16 Charisma, he gains one second level bonus spell. Treat any Comeliness modifier greater than +7 as an additional bonus seventh level spell for each point above seven. Thus, a +8 modifier would confer two bonus seventh level spells. Of course, the character must be high enough level to cast the bonus spells according to his normal spell progression.

Being a member of the cleric group, chosen ones can cast any spell available to any other cleric group character, whether cleric, zealot or druid. A chosen one can cast spells according to the number of spells allowed per day on Table 1B: Chosen One Spell Progression. A chosen one does not choose his spells on a daily basis; a gawd chooses them for him. This means that the GM either selects the spells or rolls randomly to determine them, subject to his discretion. Use the Tables provided in Appendix E for random spell selection. The same spell may fill a spell slot more than once. Thus, a first level chosen one with the minimum Charisma required for the character class could receive three Befriend spells (one for being first level (per Table 1B) and two bonus spells for his Charisma of 14). Note that chosen ones may use sixth and seventh level spells (when their level permits) with only a 13 Wisdom (while a standard cleric requires a 17 or 18 Wisdom to use these spells).

When casting a spell, a chosen one need not bother with most material components, nor must he even use a holy symbol or similar focus. His spells are more like innate powers – though they still take the same time as normal spells to cast. Also, use common sense for components. For example, a chosen who casts Raise Dead would still need a body to cast it on. A chosen one need not pray, meditate, sleep or study to gain his spells. They are assigned to him by the gawds at the designated time. His spell selection and number of slots available for the coming day are reset to those appropriate for his level each night at midnight.

The alignment of a character selected as a chosen one is very important to the gawds. They want agents who will act in a manner consistent with the philosophy professed at the time of their selection as a chosen one. Should the chosen one ever change alignment, he will no longer be able to cast spells granted by his chosen one class. If the alignment change was involuntary (such as a curse imposed by an item), the chosen one may regain his powers after he has regained his former alignment. If the alignment change is voluntary (the result of character earned alignment infraction points) the chosen one will be abandoned by the gawds, lose his spell casting power and must start over as a first level character in another class. Other than accrued hit points and earned skills, proficiencies, and talents (not those gained only as bonuses), he no longer gains any of the benefits of the chosen one class.

Multi-classing is possible for this character class, but only the GM may grant the character this ability. This can happen in one of two ways. First, the character may have a preexisting character class and at some point in his career, he adds the chosen one class at the direction of the GM. He is now multi-classed and must divide general experience points earned among the multiple classes. Specific experience points, such as those awarded by using thieving abilities, would still be awarded within the thief class. Another way to multi-class is for the character to start out as a chosen one and later decide that gaining experience in another class would help him on his divine mission. He must petition the gawds (the GM) for permission to learn another class and explain why he thinks it would help him achieve his goals. With GM approval, it may be permitted.

Dual classing is also permitted for this class. If the character already has a character class other than chosen one and the GM assigns him to become a new member of the chosen one class, he may forgo using the skills from his previous class and advance as a chosen one, per the normal rules for dual classing. As this switch is at the discretion of the GM, he need not have a 17 Charisma. However, an established member of the chosen class may not switch classes using the dual class rules. The gawds would not tolerate entirely eliminating advancement in the chosen one class. If a chosen one charac-

NOTE TO THE GM ON THE CHOSEN ONE

When deciding when or which character in your campaign might fit this class, there is one very important factor to consider: **DON'T BE A JERK.** You should only assign this class to a character who shows some interest. Forcing it on a player who isn't ready probably won't be fun for anyone. A good way to introduce the class into the campaign is to have an NPC chosen one show up. This might pique the interest of the rest of the characters. On the other side of the coin, if someone begs repeatedly, hit him with the full force of the class – the favor of the gawds is not a frivolous thing. Divine beings demand full payment for investing their power.

ter wants to add another class after becoming a chosen one, he can petition the gawds per the multi-classing rules discussed previously.

Note that these multi-classing and dual classing rules are **UNIQUE TO THE CHOSEN ONE** class!

Powers: The chosen have no special power over undead unless another of their classes grants this ability.

Spellburn: Although the gawds have great power, they may not have set exactly the right spells for a given situation. More likely, the chosen one just blew off the planned adventure and now none of his spells make sense anymore. For whatever reason, if the chosen one finds that his assigned spells are not appropriate for the situation at hand, he may "burn" some of them in order to cast a spell he finds appropriate. A higher level spell may always be burned for one of lower level. Alternatively, the chosen one may burn two spells of the same level to gain a different spell of that level. Thus, a chosen one could burn a prepared Heal Moderate Wounds and a Remove Paralysis spell to cast a Dispel Magic.

The process of burning spells (either converting two for one or converting a higher level spell to a lower level spell) takes one round to complete. The chosen one may not take any other actions during a spellburn. Furthermore, it creates something of a spectacle as divine energy engulfs the chosen one (emanating light in a 10-foot radius equal in brightness to a torch) and forces him to emit an involuntary scream at the top of his lungs. Though the process is moderately painful, it is relatively short and has no known long term effects.

CLERICS

What could be nobler or more inspiring than the fighting preacher? A living example of his faith, the cleric does great deeds in the name of his gawd and brings others into his faith. It is the mission of each man of the cloth to show others how to guide their lives. He leads them down the right path and brings divine vengeance against those that attempt to destroy or mislead his brothers.

The cleric presents some great opportunities for role-playing. Even a weak role-player can use the tenet of his chosen faith to guide how his character behaves and interacts with others. In addition, with so many gawds and religions available in the days of the Gawds of Twilight Last (see the Gawds & Demi-gawds book), a player choosing a cleric character can easily find one that is right for him. If you love to hack, pick a war gawd; if you love to acquire wealth, pick a gawd of commerce; if you love to manipulate others like marionettes, then pick a gawd of magic. There is plenty of variety in nearly every pantheon available.

Furthermore, religion in HackMaster is a great tool for the GameMaster to craft adventures. Nearly every church needs tasks completed by their faithful. They also need their coffers just a little more full so that they can better tend to the needy. The GameMaster should present cleric characters with ample "opportunities" to serve his church. And the player should take full advantage of these and try to scratch and claw his way up the ranks of the church. Ambitious players beware! You want to advance within the church

hierarchy, but not too much. The church often expects very high-ranking members to fulfil administrative duties and tend to local needs in areas with large amounts of worshippers. If you are not careful, you could get bogged down in the boring life of an NPC church administrator, sentenced to live out your days casting cure spells and raising the dead of hapless adventuring parties for money. All while the real action goes on out in the frontier lands.

Most standard clerics are able to use any crushing weapon. However, many gawds have additional restrictions or requirements. Permissible cleric weapons by deity are included in Appendix F. Unless the weapon column in that table indicates that ONLY those weapons listed are allowed, the weapons permitted are in addition to all crushing weapons. For those deities that list a particular type of crushing weapon, it is simply a matter of pride for the cleric to wield it. Unless your GM implements one, there is no game effect for using or not using it.

DARK KNIGHTS

Of course, the dark knight is not a member of the cleric character class group, but his potential for divine spell casting and ability to command undead warrants some mention in this book. It is acceptable to call a dark knight an “anti-paladin,” but doing so annoys dark knights and paladins, a dangerous, albeit amusing game.

As described in the Player's Handbook, a dark knight gains the power to command undead when he reaches third level. He affects these monsters as does a cleric two levels lower. One should also note the discussion of evil clerics and the undead on page 140 of the Player's Handbook. An evil cleric may attempt to turn a paladin or holy knight, but he does so as if he were three levels lower than he actually is. Thus, dark knights can also attempt to turn paladins and holy knights. They do so as a cleric five experience levels lower. For example, a 7th level dark knight would turn paladins on the second level cleric column of Table 12K: Turning Undead in the Player's Handbook. His chances for doing so depend on the paladin's or holy knight's Hit Dice.

Similarly, a good cleric can turn dark knights at an experience level effectively three levels lower than his own. A paladin or holy knight can turn a dark knight as a cleric five experience levels lower than his own.

DRUIDS

Ikka Pataang has declared neutrality with regard to the Wurld. He refuses to participate or even decry the actions of other gawds and their followers, unless they directly harm him or nature itself. As such, his “zealots” and other followers of similar gawds have been around for untold centuries. They are called druids, and they have their own spell list and unique powers, as well as a unique structure to their faith. Like the natural forces they represent, they take the long view and have had no recent upheaval in their “temple structure.” Many druids claim to have been around since before the original pantheons of the gawds, worshiping spirits of the wind and soil and the forces of nature. Despite their seeming disinterest in civilized life, when eventually roused to anger, druids command the wrath of nature itself. Perhaps this fact has protected them from any serious effort by other faiths to move in on their spiritual territory. Or perhaps no one else is interesting in hugging trees and saving flea-infested squirrels.

In any case, it appears that many ancient druidic practices have remained largely unaffected by the War of the Gawds. (For more information on the War of the Gawds, see the HackMaster Gawds & Demi-Gawds book.)

Though druids work well in any type of outdoor setting, many of them dedicate themselves to one particular environment. All druids may choose general devotion to nature or specify a favored terrain. The terrain in which they received their training is usually designated as their favored terrain. A druid with a favored terrain gains the ability to identify plants, animals and pure water associated with that terrain with perfect accuracy at first level. However, he incurs a -10% penalty (90% base success rate) to do so in all other terrain types. He can pass without trace in his favored terrain at sec-

ond level, but must wait until fourth level to apply that ability to other terrain types.

The important aspect of favored terrain types comes into play for role-playing and level advancement. For example, many types of coniferous trees REQUIRE occasional forest fires to propagate. They only drop seeds when fire activates the opening of the cones. This allows the seeds to fall into “barren ground” and gives the trees an edge (they would be smothered and or denied sunlight if any underbrush was alive, trees overhead, etc). Deciduous forests tend to dislike fire (most fruit trees are fairly susceptible to fire, for example). These types of trees tend to have either seeds that are easily scattered on the wind (maple, box elder, etc.), produce a “fruit” that is eaten and the seeds scattered afar (apple, cherry, etc), or their seeds tend to get buried by squirrels (oak, walnut, etc). Man generally creates meadows deliberately for hunting purposes, but they also occur naturally at higher elevations. Meadows tend to be filled with flowering plants and grasses.

What does this have to do with druids? (Well, for one thing, if it's not obvious, you should consider sticking to a lesser class!) Druids dwelling in coniferous terrain have no problem with fire spells, so long as they are used in moderation. At times, they may not be overly concerned if a forest catches fire, but other times may be very concerned, depending on the magnitude of the blaze and the state of the forest in question.

Deciduous druids, on the other hand, think fire spreaders must die! At least when it comes to their favored terrain. Meadow druids take the attitude of “nuke 'em till they glow, burn 'em in the dark.” – when it comes to defending their lands and themselves. They have little problem with flames and actually tend to focus on fire and lightning based spells to attack with, and use them with near impunity. These druids often get along quite well with pyrotechnicians, but tend to dislike icers and despise necromancers. However, even the worst of them are not (quite) pyromaniacs.

Each terrain type has a specific druidic order associated with it. Certainly, the general druidic order of any particular region is the most influential. But this variation in hierarchy leaves more room for advancement for those who are interested in dedicating themselves to a favored terrain. If a character does not select a favored terrain at character creation, he may subsequently do so only upon paying to train for a new level of experience. As he must study the specifics of the terrain type that interests him, he cannot do this when self-training.

Types of Favored Terrain

Favored terrain refers to a general category of terrain, such as swamp or mountains, not a particular area such as the Hulben Forest. There are ten basic geographic types from which a druid can choose his favored terrain.

Aquatic terrain includes all areas consisting primarily of water, such as rivers, lakes and oceans. This category also includes most small islands, coastal regions and archipelagos, except those dominated by another terrain type (such as arctic). This favored terrain includes both fresh water and salt water.

Arctic terrain includes any region predominantly covered with ice and snow where temperatures rarely rise above freezing.

Desert terrain is barren, flat and covered with sand or hard-packed earth. Desert climates are extremely dry. The vast majority of deserts are extremely hot, with daytime temperatures commonly exceeding 100 degrees, followed by much colder nights. Vegetation is sparse and specially adapted to conserve precious, precious water. Given the limited resources, deserts tend to be unsettled and largely unexplored, which suits this sort of druid just fine.

Forest terrain includes any woodland areas in temperate climates. Subarctic and subtropical climates can also have forests, but arctic terrain does not. Forests abound with a variety of animal species, and vegetation flourishes. The classic druid is a friend and protector of the forest, and most druids train in this type environment. This category is further subdivided into coniferous and deciduous forests.

SHAMAN

Highlands are hills and ranges that do not technically qualify as mountains (less than 1,000 feet high). Often wild and rough, sparser woodlands, grasslands or rocky badlands are more common than true forests. Highlands usually form an intermediate zone between lowlands, such as plains or desert, and the true mountains they sometimes border. Just to confuse things, "highlanders" might dwell in either highlands proper or mountains, and many druids take this name to sound extra cool, but they can still use only scimitars (not real swords).

Jungle terrain lies in tropical lands. "Jungle" and "rain forest" are both overgrown with dense vegetation and trees, and teeming with animal life. (The differences that certain pedantic scholars cite between the two are irrelevant and arbitrary. The terrain types are the same). Such regions are often hot, humid and hostile to most civilized people.

Mountain terrain includes high rocky peaks, typically 4,000 feet or more above sea level, with sparse vegetation, severe slopes and jagged cliffs. This terrain most often lies in subtropical to subarctic climates, though temperatures vary widely with time of day and wind patterns.

Plains are flat areas with stretches of low rolling land include pastures, meadows, fields and most farmlands. Grazing herd animals are common. Such regions are usually temperate in climate and covered with grasses or scrub vegetation. Many of these druids show an interest in agriculture and domesticated animals.

Swamp terrain includes bogs, marshes and other low elevation areas with standing water or waterlogged soil. Many species of reptiles, birds, insects and monsters live in such regions. Vegetation grows in abundance and creates a peculiar, distinctive odor. Most often, the climate is oppressively hot and humid, though some could be cold and misty.

Shaman

Ability Requirements:

Wisdom 9+

Prime Requisite:

Wisdom

Hit Die Type:

1d8

Allowed Races:

Any

Allowed Alignments:

Any

Building Point Bonus:

10

Spelljacking:

no

Weapons Permitted:

by religion

Armor Permitted:

by religion

STPs:

Divine lore (bonus), leadership: basic (bonus), religion: general (bonus).

A variety of humanoid races described throughout the Hacklopedia of Beasts the mention the shaman. A shaman is basically a second rate cleric and we recommend against PCs using this character class unless they like to be pushed around and called "Orc breath" (which might not be considered an insult by half-orcs). With that said, it is included here primarily for the benefit of the GM for use in developing races mentioned in the Hacklopedia of Beasts who can follow this path.

The prime requisite of a shaman is Wisdom. Those shamans with a Wisdom of 17 or greater gain a +10% bonus to experience points. Like a standard cleric, a shaman must use a holy symbol consistent with his religion to invoke most of his spells. Shamans gain additional spells for high Wisdom just as clerics do.

A shaman advances in experience level according to Table 1C: Shaman Progression Table. He never needs to pay for level advancement training and automatically advances to the

next level once he has accumulated the required amount of experience. When this happens, treat this advancement exactly as a normal character class advancing without training (i.e. do not roll on the BBI table). However, he may attend school to improve his skills (though not BBI) at any time.

A shaman must pray for spells and get sufficient rest to gain them back after expending them, just as a normal cleric. He gains a number of spells per day as shown on Table 1D: Shaman Spell Progression.

Shamans use armor and weapons as dictated by the requirements of their religion or the traditions of their tribe. If the shaman follows one of the gawds detailed in the Gawds & Demi-gawds book or a gawd detailed to a similar degree in another HackMaster book, the shaman uses armor and weapons consistent with those of his gawd, if they are available to him. If they are not available, he chooses the nearest approximations. If there are no requirements or deity details for the shaman to emulate, he uses the arms and armor most common to his tribe.

HOLY KNIGHTS

Much like clerics, holy knights are strictly bound to serve a gawd and religion. While their power is great, their gawds hold them to a very high standard with respect to alignment, Honor and social class. Holy Knights are one of the most challenging yet rewarding character classes. See the discussion of dark knights for clarification on turning rules with respect to this character class.

PALADINS

The paladin is the old standby of the lawful good religions. Often ridiculed for his rigid ethical code by run-of-the-mill fighters, magic-users and thieves, the paladin can make a great adventuring companion or dual class for a cleric character. Though in the case of dual classing it would probably make sense to start out as a paladin to get the initial benefits of that class before switching to a cleric group class. See the discussion of dark knights for clarification on turning rules with respect to this character class.

RANGERS

Most rangers must be of good alignment. However, there are certain exceptions to this such as the case of grunge elves, a.k.a. "grel." Grel rangers need not be of good alignment (PHB page 30). This also opens up a multi-class combination that is available to them and no other standard player character class. Because of alignment restrictions, only a grel may choose ranger/druid as a multi-class combination. However, that character must still be true neutral as the standard druid.

Here is another point of clarification on rangers. Note that a character's Constitution bonus to hit points applies to every Hit Die he rolls. Thus, a first level ranger would get his hit point bonus (or penalty) twice because he begins play with two Hit Dice.

Table 1C: Shaman Progression Table

Experience Points**	Experience Level	Hit Dice*	Title
0-3,000	1		20 + 1d8 Reverent
3,001-6,000	2	2	Devout
6,001-15,000	3	3	Sacred
15,001-29,000	4	4	Spirit Guide
29,001-58,000	5	5	Spirit Walker
58,001-113,000	6	6	Spirit Talker
113,001-223,000	7	7	Prelate
223,001-453,000	8	8	Mystic
453,001-903,000	9	9	Shaman
903,001-1,353,000	10	9+2	Shaman (10th level)

* At first level shamans receive 20+1d8 hit points. This twenty point 'kicker' is awarded at first level only. Shamans gain 2 hit points per level after 9th.

** A shaman needs 450,000 experience points per level for each additional level beyond 14th.

Table 1D: Shaman Spell Progression

Shaman Level	Spell Level						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	0*	-	-	-	-	-
4	3	1	-	-	-	-	-
5	3	2	0*	-	-	-	-
6	3	3	1	-	-	-	-
7	3	3	2	0*	-	-	-
8	3	3	3	1	-	-	-
9	4	4	3	2	0*	-	-
10	4	4	3	3	1	-	-
11	5	4	4	3	2	0*	-
12	5	5	5	3	2	1	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	0*
15	7	7	7	5	4	2	1
16	7	7	7	6	5	3	1
17	8	8	8	6	5	3	1
18	8	8	8	6	5	3	1
19	9	9	8	7	6	4	2
20	9	9	9	7	6	4	2

* A shaman may cast spells at this level if he has bonus spells for his Wisdom score.

Powers: Unless the shaman's tribe and religion is one that has a particular interest in the undead, a typical shaman has no power to influence these creatures as a standard cleric does. However, most shamans can use the Chant and Prayer spells once per day in addition to their normal retinue of spells. Other granted powers of comparable strength are possible depending on the nature of the religion and tribe that the shaman serves. Specific variations of shaman granted powers are presented in individual Hacklopedia of Beasts entries.

ZEALOTS

Over the last few decades, a new phenomenon has begun in the holy (and unholy) orders of Garweeze Wurld. Traditional standard clerics have been around for centuries, but recently cleric types with a special devotion have appeared. The zealot is an especially dedicated follower of his gawd. While clerics worship and serve, the zealot lives only to advance his deity's cause.

Specialty clerics, or zealots, are a relatively new phenomenon, but they are quickly gaining great influence in all the temples of Garweeze Wurld. Some traditional clerics even fear that they will one day be replaced and all temples will consist entirely of these zealots. All clergy keep these struggles to themselves, of course; no need to worry worshipers and congregations.

A member of the zealot class holds that he is even more devoted to his faith than the standard cleric. He lives and breathes his faith. His powers and spells more closely match the influence of his gawd. He takes enthusiasm for promoting his church up a notch.

Note that the zealot character class is not the same as the Zealot entry mentioned in the Hacklopedia of Beasts Volume 8. Those Zealots detailed in the HOB are among the more unstable members of society and they are, in fact, rarely even members of the cleric group. Clerical zealots as described herein generally don't like the self-proclaimed Zealots as described in the Hacklopedia because they believe the stupid fanatics give all fervently religious people a bad name. Clerical members of the zealot class have bigger plans that don't usually involve self-destruction. They plan to conquer the world one non-believer at a time.

One should not confuse the zealot character class with the cleric followers described on page 35 of the GMG either. Those zealot followers are dedicated worshipers of the cleric's faith who have chosen to follow him and do

not necessarily even have a character class to speak of. Most of them start out as 0-level men-at-arms.

Clerical Zealots have special powers and abilities that even standard clerics of the same gawd do not have. They are not more or less powerful, but their powers vary from their brethren and from each other. Each is a unique class. There is little in the way of choice or individuality in the zealot classes – and no true zealot would want it any other way. Their gawds tell them what to do and that's the way they like it. In return, the zealot gains special rewards for his extreme and undeniable faith.

They cannot multi-class (unless specifically stated otherwise in a description for a specific gawd's zealots) nor can they dual class. Being a zealot requires a degree of concentration that must be constant and absolute, and allows no room for other education. (Even bringing it up can get you smote from above.)

Zealots are members of the cleric group, regardless of the specifics of their class abilities. They can use any magic items allowed to the cleric group, so long as they do not violate other restrictions (meaning that they cannot use magic swords unless they can also use mundane swords). Certain zealots can also use magic items that may be otherwise restricted by class; their individual descriptions note this.

“Guardian Angels”

At 5th level, a zealot gets special attention. His gawd assigns him a special minder, appropriate to his alignment (modrons for lawful neutral, etc.) This creature watches over the zealot, ensuring his loyalty and acting as an advocate for his client in the gawd's organization. Such a direct contact can be incredibly useful for a zealot. A single creature sees to the administration of his powers and assigning his spells. So long as the creature is content, this arrangement remains especially amicable.

The zealot can even summon his “guardian angel,” once per week, in dire situations. His chance to successfully Gate in the being is equal to 1% for each experience level. Of course, one way to upset the being is to get it “killed” (banished to its home plane) in such an encounter. The downside of having a single entity taking care of spells and powers is that the zealot must be certain to keep it happy. Guardian angels serve their gawds, not their zealots, and they have their own minds, opinions and concerns. They can impose alignment (and even encumbrance!) audits on their zealots. If you think alignment is a serious matter for all characters (much less cleric types), just imagine how a gawd treats a zealot who strays enough to earn even a few alignment infraction points!

Basically, the intent of the guardian angel is to keep the zealot on the straight and narrow as much as to provide some measure of protection. For you GMs, the guardian angel is a good way to screw over your players since the guardian angel is likely much more picky with regard to behavior and attitude that a busy divine entity is likely to be. Sure, the gawds do not like it when you act outside the faith but they often do not really have time to worry about focusing on individual worshipers. That is why they have their minions like guardian angels. For you players, just remember to keep your guardian angel happy and keep a tight leash on your alignment infraction points.

Speaking of which, what about all those restrictions? A zealot may be physically capable of violating a restriction of his faith, but he gains 3 AIPs each time he does so, in addition to any other effects. Violating a restriction three times is certain to bring direct and painful punishment from superiors, while four or five times is likely to bring down some divine wrath (not to mention the usual penalties associated with alignment change).

The Gawds of Twilight Last are the principle gawds that have the influence and/or patience enough to have both zealots and clerics. Clerics of some gawds listed in Gawds & Demi-gawds get special abilities, but those lesser powers usually need all their followers cooperating and on the same track – otherwise it gets confusing. Thus, it is rare to find zealot classes among gawds of lesser stature. There are a few though, and these are mostly due to the zealot order being established and then the gawd being demoted from the Gawds of Twilight Last. An example of this is the Feeble Gawd, who does

have a zealot order though he is only a lesser gawd and does not currently hold a position on the Gawds of Twilight Last.

ZEALOT GRANTED POWERS

Many zealots have special granted powers similar to certain spells. If the granted power is a duplication of an existing spell, unless otherwise specified it follows the rules for that spell with regard to things like casting time, area of effect, range, duration, etc.. Certain powers granted to zealots cross several religions and do not duplicate exactly any existing spells. The following paragraphs describe these powers. For those granted powers that do not duplicate spells and are not described herein, the casting time of each power should be assumed to be one segment unless otherwise specified. If the zealot is hit during its invocation of a special power, that use of the special power is ruined just as if the cleric had been hit while casting a spell (though interrupting the use of a granted power never results in mishap).

Fascination: This power works just like the second-level magic-user spell Fascinate, except that the zealot does not have to use verbal components. The GM may define this power as working one of two ways. Either it can be used in combat (in which case it can be used against only one target at a time), or it cannot be used in combat (in which it can be used against a number of targets equal in HD to two times the zealot's experience level). In either case, the zealot can use the ability three times per day. If the target makes his saving throw, he will not recognize that the zealot was using magic against him.

Incite Berserker Rage: This power allows a zealot to inspire a fighter (anyone belonging to the fighter group) to enter a berserker-like rage. The combatant must be willing to have this war blessing bestowed upon him.

It takes one round for a zealot to incite a single combatant to berserker rage; the rage lasts six turns. A zealot can use this power on any number of fighters per day, one at a time. A zealot may incite a combatant to berserker rage only once per day; even if a different zealot tries it on him, he cannot incite a fighter to a second rage in the same day.

The rage isn't identical to the abilities of the true berserker. However, it does give the combatant a +2 to attack and damage for the duration of the rage. While enraged, the warrior cannot flee from a fight; he cannot leave the field of battle until there are no enemies to face him. Once he does leave the field of battle, he can choose whether or not he will emerge from the rage or sustain it; a combatant would sustain it if he felt that another fight was likely to take place soon. When he emerges from the rage, the fighter takes no extra damage or ill effects unless he is lawful; in this case, he might suffer an Honor penalty for rash behavior or similar effects.

Soothing Word: With this power, the zealot can remove the effects of the Fear spell or can sway the attitude of a hostile crowd or mob.

The zealot can use this power three times per day. A single use can either: Dispel one application of the Fear spell on one victim; eliminate one person's hackfrenzy or hacklust; or momentarily calm down a number of characters or monsters (equal to 2x the zealot's experience level in hit dice; therefore an 8th level zealot could momentarily calm 16 HD of an angry mob, for instance).

This power is primarily useful for getting the attention of an angry group of people and allowing the zealot to address them. The combination of the soothing word, the respect that many cultures have for their zealots and the speaking abilities of many zealots can often defuse an angry mob.

Zealot Prime Requisites

Many of the zealot classes have abilities other than Wisdom listed as their prime requisite. These ability scores are in place of Wisdom as a prime req-

Table 1E: Zealot Progression Table

Experience Points	Experience Level	X-sided Dice for Accumulated Level Hit Points	Title
0-2,200	1	20+1dX*	Zealous Altar Boy
2,201-4,500	2	2	Zealous Acolyte
4,501-9,500	3	3	Zealous Brother
9,501-19,000	4	4	Zealous Layman
19,001-38,000	5	5	Zealous Adept
38,001-78,000	6	6	Zealous Friar
78,001-144,000	7	7	Zealous Curate
144,001-288,000	8	8	Zealous Preacher
288,001-576,000	9	9**	Zealous Priest
576,001-864,000	10	9+2	Zealous Perfect
864,001-1,152,000	11	9+4	Zealous Canon
1,152,001-1,440,000	12	9+6	Zealous Deacon
1,440,001-1,728,000	13	9+8	Zealous Abbot
1,728,001-2,016,000	14	9+10	Zealous Evangelist
2,016,001-2,304,000	15	9+12	Zealous Prior
2,304,001-2,592,000	16	9+14	Zealous Prelate
2,592,001-2,880,000	17	9+16	Zealous Rector
2,880,001-3,168,000	18	9+18	Zealous Vicar
3,168,001-3,456,000	19	9+20	Zealous Patriarch
3,456,001-3,744,000	20***	9+22	Zealous High Priest

* At first level zealots receive 20 points + 1dX. This twenty point 'kicker' is received at first level only. The type of die each zealot is entitled to is described in that zealot's description.

** Zealots gain 2 hit points per level after the 9th.

*** 288,000 experience points per level for each additional level beyond the 20th.

uisite (as per the standard cleric class). All of these prime requisite abilities need to be 16 or above in order for the zealots to gain an experience point bonus as the standard cleric. All zealots advance in experience level according to Table 1E: Zealot Progression Table.

Zealot Spelljacking

Some zealots have the power to spelljack as other magic-users such as battle mages or illusionists. The inherent danger associated with spelljacking creates a chance of spell mishap. This is true even for zealots who cast divine spells that are not ordinarily subject to spell mishaps. That's what you get for pushing the bounds of magic. Even so, zealots still do not suffer spell mishap chances for wearing armor as magic-users do. Even the gawds of fate are not usually that cruel. Use the spell mishap table in the GMG for determining the results of zealot spell mishaps.

Zealot Weapons

Each zealot class has a heading for weapons permitted and weapon of choice. The weapons permitted are those allowed by the rules of the faith for the zealot class. Refusing to respect such rules will likely cause problems for the miscreant character as he will lose station in his church and his gawd or its minions will possibly even punish him. The weapon of choice is more a matter of honor for the pious zealot. Zealots must make reasonable efforts to use their defined weapon of choice or they suffer honor penalties. At the GM's discretion, an approximate honor hit of one point of temporal honor per combat without the weapon of choice is a reasonable penalty. There is some flexibility in this policy. If logic dictates, it may be acceptable to use other weapons. For example, if a weapon of choice is a mace, it would be acceptable for the zealot to use ranged attacks against his enemies before closing to melee without suffering an Honor penalty. Furthermore, if a zealot's weapon of choice is a longsword but he is fighting a skeleton, it would be acceptable for him to choose a crushing weapon (assuming these are permitted by his zealot class) in order to more effectively damage his foe. In the case of magic weapons, all other things being equal, the zealot should still use his weapon of choice even if a magic version of a different weapon is available. The exception to this is a case in which one requires a magic weapon to injure his foe. Then it would be acceptable to use a weapon that is not a weapon of choice without an Honor penalty (again assuming the magic weapon in question is one allowed by the rigors of the faith).

LAWFUL GOOD ZEALOTS

ZEALOTS OF BENYAR, GAWD OF EMPIRE

Title: Imperius

Alignment: Lawful good

Ability Requirements: Intelligence 12, Wisdom 12, Charisma 14

Prime Requisite: Charisma

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 4

Spelljacking: Yes (as battle mage)

Spell Spheres: Devotional 7, Charm 7, Combat 3, Divination 5, Healing 2, Necromancy 2, Summoning 2, Warding 3

Turn/Command Undead: As cleric 2 levels lower

Weapon of Choice: Spear

Weapons Permitted: Any puncturing weapon

Armor Permitted: Any

Allowed Races: Any

STPs: Gains the orchestrate task and basic leadership skills at 51% each at no initial cost.

Other Requirements: Zealots of Benyar who fall into dishonor lose all their powers and spells until they can return to average Honor. Similarly, they cannot stay in the "too much Honor" range for more than one week without losing their powers.

Symbol: A ankh with the cross bar made to appear as wings

Holy Symbol: A medallion in the shape of the symbol worn around the neck

Restrictions: When at a temple, clergy of Benyar all follow the same routine: sleep, prayer, exercise, prayer, breakfast, manual labor, prayer, lunch, administrative labor and written work, audiences with various folk (government officials, other clerics, worshippers, visitors, etc.), prayer, dinner, prayer, sleep.

This routine does not vary from any temple, and so any clergy of Benyar are expected to participate and ask no questions. Even if a badly wounded party including a cleric of Benyar arrives a temple in the early morning, the rest of the party will be directed to a waiting room (and given minimal healing so that characters won't die), and tended to in the afternoon. (The clergy would not even discuss donations until then.)

A Zealot of Benyar cannot lie, even when under magical influence. He will not be able to communicate in any way if some force attempts to force a lie out of him. They receive the truthful quirk upon character creation (without the associated BPs) and may not take the chronic liar quirk (the player must spend a BP to re-roll or he cannot qualify for the zealot class).

Background: The followers of Benyar have used the gifts of their liege to show others how to live and to increase their own power. All empires and large states owe much of their existence to the systems and theories introduced by Benyar's temple including notions ranging from fealty to property tax. With the ascendance of Benyar to leadership of the divine alliance called The Empire, his clergy have risen to prominence in many areas. Benyar's church is particularly strong in Fangaerie.

The order works to prevent or lessen the devastation of wars between states where they have significant influence. If they have little or no influence, typically the church supports efforts by governments in neighboring areas to annex the unfortunate realms and "civilize 'em". While the church does not actually rule over an area, they seek to act as advisors and powers behind the scenes of strong, orderly administrations.

Zealots' Relationship to Standard Clerics: Benyar's order is as strict and orderly as he demands. Standard clerics hold most of the lower ranking positions, while zealots are a sub-order of elite clergy. Upon achieving first level, a zealot is already of the third rank and can command standard clerics of levels 1 through 3. Zealots tend to rise quickly through the higher ranks. On the other hand, more is expected of the zealot and thus all disciplinary penalties handed to a zealot are double those of a standard cleric.

Special Powers: Fascination. Zealots of Benyar can use Domination (as the 5th level magic-user spell) once per day. This ability has a radius of 5 feet per level and lasts 1 round per level. The magical compulsion wears off, but the target will view any suggestions or missions given while under its influence in as favorable a manner as possible (unless they directly oppose his alignment or belief system).

Holy Days: All followers are expected to attend services on the morning of every Sa'Mar. Adventuring clerics must attend foreign churches of Benyar of hold these services themselves regardless of where they may be.

Rituals

All Followers: The clergy of Benyar keeps detailed records and assigns a complex series of demerits and rewards for those who skip or faithfully attend services. Typical "penance" includes doing chores for clerics, cooking and/or serving meals for indigents, cleaning the streets, minor guard duty, and light paperwork.

Zealots: Imperius must gather on the morning before each full moon (Arlora) to celebrate their gawd and red-dedicate themselves to the cause of empire. They must kneel on the right knee when saying prayers and invoke the power of righteous rulership (before praying for spells – or else they cannot get any!). Those unfortunate followers who are without a right knee may situate themselves in a similarly reverent manner when praying.

ZEALOTS OF KAZAAR-FREEM, GAWD OF PEACE AND TRANQUILITY

Title: Peacenik

Alignment: Lawful good

Ability Requirements: Wisdom 15, Charisma 13

Prime Requisite: Wisdom

Hit Die Type: d6

To-hit Progression: Magic-user

Saving Throw Tables: Cleric

Building Point Bonus: 6

Spelljacking: Yes (as battle mage)

Spell Spheres: Devotional 7, Charm 5, Healing (no reversals) 6, Warding 7

Turn/Command Undead: Turn as cleric 2 levels higher

Weapon of Choice: Quarterstaff

Weapons Permitted: Quarterstaff, club

Armor Permitted: None

Allowed Races: Any

STPs: Gains diplomacy skill at no initial cost. Also, gets three rolls of the mastery die for each purchase of the skill. Gains parley skill at not initial cost.

Other Requirements: Anyone who has ever killed a human, demi-human, or humanoid cannot become clergy of Kazaar-Freem.

Symbol: Golden coconut shell

Holy Symbol: Coconut shell

Restrictions: Can never cause permanent damage to a living creature, must attempt to resolve any dispute without violence

Background: Clerics and zealots of Kazaar-Freem seek to peacefully settle all disagreements. Those who rise high in the organization are easy-going, friendly people with a knack for calming people and settling disagreements.

Peaceniks tend to the health and general mental attitude of their followers and communities. Zealots often travel the lands promoting a peaceful way of life. Their goal is to avoid raising arms, even in self-defense, to prove the superiority of their way of life. Many have been grievously injured and killed in attempts to prove their point. Those who fail this test of faith and defend themselves lose a point of temporal Honor with each transgression. However, those who suffer a critical hit while avoiding the urge to defend themselves gain triple the Honor points associated with such an event.

Zealots' Relationship to Standard Clerics: Standard clerics tend to view zealots with envy, believing that the peaceniks are closer to their gawd than any other mortal. Many regret their inability to avoid defending themselves.

Special Powers: Soothing Word. Fascination. Zealots are always calm, even when under magical influence or serious threats. Those with violence in their hearts who attack a zealot of Kazaar-Freem must save versus spells or suffer a -2 to-hit and -2 to damage. This lasts two rounds for every experience level of the zealot.

Peaceniks also gain a +4 on all saving throws against violent spells. They gain an additional spell at each spell level.

Holy Days: The first day of summer, the last day of winter. Local regions also celebrate the anniversaries of major peace treaties.

Rituals

All Followers: Services of Kazaar-Freem involve a lot of meditation and sometimes quiet, almost whispered, messages from serene, high-ranking members of the order.

Zealots: Zealots must participate twice per year in the Tranquility, when temples gather to literally make swords into plowshares. They especially like to do this to magical swords. The clergy then give these plowshares to farmers who follow Kazaar-Freem.

ZEALOTS OF LUVIA, GAWD OF JUSTICE

Title: Scale

Alignment: Lawful good

Ability Requirements: Intelligence 13, Wisdom 16

Prime Requisite: Wisdom

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 6

Spelljacking: No

Spell Spheres: Devotional 6, Charm 3, Divination 7, Healing 2, Sun 2, Warding 5

Turn/Command Undead: As cleric 1 level lower

Weapon of Choice: Mace

Weapons Permitted: Crushing only

Armor Permitted: Any

Allowed Races: Human, elf, half-elf

STPs: Gains rules of fair play skill at no initial cost. Gains ancient history and general religion at no initial cost. May purchase the poker face skill for an initial cost of 1 BP.

Other Requirements: Though zealots of Luvia do not need to begin blind, those who have the blindness flaw (NOT just blind in one eye) gain 8 BP if cherry picking, 27 if rolling. Zealots must also confess all lies and unjust deeds they have committed before entering the priesthood, however trivial outsiders might judge such things.

Symbol: A scale

Holy Symbol: A miniature set of scales that must function properly when consecrated

Restrictions: May not attack last of a species. In fact, must defend the last of any species, even against allies. Scales must attempt to intervene and resolve any disputes they encounter. Zealots cannot lie except under magical compulsion (for which they must still atone). They receive the truthful quirk upon character creation (without the associated BPs) and may not take the chronic liar quirk (the player must spend a BP to re-roll or he cannot qualify for the zealot class).

Background: Zealots are unflinching in their quest for justice. They insist that justice must be done, even if long delayed, and make great efforts to bring in those who commit unjust acts.

Zealots of Luvia are often called upon in smaller communities and by those unwilling to subject themselves to legal decisions by lesser judges. When judging any dispute, the zealot must imitate his gawd by tying a white blindfold around his eyes (even if he is actually blind). In lawful good societies, the clergy of Luvia often serves as magistrates and judges. Often they hold court in their temples.

The church of Luvia prefers to dress its temples and clergy in gold. They use real gold gilding whenever possible, but also make extensive use of cloth-of-gold and brass. Zealots wear yellow and gold clothes, but surprisingly rarely adorn themselves with a gaudy collection of jewelry.

Zealots' Relationship to Standard Clerics: The numerical dominance of zealots or standard clerics in this church varies from region to region. In some areas, there are more zealots, in others more standard clerics. The leaders of any temple are all from the majority group. Whichever order has the majority runs the temple, but of course they treat the minority clergy fairly.

Special Powers: Blind justice: If the zealot misses his target with his first attack (missile, melee, or magical) of an encounter, the target automatically misses the zealot, also. However, if the target attacks first and misses the zealot automatically misses on one attack attempt. Note that the zealot cannot avoid this penalty by using some means of attack that does not require a roll – he misses on his next attack regardless of when it takes place.

Zealots of Luvia can prepare and cast Detect Lie in the place of any 2nd or 3rd level spell slot. At 10th level, they can use Detect Lie as a special power, without preparation or prayer, twice per day. At 16th level, a zealot of Luvia can Detect Lie at will.

Scales gain a +2 on all saving throws against illusion/phantasm spells and effects.

Holy Days: Day of Justice on the 14th of Nardur'Kiev, Gronger Fest

Rituals

All Followers: Followers of Luvia must atone for unjust acts and lies at service every Sa'Mar.

Zealots: On the Day of Justice, zealots of Luvia gather from far and wide with disputes (as record or actual disputing parties) that they have been unable to resolve. There, the High Priest of Luvia dispenses justice in the name of the gawd with amazing skill and rapidity. One after another, he processes long lines of claimants, never waiting more than ten seconds to decide any case. They say he must commune with the gawd for three full days and that during the event, he is more divine than mortal. Kings and peasants alike may join the line, but no one gets special treatment – what everyone gets is plain justice (whether they like it or not). Every inhabitant of Garweeze Wurld has the right to attend this Day and receive a judgment once in his lifetime. The gathered zealots make certain that the dictates of the gawd are followed.

ZEALOTS OF SUMAR-FAREEN, GAWD OF BIRTH AND LOVE

Title: Ardorhearts

Alignment: Lawful good

Ability Requirements: Wisdom 10, Com 12

Prime Requisite: Wisdom

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 7

Spelljacking: No

Spell Spheres: Charm 7, Combat 7, Devotional 7, Healing 7, Sun 5, Warding 7

Turn/Command Undead: As cleric of equal level

Weapon of Choice: Unarmed attack

Weapons Permitted: Lasso, net

Armor Permitted: Any

Allowed Races: Any

STPs: Gain the customs and etiquette (choose culture), religion (general), maintenance/upkeep, shaving/grooming, dig hasty grave, dig proper grave, seduction (art of), graceful entrance/exit, and social etiquette skills at no initial cost. May take the divine lore and mingling skills for a cost of one fewer BP. May take the divine shield, divine smite and follow-through healing talents for a cost of 2 fewer BPs (each).

Other Requirements: None

Symbol: A cupped pair of hands

Holy Symbol: A tiny model of a cradle

Restrictions: None

Background: Because this gawd's interest is in the safe and successful birthing of children and their subsequent protection and nurturing, her zealots take those interests to heart. Because of the gawd's protective aspects, they tend to learn fairly powerful combat magics. They are especially vigilant in some areas of the world against the type of monsters who prey on babies and children.

Zealots of Sumar-fareen are charged with promoting love whenever possible – especially by removing obstacles to it. When star-crossed youths wish to marry, zealots of this sect interfere to convince their families of the rightness of it. When a marriage collapses under the weight of distrust or disinterest, the zealots try to counsel the spouses into reconciliation. When one of the faithful falls in love with someone who doesn't reciprocate that love, the zealots use nearly every means at their disposal to encourage the disinterested party fall in love with the more devout character. Ardorhearts believe in marriages of love, not of convenience or politics, and so conspire to keep young lovers together when those lovers might be parted by their families' wishes or by the prejudices and responsibilities of their social classes.

Zealots' Relationship to Standard Clerics: Zealots are on very good terms with standard clerics. In fact, they definitely come together and love one another, as is only proper for the pious faithful of Sumar-Fareen.

Special Powers: Soothing Word, Fascination. Zealots can build their strongholds and gain followers at 8th level. These followers consist of one 5th level cleric, three 3rd level clerics, and six 1st level clerics, all of the same order, plus one 3rd level paladin and seven 1st level fighters to act as guards and soldiers. The cleric may take the following on adventures: two clerics and two fighters of his choice, and the paladin. The zealot order pays for half of the cost of stronghold construction at 8th level. The stronghold must act as a maternity hospital for the local



community, and may turn away no woman who is close to having her child.

The ardorheart may prepare and cast Befriend as a 1st level cleric spell. Because of the love in their hearts, they gain a +4 bonus against any type of negative emotion-affecting ability, particularly fear effects and spells such as Emotion. However, against any type of positive emotion-affecting ability (such as Emotion: Friendship, Hope or Happiness) they get a -4 penalty (they are more susceptible).

Holy Days: The Feasts of Erdinborg: The Feast(s) of Erdinborg is a week-long affair celebrating a religious unifier of ancient times. Saint Erdinborg is supposed to have achieved the unification of several religions so that those of good alignment can now generally work together and live in harmony. He is honored and revered by many temples and churches, although the exact practices in celebrating his achievements vary. Many, particularly the wealthy, take the opportunity to hold an elaborate series of banquets and entertainment events. Some even forget the religious significance of the holiday and simply use it as an excuse to party. Of course, the ardorhearts are quick to remind these people of the unifying significance of the holiday. The festivities usually last for seven days, beginning on Monz'Tera 11th.

Rituals

All Followers: Followers greet one another with a kiss on both cheeks. They hold hands in circles while they pray.

Zealots: Zealots are required to perform three selfless good deeds per day. When they perform the deeds for others they try their best to convince the person whom they have helped that it is their duty to go out and likewise help three additional people, should the opportunity present itself. In this way, they try to set loose chain reactions of fellowship and kindness towards others.

ZEALOTS OF ZEUS THE DIMINISHED, GAWD OF LIGHTNING

Title: Astrapias

Alignment: Lawful good

Ability Requirements: Strength 12, Wisdom 12

Prime Requisite: Wisdom

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 1 (see STPs)

Spelljacking: No

Spell Spheres: Devotional 7, Combat 5, Divination 5, Elemental Air 7, Summoning 6, Traveler 3, Warding 2, Weather 7

Turn/Command Undead: As cleric of equal level

Weapon of Choice: Spear

Weapons Permitted: Javelin, spear, dart

Armor Permitted: Shield only

Allowed Races: Any

STPs: Gains the basic leadership and weather sense skills at no additional cost. Gains a +2 to hit and damage when using permitted weapons. May purchase javelin and dart bonus talents regardless of race. Receives 10 BP to spend on any social interaction skills.

Other Requirements: None

Symbol: An eagle, ram, or oak tree

Holy Symbol: All holy relics of Zeus's church incorporate one of his symbols. Typically they use a medallion with one of the three symbols on it.

Restrictions: Cannot ride horses (though riding in a wagon or chariot is allowed). Followers must attach themselves to one temple of Zeus and may only commune there (and at least once a month). Failure to do so greatly reduces the chances of advancing in the church hierarchy and could even lead to spell penalties such as a reduction in the number granted at the discretion of the GM. Word of Recall will always draw them back to this temple.

Background: Followers of Zeus believe he should be the supreme ruler above all other gawds and that the other gawds are out to get him. They frown upon worshipers of other gawds, especially those who follow other members of the Greek pantheon. Those gawds once honored Zeus as their supreme leader. Zeus' followers also believe that since Zeus wears nothing but a toga, they must do likewise.

Zealots seek to restore Zeus' prestige despite his diminished role in the divine hierarchy. To achieve this end, they have taken to an extremely orderly and lawful form of worship, in contrast to the olden days. They theorize that Zeus' previous chaotic nature (before the War of the Gawds) contributed in some small way to his loss of status, and now seek to use their influence in the most effective manner. Currently, many spend long nights attempting to determine the pattern behind the lightning Zeus controls. They insist that there is a pattern and that they need only have enough faith and cleverness to uncover it. Zealots believe that when this pattern is found, they will be able to manipulate the lightning almost as well as their liege.

Zealots' Relationship to Standard Clerics: Zealots interact freely with any worshipers of Zeus. However, all of Zeus's followers, zealot or standard, must pray for atonement (not per the Atonement spell, just prayer) after dealings with clerics of other sects (except for hostile dealings, of course). Technically, the zealot and standard cleric orders are administered separately, even though each cleric or zealot has well defined areas of authority and responsibility. Every cleric knows to whom he can give orders and from whom he must take orders. If he receives orders from someone other than one of his two direct superiors (one a zealot and one a standard cleric), he must inform both. The highest ranking servant of Zeus (whether originally a zealot or a cleric) commands both orders and receives orders directly from the head of the entire church (Zeus or his designated divine minion).

Special Powers: At fifth level the zealots of Zeus may summon a Lightning Bolt (as the 3rd level magic-user spell but dealing 1d6-1 point of damage per level) once per day (without special prayer preparation). They can do this twice per day at level 10, three times per day at level 15. At 20th level, the zealot gains the ability to Shape Change into a giant eagle as per the druid ability.

Holy Days: The Day/Night of Remembrance. Every Ara'mar is considered a day of worship to Zeus.

Rituals

All Followers: On the Day of Remembrance (Freta'Kerz 9th) followers of Zeus take a moment of silence to remember fallen comrades. During the Night of Remembrance, followers attend a large party wearing nothing but togas. The Night of Remembrance is also the one time of the year when Zealots and other followers really let loose and party in a throwback to honor the previous days of Zeus' reign when things were more care free. It is rumored that alignment infractions for certain "unlawful" activities are easily forgiven on this night. This happens to also be the anniversary of the day Zeus regained control of the Greek Pantheon (being the day after Pan's Party). All followers spend

4 hours of the day in meditation at their designated place of worship every Ara'mar (Thursday).

Zealots: The duties of zealots of Zeus are to expand the rule of Zeus. They accomplish this by word of mouth of their good deeds and involvement with the destruction of anything evil or chaotic. The zealots will assist anyone who asks for their assistance with a lawful deed. A high-level zealot is always the host at the Night of Remembrance celebration.

LAWFUL NEUTRAL ZEALOTS

ZEALOTS OF THE FEEBLE GAWD, GAWD OF MYSTERIES

Title: Oracle

Alignment: Lawful neutral

Ability Requirements: Intelligence 9, Wisdom 15

Prime Requisite: Wisdom

Hit Die Type: d6

To-hit Progression: Magic-user

Saving Throw Tables: Cleric

Building Point Bonus: 3

Spelljacking: Yes (as battle mage)

Spell Spheres: Devotional 7, Charm 5, Divination 7, Necromancy 7, Summoning 6, Warding 7, Weather 2

Turn/Command Undead: As cleric two levels higher

Weapon of Choice: Quarterstaff

Weapons Permitted: Any

Armor Permitted: None

Allowed Races: Human

STPs: None

Other Requirements: None

Symbol: A bony hand afflicted by arthritis

Holy Symbol: A medallion depicting a bony, arthritic hand

Restrictions: Add 3 years to starting age

Background: The origins of the order of The Feeble Gawd are as mysterious as the gawd himself. Its actions and those of its members are as enigmatic as anything is in the Wurld. Followers of The Feeble Gawd insist that knowledge should be secret in most cases, that some (in fact, most) people are simply not ready for certain things. When they deign to discuss the matter further, they claim that the state of the world (or pretty much any world) proves their point.

Many people seek out followers of The Feeble Gawd for answers to pressing questions. Most prefer scholars, whose behavior is more understandable, but some consult these zealots for the truly vexing matters. Only the zealots of The Feeble Gawd have the power of knowing, and thus despite their extremely weird behavior it's widely accepted that if you REALLY need an answer, you need to find an oracle.

The oracles generally demand some sort of payment, but no sage has yet been able to uncover any system of determining the amount of such payment. It can take the form of a few gold pieces or a major quest. A character may be given an enemy's true name for 100 gp, while learning the best time to plant wheat could require retrieving the

Ring of Grim Darkblaze and presenting it to the order. Sometimes a petitioner receives his answer after standing on one leg, hopping, clucking like a chicken for half an hour, etc.. It is left to the discretion of the GM to determine the cost.

Before asking a question, an outsider must swear a gawd oath to attempt to make payment in good faith, at any cost, before receiving an answer. To make matters worse, the answer often comes in very cryptic form, which the questioner must then interpret. The truly desperate may be able to ask another question of the oracle....

Followers, clerics, and zealots have a different system for payment, which remains a mystery outside of the order.

Zealots' Relationship to Standard Clerics: Aside from their different powers, the order makes no distinction between zealots and standard clerics. Zealots do vastly outnumber standard clerics

Special Powers: Know stuff: Zealots of The Feeble Gawd have a chance to know the answer to any particular question, given a day to research and pray. This chance is equal to 10% per level, but cannot exceed 95%. They can use items otherwise restricted to the magic-user class.

As a zealot of The Feeble Gawd advances in level and learns more and more secrets of the TeraVerse but his body acquires more of his deity's twisted character. Each time he uses this power, and each time he advances in level, his body becomes slightly more crippled. There is a 5% chance that he acquires either arthritis or a limb becomes useless each time this happens.

Zealots may be party to certain secrets of the language of the gawds. Beginning at 3rd level, a zealot of The Feeble Gawd can use a Power Word spell once per week. The level of Power Word spell to which he has access is equal to his level divided by three (rounded down). He must pray for a number of straight hours equal to the power word level that he is requesting to receive this. Thus, a 12th level oracle could use a 4th level Power Word, while a 19th level zealot of The Feeble Gawd could use a 6th level Power Word. These are beyond his normal allotment of spells. Of course, as described on page 112 of the Spellslinger's Guide to Wurld Domination, those who are less than 7th level who attempt to use Power Words must make an Intelligence check in order to avoid a spell mishap.

Holy Days: Fret'Kerz 28 (last day of the year), in some regions also the second Flur'mar.

Rituals

All Followers: Clergy of The Feeble Gawd initiate new followers at the end of each year. During this year, the new follower is not told anything but given numerous tasks and chores, most of which seem especially useless, such as digging holes and filling them again with dirt from other holes. A member of the clergy must be initiated in this way first.

Zealots: Zealots gather in secret meetings to discuss any matters relating to their faith. They never discuss their initiation rites. It is known that standard cleric and zealot candidates face a second Initiation one year after becoming followers of The Feeble Gawd. Zealots face a third year (as stated there are few standard clerics of The Feeble Gawd). These second and third initiations take place at secret locations separate from those of the initiation of new followers and each other. During these initiation years, the follower receives no direct training, continuing as a follower until the end of his third year when he begins schooling to become first level.

ZEALOTS OF MARLOG, GAWD OF SAILING AND SAILORS

Title: Sea Dawgs

Alignment: Lawful neutral

Ability Requirements: Wisdom 15

Prime Requisite: Wisdom

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 4

Spelljacking: No

Spell Spheres: Devotional 5, Creation 1, Divination 3, Elemental Water 7, Healing 7, Necromancy 7, Weather 5

Turn/Command Undead: As cleric 2 levels lower

Weapon of Choice: Spear

Weapons Permitted: Crushing, spear, dagger

Armor Permitted: Chain mail or worse, no body shield

Allowed Races: Human, elf, half-elf, gnome, halfling

STPs: Gain seamanship suite of skills at no initial cost. Can purchase the shipwright skill set for 5 BP. Gains double mastery dice when purchasing weather sense and navigation skills.

Other Requirements: Must have made at least one sea voyage long enough to require leaving sight of the coast before entering seminary (assumed in character background).

Symbol: Gold dolphin

Holy Symbol: Medallion of a gold dolphin

Restrictions: Can never travel more than one day (about 24 miles) away from a large lake or the ocean. Must pray for forgiveness for Teleporting to such areas, so long as they return within 1 day. Otherwise, they lose their highest level spells the first day, the next highest the 2nd, and finally all their powers.

Both zealots and clerics of Marlog must use ocean water in making holy water. They also use this for healing spells, applying it to the wounds (it only stings enemies of the faith, they say). When raising the dead, the body must be totally immersed in ocean water.

Zealots must participate in a sea voyage before advancing to the next experience level.

Background: Supposedly, Marlog gave the gift of sea travel to the sentient races long ago, showing them how to construct ships and encouraging them to explore the seas. Followers believe that bad weather and storms result from affronts to the gawd – if he is happy, the weather is fine. They are encouraged to make as many sea voyages as they can, and the faith is dominant among sailors and merchants who engage in such trade.

Zealots' Relationship to Standard Clerics: This order makes no official distinction between standard clerics and zealots.

Special Powers: Sea dawgs can move up to 50% faster than normal characters in water. They can also use Water Breathing at will once per day, per three levels. At 4th level, the zealots of Marlog can Speak with Animals (as spell, but sea-dwelling creatures only) once per day. At 9th level, these zealots can Control Winds once per day.

Holy Days: New and full moons (Shadara and Badra'Kar)

Rituals

All Followers: Followers often sprinkle the land with seawater to bless an area for a ceremony. They also do this when moving to a new home.

Zealots: Zealots cannot travel on a ship unless it has been properly blessed in the name of Marlog. They must also pray for success before embarking on any journey of more than two hours.

ZEALOTS OF SHANG-TI, GAWD OF THE SKY AND AGRICULTURE

Title: Warders of Order

Alignment: Lawful neutral

Ability Requirements: Intelligence 15, Wisdom 13, Charisma 12

Prime Requisite: Wisdom

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 4

Spelljacking: Yes (as battle mage)

Spell Spheres: Devotional 7, Creation 6, Divination 5, Elemental Air 7, Elemental Fire 3, Elemental Water 7, Plant 7, Sun 6, Traveler 2, Weather 7

Turn/Command Undead: As cleric of equal level

Weapon of Choice: Quarterstaff

Weapons Permitted: Any

Armor Permitted: Magical only

Allowed Races: Any but dwarves and gnomes

STPs: Gain administration, agriculture, civil administration, clever packer, diplomacy, knowledge of courtly affairs, leadership (basic), maintain self-discipline, maintenance/upkeep, orchestrate task, shaving/grooming and weather sense skills at 51% at no initial cost.

Other Requirements: None

Symbol: Shaft of yellow light in a fist

Holy Symbol: A yellow or golden rod

Restrictions: None

Background: Zealots of Shang-Ti seek their members from the upper classes, though they sometimes take in promising members from lower classes to train if they need to fill out the ranks. Being the administrator of the Chinese pantheon of deities and one of the greater gawds in charge of Nirvana has taken its toll on Shang-Ti over the years. He prefers to take a less active role in administering his church and greatly rewards underlings who keep things flowing smoothly so he need not get involved. Thus, the warders of order see their organization as a key link in maintaining the order of the wurld and even the TeraVerse. Consequently, any subordinate who fails to perform his duty correctly is demoted within the church hierarchy.

Zealots' Relationship to Standard Clerics: Warders of order are often concerned with issues on a higher level than standard clerics. They are considered the most honored of Shang-Ti and fill the higher ranks within the unified order. Standard clerics minister to the masses and assist common folk with specific agricultural concerns and favorable weather. Zealots get involved in the bureaucratic policy making of nations with regard to agricultural laws and practices.

Special Powers: At 4th level, zealots of Shang-Ti can Detect Lie once per day at will (twice per day at 8th level, three times at 12th and unlimited at 16th). At 6th level, a zealot of Shang-Ti gains a Charisma of 19/01, or +75 fractional points to Charisma if it is already higher than that. Zealots of Shang-Ti can affect weather twice as effectively as standard clerics. For example, when using a Control Weather spell, they have double the area, range and duration, and can alter weather by two categories instead of one.

Targets of the zealot's apologies suffer -1 on their save for every four experience levels (or fraction thereof) the zealot has.

Holy Days: Harvest Days fall during the week of Barz'tera 15th through 21st. All faithful celebrate a successful harvest during this time.

Rituals

All Followers: Once per year, all followers must make offerings of jade to the church. The more valuable this offering, the more access and attention the follower gains.

Zealots: Zealots periodically fast for at least a week, consuming nothing but tea. Depending upon the blend of tea they drink, these ritual fasts and tea drinking are sometimes said to give them visions or improve health. The timing of these fasts is rigidly set by formulae involving the zealot's rank, duties and the orders of the High Priest, but no outsider has yet determined the details of the order underlying the seemingly random scheduling.

ZEALOTS OF SHONA, GAWDDESS OF GAMES AND RITUAL COMBAT

Title: Shonites

Alignment: Lawful neutral

Ability Requirements: Strength 12, Dexterity 15, Constitution 11, Intelligence 12, Wisdom 15

Prime Requisite: Wisdom and Dexterity

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 9

Spelljacking: No

Spell Spheres: Combat 7, Creation 3, Devotional 7, Divination 5, Healing 7, Warding 7

Turn/Command Undead: No

Weapon of Choice: Unarmed attack

Weapons Permitted: Any

Armor Permitted: Any

Allowed Races: Human

STPs: Shonites gain the following skills at no initial cost: maintain self-discipline, gaming, rules of fair play (at +25%), pugilism. They may purchase any of the following skills at half the initial BP cost: crane, cricket-in-the-peapod, eye of the tiger advantage, kidney bruise, mortal combat, and any Martial Arts combat procedure listed in the Combatant's Guide. Zealots of Shona may purchase any combat-related talent at half the cost (rounded up). A combat-related talent is a talent that affects the to-hit roll, the damage roll, Armor Class, hit points, threshold of pain, fatigue, initiative, critical hits/locations, called shots, etc.

Other Requirements: None

Symbol: Three inter-woven rings

Holy Symbol: Three inter-woven rings of mail

Restrictions: All Shonites have the truthful quirk, but gain no BP for it.

Background: Shonites have existed seemingly forever. They claim that their order is one of the few zealots' organizations that existed continuously from the earliest days, even while standard clerics dominated the faiths of Garweeze Wurld. Ever since sentient beings held organized games of sport or competition, Shonites have been intimately involved. Whether player, coach, judge, referee, umpire, spectator or water boy, Shonites make their presence available at the games.

Shonites live to compete with others. Whether competing in the gladiatorial arena or in a friendly game of chess, a Shonite is a fierce opponent. They are as gracious in defeat as in victory; winning and losing are less important than following the rules and giving a full and relentless effort. One can always count on a Shonite to play the game in the way it was intended.

Although Shonites live for the game, they do not enjoy idle gamesmanship; if the proposed competition has few or even new rules, a Shonite will likely not participate. Fanciful games are despised as childish and a waste of time. Thus, a Shonite will not participate in spontaneous bets or competitions between friends. Such events are chaotic and undeserving of the attention of Shona. Instead, they prefer honorable or traditional games with long-standing rules and history. Shonites dislike newer games, especially those that lack ritual or theme. Nevertheless, if the new game seems well thought-out and has a solid rule-base that can be clearly understood or documented, the Shonite may enter and even relish the opportunity for sport.

Zealots' Relationship to Standard Clerics: Standard clerics of Shona admire the zealots as the perfect form of ritual warrior. The zealots treat Shona's standard clerics with respect, although they know that such standard clerics are inferior. Still, Shonites do not have contempt of any kind for the standard cleric. Such clerics are like the losers of the contest; they should be treated with respect for participating in the game and not despised. Of course, the Shonites realize that they themselves are the victors in this analogy, and while all participants in the games should receive the cheer of the crowd, it is the victors that receive the laurels.

Special Powers: Zealots of Shona may specialize in weapons as a fighter four levels lower (i.e. at 5th level a Shonite may specialize in one weapon, at 9th level he may become a master in that same weapon, etc.).

Holy Days: Any day in which a national competition is set to be played anywhere on Garweeze Wurld is a high holy day of the Shonite. Minor holy days vary by region, for these days are those in which lesser events take place. High holy days must be spent participating in or watching the competition, if nearby, or at a local minor event (sponsored by the zealot if need be) if the locale is too far to travel. Minor holy days are celebrated in the same way, but the zealot need spend only four hours at the event (although he may, of course, devote more time to the event).

Rituals

All Followers: Followers of Shona must show a willingness to participate in organized games and must spend at least thirty to sixty minutes per day improving their skills or knowledge of the games and/or the rituals and rules associated with games.

Zealots: All Shonites must spend several hours per day honing their skills in competition. Of course, adventuring zealots might find it a challenge to properly balance their busy schedule. This can take the form of practice of ritual combat, meditation, mentally walking through

game strategies or similar techniques. Additionally, the Shonite order mandates participation in all national games, from arena combat to track and field to backgammon. Note that participation can range from competing to sponsoring a contestant to judging to running a vending stand or (sometimes) simply a mere donation to the event itself.

ZEALOTS OF SKRAAD, GAWD OF BLACKSMITHS AND FATE

Title: Toilers

Alignment: Lawful neutral

Ability Requirements: Dexterity 11, Wisdom 10

Prime Requisite: Dexterity

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 7

Spelljacking: No

Spell Spheres: Combat 5, Creation 7, Devotional 7, Elemental (earth) 7, Elemental (fire) 7, Summoning 7, Sun 7, Warding 7

Turn/Command Undead: As cleric of equal level

Weapon of Choice: Warhammer

Weapons Permitted: Any crushing

Armor Permitted: Any metal

Allowed Races: Any

STPs: Gain the armor maintenance, blacksmith tools, maintenance/upkeep, weapon maintenance, blacksmithing, fire building, laborer (general) and metal working skills at no initial cost. May take armorer, shield repair (wood and metal) and weaponsmithing skills for a cost of two fewer BPs (each). All these skills may be studied at a later times with a -10% to the course difficulty. May take the concentration and elemental bonus (fire) talents for a cost of two fewer BPs (each). Gain the war hammer proficiency at no cost in slots or BP.

Other Requirements: None

Symbol: A large war hammer

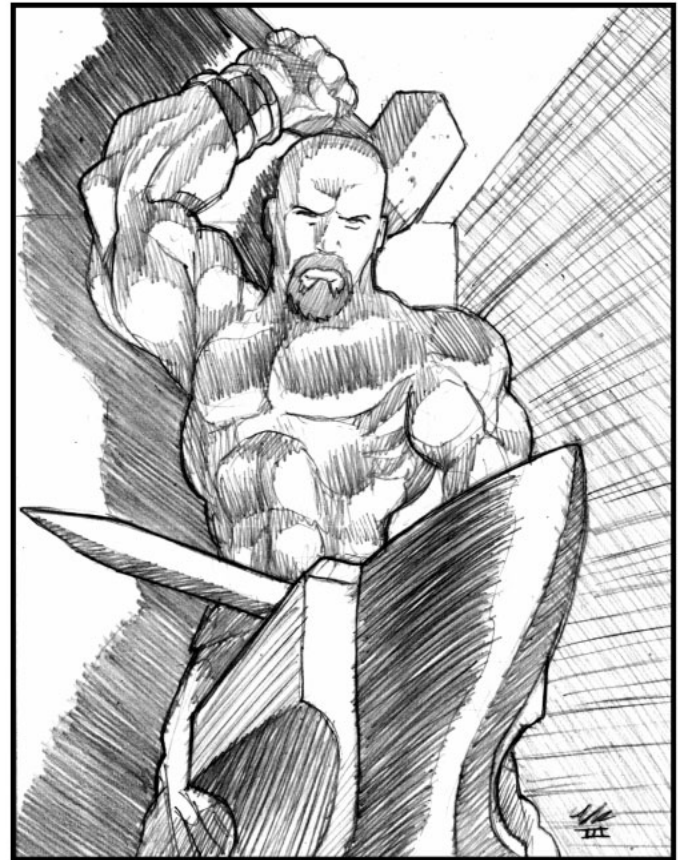
Holy Symbol: A miniature war hammer pendant (made of metal)

Restrictions: None

Background: As a blacksmith gawd, Skraad is the forger of weapons and armor, and also the craftsman of gold and silver treasures. Metal-craftsmen across the world worship him, and he sometimes visits inspirations for beautiful metal goods upon lucky craftsmen.

The toilers try to advance the art of metalwork at the mortal level. They do this by acquiring as much information as they can about blacksmithing and other metalwork, collecting it in libraries, and distributing it to students and metalworking apprentices. Toilers try to teach metalworking to the flock and promote weaponmaking, armor making, goldsmithing, jewelry making, and all other sorts of metalwork in the community and society.

Furthermore, the zealots seek to re-discover lost metalwork techniques; this often leads them into ancient sites on expeditions of discovery. They also encourage competitive crafting between guilds, or between the metalworkers of different cities.



Zealots' Relationship to Standard Clerics: The order places emphasis on achievement in smithy and an individual's actual work. As such, they make no distinction between standard clerics and zealots except when absolutely necessary. They do have records of this, but any particular official is equally likely to be a standard cleric or a zealot.

Special Powers: When using the appraising skill, toilers are able to discern the quality level of a metal-crafted item. They gain +1 to saving throws against fire.

Zealots also have an innate "metal sense". With a successful Wisdom check, the zealot can tell that something is not what it is purported to be, just by looking. This ability is most obvious when applied to fake gold (even if magical!), but also applies to claims of "solid steel construction". While he cannot instantly judge purity or even identify the metal, the zealot knows that the metal is not what it is being passed off as. He gains a +1 bonus to his Wisdom per experience level (for purposes of this check alone).

At higher levels, zealots of Skraad can also craft magical weapons using only the inspiration of their gawd (bypassing the traditional methods). He must have the appropriate skill (armorer or weapon smithing) at 75% or higher and have achieved 5th level or higher. Zealots with advanced skill mastery make the skill check as if it were Very Difficult, while those with Expert Mastery make the skill check as if it were Difficult and those with Master level skill mastery make the skill check as if it were an average task. See GMG page 71 for information on skill check modifiers by level of difficulty. The zealot must pray to determine the best time to attempt constructing this item, which usually takes place during some important celestial event. The final day (and often night) of construction must occur at that time or the effort will fail. The zealot invests part of himself (in the form of experience points) and must use the finest materials. The quality of the item must be superior or extraordinary. If the skill check is successful roll on

Table 11F: Standard Quality of Work on page 142 of the GMG to determine the level of quality. Remember to add 1% to the roll for each skill point above professional status (65% skill mastery). The magical bonus of the completed item can be as high as +1 for a 5th-7th level zealot, +2 for 8th-10th, +3 for 11th-13th, and +4 for 14th to 17th. Successfully creating such an item costs 1,000 EP per magic bonus or special power. These EP are lost and cannot be Restored, but can be regained normally. The zealot must be able to lose these EP without losing a level or he cannot even attempt the construction of the item. Once in his lifetime, at 18th or higher level, the zealot can construct a (non-artifact) special weapon or special armor from the GMG. His success is considered a measurement of his faith and devotion.

Holy Days: All followers participate in semiannual events where metal goods of all sorts are displayed and promoted (before the throne or in market).

Rituals

All Followers: Followers of Skraad are taught that only through hard work will they gain great things. Thus, all followers strive to engage in hard physical labor on a daily basis, particularly around the forge.

Zealots: Even when adventuring or engaging in other not crafting-related activities, the toilers must engage in ritual metal crafting on a daily basis. If they do not have the materials and equipment to perform any meaningful work, they must engage in a pretend series of motions as if they are crafting a piece of metal as a tribute to their gawd.

ZEALOTS OF THRAIN, GAWD OF WISDOM AND MOUNTAINEERING

Title: Skites

Alignment: Lawful neutral

Ability Requirements: Wisdom 13

Prime Requisite: Wisdom

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric or magic-user (the better of the two at each experience level)

Building Point Bonus: 7

Spelljacking: No

Spell Spheres: Animal 6, Combat 7, Creation 7, Devotional 7, Divination 7, Elemental Earth 4, Healing 7, Summoning 7, Traveler 7, Warding 7, Weather 7

Turn/Command Undead: No

Weapon of Choice: Morning star

Weapons Permitted: All puncturing and morning star

Armor Permitted: Any

Allowed Races: Any

STPs: Gain the ancient history, geology, history (world), fire building, forage for food, map sense and mountaineering skills for no initial cost. May take the divine lore, clever packer, mapless travel and survival skill suite skills for a cost of one fewer BP (each). Zealots must take the maintenance/upkeep, weapon maintenance and armor maintenance skills.

Other Requirements: As soon as possible after attaining 9th level, the zealot must seek to establish a religious stronghold. The church will pay for half of the cost of stronghold construction.

Symbol: A crown

Holy Symbol: A crown

Restrictions: Zealots of Thrain must make every reasonable effort to be prepared for any eventuality they might face. If they are ever caught in need of a particular mundane (non-magical) item, it is considered a serious transgression in the eyes of the church and their gawd, requiring atonement and possible penance at the discretion of the GM. The zealots gain the pack rat quirk (earning the full 5 BPs) upon character creation. Furthermore, these zealots may not begin play with the short-term memory loss or absent-minded quirks. If these quirks are rolled randomly during character creation, the player must spend BP to reroll them or he does not qualify for the class.

Background: The motto of the skite zealot order is, "be prepared". Thrain is a gawd of common sense. Wisdom is distinct from, though normally compatible with, formal education and conventional learning; but it is not the same. Zealots believe it consists merely of having sense enough to know what it otherwise takes experience or an education to learn. The learned man knows from experience when his words will provoke a fight; the wise man knows it intuitively, instinctively.

Skites promote sensible solutions and actions on the part of the flock. They suggest compromises and alternatives. They plan future events. They look for trouble in upcoming events and try to head it off. However, Thrain is not a gawd of peace, and so his zealots often advise military officers, helping them plan effective strategies.

Zealots of this sect believe in education for its own sake, and work to provide teaching to all the flock and even the general population (when possible). They also try to act as advisors to rulers, in order to keep them from making decisions in a too-hasty or foolish fashion. Local rulers often give them posts as advisors.

Zealots' Relationship to Standard Clerics: While standard clerics take great pride in being prepared in much the same way as zealots, the church mandate for such is not as strong for them. Thus, when working with a zealot they often tend to shirk responsibility knowing that their zealous brethren will pick up the slack. This sometimes leads to resentment among the two classes as the zealots feel that the clerics are taking advantage of them.

Special Powers: Soothing Word. Immunity to Confusion and Feeblemind spells. At 5th level, skites gain the second sight talent. At 8th level, skites gain the prophesy talent.

As the inspiration of Thrain infuses the zealot, he gains Wisdom more quickly than even most clerics. He gains +99 fractional points of Wisdom at 4th level, 89 at 9th level, 79 at 13th level, and 69 at 17th level. This is in addition to the standard fractional ability score roll during level advancement.

Holy Days: Thrain's Calling – The Crown of Thrain is an artifact of legend that allows a worthy character to ascend to gawdhood. After such an ascension, the Crown disappears to find itself in a new resting place somewhere on Aldrazar. Thrain's Calling is a holy day in which the faithful pray that they may have the Crown delivered into their locality. The requirements to find and use the Crown remain great, but most humble commoners consider it an honor just to be in proximity to such a device and hope to perhaps gain a glimpse of divinity. The extra business that comes to town from pilgrims and adventurers seeking their place within destiny does not hurt either. It is observed on Kras'Kerz 24th.

Rituals

All Followers: Checklists are a common practice among followers of Thrain. They regularly make lists to document things they need to accomplish for the day, week and month.

Zealots: Skites practice religious maintenance and upkeep of their belongings and encourage others to do the same. They often sing songs dedicated to the faith while performing these tasks. Another ritual they perform on a daily basis is the Ascension of the Crown. During this ritual, the zealot and all his allied companions take turns in placing the zealot's holy symbol upon their head. This symbolic gesture represents the hope that Thrain watches over and blesses them, and that they can live up to the high moral character expected within the church that may someday allow them to ascend to gawdhood.

LAWFUL EVIL ZEALOTS

ZEALOTS OF DRUAGA, GAWD OF DEVILS AND OPPRESSIVE CONTRACTS

Title: Droogs

Alignment: Lawful evil

Ability Requirements: Intelligence 11, Wisdom 9, Charisma 14

Prime Requisite: Charisma

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Thief

Building Point Bonus: 3

Spelljacking: No

Spell Spheres: Devotional 5, Combat 4, Divination 2, Elemental Fire 3, Summoning 7, Traveler 2, Warding 7

Turn/Command Undead: As cleric of equal level (see text)

Weapon of Choice: Mace

Weapons Permitted: Any crushing or puncturing

Armor Permitted: Any

Allowed Races: Any

STPs: Zealots of Druaga have access to the Dragon Speak skill even if they do not meet the Intelligence and Charisma requirements. They also gain the orchestrate task skill at no initial cost and can purchase the skilled liar skill for only 2 BP. Additionally, they get two rolls of the mastery die for each of the above skill purchases, even after character creation. Droogs must purchase the reading/writing skill in their primary language (they do not get discounts).

Other Requirements: Before becoming a droog, a zealot must have seen a devil of some kind on the Prime Material Plane. This can be done at a special annual ceremony (The Welcoming) welcoming new initiates into the faith, where an experienced droog summons a devil to demonstrate what the new recruits will see. Those who attempt to flee are captured and sacrificed to the devil. Those who remain sign contracts dedicating their souls to the eternal service of Druaga.

Symbol: Ruby mace

Holy Symbol: Ruby-encrusted mace (miniature and fake rubies are acceptable until 10th level)

Restrictions: Those who violate the edicts of the church of Druaga face complicated, ceremony-laden show trials before they are subject to

draconian punishments. Among the very high number of violations is failing to try to use a contract to abuse the other party. Clerics and zealots of Druaga frequently draw up contracts with each other (and with devils). They are expected to accept the consequences of these agreements without complaints – whoever gets the better of his opponent "wins" the negotiation. The losers often suffer egregiously. Still, zealots of Druaga can never break their sworn, written word so long as a real witness actually signs the contract. Doing so results in the immediate loss of all clerical abilities. Many governments (usually lawful evil or lawful neutral, but sometimes even lawful good) risk dealing with the clergy of this gawd.

Background: Druaga claims to be among the most ancient of gawds, as does his order. As members of his church are the only ones who have provided any documentation, few scholars take the claim seriously. However, in recent decades the church has grown greatly in power. The zealots of Druaga in particular are among the fastest growing orders in Garweeze Wurld. The orders use any excuse, real or imagined, to leverage their own power. Often they gain great influence, or even take control, of a government after a bout with brigands or foreign powers. They can make their offers sound much better than they truly are, partially because Druaga's followers are as dedicated to fighting chaos as they are to building their own power. There is remarkably little insubordination in the power structure of Druaga's church.

Zealots' Relationship to Standard Clerics: The order of droogs is allied to but not part of that of standard clerics of Druaga. In fact, the relationship between the two is quite complex. Each order holds a document rumored to be 1,700 pages long that details the rights, obligations, restrictions, and duties of each to the other at its main temple. Outsiders find it best not to ask.

Zealots and standard clerics acknowledge each other when they pass in the street, but do not deal with each other for any length of time without extensive contractual agreements.

Special Powers: In addition to their ability to turn/command undead, zealots of Druaga can command (lawful or neutral) evil extraplanar creatures as if they were clerics three levels higher. Any devil has only half its normal chance of breaking free of such control (if any). Droogs can control chaotic evil extraplanar beings as clerics one level lower. They can also use any magic item that relates to the summoning and/or control of devils (though if an item has other powers as well, they cannot use those).

Droogs suffer no honor loss when apologizing so long as they can point to a contract they wrote that does not, technically, prohibit their action (or require an action of them that they did not take).

Holy Days: The Welcoming on the Winter Solstice, The Sacrificing on the Vernal Equinox, Re-Dedication Day on the Summer Solstice

Rituals

All Followers: On the longest day of the year, all followers of Druaga sign riders to their original contracts, re-dedicating their souls to the deity. No prayer to Druaga is less than five minutes long.

Zealots: Only zealots participate in The Welcoming. During the winter, they scour the land searching for virgins to sacrifice at the end of winter (the vernal equinox). This is an attempt to call the favor of their gawd (in the form of loyal devil allies), something he does often enough to encourage the zealots to keep trying. Usually there is some very specific mission to accomplish, but the fall back goal is always simply wreaking havoc on their enemies. These devils never attack followers of Druaga.

ZEALOTS OF FRANCOR'DIEUS, GAWD OF EARTH

Title: Earther

Alignment: Lawful evil

Ability Requirements: Constitution 14, Wisdom 12

Prime Requisite: Constitution

Hit Die Type: d10

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 6

Spelljacking: No

Spell Spheres: Devotional 5, Animal 4, Combat 2, Creation 7, Elemental Earth 7, Elemental Fire 3, Elemental Water 2, Plant 7, Traveler 7

Turn/Command Undead: As cleric three levels higher (turn and destroy only)

Weapon of Choice: Pick

Weapons Permitted: Battle axe, dagger/dirk, knife, pick, scythe, sickle, stiletto, staff, khopesh, scimitar, and short sword

Armor Permitted: Any

Allowed Races: Any

STPs: Gains pottery, stonemasonry, religion: general, geology, mining, survival (underground), and dig proper grave skills at no initial cost. May take the defensive bonus talent for a cost of 2 fewer BP.

Other Requirements: Normally, the zealots wear only simple traveling clothes or shirts of white, charcoal gray, brown, or black. On ceremonial occasions, the zealots dress in robes of purple or red (the colors of royalty), covering their faces and hands with white chalk to make themselves appear like corpses.

Symbol: A mining pick

Holy Symbol: A miniature mining pick

Restrictions: All earthers must adopt a Spartan, almost monastic lifestyle. Not only does this way of life prepare them for the coming existence in the afterlife, but it also serves as an example for faithful followers. Since the dead have no need for wealth, the zealots never retain personal treasure, either donating the money to their temple or periodically distributing it among members of their flock. Although the zealots can own personal possessions and magical items, these objects must have a plain appearance. These zealots may never marry. Upon reaching 5th level, they must also remain completely celibate. The feet of an earther must always touch the ground or some stone structure. They may not enter structures with wooden floors.

Background: Earthers view Francor'Dieus as Protector (some say Incarcerator) of the Dead. He is also sometimes viewed as the Patron of Travelers, since journeys and quests in the world of the living are merely a preparation for the ultimate voyage into the netherworld.

The earthers are chiefly responsible for keeping departed spirits completely separated from the realm of the living. They believe that once you die you should stay dead. Thus, they never cast or use any type of Raise Dead, Reincarnation or similar spell, and often lobby other religions to abstain from these practices as well. Similarly, undead are an abomination to these cultists, since they believe they represent a direct affront (or even rebellion) against Francor's divine authority.

Earthers have no sense of humor regarding maintenance of the divinely ordained segregation between the Living and the Dead. These zealots, who seek to restore the divine balance, will often pay a cheer-

less visit to those who thwart this natural order. Their duties often include "retiring" those undead and stubborn mortals who refuse to die. Examples of their victims include undead creatures or living people who have cheated natural death too many times (such as being raised from the dead, being magically cured of a fatal disease or using a Potion of Longevity or similar magic to extend one's life).

Earthers live apart from civilization in secluded underground networks, separated from the world of the living. There they pray and meditate for the dead, occasionally emerging from their religious community (always in ceremonial garb) to perform an urgent quest or mission for their divine overlord. These assignments usually involve laying a troubled spirit (or perhaps an ancient magic-user) to rest. Depending on the perceived reluctance of the individual to die (and his power), anywhere from 1-6 red-robed zealots may be dispatched on such a "retirement" ritual.

As patrons of travelers, the earthers might also provide shelter and valuable information for a party during an adventure or quest. They can also perform as mentors or guides on a journey into the netherworld, since they are intimately acquainted with their deity's residence in Hell. The cult could thus serve as a springboard for extraplanar adventures. However, the zealot will always try to indoctrinate their charges in the ways of Francor'Dieus and their apparent hospitality might soon become incarceration if they see an advantage in it for their dark gawd. In addition, they despise stories of adventurers cheating death (much less being Raised!).

Zealots' Relationship to Standard Clerics: Relationships are polite but somewhat strained. The earthers are the somber sect of the faith of Francor Dieus. Standard clerics believe they need to lighten up a little and focus more on aspects of Francor'Dieus associated with exploiting the earth and the riches it contains and spend less time worrying about the dead.

Special Powers: Upon reaching 3rd level, the zealot may employ a heightened version of Speak to the Dead. With this ability, the zealot need only know the name of the deceased in order to summon the spirit, regardless of how much time it spent in the netherworld. The shade is not entitled to a saving throw to resist interrogation, and it must answer up to six questions truthfully. At 5th level, an earther may summon and control an 8 HD Earth Elemental once per week. At 10th level, he can enter and survive on the Elemental Plane of Earth as a 17th level druid.

Earthers cast Elemental Earth spells as if they were 1 experience level higher than they actually are.

Holy Days: The holy season for earthers is winter because it represents death. During this time, they often remain underground for extended periods.

Rituals

All Followers: All followers must work on mining tunnels underground on a daily basis (though it does not need to be the same tunnel each time). The length of time spent varies depending on the piety of the worshiper. During services and prayer, any follower of Francor'Dieus must sit directly on bare earth or stone, with no blanket or mat of any kind. Ancient temples have spots worn where members of the congregation have sat over long centuries.

Zealots: Normally, the zealots may only eat simply prepared food (the blander, the better) to remind them of the drab fare in the netherworld. During holy seasons, they must subsist on a diet of flavorless food (such as plain rice or millet). In addition, the zealots must spend at least one day of the week in utter seclusion and meditation, completely abstaining from all food, water, and contact with other living creatures. Before reaching 5th level when the earther takes his vow of celibacy, many of them seek to have one last wild fling.

Earthers honor their gawd by piling rocks and mining debris in pyramids of ever-growing size. Each zealot temple has its own pyramid. Whenever they advance in level, as part of the process or afterwards (but before advancing another level!), earthers must return to their home temples to contribute to this structure. Some suggest that they put enemies of the faith inside such pyramids to silence them. In fact, they often do bury enemies alive, but they enjoy the screams, labored breathing, and finally the last breaths as the victims are slowly suffocated and/or crushed to death. The zealots often make a game of seeing how long they drag out this agonizing death. In addition, if they have no enemies to dispatch at the moment, they will use any convenient bystander for this cruel ritual.

ZEALOTS OF GRUUMSH, GAWD OF ORCS

Title: 'Tang (added as suffix, often replacing the surname)

Alignment: Lawful evil

Ability Requirements: Strength 15, Wisdom 12

Prime Requisite: Strength

Hit Die Type: d8

To-hit Progression: Fighter

Saving Throw Tables: Fighter

Building Point Bonus: 4

Spelljacking: No

Spell Spheres: Devotional 5, Animal 2, Charm 2, Combat 7, Divination 1, Elemental Fire 4, Summoning 2, Warding 6

Turn/Command Undead: As cleric of equal level

Weapon of Choice: Scimitar

Weapons Permitted: Any

Armor Permitted: Any

Allowed Races: Orc, orkin, half-orc, others who secretly wish they were Orcs

STPs: Gains dirty fighting and eye gouge skills at no initial cost. Begins with four weapon proficiency slots (total).

Other Requirements: Must pluck out left eye to become a zealot or a cleric of Gruumsh, thus gaining the blind, one-eye and no depth perception flaws (gaining only the cherry picking BP). Sometimes Orcs born with one eye are considered blessed by Gruumsh and groomed from birth to become a 'Tang. Most of the great Orc religious figures come from this background.

Symbol: The unwinking eye

Holy Symbol: A real eye taken from a living creature on a leather cord

Restrictions: Can never consort with elves or half-elves, cannot eat bacon or pork

Background: Gruumsh leads a large pantheon of uniquely Orcish gawds. No scholar of any other race has yet deciphered this bewildering assortment of divinities, however. Rank within the order of Gruumsh depends entirely on experience level, whether the Orc is a shaman, cleric, or zealot.

As with Orcish culture itself, rank and respect within the clergy depend entirely on an individual's ability to beat the tar out of those around him. Zealots pounce on any sign of weakness, in an enemy or a fellow Orc, claiming to speak and act in the name of Gruumsh him-

self (he may see all, but sometimes he's too busy to deal out punishment immediately).

Zealots' Relationship to Standard Clerics: There are shamans, clerics and zealots of Gruumsh. The difference comes from natural ability (i.e. Ability Scores). Zealots of Gruumsh get along fine with any creature they can dominate; thus, the more powerful ones have no problem with standard clerics, shamans, or other Orcs. Less powerful zealots plot to become more powerful.

Special Powers: Every time he delivers a killing blow to an opponent, a zealot of Gruumsh gains 1 hit point. For example, if he is wounded and has 30 out of 35 hit points, he would have 31 out of 35 hit points after landing a killing blow. He may exceed his maximum hit points in this way, but all additional hit points last only 24 hours. Thus it is possible for the 'Tang to survive a battle by landing some killing blows but then die the next day after his supplemental hit points go away.

When facing fear effects, a zealot of Gruumsh gains +1 on his saving throw for every 3 full levels and each opponent he personally killed (landed killing blow) within the last hour.

At 3rd level, a zealot of Gruumsh can choose to acquire the HackFrenzy quirk (even if he already has HackLust).

At 4th level, a zealot of Gruumsh regains his depth perception magically, though he still only has one eye. At 8th level, the zealot loses all penalties due to his one eye flaw, but it never grows back. (Attempting to replace the lost eye is, in fact, a great sin against Gruumsh.)

Holy Days: Any day on which much blood is shed in violence is sacred to Gruumsh, as is any day the highest level zealot, cleric, or shaman declares such. The zealots do not follow a traditional calendar of holy days like other faiths and so the days may change from year to year. When a high ranking 'Tang needs a major religious ceremony, he simply announces one. No lesser Orc has ever challenged such a declaration.

Rituals

All Followers: Any follower of Gruumsh must dedicate the deaths of elves or half-elves he kills to Gruumsh.

Zealots: Zealots of Gruumsh must perform a blood sacrifice once a week, though they would prefer to do so every day. Ideally, this is the blood of an enemy slain in battle, but if such cannot be found the zealot must present his own blood.

ZEALOTS OF LOVIATAR, GAWDDESS OF PAIN AND TORMENT

Title: Inflictors

Alignment: Lawful evil

Ability Requirements: Constitution 14, Wisdom 14

Prime Requisite: Constitution

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 6

Spelljacking: No

Spell Spheres: Devotional 6, Charm 7, Combat 4, Divination 1, Healing 1, Summoning 3, Warding 2

Turn/Command Undead: No

Weapon of Choice: Whip or Scourge

Weapons Permitted: Any crushing, dagger and whips

Armor Permitted: Chain mail or worse

Allowed Races: Any

STPs: Gain art of beating, threat gesture and torture skill at 65% and the minor taunting and maintain self discipline skills at 51% at no initial cost.

Other Requirements: Disciples of Loviatar of both genders wear high black boots, black choker gorgets and long black gloves that reach up to their shoulders. They also wear daring leather body harnesses over or under side-slit ritual robes of icy white or black lined with scarlet silk.

Symbol: White dagger held in a pallid hand

Holy Symbol: A preserved human hand clutching a bloody whip

Restrictions: Inflictors gain the sadistic quirk

Background: Worship of Loviatar tends to be strongest in large, decadent cities. Newcomers are often recruited from the ranks of the bored, the wealthy, or the desperately hungry beggars whom the inflictors taunt. They produce large revels where the faithful offer much drugged wine, dancing and bizarre intimate pursuits that go on for several days and nights. The actual zealots of Loviatar are relatively few in number, but wield considerable power. Opponents tend to avoid them, since murder is the least that they will do in revenge against insults to their gawddess. Women dominate the ranks of the clergy.

Loviatar teaches that the world is filled with pain and torment, and that the best that one can do is to suffer those blows that cannot be avoided and deal as much pain back on those who offend (or any handy proxies). They believe that true pleasure is only won through

pain. In the faith of Loviatar, the strong are those who taste pain and strive on.

Zealots' Relationship to Standard Clerics: The tightly organized church is dominated by clerics. The inflictors operate as a separate arm of the faith, moving from place to place and ensuring that the gawddess' will is carried out. The standard clerics hold the inflictors in high regard since they are often the tools of Loviatar's punishment.

Special Powers: Zealots of Loviatar can use Pain Touch (as the 3rd level magic-user spell) once per day (without special preparation). Largely due to their spiritual appreciation for pain (even their own), they are never subject to trauma damage. At 3rd level their special training comes to fore, allowing them to strike their melee opponents in particularly painful areas. Treat their opponents as if they have the low threshold of pain flaw as described on page 65 of the GMG and page 94 of the PHB. Each day he can force one such threshold of pain check per experience level. However, the zealot must inflict all of the damage for this effect himself.

At 8th level, inflictors may use the painful strike ability as a monk of the same level. At 10th level, inflictors are able to cast Eyebite (as the 6th level magic-user spell) once per day. Only the effects of the sleep version of the spell can be reflected back upon them, however. At 15th level, inflictors are able to cast Symbol (as the 7th level magic-user spell) once per day. They prefer the pain form of this spell-like ability, but can use the other forms as well.

Holy Days: Four seasonal festivals are observed with the Rite of Pain and Purity. This consists of a circle of chanting and singing clergy members performing upon a bed of sharp objects such as jagged rocks, metal spikes or glass shards. The participants allow themselves to be urged to greater levels of intensity by the whips of high level priests and drumming of lay worshipers. A red radiance rises gradually and forms a flickering cloud above the ring. If Loviatar has important missions to speak of, is especially pleased with this group of followers or wants to enact her displeasure, she manifests in the heart of the cloud. If she does not manifest, the ritual ends after half an hour and the participants retire to recuperate.

Rituals

All Followers: The most basic ritual that a follower of Loviatar practices is a kneeling prayer at morning and evening, followed by at least ten minutes of striking himself with a whip. These strikes must be real and at full strength; the gawddess knows if they mean it.

Zealots: Every twelfth night, (unless such a night coincides with the Rite of Pain and Purity, which preempts it) the clergy members celebrate smaller Candle Rites wherein they sing, chant and play. At these rites, they dance around lit candles, passing some parts of their bodies through or over their flames repeatedly until the rite ends with the highest-ranking zealot dousing her candle with consecrated wine. She decides when to do this, sometimes letting the candle burn to nothing so her underlings can get closer to their faith.

ZEALOTS OF SET, GAWD OF THE NIGHT

Title: Cobras

Alignment: Lawful evil

Ability Requirements: Intelligence 10, Wisdom 13

Prime Requisite: Wisdom

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric



Building Point Bonus: 3

Spelljacking: No

Spell Spheres: Devotional 6, Charm 4, Combat 3, Necromancy 3, Summoning 5, Sun 7 (reversals and Darkness only), Warding 5

Turn/Command Undead: Command as cleric of equal level

Weapon of Choice: By individual's selection

Weapons Permitted: Any

Armor Permitted: AC 6 or worse

Allowed Races: Any

STPs: Gain blind-fighting talent at no cost. Gains the ulterior motive skill at no initial cost.

Other Requirements: Must commit at least one outright murder for no other reason than a church superior's command before attaining 3rd level.

Symbol: Coiled cobra

Holy Symbol: Amulet or statuette depicting the coiled cobra

Restrictions: Zealots of Set can never betray members of their order. They lose their powers and spells if they do so. They can remain orderly, but they cannot commit any act of goodness or take any action that helps a gawd who has not sworn fealty to Set. This most especially includes Bast and Nephthys – a zealot of Set must leave an encounter before fighting alongside followers of those gawddesses, even in self-defense!

Background: Set's followers build temples wherever they can, meaning they are not always in the open. Frequently clerics or zealots also head assassins' and thieves' guilds. Even the members of these guilds may not realize the truth, as the temple is dedicated to increasing his following and influence over the long haul. Every member of the clergy of Set works multiple schemes simultaneously. The temple of Set does not act rashly, but it is treacherous. Its assassinations are carefully planned, its propaganda perfectly honed, and its bribes never wasted. The temple, like the gawd, loves it when a plan comes together. Most high ranking members take into account the fact their underlings have their own conniving plans and set up the overall work of the temple to allow for that.

Individual zealots choose their favored weapon before attaining 1st level. This is the only aspect of their lives not dictated by higher-ups for a greater purpose, and thus becomes disproportionately important to the zealots.

Zealots' Relationship to Standard Clerics: The temple makes no official distinction between zealots and clerics.

Special Powers: Zealots of Set are resistant to unpleasant odors. They gain +4 to save against any effect delivered via gas and including some sort of bad smell (Stinking Cloud, chlorine gas breath weapons, etc.). They can also apply and use poison as well as an assassin (see the GMG p 36).

At 5th level, zealots of Set can choose the result of any attempt to Detect or Know their alignment. They are always aware of such attempts, but do not automatically learn the source. At 12th level, a zealot of Set can call upon 2d4 Minions of Set (see Gawds & Demi-gawds) once per day. The zealot must spend one round summoning them. The minions arrive in 1 round and serve for up to 10 rounds. As with spells, if the summoning is disrupted, no minions arrive and the power is expended for the day.

Holy Days: Flur'mars, Night of the new moon (Arlora)

Rituals

All Followers: Standard services are held at the night of new Arloras and frequently involve human and demi-human sacrifice. The temple of Set often uses captured enemies for this purpose, as a convenient way of honoring their gawd while dispatching a foe. However, victims have been known to escape because the temple prefers to set up elaborate automated death traps instead of killing their victims outright. Set applauds and rewards such evil efficiency and showmanship when it works as intended.

Zealots: Zealots plot their special plans on the Flur'mars during the year. This unholy ceremony is the only time the zealots can even refer, much less discuss, their plans. Thus, this effort is extremely important. They must speak in soft, respectful tones in formal religious speech.

NEUTRAL GOOD ZEALOTS

ZEALOTS OF DENEIR, GAWD OF ART AND LITERATURE

Title: Deneiri

Alignment: Neutral good

Ability Requirements: Intelligence 13, Wisdom 13

Prime Requisite: Intelligence

Hit Die Type: d6

To-hit Progression: Magic-user

Saving Throw Tables: Cleric

Building Point Bonus: 6

Spelljacking: No

Spell Spheres: Devotional 5, Creation 7, Divination 3, Sun 3, Traveler 1, Warding 3

Turn/Command Undead: No

Weapon of Choice: Quarterstaff

Weapons Permitted: As magic-user, and any one-handed crushing weapon

Armor Permitted: Studded leather or worse

Allowed Races: Any

STPs: Begin with reading/writing mastery (90%) in one language. Deneiri can learn two languages for every purchase of the modern language skill. Gain art appreciation: painting and art appreciation: sculpture at no initial cost and at 51%. Gain 3 rolls of the mastery die for each normal one purchased (at any time) when learning art appraisal.

Other Requirements: A zealot of Deneir must undertake a year-long quest at some point before 6th level in which he uncovers or creates at least three original pieces of art or literature. During this time, he must also serve as a scribe for any person who asks, charging either nothing or just enough to cover the cost of supplies. (Many do this even when not on a quest.)

Symbol: A single lit candle, often with an eye beneath

Holy Symbol: A candle

Restrictions: Literacy is an important gift of Deneir and the church dictates that it must be spread as widely as possible. Thus, all clergy and Deneiri in particular must teach at least 10 mortals who do not venerate Deneir to read and write so that such leaning spreads. Those who

die before doing so face extended periods of examination in the after-life, though if they truly tried they may be allowed to proceed to theirs normally.

Background: Zealots of Deneir live to create and explore all forms of art. Most of those who adventure do so for the chance to see examples of ancient works, not to gain treasure. Though the temple demands that all of its clergy and worshipers donate a 10% tithe, most zealots donate considerably more, unless they need the money to acquire a piece of art for their own study (which then gets donated to the temple later). Temples of Deneir are rumored to have the most exquisite and extensive collections outside of Imperial museums. When low on coin, a temple usually stages an exhibit of much of this collection, charging relatively small fees in the hopes of attracting large crowds. Most temples have several objects of art in the open temple that followers and interested spectators are welcome to enjoy.

Zealots' Relationship to Standard Clerics: Zealots of Deneir exist within the same structure as the standard clerics of Deneir and the two get along with each other quite well. A temple official is as likely to be a zealot as a standard cleric.

Special Powers: Soothing Word, Fascination. Zealots of Deneir are especially attuned to images and writing. They gain a +4 on any saving throw against an effect caused by any type of magical writing: scrolls, runes, glyphs, and even books (if read directly). This includes the effects of curses and magical tomes handled by the wrong class. In addition, these zealots gain a saving throw against such an effect that normally allows no save. This applies to any effect caused by writing or images. This is a straight saving throw versus spells with no modification.

When confronted with an unfamiliar image, the Deneiri can attempt to make sense of it. This requires a full two minutes of examination, as well as an Intelligence check and a Wisdom check. If the Wisdom

check succeeds, the zealot knows the general meaning of the image or rune (food, hunger, malevolence, monsters, faith, etc.). If the image is cursed, he may get a cold feeling on this examination. If the Intelligence check succeeds, the zealot knows the general nature of the image's or rune's origin (dwarven, Orcish, Fangaerie, etc.).

Holy Days: The only holy day that sees special ceremonies in the church of Deneir is the Shieldmeet, wherein copies of old contracts are taken out for public viewing. The records released for public review are usually obsolete historical works that are primarily of interest as nostalgia to the common man. The temple is careful not to violate its vows of confidentiality during this ceremony.

Rituals

All Followers: Rituals observed on a daily basis include chants, sung prayers, and responsive readings of scripture. Followers often utter a prayer with every letter they begin reading or writing and again when they complete it.

Zealots: The Guilding is a rite in which the clergy of a given temple gather in a great circle around that temple's sacred manuscript to cast a special version of the Ceremony spell specific to the faith of Deneir. Each application of the Ceremony spell impresses golden letters onto a page in the book and sets forth the Words of Deneir in large type for public display in the days to come. They have found this Guilding book to be a tempting target for would-be thieves and thus it is the duty of all followers of Deneir to guard it vigilantly.

ZEALOTS OF ENLIL, GAWD OF AIR AND WAR

Title: Bombard

Alignment: Neutral good

Ability Requirements: Strength 11, Wisdom 13

Prime Requisite: Wisdom

Hit Die Type: d10

To-hit Progression: Fighter

Saving Throw Tables: Cleric

Building Point Bonus: 4

Spelljacking: No

Spell Spheres: Devotional 6, Combat 7, Divination 1, Elemental Air 7, Healing 1, Sun 5, Weather 7

Turn/Command Undead: As cleric 2 levels lower

Weapon of Choice: Non-metal hand axe

Weapons Permitted: Entirely non-metal

Armor Permitted: Entirely non-metal

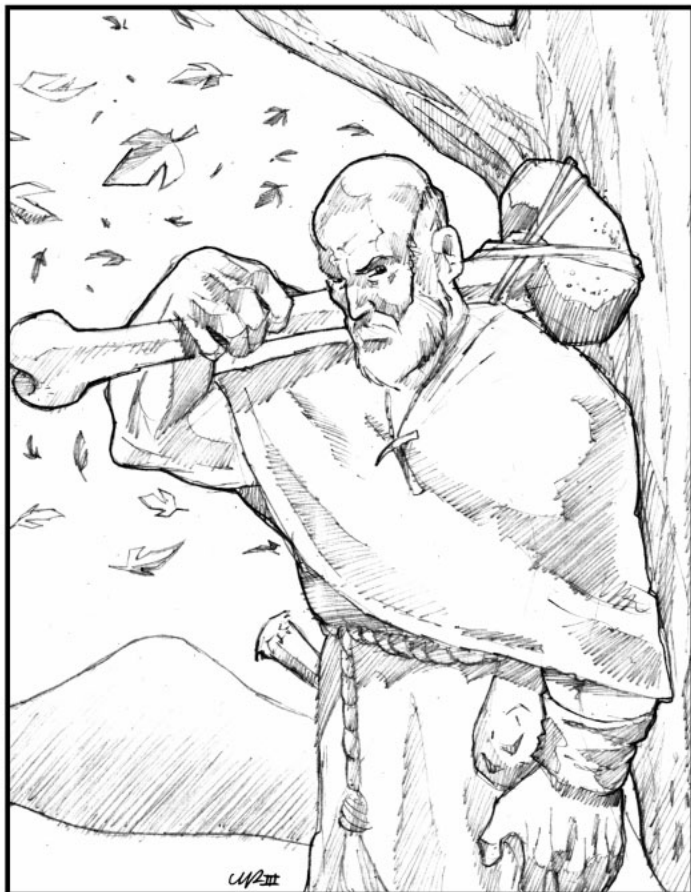
Allowed Races: Any

STPs: Gains the armor maintenance and weapon maintenance skills at no cost. Stone and bone weapons made by zealots of Enlil suffer no penalties to attack or damage rolls, nor do they break any more easily than their standard counterparts. (Some temples provide such weapons – to followers of Enlil – in exchange for donations. The amount of these donations comes to 50-100% of the PHB price of the standard weapons.)

Other Requirements: Cannot have the armor snobbery, obsessive compulsive, paranoid, jerk, or loud boor quirks.

Symbol: Pickaxe

Holy Symbol: Miniature pick axe



Restrictions: Not only can they not use metal armor or weapons, zealots of Enlil must use as little metal as possible. They may carry coins, but prefer gems and precious stones. Zealots cannot take metalworking skills.

Background: The order of Enlil has adapted surprisingly well to its new situation. Members rarely complain about the "good ol' days" when Enlil was a dominant deity. Even though he currently shares the purview of war, the clergy insist that there will always be more than enough war for several gawds. Followers of other war gawds find this attitude annoyingly cheerful and frequently attack followers of Enlil. This suits the zealots just fine; they consider war an act of worship, but they must be careful about picking fights. They much prefer to fight evil than to simply fight.

While they are popular with many warriors and peasant types, the church of Enlil has not had as much success at manipulating higher-ranking officials and governments. Still, they build their temples as high as they reasonably can – on mountainsides and high hills; perhaps symbolically remembering the order's dominance in the past and perhaps its eventual resurgence.

Despite being relatively new to the Wurld, the order has a tremendous sense of age and tradition. Zealots refuse to use metal armors and weapons because they believe such technology denies a warrior the chance to prove his bravery. Every so often, they call metal forging and coining technology "new-fangled", causing others to look at them oddly. Some evidence suggests that standard clerics of Enlil actually came about after zealots, in which case the zealots would have disappeared for a time. Standard clerics can use standard cleric equipment (metal weapons and armor are an option).

Zealots' Relationship to Standard Clerics: Zealots and standard clerics of Enlil exist within a single order. While either may hold any post within the church, most of the highest-ranking clergy are zealots.

Special Powers: Zealots of Enlil suffer 1 fewer point of damage per damage die from any lightning or electricity. This can reduce the damage from an individual die as low as zero. Also, they cannot unintentionally drop or break a weapon, nor can they lose their armor or shield during combat. If such a result occurs, treat the fumble as a simple miss.

At 5th level, zealots of Enlil can prepare and cast Fly (as the 3rd level magic-user spell), as one of their normal 3rd level cleric spells.

A zealot of Enlil gains a unique kind of "magic resistance". Any time a spell or magical effect (a similar spell-like ability, not something like a breath weapon), is used against a zealot during battle, there is a simple percentage chance that the effect does not work against him. This chance is NOT adjusted by the level of the caster and therefore is not truly "magic resistance", nor is it affected by talents of the zealot (such as opportunist) or anything else. The percentage chance for the zealot to remain unaffected is equal to his experience level. For example, if an invoker hurls a Lightning Bolt at a 7th level zealot, there is a 7% chance the bolt simply does not affect him. The Bolt is not negated and can affect other creatures normally; it simply ignores the zealot. This ability makes no distinction between harmful and beneficial magic, thus it can render a healing spell useless. However, the zealot must be conscious and involved in a combat for the ability to function.

Holy Days: Mid-Spring day, mid-autumn day

Rituals

All Followers: Any follower must pray before entering battle, but otherwise suffers no more obligations than followers of any other gawd. In fact, they tend to be rather laid back.

Zealots: Zealots of Enlil must assist in the processing of prisoners of war whenever possible, usually for their own temple. Technically, suffering

taunts and insults for their refusal to use metal is not a ritual, but zealots do need to develop a thick skin.

ZEALOTS OF KISHIJOTEN, GAWDDESS OF LUCK

Title: Fortune

Alignment: Neutral good

Ability Requirements: Wisdom 14

Prime Requisite: Wisdom

Hit Die Type: d6

To-hit Progression: Magic-user

Saving Throw Tables: Cleric

Building Point Bonus: 4

Spelljacking: No

Spell Spheres: Devotional 6, Charm 4, Divination 5, Healing 7, Summoning 4, Warding 6

Turn/Command Undead: Turn as cleric of equal level

Weapon of Choice: Quarterstaff

Weapons Permitted: Club, dagger, dart, mace, morning star, staff

Armor Permitted: None

Allowed Races: Any but half-ogre

STPs: Gains gaming skill at no initial cost. Gains opportunist talent for a mere 2 BP.

Other Requirements: None

Symbol: White diamond

Holy Symbol: A diamond (fake or real) on a pendant or a shiny brass coin

Restrictions: None

Background: This small but popular order has been growing slowly, especially among travelers and adventurers. The faith is strong on the outskirts of civilization, and its influence is spreading steadily towards Fangaerie. Despite good treatment from most governments and respect from the populace, though, they have trouble gaining worshippers solely dedicated to the gawdness of luck.

Most people invoke her power at some point in their lives, sometimes quite often, but do not choose her as their liege. The official word of the leaders of the order is to demonstrate the value of worshiping her by example. They do not engage in coercion and seek every opportunity to avoid violence. In some cases, this has led to people "walking over" zealots and clerics of Kishijoten, simply using them for their own benefit without fear of retaliation.

Zealots are always up for a friendly game of chance. They prefer games that are more chance than skill, and while they do not like losing, the one thing they really cannot stand is cheating at such contests. This is a direct affront to the luck that embodies their gawdness. Such effrontery is one of their few justifications for "extreme" behavior, i.e. violence.

Zealots' Relationship to Standard Clerics: Zealots and standard clerics of Kishijoten work closely and politely together, but then each retires to their separate abodes. They consider each other allies, but clerics are slightly suspicious of those so deeply immersed in the gawdness, while zealots tend to see standard clerics as not dedicated enough.

Special Powers: Fascination. Zealots of Kishijoten can re-roll any single check based on their own skill and luck (to-hit rolls, damage, saving throws, Ability Score checks, bend bars rolls, surprise, and the like. Note that this can mean re-rolling several dice for damage, so long as it all springs from a single attack. Extra damage and effects from critical hits are separate.). As they advance, they can do this more frequently – once per week per level. However, once they use the ability, they cannot use it again (even if they have uses left for the week) until after 1d4 rounds. However, they cannot choose which result to accept – they must accept the second roll. (This does not affect a mulligan for great Honor.)

Whenever they summon creatures, only good-aligned individuals answer the call, but the zealot cannot force the creature to take any specific actions (even with further magic). At 9th level, a zealot of Kishijoten can attempt to call the favor of the gawddess. There is a 2% chance of this happening (4% at 10th level, 6% at 11th level, etc., to a maximum of 24% at 20th level). If successful, for 2d4 rounds the zealot will succeed at every attack roll (he can still roll to see if he gets a critical hit), every saving throw, and every Ability check, so long as he has SOME chance of succeeding.

Holy Days: Festival of Luck on the 13th of Quay'Tera. Clerics and zealots of Kishijoten must do as little as possible on a Flur'mar. Gambling of any kind is forbidden on these days.

Rituals

All Followers: Any follower of Kishijoten must invoke her name before each throw, draw, or spin in a game of chance.

Zealots: Once per month, zealots must sacrifice dice, coins or other objects of chance worth at least 25 gp per level at a temple. Failure to do so even once results in the loss of all spells. If the zealot does not do penance within a month, he loses all his powers. Normally this sacrifice takes place at a temple of Kishijoten (often in a "bottomless" pit), but it can be done elsewhere (such as into the ocean or over a cliff) if the zealot purifies himself with at least 4 hours of prayer beforehand. He cannot "sacrifice" the treasure on a bet or simply give it away to someone else.

ZEALOTS OF LATHANDER, GAWD OF THE SPRING, DAWN, CONCEPTION, VITALITY, ETERNAL YOUTH, RENEWAL, SELF-PERFECTION, BEGINNINGS

Title: Morninglords

Alignment: Neutral good

Ability Requirements: Wisdom 13, Charisma 13

Prime Requisite: Charisma

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 7

Spelljacking: No

Spell Spheres: Devotional 6, Creation 2, Divination 3, Elemental 3 (in each), Plant 6, Sun 7, Traveler 1, Warding 3, Weather 2

Turn/Command Undead: As cleric three levels higher

Weapon of Choice: Morning star

Weapons Permitted: Any crushing

Armor Permitted: Plate mail or worse

Allowed Races: Any

STPs: Zealots gain the religion: general and muster resolve skills with no initial cost.

Other Requirements: Morninglords dress in bright long-sleeved robes of yellow, red, and pink. These are often called "sun robes." Those clergy who run temples have their robes trimmed with ornately crafted gold ribbons. A sunburst headpiece, worn toward the back of the head to emulate a rising sun, completes the ceremonial garb. The ritual robes used at many rural shrines are simple cassocks with a color scheme by rank. Novices and postulants wear brown; adepts and underpriests wear russet and crimson. Senior priests wear scarlet and subpriors and those of higher rank wear rose-red.

Symbol: A disk of rosy pink hue

Holy Symbol: A painted wooden disk or a disk cut from rose quartz or a similar mineral

Restrictions: None

Background: Wealthy and popular, the church of Lathander has opulent temples throughout the TeraVerse, some of which push back the borders of good taste, as well as less audacious and more serviceable structures in many towns and cities. The main room of a temple faces east and is open to the horizon, at least in part, so that the faithful attending early service can see the dawn.

Followers of Lathander seek to build anew, encourage the rebirth of barren areas and more productive growth in cultivated lands, drive out evil and either restore civilization to heights it once had or lead it to new dizzying heights of interracial harmony, cooperation, pursuit of the arts and progress. To this end, they battle monsters to nurture civilization; they plant seeds and new seedlings, they encourage and aid adventurers, travelers, traders and pilgrims as the harbingers of culture; and they recover lost magical items, pieces of literature and works of art.

Zealots' Relationship to Standard Clerics: Regular clerics call themselves dawn priests while zealots call themselves Morninglords. Church ranks within the Morninglords include the Awakened, Morninglord, High Morninglord, Mornmaster, high Mornmaster and Sunrise Lord. Standard clerics use these church ranks, The Awakened, Dawnbringer, Dawngreeter, Dawnlord, High Dawnlord and Dawnmaster. Individual temples are given great autonomy but when issues of doctrine or policy come up, the temple that raised the problem calls a conference of peer churches and they meet to resolve the issue.

Special Powers: All Zealots of Lathander are able to cast a Light spell three times per day (in addition to normal spells). At 3rd level, can use Faerie Fire (as the 1st level druid spell) once per day (without special preparation). At 5th level, Morninglords are able to cast Starshine once per day (as a cleric spell). At 9th level, Morninglords are able to cast False Dawn once per day. Morninglords convey a +10% bonus to the resurrection survival check of any being upon which they cast Raise Dead, Resurrection or a similar spell. This bonus cannot raise the resurrection survival chance over 99%.

Zealots of Lathander cast spells of the Sun sphere as if they had one experience level more than they actually do.

Inspired "perfection": Once a zealot of Lathander has traveled and lived with a party for at least a month, he can call upon the power of his gawd to bring his companions closer to perfection. He can only do this once per month, but the effects can be used up to 24 hours after the zealot completes his special prayers. These take a full hour to complete, and all those to gain benefits must be within 20 feet of the Morninglord for the entire duration. The benefits depend on class, and the zealot can only affect a number of characters up to his experience level minus one. Thus, a 7th level zealot could affect up to 6

characters. The effects are as follows: fighters gain one free mulligan (once per session) that may only be used for a to-hit roll. Bards improve their ability to inspire others (+2 to hit for everyone in combat instead of +1). Magic-users can memorize an additional spell per day (of 1st-3rd level). Thieves (but not assassins) gain +5% to all their skills, but this benefit goes away once the thief checks against that ability, regardless of the result. Neutral good clerics may cast one of their Cure Light Wounds spells for maximum hit points without rolling.

Holy Days: On Midsummer morning and on the mornings of the vernal and autumnal equinoxes, the clergy performs the Song of Dawn, praising Lathander with a blend of vocal harmonies and counter-harmonies of beautiful complexity.

Rituals

All Followers: The most important ceremonies of worship are daily prayers to Lathander conducted at dawn. These ceremonies are all joyful and dignified and usually involve song and ritual drinking of well water touched by the dawn.

Zealots: As one might surmise, most formal ceremonies of Lathander are held at dawn. Righteous actions taken at dawn are considered blessed by the gawd. Thus, services, ceremonies and rites are most often held at dawn. Services known as twilight devotions are also conducted on a daily basis at dusk. Finally, high noon sees prayer and song devoted to Lathander.

ZEALOTS OF NUDOR, GAWD OF HEALING

Title: Flagellants

Alignment: Neutral good

Ability Requirements: Wisdom 16, Constitution 15, Charisma 13

Prime Requisite: Wisdom

Hit Die Type: d4

To-hit Progression: Magic-user

Saving Throw Tables: Cleric

Building Point Bonus: 6

Spelljacking: Yes (as illusionist)

Spell Spheres: Charm 7, Creation 4, Devotional 5, Healing 7, Necromancy 7, Summoning 4, Sun 4, Traveler 4, Warding 7, Weather 4

Turn/Command Undead: No

Weapon of Choice: Unarmed attack

Weapons Permitted: Unarmed attack, Scourge (only for self-punishment)

Armor Permitted: None

Allowed Races: Any

STPs: Gain the endurance talent for free or the endurance skill at no initial cost, if racially restricted from taking the endurance talent. May take the thick blood talent for a cost of two fewer BP. Gain the healing, herbalism, first aid skill suite (at 50%), and general religion skill at no initial cost.

Other Requirements: Flagellants must wear a simple felt skullcap of white, gray, or red (depending upon the zealot's rank in the Brotherhood). Aside from the cap, their clothing is tattered rags or hairshirts, so that all around them can see the open bleeding wounds on their limbs and back. Zealots periodically inflict these wounds

upon themselves as the symbols of the pain and suffering they must endure for their religion on behalf of their congregants.

Most high-ranking priests (Master Flagellants) tattoo holy symbols, religious inscriptions, or even blue-gray tears below an eye as marks of their devotion. Other Masters, who believe that tattoos do not cause enough suffering, prefer elaborate body piercing as symbols of their authority.

Symbol: A blazing sun

Holy Symbol: A blazing sun shedding tears

Restrictions: Flagellants embrace a lifestyle of pain, self-mortification and hardship. The Brotherhood relishes none of life's pleasures, for such would impede their ability to heal its sorrows. They keep no wealth and may own no more possessions than what they can carry themselves (and these items must be as plain, functional, and unadorned as possible). If there are two paths or choices, the Flagellant always takes the more difficult of the two. He walks before riding and climbs a mountain rather than using a cleared pass. (If forced to use a pass by his companions, he must remove that ease from the world by balancing it with pain as soon as possible, in addition to his normal routine. Often they seek to inflict extra pain on themselves for giving in to such luxurious notions in the first place.) This obstinacy and almost pathological impracticality has been the cause for frequent ridicule by standard clerics of Nudor and non-believers, who sometimes derisively refer to the Flagellants as the "Cult of the Stupid" or the "Brotherhood of the Mad." Flagellants must remain both chaste and celibate.

Background: The lot of humanity is to suffer and shed tears, and Nudor embodies comfort from all of the pain and misery in world. A prolonged and agonizing life is merely the prelude to a long-awaited death that brings final comfort and release from all sorrows. Although pain and sadness are almost always viewed as evil or undesirable aspects of living, zealots who embrace these symbols have a predominantly benevolent side and seek to comfort the afflicted and bring solace to the sorrowful. They see Nudor as a gawd of perseverance and compassion, as well as physical healing.

Zealots of the Crying Gawd, most commonly known as Flagellants, are wandering ministers of pain relief and consolation. They are attracted like flies to centers of evil, desolation, and natural disaster in the world, where they assuage the sorrow. In a plague-stricken community that welcomes their faith, they may take on the role of heroes by healing the sick and raising the dead.

Flagellants strive to become tragic, sacrificial figures whose self-imposed tortures mirror the suffering of the world and enable them to cure others. They symbolize endurance in the face of adversity and the triumph of life over death. Flagellants welcome all forms of pain and hardship as tests of their faith.

Despite their good intentions, the Brotherhood is most often viewed with a strange mixture of horror and derision in the elite circles of most societies. The common person, who usually benefits from the Flagellants' cures and always enjoys a good spectacle, may also have mixed feelings about the zealots. Nevertheless, the Crying Gawd and his followers usually find themselves at the crux of countless jokes and farces. Zealots view this ridicule as only one of life's many burdens and hardships, eagerly borne for their religion.

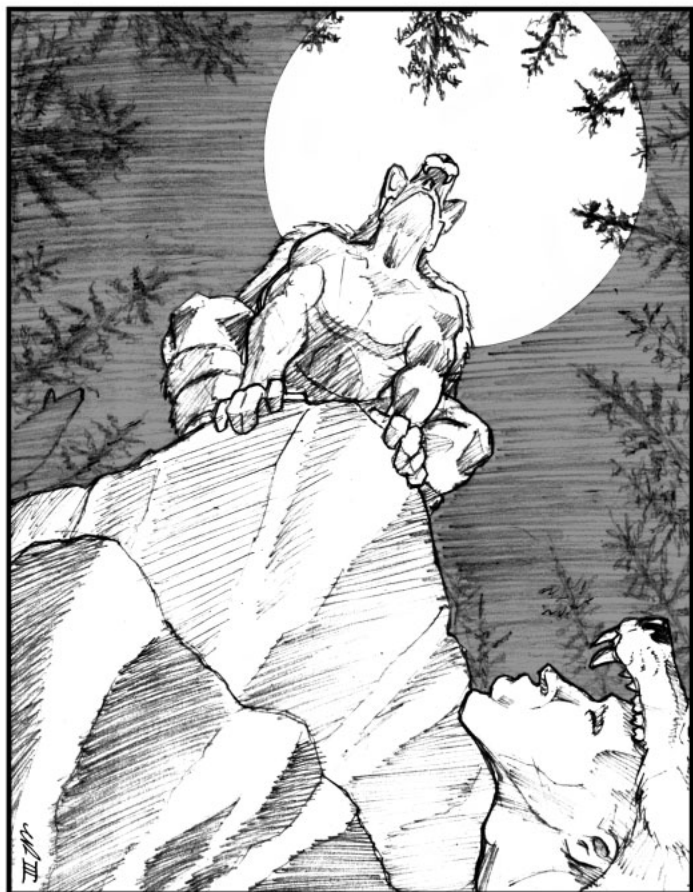
Zealots' Relationship to Standard Clerics: Standard clerics of Nudor believe the Flagellants are overly dramatic and focus too much on a bizarre, extreme facet of the faith. Standard clerics see things in more clearly defined terms. If someone is hurt, you help him. Inflicting pain on others or oneself (symbolically or otherwise) is quite unnecessary. Zealots of Nudor believe there must be a supernatural reason for the injury and they seek to ward off the evil that caused it, then help

the victim atone for whatever actions he took that helped to cause the suffering in the first place.

Special Powers: Soothing Word. Immune to trauma damage. Zealots of Nudor have a special ability to cure the long-term effects of critical hits even after conventional treatment cannot. They can repair a torn ligament, automatically set a broken bone, or fix a ripped tendon through the application of any of their cure or healing spells and successful first aid or healing skill checks. They gain a +2 bonus on all ability checks involving Constitution. Once per day, Flagellants may maximize the effect of one of their curing spells such that it results in the maximum possible for that spell without penetration effects. They can also convert any spells they have prepared into healing spells of the same level. They can do this as often as they like, so long as they have slots for prepared spells remaining for that day.

Starting at 3rd level, they can Remove Fear from others and negate the harmful effect of emotion-based spells or magical items that cause pain, suffering, or hopelessness. For every level of experience, a zealot can perform this on up to two persons per day. Recipients of this ability need only be able to see and hear the zealot for it to take effect (no saving throw). Starting at 5th level, Flagellants can bestow powerful emotions on others, including courage, hope, and joy, as well as fear, hate, and sorrow (as the 3rd level cleric spell Emotion Control). They may use this ability once per day, affecting as many as two creatures per level of experience. Any affected creature must be able to both see and hear the zealot (subjects are allowed a saving throw if unwilling).

Holy Days: Flagellants generally observe the anniversaries of great local battles as solemn holy days, during which they inflict much suffering upon themselves and seek to aid the survivors of such hostilities.



Rituals

All Followers: Worship of Nudor takes place in dedicated temples and in public, where they are frequently mocked by those who know that these wusses cannot attack them with weapons.

Zealots: In addition to their reputation for fanatical self-denial, zealots of the Brotherhood must engage in ritual flagellation in order to gain spells. Typically, a zealot must inflict one point of damage on himself in order to be granted a single spell. Of course, this damage may be healed by memorizing curative spells, but more often, the wounds are merely cleansed so that they will not fester, and the curing spells retained for those not fortunate enough to be blessed with divine endurance. One more burden the Flagellant bears in the name of comfort for others.

Even if they are not memorizing new spells, these zealots must engage in ritual flagellation at least once per day. These gruesome rituals are carried out in public whenever possible (usually in a town or village square, where they quite often draw quite a crowd of curious onlookers and sometimes gain new converts). Many outside observers believe that only a bare few of these cult members are entirely sane.

NEUTRAL ZEALOTS

ZEALOTS OF AKNAR, GAWD OF STEALTH AND WOLVES

Title: Aknari

Alignment: Neutral

Ability Requirements: Strength 14, Constitution 12, Wisdom 14

Prime Requisite: Strength, Wisdom

Hit Die Type: d8

To-hit Progression: Fighter

Saving Throw Tables: Cleric

Building Point Bonus: 4

Spelljacking: No

Spell Spheres: Devotional 7, Animal 7, Divination 1, Elemental Air 3, Elemental Earth 6, Elemental Fire 4, Elemental Water 5, Healing 2, Plant 3, Weather 4

Turn/Command Undead: As cleric three levels lower

Weapon of Choice: Short sword

Weapons Permitted: Any hacking or puncturing

Armor Permitted: Leather, padded or hides, no shield

Allowed Races: Human, elf, half-elf

STPs: Gains the identify animals by tracks skill at no initial cost.

Other Requirements: A zealot of Aknar must visit a forest once per week. They also attack followers of Bast on sight.

Symbol: Wolves' teeth strung on human hair

Holy Symbol: Wolf fang

Restrictions: All of an aknari's clothes must be made of hides or animal skins. Zealots cannot attack wolves or related creatures (such as Werewolves) except in self-defense or at a ritual ceremony, properly presenting the spirit to Aknar. Zealots (and clerics) cannot have quirks giving them animal antipathy, phobias or enmity towards any type of wolf (or wolf-like monster).

Background: Zealots of Aknar take a special pride in the fact that it was followers of Aknar who killed the heretic Menyor (see Gawds & Demi-gawds Chapter 1). For the most part, though, zealots do not concern themselves with human or demi-human matters unless such things threaten the wolf population.

According to Aknar's teachings, in the Dawn Days, wolves and Man lived together in harmony and shared the Hunt. Wolves shared the gift of stealth with Man, and Man shared the gift of language. The individuals of both species existed within a universal consciousness that graced each with power and understanding, and harmony with nature. Over the years, Man strayed, and some of his packs began to practice agriculture and build cities. Early on, the followers of Aknar tried to show their fellows the error of their ways, but they had strayed too far. Misunderstanding and a violent incident or two led some humans to declare wolves were evil. The mission of Aknar's followers shifted from conversion to survival. For centuries, Man succeeded at killing so many wolves that total numbers declined drastically. Civilization spread while the influence of wolves and Aknar declined. This was called The Lessening.

Supposedly, the pure harmony with nature depended on a certain number of wolf and allied spirits being alive. Only the wolves and the followers of Aknar maintained the harmony of nature, but it had declined below the point where individuals stood to gain materially from the consciousness produced by harmony with nature. Now, though, the numbers have stabilized. The aknari and their allies work towards the Returning Days, when the wolf population will be restored and the universal consciousness shared by Man and wolf will attain its full strength once again.

Zealots' Relationship to Standard Clerics: Clerics of Aknar sometimes dwell and deal within cities, in secret (obviously), working towards improving their lot and destroying enemies of the faith. Zealots usually live in backwoods towns, only going into large population centers to wreak havoc before slipping back out into the wild. In general, each views the other as part of a different pack. Though better than followers of other gawds, they still deserve some sort of suspicion.

Special Powers: Soothing Word (Animals only). Zealots of Aknar can move silently and hide in shadows as rangers. If infected with lycanthropy of a lupine type (wolf-like, such as a Werewolf), the zealot can control his transformation. His alignment does not change as a typical creature's would when infected with lycanthropy; he remains neutral – at first. Alignment infraction points for acts leaning towards chaos and evil are doubled, thus the church is very concerned about who becomes a lycanthrope. Many zealots seek lyncathropes in the wild to deliberately infect themselves (if they survive). The church includes many lycanthropes and actually takes applications from zealots seeking lycanthrope status. This process is lengthy and rigorous, and many who apply are rejected. Also, the church will hunt down and forcibly cure or kill individuals who cause too much trouble. Zealots often debate on which is the more significant punishment. Note that aknari cannot control other types of lycanthropy.

As they advance in level, the zealots' eyes progressively change color until they are the same gold as a wolf's (at 6th level).

Survival instinct: When a zealot of Aknar loses more than 80% of his maximum hit points, he inflicts double damage (after all rolls and bonuses) in melee.

Holy Days: Nights of the full moon are sacred to Aknar.

Rituals

All Followers: Every full moon (Arlora) is considered a time of communion with Aknar and the spirits of wolves gone before. Major events take place at these services, including euthanizing infirm wolves (and clerics), delivery of quests, and major announcements.

Zealots: When the moon Shadara is full, followers gather from far and wide to form circles and chant, to howl and pray, and to skulk about in a ceremony known as "The Dance". When this goes especially well, it is said, wolves will join in. Followers hope to actually summon their gawd via this ceremony someday. Zealots work to bring in as many followers as possible for these affairs.

Once per year, when Badra'kar is full, the zealot must enter onto a hunt to assist his congregation or an allied pack or group of worshipers (his superiors deliver the mission to him). Failure to attempt this quest is a serious affront, worth 3 alignment infraction points and the denial of training for the next experience level. Failing to succeed at the quest results only in the loss of 3 base Honor points.

ZEALOTS OF CAMAXTLI, GAWD OF FATE

Title: Expounder ('Pounder is sometimes used but is somewhat derogatory)

Alignment: Neutral

Ability Requirements: Intelligence 12, Wisdom 15

Prime Requisite: Wisdom

Hit Die Type: d8

To-hit Progression: Thief

Saving Throw Tables: Cleric

Building Point Bonus: 4

Spelljacking: Yes (as battle mage)

Spell Spheres: Devotional 7, Charm 5, Divination 7, Summoning 1, Sun 7

Turn/Command Undead: As cleric of equal level

Weapon of Choice: Quarterstaff

Weapons Permitted: Any crushing

Armor Permitted: Any

Allowed Races: Any

STPs: Gains three rolls of the mastery die for any purchase of the astrology skill (at character creation or otherwise). May take any of the divination, prophesy, second sight, sixth sense, sibling empathy or seeking grasping hands talents for a cost of 2 fewer BPs, despite racial restrictions.

Other Requirements: Zealots of Camaxtli must have a strong gift of prediction, something ranking members of the order can determine. This requires a subtle but deep conception of forces to which most creatures are oblivious. In game terms, this is reflected in their reduced cost for taking certain prophetic talents.

Symbol: Human figure holding the sun

Holy Symbol: Sun disk medallion

Restrictions: Zealots suffer -1 on all to-hit rolls when not in sunlight.

Background: The expounders act as prophets and seers across the lands, guiding and subtly influencing events so that they do not fall out of line with the divine plan of fate. They see mortals as game pieces in a great divine chess match and believe that people should accept their fate – they do not really have any choice. To this end, they sometimes need to either eliminate those who try to avoid the path of destiny or force them to accept the inevitable.

Clergy of Camaxtli seek out children with the knack for clerical work, attempting to begin their training as early as possible. While they usu-

ally negotiate acquisition of such novices, they sometimes resort to simple kidnapping. The goals and needs of the gawd of fate supercede all other concerns.

Members of the orders are notorious for cryptic answers they give when approached by adventurers or questioners who seek knowledge of the future. Sometimes, the clerics or zealots actually accompany a party on a mission, appearing without any invitation and disappearing at a time that makes no sense to any other living creature.

Zealots' Relationship to Standard Clerics: Zealots and standard clerics of Camaxtli have separate orders but work in close concert. The High Priest of Fate leads both orders. They get along with each other quite amiably.

Special Powers: When he touches an intelligent, conscious creature for 1 round and concentrates, the zealot will know (5% chance per level) some seemingly trivial fact about that person's future or past. He can do this a number of times per day equal to his level without passing out. If he attempts to exceed his level, he will get a reading, but will fall unconscious for 1d4 hours, immune to any form of waking up. The exact event revealed is somehow relevant to the current situation, but it is up to the zealot to figure out exactly how, sometimes a very difficult task.

Expounders frequently see things before they happen, giving them a chance to avoid a certain fate. Once per day, a zealot of Camaxtli can choose to re-roll a saving throw or a fumble result and take the better of the two results. (They can use these abilities on the same event, and a mulligan for great Honor as well, if available.)

Holy Days: Crescent moon phase of Arlora

Rituals

All Followers: Any follower of Camaxtli must participate in any ceremony if directed by a higher-ranking member of the church. Even clerics and zealots must do so if commanded by a member of a higher experience level.

Zealots: All zealot prayers take twice as long as those of other clerics and cannot be rushed. This means it takes twice as long to prepare spells in the morning. They must make these prayers in direct sunlight or suffer a 5% chance of spell failure (cumulative) per day. They can eliminate this penalty with an hour of special prayers in the light of the rising sun, followed by praying for their spells normally.

ZEALOTS OF HOKALAS THE RIFTMASTER GAWD OF MAGIC

Title: The Keyholders

Alignment: Neutral

Ability Requirements: Intelligence 13, Wisdom 9

Prime Requisite: Intelligence

Hit Die Type: d4

To-hit Progression: Magic-user

Saving Throw Tables: Magic-user or cleric (better of the two for each save)

Building Point Bonus: 1

Spelljacking: Yes (as battle mage)

Spell Spheres: All spheres 7

Turn/Command Undead: No

Weapon of Choice: Dagger

Weapons Permitted: Dagger, knife

Armor Permitted: None

Allowed Races: Any

STPs: Gains the arcane lore and spellcraft skills at no initial cost. May take the concentration, curse resistance, death magic bonus, precision casting and quick casting talents for half the BP cost, regardless of race. Has access to the fast cast, high spell-jacker, school resistant, spell razor, voiceless casting and still casting talents from the Spellslinger's Guide to Wurld Domination (at full cost, but characters from otherwise restricted races must pay 10 BP extra for each of these talents).

Other Requirements: Keyholders sacrifice magic items on holy days. They favor particularly powerful items for sacrifice, since these have the potential to upset the balance in the planes of existence. Platinum may be substituted if no magic item is available. Ceremonies are often conducted on high mountain peaks. Keyholders wear robes with a black and white checkered pattern.

Advancement within the Temple of Enchantment is gained through exceptional sacrifices or breakthroughs in magical knowledge shared with the church. Level titles within the church all take the form, "Holder of the X Key," where X is the zealot's holy symbol color as follows: white, brass, black, copper, green, bronze, blue, silver, red, gold, or platinum.

Symbol: A platinum key

Holy Symbol: A metal key with color depending on rank within the church

Restrictions: Must purchase ancient history, ancient languages, modern languages, reading/writing and religion (general) as initial skills.

Background: The Keyholders believe that a finite amount of magic exists in the universe and the Riftmaster oversees and regulates its flow. When an additional amount of magic flows to the Prime Material Plane, magic must be lost from another plane, such as the Positive or Negative Material Plane. When a creature is able to resist magic, the Keyholders believe that it is because the Hokalas would not allow the magic energy to be effectively transferred. Therefore, they believe that the Flowmaster influences both mortals and gawds alike, although less so among the latter.

The Temple of Enchantment preaches a doctrine of conservation of magic. They believe that the gift of magic should be used wisely and those who abuse magic will upset the balance of magic in the universe. If the flow is upset, the Riftmaster must ration the magic from the available flow. The Keyholders feel that too much magic current will ultimately result in spells being less effective and could possibly lead to the diminishment of magic throughout the TeraVerse.

Zealots' Relationship to Standard Clerics: While standard clerics of Hokalas tend to focus on cleric spells, zealots have a much wider range of spells available to them. Thus, they focus their interest more on magic-user spells than standard clerics.

Special Powers: Keyholders can substitute magic-user and druid spells (of any type) for clerical spells. This is done at a cost of two cleric spells for each magic-user or druid spell. Spells substituted must be of the same level. However, for magic-user spells, they must use spell books and memorize spells in the same manner as a magic-user. Furthermore, all spell bonuses for high Wisdom only apply to cleric spells. They may use magic items permissible to clerics and or magic-users (excluding armor and weapons not permissible to the zealot class). All spells cast by the Keyholders cause opponents to make saving throws at -1 for every three levels of experience the zealot has attained.

Holy Days: Full and new moon (any), Dragon's Due, the Week of Long Shadows

Rituals

All Followers: Dragon's Due is a somber holiday observed by followers of Hokalas in which the faithful offer sacrifices to dragons in reverence for their significant magical nature. In return, dragons are supposed to spare the followers of Hokalas during any raids they might embark upon in the following months. The Week of Long Shadows is a time when the moons are in the new phase at the same time. It is a time of dread and deep foreboding for those who weave magic. All magic items and spells are dispelled for the duration of the event. Most worshipers quietly spend the time with family members in need of mutual protection from those forces of chaos who seek to take advantage of the situation.

Zealots: Duties of zealots include teaching and enforcing the proper, responsible use of magic. The Temple of Enchantment often calls upon its members to confront those spell casters who abuse the gift of magic. They sometimes find it necessary to eliminate those who continually abuse their magical prowess. Zealots observe Dragon's Due and the Week of Long Shadows as all followers do.

druids of Garweeze Wurld have followed Ikka Pataang since he took responsibility for the gawdly administration of Nature. The druids look down on the small handful of standard clerics who follow Ikka Pataang and rarely let them join in their woodland games.

Special Powers: Soothing Word (Animals only). In all other respects, "zealots" of Ikka Pataang are standard druids as described in the PHB. Consult page 65 of that hallowed tome for details. They have been able to use Soothing Word for awhile, but they have not admitted it publicly until quite recently.

Holy Days: Both solstices, both equinoxes

Rituals

All Followers: Followers of Ikka Pataang gather to watch the circles perform their ceremonies. They participate as directed to do so. Normal services, involving a lot of dancing, chanting and sometimes blood sacrifice, take place in fields every new moon (any of the three).

Zealots: Druids gather in literal circles on holy days, reflecting their ranking in terms of orders. At the center, the highest-ranking druid present presides over the four or eight hour-long ceremony honoring Ikka Pataang and appeasing the forces of nature.

ZEALOTS OF IKKA PATAANG, GAWD OF NATURE

Title: Druid

Alignment: Neutral

Ability Requirements: Wisdom 12, Charisma 15

Prime Requisite: Wisdom, Charisma

Hit Die Type: d8

To-hit Progression: Druid (cleric)

Saving Throw Tables: Druid (cleric)

Building Point Bonus: 10

Spelljacking: No

Spell Spheres: Druid list (note that druids have their own spell progression Table 3KK on page 65 of the PHB)

Turn/Command Undead: No

Weapon of Choice: By individual's selection

Weapons Permitted: Club, dagger, dart, scimitar, sickle, sling, spear, staff.

Armor Permitted: Padded, hide, or leather and non-metal shields

Allowed Races: Human, half-elf, halfling, elf, gnomeling

STPs: None

Other Requirements: None

Symbol: An elm leaf

Holy Symbol: Mistletoe

Restrictions: Cannot read or write, nor use written magic items.

Background: Those specially dedicated to service of Ikka Pataang are members of the druid class. Not all druids in Garweeze Wurld worship Ikka Pataang, just a plurality. Some worship other gawds and a tiny handful worship only a more impersonal "Force of Nature".

Zealots' Relationship to Standard Clerics: In a purely technical sense, there are no "zealots" of Ikka Pataang. In another sense, unlike many other orders, the "zealots" of Ikka Pataang have been around for millennia. The vast majority of his clergy are druids, and most of the

ZEALOTS OF OGHMA, GAWD OF KNOWLEDGE

Title: Knower

Alignment: Neutral

Ability Requirements: Intelligence 15, Wisdom 13

Prime Requisite: Intelligence

Hit Die Type: d8

To-hit Progression: Thief

Saving Throw Tables: Cleric

Building Point Bonus: 5

Spelljacking: Yes (as battle mage)

Spell Spheres: Devotional 6, Creation 2, Divination 7, Summoning 4, Traveler 1, Warding 3

Turn/Command Undead: No (see text)

Weapon of Choice: Club

Weapons Permitted: Any crushing

Armor Permitted: Chain mail or worse, no shield

Allowed Races: Any

STPs: Zealots of Oghma gain specialization in wrestling combat and reading/writing in their native language skill at no initial cost.

Other Requirements: None

Symbol: An unfurled scroll

Holy Symbol: Decorated chalice

Restrictions: Zealots of Oghma can never destroy knowledge. Even if it comes in a cursed form, they must attempt to dispel the magic and leave the underling material item intact.

Background: Oghma's temples are also libraries and museums. However, these are not meant to be dusty old places inhabited only by weary, white-haired attendants. The order encourages followers and non-followers alike to enjoy and be inspired by the work. The libraries charge fees for those who would peruse the texts, and trusted friends of the temple can actually remove scrolls or tomes for a less modest cost.

Even such trusted individuals must leave items of a value at least equal to the work removed. Clerics and zealots alike often work as scribes.

Each level of the zealot class is also called a Circle. The First Circle consists of 1st level knowers, the Second of 2nd level zealots, etc. Upon reaching each new Circle, a zealot of Oghma learns the secrets of his new powers, as well as a number of secrets of the faith. Though no one knows of a zealot of Oghma above 20th level, some speculate that the Circles go all the way up to the 33rd, which includes the secret of how to control the world and a line of direct communication with Oghma himself.

Zealots' Relationship to Standard Clerics: Oghma and his temple welcome all worshipers, and thus officially make no distinction between standard clerics and zealots. They do distinguish clergy from lay followers (many temple officials fall into this category) and followers.

Special Powers: At 3rd level, a zealot of Oghma can use Identify (as the 1st level magic-user spell) once per day, provided he does so within a temple or shrine to Oghma. At 9th level, provided he is in a temple or shrine to Oghma, the zealot can use Legend Lore (as the 6th level magic-user spell) once per month.

Despite their inability to turn undead, zealots of Oghma can turn creatures of the outer planes. They use the standard table, turning as if they were clerics 2 levels higher.

Zealots also have access to the power of Naming. If they can discover the true name of a creature, they can gain control over it as if using the 5th level magic-user spell Domination. Subjects get the standard saving throw (at -2) and the zealot can only affect creatures with fewer Hit Dice than he has. Discovering a creature's true name is not easy (usually requiring sage consultation or a Legend Lore spell).

Holy Days: The Day of the Name (the winter solstice), the Day of Reflection (summer solstice).

Rituals

All Followers: Oghma's followers all gather on the winter solstice to worship and share the names (and some of the contents) of new works of art and literature created in his name. On this day when darkness might overcome the light of knowledge, the congregation holds back Dark Ages through their worship. They also often arrange to share and copy works so that knowledge held in a single place cannot be as easily lost. Nonetheless, knowledge is a responsibility to those who hold it and the temple attempts to oversee possession of certain types of dangerous information.

Zealots: When advancing in level, a zealots must attend a secret gathering of zealots who will judge his ability to handle new knowledge. Those found wanting must wait at least three months before petitioning for initiation into the next Circle. The High Priest or head of the local temple chooses the date for this event. It lasts from an hour before sunset to an hour after sunrise.

NEUTRAL EVIL ZEALOTS

ZEALOTS OF ALU THE LOCUST LORD, GAWD OF FAMINE, HUNGER AND STARVATION

Title: The Gaunt

Alignment: Neutral evil

Ability Requirements: Constitution 10, Wisdom 9

Prime Requisite: Constitution

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 7

Spelljacking: No

Spell Spheres: Animal 7, Charm 3, Creation 7, Devotional 1, Plant 7, Weather 7

Turn/Command Undead: As cleric of equal level

Weapon of Choice: Mace

Weapons Permitted: Any crushing

Armor Permitted: Any

Allowed Races: Any

STPs: Zealots of Alu initially gain the animal handling, reading/writing, agriculture, and religion (general) skills at no cost.

Other Requirements: The Gaunt must sacrifice livestock and burnt or spoiled crops during the waning moon. Zealots fast when a special favor is required and may not eat for at least twelve hours before praying for spells. When they take prisoners, they starve them as a tribute to Alu.

Symbol: Goblet with a hole in the bottom and a cloudy skeletal visage oozing out

Holy Symbol: Goblet with a hole in the bottom

Restrictions: Zealots of Alu cannot have the glutton quirk.

Background: In an effort to spread famine, the Gaunt will secretly attempt to destroy a town's food sources. This usually involves the poisoning of livestock and the burning of crops. Then, when all seems lost, the evil zealots march into town pulling carts laden with food. Under the guise of saviors, they attempt to become (or at least usurp) the town council members or officials. If successful, they will soon gain control of the town's food supply. Slowly they will cut back on the food, telling (and creating, if necessary) stories of failed crops, locust swarms and diseased livestock.

When the townsfolk become weak and dependent, the Gaunt begin to actually starve them. This, of course, causes anger, usually to the point of revolt. The Gaunt handle this rebellious behavior by agreeing to redistribute the available food. They give no food to all the biggest protesters and the dissident's shares to those who cause less trouble. The main protesters are taken captive and secretly starved as a sacrifice to Alu. The others are told that the naysayers departed for greener pastures and that they may have all the deserters' food, land and valuables. Most townsmen neither complain nor dare question the new boon.

When irrepressible rebellion becomes inevitable, the Gaunt destroy whatever is left of the food stores and flee. If done properly, the Gaunt depart just before winter, leaving the town with no food supplies during the upcoming cold season.

Zealots' Relationship to Standard Clerics: Zealot Gaunts are often leaders within the House of Hunger, having shown particular dedication to their deity. Advancement within the House of Hunger is through nomination and then election (both done by superiors). Zealots must fast for two weeks, taking in only liquids before advancing to the next position.

Special Powers: Soothing Word. May cast Putrefy Food and Drink once per day in addition to all other spells (this require preparation along with other spells). Gain Badberry (reverse of Goodberry), Charm Person or Mammal, Summon Insects, Giant Insect, Transmute Water to Dust and Creeping Doom as cleric spells one level below the actu-

al level (thus Badberry becomes a 1st level spell). May cast Suggestion as a third level cleric spell. They must prepare these spells normally.

Holy Days: The day before New Moon (any of the three). Winter is an especially unholy season for the Gaunt

Rituals

All Followers: Followers must wear gray robes and brass skullcaps. Both zealots and lay followers practice fasting as a way of life. They sacrifice food and fast to appease the hunger of their gawd.

Zealots: The Gaunt hold ceremonies to worship the Locust Lord in remote wilderness temples. These are usually located on the outskirts of rural agricultural communities. The Gaunt wear burgundy colored robes and brass skullcaps. Level within the church is denoted by the color of the simple trim on the hood and cuffs.

ZEALOTS OF GRAWDYNG, GAWD OF DEATH

Title: Charnelists

Alignment: Neutral evil

Ability Requirements: Intelligence 13, Wisdom 14.

Prime Requisite: None

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 2

Spelljacking: No

Spell Spheres: Devotional 1, Charm 7, Combat 7, Healing 7 (reverse only), Necromancy 7

Turn/Command Undead: Command as cleric 2 levels higher

Weapon of Choice: Charnelists employ crushing weapons common to most clerics and prefer the spiked mace and flail (especially if they can wield both at the same time)

Weapons Permitted: Club, flail, quarterstaff, sling, spiked mace, war hammer

Armor Permitted: Any. These zealots favor somber plum-colored robes, lined in silver thread, worn over blackened plate or chain mail. Instead of a helm, they wear ornate silver circlets fashioned like a crown of worms. They may not use any form of shield.

Allowed Races: Any

STPs: Charnelists receive the following skills at no initial cost: herbalism, anatomy: basic, anatomy: vital (choose race) and religion: general. They may take the death magic bonus talent for a cost of 2 fewer BPs. They can learn the advanced two-weapon fighting proficiency (see the Combatant's Guide to Slaughtering Foes), but only with respect to their preferred weapons.

Other Requirements: Grawdyng is a ravenous deity, demanding constant sacrifice. Usually he prefers dead bodies (the more recently dead, the better), but exhumed cadavers can serve as a substitute in times of need or persecution (which happens as often as one might come to expect of such a morbid cult). Grawdyng's zealots also have the necrophiliac trait, which some claim is merely a quirk (but gain no BP or other benefits).

Symbol: An iron ring

Holy Symbol: A skeletal hand



Restrictions: Charnelists are accordingly forbidden from marrying or engaging in any intimate relations with the living.

Background: Grawdyng is the deity of the dead and undying. He represents the desire to persist in the physical world beyond the grave, the unnatural craving to preserve one's personality after life. The gawd symbolizes the power of the mind over the needs of the spirit and body. As such, he is the devourer of souls and cannibal of the dead. His dark will first changes and ultimately consumes the human body after death. The gawd loves venom, putrefaction and decay; his heralds are the worm, vulture, and hyena.

The zealots of this gawd worship all undead as embodiments of their deity. Even the most humble animated skeleton is a symbol of his power and must be treated with respect. The Charnelists are protectors and allies of undead; some groups choose a single undead form and revere it as a sacred icon of their gawd. Others seek to create new undead to serve their deity, or to convert existing undead to his worship. Those who refuse to convert are destroyed and the dust of their bodies scattered to the winds as a warning to others.

The King of Undead is publicly worshiped in but a few isolated cities, cut off from mainstream civilization by tall mountains, the forbidding desert, or the trackless sea. In these remote locales, the main temple serves as a charnel house where citizens deposit the bodies of the dead as offerings. There the cadavers rot and decay until they are consumed by the fanatical clergy. These cities typically carry a dark and sinister reputation, one that is quite well deserved for what should be obvious reasons.

Worship of Grawdyng is strictly forbidden in most civilized nations, forcing the religion to operate there like a secret society. Each separate church of the Lord of Undead has its own agenda of magical research related to death and the undead. Despite this division, or perhaps because of it, the individual temples communicate effectively with

each other, by either spell or magical item. Some zealot cults investigate deadly poisons that will create new forms of undead; others try to force unnatural crossbreeding of humans with various venomous creatures. They frequently kill and animate these abominations, attempting to create a superior race of undead beings. A few temples seek out evil dragons and offer to convert them into Dracoliches, the focus of their religion. Others strive to spread knowledge about attaining Lichdom to any even casually interested persons.

Zealots' Relationship to Standard Clerics: Standard clerics respect charnelists because of the zealot's increased ability to control and create undead. The groups work well together and the zealots sometimes rely upon the spell casting capability of the standard clerics to supply otherwise unavailable powers.

Special Powers: Charnelists have great authority over any undead they encounter. Starting at first level, they affect three times the regular number of creatures per successful turning attempt. Once a zealot reaches 6th level, he gains the ability to fashion exceptional undead; any Skeletons or Zombies that he animates gain an additional +1 hit point per Hit Die.

At 9th level, the zealots learn secret rites for creating powerful undead. They first learn how to make Ghouls or Ghosts (at 9th level). Then, at 12th level, they learn to create Ju-Ju Zombies and Mummies. Finally, at 16th level, they learn the secrets of vampirism and Lichdom. All of these rites require numerous sacrifices (from 1-20 fresh corpses) and vast amounts of wealth in the form of rare components (5,000-200,000 gp). Even if both were available in unlimited quantities, the ritual can still only be performed once a month and creates but one undead creature – if successful. Legends speak of unfortunate souls who were victims of these rites when they failed. They say the zealot also suffers unspeakably.

Eventually, once a zealot has received permission from his deity (usually after performing some notable deed or quest for the benefit of the religion), the charnelist undergoes the process of performing the transformation upon himself, joining the mighty Lord of Undead in (potentially) everlasting undeath. This is the ultimate dream for many such zealots.

A charnelist casts spells of the Necromancy sphere as a caster one experience level higher than his actual level. He can also use any magic item relating to death or undeath, regardless of normal class or even alignment restrictions.

Holy Days: Flur'Mars

Rituals

All Followers: Followers must offer all the corpses of dead that available to them to the church.

Zealots: Grawdyng's worship is not fit for younger or more sensitive readers, as it is rumored to include several obscene rituals (the least of which includes cannibalism of the dead and necrophilia).

ZEALOTS OF P'RAKEKE EMPEROR OF SCORN, GAWD OF BIGOTRY AND HATE

Title: The Purgers

Alignment: Neutral evil

Ability Requirements: Charisma 12, Wisdom 9

Prime Requisite: Charisma

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 8

Spelljacking: No

Spell Spheres: Charm 7, Combat 7, Devotional 7, Divination 5, Healing 4, Warding 7

Turn/Command Undead: No

Weapon of Choice: Club

Weapons Permitted: Any

Armor Permitted: Any

Allowed Races: Any

STPs: Purgers gain the skills improved overbearing and improved subdual at no initial cost. They can purchase the burst of speed and divine smite talents for 2 fewer BPs than other characters.

Other Requirements: The Purgers keep temples in many cities and large towns. Huge cathedrals exist in most intolerant nations. Altars are also found in righteous lands, however, these lie well hidden in cellars and the like. Golden robes are worn during ceremonies and lynchings, otherwise the clerics dress normally. Although this religion varies from region to region, advancement is usually attained through seniority and number of converts gained.

Symbol: Golden scepter on a dark blue background

Holy Symbol: Small golden scepter

Restrictions: Purgers must take rope use, local history, ancient history and reading/writing as initial skills.

Background: Different sects of the House of Scorn exist in all nations. Each race and every kingdom has a different church. Although these sects sometimes cooperate, they are frequently at war with one another. This is all in keeping with the teachings of the Emperor of Scorn.

The Purgers of each cult preach hatred and scorn for all other races, peoples, nations and religions. This naturally causes each House to despise the others. Alliances are formed only when it is mutually beneficial to put aside their differences, such as when a more hated third party is present.

Each House of Scorn attempts to breed hatred and anger toward other races. This extends to prejudices between the different human races. Thus, humans are instructed to not only detest dwarves, but other groups of humans as well. Wood elves are taught to hate high elves, etc. It is said that it was the Houses of Scorn that caused the high elves and the dark elves to war, ages ago.

The Purgers preach the superiority of their own race. Each House of Scorn teaches that its congregation has been chosen to rule over all. To this end, the clerics of P'Lakeke seek to cleanse the taint of other races from their people. Foreigners are either enslaved or lynched. This is known as the Purging.

Zealots' Relationship to Standard Clerics: Quite naturally, the Purgers consider themselves superior to common clerics of their gawd and look upon them with disdain. Predictably, the feeling is mutual. P'Lakeke would not have it any other way. As mentioned previously, they will put aside their differences when a more hated third party is present, which is most of the time.

Special Powers: Fascination, Incite Berserker Rage. May cast Emotion (hate only) as a third level cleric spell.

Holy Days: Quarter moon (Arlora)

Rituals

All Followers: The Running of the Dawgs is a ritual that followers perform periodically. During this time they gather a pack of dawgs and use them to chase a member of a hated group. If they have difficulty finding a member of a hated group, an innocent bystander or even an unlucky member of their own congregation works just fine. Most of the time the victim is mauled by the dogs and then beaten to death by the mob. Sometimes the dawgs finish off the victim first.

Zealots: Lynchings are performed at least once a month. Victims are usually foreigners or races considered inferior. If a lynching is not possible, zealots must desecrate or destroy works of art or other goods that are representative of, and have strong sentimental value to, another race.

ZEALOTS OF PYREMIUS, GAWD OF FIRE, POISON AND DISEASE

Title: Pyrophiles

Alignment: Neutral evil

Ability Requirements: None

Prime Requisite: None

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Thief

Building Point Bonus: 5

Spelljacking: No

Spell Spheres: Combat 7, Devotional 6, Elemental Fire 7, Necromancy 7, Summoning 7, Traveler 7

Turn/Command Undead: As cleric of equal level

Weapon of Choice: Military fork or sickle

Weapons Permitted: Any piercing

Armor Permitted: Leather and shield only

Allowed Races: Any

STPs: Gain the fire building, herbalism, plant identification: holistic, art of beating, dirty fighting, slip away into shadows and torture skills at no initial cost. Gain the elemental (fire) bonus and poison bonus talent at no cost.

Other Requirements: None

Symbol: Dagger crossing flame

Holy Symbol: A tiny pitchfork

Restrictions: All Pyrophiles have the pyromaniac quirk (without gaining any BP for it).

Background: Pyrophiles focus more on the fire aspect of their gawd than standard clerics. They love to set fire to things, including buildings, animals, people, crops, water and very small rocks. They like to use a military fork as a weapon because it provides a nice long pole with which they can prod at fires to make them burn better. They also use them to roast things (like babies). Pyrophiles are not nice people.

Zealots' Relationship to Standard Clerics: Even standard clerics of Pyremius can get annoyed by the penchant of pyrophiles to set just about everything they see on fire. Their wanton acts of destruction often land them in jail or worse, so they tend live on the outskirts of civilization out of necessity.

Special Powers: Pyrophiles are immune to disease. At 5th level, a pyrophile may summon and control an 8 HD Fire Elemental once per week. At 10th level, he can enter and survive on the Elemental Plane of Fire as an 18th level druid.

Pyrophiles cast Elemental Fire spells as if each spell were one spell level lower than it actually is. They can prepare and cast two 1st level spells of the Elemental Fire sphere for each 1st level spell slot.

Holy Days: Followers treat the seventh day of the week, Pin'mar, as a Holy Day though they refer to it as Pyremar.

Rituals

All Followers: Followers of Pyremius frequently engage in a ritual called the Dance of the Flame in which they move around open fires (usually bonfires) flailing their arms and legs about in a seemingly random fashion.

Zealots: Worshipers end especially unholy celebrations with human (or demi-human) sacrifice and cap it off by burning down the building used for the ceremony. Since they prefer to hold such ceremonies in places owned by others, they do not worry about ruining property. They like to have these events in or under the temples of other deities (though they will use old warehouses, barns, people's homes, or whatever they can find).

ZEALOTS OF TOBADZISTINI, GAWD OF WARRIORS

Title: Braves

Alignment: Neutral evil

Ability Requirements: Strength 15, Dexterity 12, Constitution 10, Wisdom 12

Prime Requisite: Strength and Wisdom

Hit Die Type: d8

To-hit Progression: Fighter

Saving Throw Tables: Cleric

Building Point Bonus: 4

Spelljacking: No

Spell Spheres: Devotional 7, Combat 7, Healing 2, Necromancy 2, Warding 2

Turn/Command Undead: Command undead as cleric of equal level

Weapon of Choice: Spear, long bow

Weapons Permitted: Any

Armor Permitted: Any

Allowed Races: Any

STPs: Gains the critical hit bonus talent (see the Combatant's Guide, p. 57) at no cost. Gains four initial weapon proficiency slots (total), two of which must be spent on the long bow and spear.

Other Requirements: None

Symbol: Crossed spear and shield

Holy Symbol: Spear

Restrictions: Zealots of Tobadzistini must burn all victims after the battle, even before receiving healing. In addition, they lose three base Honor points (in addition to any temporal penalty!) if they retreat from a battle.

Background: Tobadzistini's order has undergone violent growth in recent years. Though considered wild and barbaric by many, most of this violence has served the goals of the clergy and their gawd. Like their belligerent deity, members of the order believe that the mighty should rule. While they use magic to support their martial goals, a true Brave's place is in the face of fierce opponents. One reason they have not become even more powerful is their love of a "good fight." Any Brave would rather enjoy a prolonged duel than a quick victory. For this reason, few armies look to the order for martial advice or assistance, but a few clerics or zealots join an army for no better reason than they find it convenient. They consider every drop of blood (theirs or others') a sacrifice to their gawd, and battle is something like prayer. Nonetheless, the order of Tobadzistini secretly hopes to one day challenge the church of Benyar.

Zealots' Relationship to Standard Clerics: Zealots and clerics of Tobadzistini are both more likely to join a band of mercenaries than stay in a single location for too long. Even the clerics who run temples consider such duty temporary, a mere diversion before they can return to the field. Usually those administering the temple are recovering from combat injuries, giving some temples the feel of a military field hospital. Perhaps because of this somewhat transient approach of the clergy, the High Priests are equally likely to assign a standard cleric or a zealot to any given duty. This constant mixing, along with their common goals, has led to a situation where neither clerics nor zealots even think of each other differently. They judge all followers of Tobadzistini solely by the standards the gawd has set forth – prowess as a warrior.

Special Powers: In addition to their critical hit bonus talent, zealots of Tobadzistini add their experience level divided by 3 (rounded down) to the severity level of their critical hits. Braves also improve their called shots as they learn an opponent's moves. The first called shot against an opponent is made normally, but on the second called shot to the same location, the zealot scores a critical hit on an 18-20, but a fumble on a 1-3 (1-4 if accident prone). On the third called shot to that location, he scores a critical on a 17-20 (!), but fumbles on a 1-4 (1-5 if accident prone). In all cases, the attack roll must still hit the target for the roll to count as a critical hit.

With a spear properly consecrated at a temple by a superior (in a ceremony that takes two full, uninterrupted hours), a Brave attacks at +1 to-hit and +1 to damage. This spear must also serve as the zealot's holy symbol. If it breaks, the zealot can consecrate another spear as a holy symbol, but will not gain any of these bonuses with it. The High Priest of Tobadzistini (usually a zealot rather than a standard cleric) can consecrate his own spear, but the process requires eight full hours.

Holy Days: Midwinter's Day - The Dance of Death. Local orders celebrate anniversaries of historical battles in their regions. They celebrate both defeats and victory, as long as it was a good fight.

Rituals

All Followers: All followers must revel in battle. The order is notoriously lax in dedication to more traditional prayer service, as even those presiding over such things would rather be fighting than preaching about it.

Zealots: At the Dance of Death, sometimes called the Dance With Death, zealots gather for a service that begins with a simple five-minute recitation of prayers. Afterwards, the highest ranking (usually the highest level) zealot ranks the assembled zealots. The zealots then begin a three day long single-elimination tournament of duels, with winners progressing to the next round. The overall winner of the event faces off against the highest-ranking zealot. The winner of this match takes the higher rank (for at least one year). Zealots who fail to take part in this Dance lose Honor continually, as their peers repeatedly besmirch their reputation.

CHAOTIC GOOD ZEALOTS

ZEALOTS OF BAST, GAWDDESS OF FELINES

Title: Claws, Bastettes

Alignment: Chaotic good

Ability Requirements: Dexterity 12, Wisdom 14

Prime Requisite: Dexterity

Hit Die Type: d6

To-hit Progression: Thief

Saving Throw Tables: Cleric

Building Point Bonus: 8

Spelljacking: No

Spell Spheres: Devotional 7, Animal 7, Charm 3, Combat 7, Healing 3, Summoning 2, Warding 4

Turn/Command Undead: No

Weapon of Choice: Dagger

Weapons Permitted: One-handed only

Armor Permitted: Studded leather or worse

Allowed Races: Any but dwarves

STPs: Gain threat gesture and identify animal by tracks skills at no initial cost.

Other Requirements: Must enjoy the suffering of others who are not like-minded (they have the sadistic quirk, but gain no BP for it). Must be female. Zealots of Bast cannot have animal antipathy, phobias or enmity towards any type of cat or cat-like creature.

Symbol: Cat

Holy Symbol: Cat's eye amulet

Restrictions: Claws cannot cause harm to cats or feline creatures, nor can they allow others to freely do so. Zealots of Bast must not pass up opportunities to rest, sleep or take a small bite off someone else's plate. They must also act haughty and offended when asked to perform other duties, particularly manual labor, and must let each of their fingernails grow to at least an inch in length (as a sign of their disdain for such things). They must keep them manicured, of course, also. In addition, a zealot of Bast must keep a cat as a pet at all times, replacing it as quickly as possible in the light of unfortunate accidents. This animal cannot be made to work, though once in awhile it may choose to defend the zealot. Cats of all one color are considered especially sacred.

Background: Zealots of Bast were among the later types of zealots to appear, perhaps because the gawdness practices several catnaps a day. In fact, to emulate their gawdness, many zealots adopt a nocturnal lifestyle. Many of their rituals and requirements are common to clerics, followers, and even lapsed worshipers, but they have become formalized in the zealot class. Zealots do not have their own temples and rarely rise to positions of great power. This may be due to practicing what they preach so well that they seem to lack ambition. Nonetheless, these zealots seem to be spreading across the wurld quickly as worship of Bast continues its rapid growth.

Temples of the gawdness spring up quickly and keep up a luxurious appearance, and though few people ever see anyone maintaining (or even guarding) them, they remain well-kept and sumptuous. Stories

of attempts to rob such temples are rare, despite the fact they are supposedly quite wealthy. Usually, the thieves enter the temple and are never seen again. Temple officials never discuss such things.

The temple of Bast is closely affiliated with the temple of Nephthys, which some believe provides the funding for the luxuries that members of the order of Bast enjoy.

Zealots' Relationship to Standard Clerics: Zealots and clerics of Bast are downright, well, catty with each other. This attitude extends to all followers of the gawddess, though, and is not unique to those two groups.

Special Powers: Soothing Word (animals only), Fascination. Zealots of Bast can move silently and hide in shadows as a ranger of equal level. Any cat or feline creature must save versus apology or be unable to attack a zealot of Bast, unless the zealot attacks it first (and the gawddess will be sure to demand a good reason for such an action!). If infected with a feline form-related type of lycanthropy, a zealot of Bast has a base 10% chance of gaining control immediately. As she advances in level, this chance increases by 10% per additional level. Once she gains control, she has mastered her new form and is considered a true lycanthrope. Note that even before she gains control, she will not act against Bast's wishes while in feline form. While many zealots have acquired and controlled lycanthropy, they never infect others deliberately (cats are solitary creatures).

At 4th level, a zealot of Bast can Shape Change into a domestic cat (see the HoB v 2 p 8) once per day. This form always appears as the same specific, domestic cat – the zealot cannot change coloring or markings until she acquires additional transformations. At 7th level, she can transform twice per day (or once per day into two distinct domestic cats), at 10th level three times per day (or three different cats). At 13th level, she can Shape Change four times per day and has four distinct types of domestic cat available. At 16th level, she can change form at will as often as she likes, and can appear as any specific cat.

Holy Days: Full moon (Arlora)

Rituals

All Followers: Worshipers of Bast are largely drawn by the after-hours parties that follow brief services. While not officially part of the worship, these affairs do honor the gawddess and the pleasure principles for which she stands.

Zealots: As part of prayer, zealots file their nails or better yet, have someone else file them. Once per day, they must groom their cat, which serves as a living symbol of the gawddess, for at least twenty minutes in meditative silence. This occurs on the animal's schedule, so the zealot cannot determine exactly when the ritual is necessary. Zealots must also seize every opportunity to take a nap, though they may sometimes have a snack instead.

ZEALOTS OF MARKOVIA, GAWD OF OCEANS

Title: Sopies

Alignment: Chaotic good

Ability Requirements: Constitution 14, Wisdom 9

Prime Requisite: Constitution

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 9

Spelljacking: No

Spell Spheres: Animal 7, Combat 7, Creation 7, Devotional 7, Elemental Water 7, Summoning 5, Traveler 6, Weather 7

Turn/Command Undead: No

Weapon of Choice: Trident

Weapons Permitted: Any puncturing

Armor Permitted: None

Allowed Races: Any

STPs: Gain the weather sense, fishing, rope use, seamanship suite and swimming skills at no initial cost. May take the divine shield and divine smite talents for a cost of two fewer BPs, each. Gains the elemental bonus (water) talent for free.

Other Requirements: Zealots are expected to build a religious stronghold at 8th level. When they do so, they can gain their followers earlier than standard clerics. These followers consist of one 5th level cleric, three 3rd level clerics, and six 1st level clerics from the same order, plus five Mermen and Mermaids (total). (The GM may substitute any other intelligent aquatic race, as appropriate, anywhere from 5 to 10 total HD of them: aquatic elves, Water Nymphs, etc.) The cleric may take the following on adventures: Two clerics of his choice. On waterborne adventures, he can take three of the Mermen and Mermaids (or up to 6 HD of the substituted aquatic races). The church pays for one half of the construction cost of the stronghold.

Symbol: A giant tidal wave

Holy Symbol: A vial of holy water

Restrictions: Sopies must make sure they are properly hydrated at all times. Thus, they need to be sure to drink at least a gallon of water a day.

Background: Since Markovia is a gawd of large bodies of water, he does not concern himself much with mortal doings. Sailors pray to him for mercy, and he shows them mercy when he feels like it, and shows them death when he prefers. Thus many sailors fear him and the zealots who embody his will.

His zealots pray to him for good weather and good harvests of the sea, and make sacrifices to him to keep him happy and calm. They also use their powers to save the creatures of the sea, especially creatures such as Mermen and dolphins, from needless death at the hands of overzealous fishermen.

They are also great explorers of the sea, and when a zealot of the ocean-gawd decides to hide from other men, only another zealot of the same order is likely to find him in his underwater haven.

Zealots' Relationship to Standard Clerics: As standard clerics do not have the ability to cast Water Breathing on themselves, they are seen more as the above the wave ambassadors for the church of Markovia. While not technically separate, by necessity the standard clerics have a degree of autonomy, but zealots hold all the high positions within the church of Markovia. Outsiders often view the zealots as weird sea creatures, though the standard clerics do their best to set the record straight on this matter, even though they themselves are sometimes "creeped out" by the zealots from time to time. The aura of mystery that surrounds a sopie is also one that makes the standard cleric quite jealous of the special powers of the zealots. The clerics long for the days when they can go with their zealous brethren on their jaunts under the sea and explore the wonders contained therein.

Special Powers: The zealot of Markovia can cast the Water Breathing spell on himself (only), once per day, in addition to all other spells (at 3rd level). At 8th level, the duration of the spell when cast on himself becomes 24 hours, and he also acquires the ability to cast an extra

Water Breathing on others (as per the normal rules for the spell) in addition to all other spells. The Water Breathing spell he casts on himself may not be dispelled by mortal magic, and at 8th level automatically renews itself at the end of the 24-hour period if the cleric is still underwater and asleep, unconscious, etc.

The zealot can also determine his approximate depth underwater (even water in solid form, i.e. ice) with a result of 1-4 on 1d6 (similar to the dwarf ability concerning depth underground). Infravision (same as the elf ability, but only works underwater; an elfen or half-elfen zealot of this faith has Infravision of doubled range, to 120', again only underwater).

Upon reaching 7th level, a sopic can use Transmute Rock to Mud (as the 5th level druid spell) as a caster of his actual level (once per day, requires a special 10-minute prayer in addition to other spell preparation). At 8th level, he can Shape Change (as per the druid ability). The GM chooses for this to be one marine animal (the player character can pray for some specific form, and Markovia chooses forms that serve his goals, but this very rarely includes giving his most dedicated worshipers the power to transform into shrimp). At 11th level, he gains a second marine animal form and a third at 14th. At 10th level, he can prepare a spell identical to the 6th level Conjure Fire Elemental spell which Conjures a Water Elementals.

Holy Days: Local holidays include the anniversaries of particularly large hurricanes or tidal wave events. The dates vary by region, but it is always a time of solemn remembrance and prayers for mercy in the future.

Rituals

All Followers: During high tide all followers must go to the ocean shore and recite prayers.

Zealots: The sopies periodically engage in a ritual called Swimabout. It is basically a yearlong journey in which they swim, sail or walk as far as the will of Markovia allows. This is a learning experience for them and they are expected to report their adventures while on Swimabout to their peers in the church.

ZEALOTS OF NAVINGER, GAWD OF LOVE AND EUNUCHS

Title: Navaros

Alignment: Chaotic good

Ability Requirements: Wisdom 10, Charisma 13, Comeliness 10

Prime Requisite: Charisma

Hit Die Type: d6

To-hit Progression: Magic-user

Saving Throw Tables: Cleric

Building Point Bonus: 12

Spelljacking: Yes (as illusionist)

Spell Spheres: Devotional 7, Charm 7, Creation 7, Divination 6, Summoning 1, Sun 4, Warding 7

Turn/Command Undead: As cleric 2 levels higher

Weapon of Choice: Long or short bow, mancatcher

Weapons Permitted: Bows (any but crossbow), dagger, dart, flail, mace, mancatcher, spear, staff, war hammer

Armor Permitted: Fairly or non-bulky only, no shield

Allowed Races: Human, elf, half-elf

STPs: Gains identify animals by tracks skill at 51%, gains hunting skill at no initial cost.

Other Requirements: Must be male eunuchs. The Navaros seek to emulate their gawd and seek true love which they believe can only be found is lust is removed from their thoughts.

Symbol: A bow

Holy Symbol: Miniature arrow pendant

Restrictions: Must do penance for feeling hate, even if magically induced

Background: The clergy of Navinger concerns itself with all sorts of love, from romantic love (especially unrequited), to filial devotion. Nonetheless, most people seeking their assistance have some sort of problem they expect the clerics or zealots to solve.

As most orders, the clergy of Navinger conduct all sorts of ceremonies. However, they preside over far more weddings than any other order.

The zealots insist that Navinger is also a hunting gawd – he hunts game as well as potential lovers. To accentuate this point, they engage in hunts as frequently as possible, despite the taunts of those who do not understand the nuances of Navinger's ways. Most zealots of Navinger secretly hope to attain divinity one day, as did their gawd. This goal motivates individuals to enter the priesthood, though most secretly hope to get a better area of control than he ended up with.

Zealots' Relationship to Standard Clerics: Standard clerics share the same ideals as zealots, but think they go too far. Zealots believe standard clerics have not fully dedicated their faith. The orders are allied, but function separately. Not all regions have zealots of Navinger in significant number – though there are nearly as many zealots as standard clerics, the zealots gather in greater numbers in one place to defend themselves against taunts and insults.

Special Powers: Soothing Word, Fascination. Zealots of Navinger gain +2 to-hit on called shots to the groin (with no Honor hit – they've suffered enough). They can make Philters of Love at half normal cost.

Holy Days: Celebration of Love on the 28th of Jevar'Kiev

Rituals

All Followers: Followers must share their love with another person at least once per week, often in the form of a spoken prayer. Sometimes they create poetry or songs, as well.

Zealots: Once per year, large groups of zealots gather to attempt to bring peace to a warring region. With flowers and no weapons, they advance on armies and attempt to get them to stop fighting (often they suggest hunting game instead). While this event has succeeded at initiating treaty talks on rare occasions, often it results in the slaughter of many peaceful zealots. Certain cynical types have begun to seek out these events, watching it from a distance with a supply of food and alcohol.

ZEALOTS OF NEPTHYS, GAWDDESS OF TOMBS

Title: Profits

Alignment: Chaotic good

Ability Requirements: Intelligence 12, Wisdom 13

Prime Requisite: Wisdom

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 2



Spelljacking: No

Spell Spheres: Devotional 7, Charm 2, Creation 3, Divination 5, Elemental Earth 4, Necromancy 7, Summoning 2, Warding 5

Turn/Command Undead: As cleric one level higher

Weapon of Choice: Fist (unarmed)

Weapons Permitted: Any

Armor Permitted: Special (see restrictions)

Allowed Races: Any

STPs: Gain the appraising and dig proper grave skills at no initial cost, and +4% to this skill each time he advances in level (in addition to other increases through purchase). Gains one martial arts proficiency at no cost.

Other Requirements: A zealot of Nephthys must go to great lengths to acquire as much wealth as possible. They cannot steal it, nor can they loot temples of other Egyptian deities (other than Set) or the good gawds. At the end of each year, they must donate a portion (95% minus 3% for each class level) of whatever wealth they gained throughout the year to the temple (where the High Priests determine how it will be spent, from temple improvement to training for the devout donator). The next year they start over again. As advancement depends largely upon how much wealth a cleric or zealot donates, those with larger donations gain great prestige. (Rather than force the temple to examine numerous detailed accountings of each zealot's earnings, the head of that particular temple uses Detect Lies and Detect Ulterior Motives. The penalties for lying or deception of any kind are severe enough that many zealots deliberately donate extra, just to be sure. No one outside the temple knows what these penalties actually are, however, and no follower of Nephthys admits to knowing, as it might suggest they cheated at some point.)

Symbol: Horns around a lunar disk

Holy Symbol: Moon and ankh

Restrictions: A Profit uses the least costly weapon available. While they can wear costly armor, they must atone in prayer for any damage they allow to befall it. (This is a little different from the maintenance compulsion quirk in that the zealots are not required to repair the damage. Sometimes they declare a suit "totaled" and acquire a new one.) They can freely use armor with a base AC equal to 10 minus the zealot's level. Thus, a 3rd level profit could use studded leather armor or Leather Armor +1 (AC 7). They have no restrictions on shield use.

Background: The temple of Nephthys sees its duties as the same as those of their gawdless. They guard the dead and also oversee the protection of wealth buried with the dead in proper tombs. The temple also honors all things feline, in keeping with their gawdless' close relationship with Bast.

The order is exceedingly wealthy. Persistent rumors of the stunning wealth held in the inner sanctums of the temple's treasury force the order to employ several types of guards, from skilled warriors to various types of magic. Adventurers and merchants keep a constant stream of wealth flowing towards the temple coffers. Though they do spend it (not hoarding it away), scholars have suggested that it is nigh impossible to spend as much as the temple receives. This is so despite the strict restrictions on simply stealing treasure, except from enemies of the gawdless (which is considered "liberating" wealth). They may sometimes liberate treasure from non-enemies as well, ostensibly for the purpose of protecting it more effectively, but temple officials must be constantly wary to avoid tensions with temples of allied gawds and those not specifically opposed to Nephthys.

The order is very concerned with proper ownership and, as the gawdless oversees tombs as well as material wealth, does not consider death a serious hindrance to legal property. Often the temple of Nephthys oversees cases involving disputed ownership. Most governments try to avoid this, though, as the standard fee for such service is 35% of the full value of the property in question (plus relatively modest processing fees).

Zealots of Nephthys see weapons and armor as treasure more than functional tools, and as such prefer not to risk expensive items in combat. Many are obsessed with condition and find every tiny scratch on a valuable item an affront to their personal faith.

Zealots' Relationship to Standard Clerics: Zealots of Nephthys tend to rise quickly to high positions within the temple, given their special dedication to worship of the gawdless and constant effort to build wealth. Some clerics resent this, but the order knows that there are much greater dangers to unite against and so keeps all its conflict (which rarely rises to a level that could be called a "power struggle") away from outsiders.

Special Powers: Zealots of Nephthys gain a +40% bonus to the starting money roll during character creation.

Once per month, a zealot of Nephthys can increase the value of some of their treasure. This all-day process requires purification and prayer, as well as a 24-hour fast the day before. The zealot must begin and end the process in full health (at maximum hit points and not suffering from any illness or poison) and be favored with the grace of his gawdless. The total value of the objects to be made more valuable cannot be more than the zealot's level times 10 in gp. The wealth affected by this ability increases in value by a factor of ten times his level. Thus, a 6th level zealot could transform 60 gp worth of items into 3,600, while a 10th level zealot could take 100 gp worth of items and transform it into 10,000! This occurs through purification of the item, gilding, engraving and even transmutations of the underlying elements (if necessary). It does not fundamentally change the function of the items in

question – they just become more impressive examples of their kind. For example, a 15 gp scimitar could be made into a 300 gp scimitar by a 2nd level zealot, but it would still be a non-magical scimitar without any bonuses to attack or damage rolls.

Holy Days: The Day of Investiture (28 Freta'Kerz, the last day of the year). On this day, the clerics, zealots and many followers of Nephthys participate in an elaborate day-long ceremony of public presentation of their accumulated wealth, a physical symbol of their faith. This normally takes place at the tomb of a powerful High Priest or powerful ruler who followed Nephthys.

Rituals

All Followers: Anyone who follows Nephthys must say a prayer to her before receiving or taking any treasure with a value greater than 7 copper pieces.

Zealots: A zealot must stop at any properly constructed tomb to pay respects to the dead and donate a coin or two (at least 1 silver). He must also tend to the structure to clean and protect it in any way he can, short of becoming a long-term guard. If he comes across a tomb dedicated to a gawd hostile to Nephthys, he must either liberate the treasure himself or (if he simply is not powerful enough to handle the challenge) immediately drop any other mission to get help in an attempt to liberate the treasure. While this might sound much like typical adventurer behavior, the zealot actually begins to lose spells if he does not Atone for failing to do so (1 spell level per week, beginning with the highest level spells the zealot can cast). In addition, he has no way of knowing if the tomb is laden with treasure or, perhaps, already looted. (And don't forget that end of the year donation!) The truly tricky part is often reaching agreement that Nephthys herself receives one full share of any treasure located, something non-followers often refuse to accept.

ZEALOTS OF THOR, GAWD OF THUNDER

Title: Thunorites or Hammers

Alignment: Chaotic good

Ability Requirements: Strength 14, Wisdom 12

Prime Requisite: Strength

Hit Die Type: d8

To-hit Progression: Cleric (as fighter with war hammer only)

Saving Throw Tables: Cleric

Building Point Bonus: 5

Spelljacking: No

Spell Spheres: Devotional 6, Charm 3, Combat 7, Elemental Air 7, Elemental Water 6, Sun 4, Warding 3, Weather 7

Turn/Command Undead: As cleric 3 levels lower

Weapon of Choice: Warhammer

Weapons Permitted: Club, mace, warhammer

Armor Permitted: Any

Allowed Races: Any but elves, giants or halflings

STPs: Gain the leadership (basic), weather sense, percussion instruments, weapon maintenance, Angawa battle cry, feign toughness and flex muscle skills for no initial cost. May purchase the mortal combat and muster resolve skills for a cost of 2 fewer BP. Thunorites gain the elemental bonus (electricity) talent for free.

Other Requirements: None

Symbol: War hammer

Holy Symbol: War hammer

Restrictions: Thunorites may never voluntarily run away from a fight, no matter how hopeless it seems (or is).

Background: Thunorites are Thor's designated champions. They will be his frontline troops in the afterlife as they go to do final battle with the giants during Ragnarok. Everything in their lives is intended to prepare them for this. Each hardship they must face, each battle they must fight, each really painful paper cut, is but one more step along the way to hardening the zealot for his final destiny. As such, they embrace hardship and challenges because they believe those struggles make them stronger and better prepared to serve their gawd.

Zealots' Relationship to Standard Clerics: Thunorites view the world in a similar manner as standard clerics of Thor, but they seem to be much louder and more obnoxious about it. They refuse to be ignored, often creating a noisy spectacle until they are acknowledged and their needs are met, or at least until they get some positive attention.

Special Powers: Thunorites gain +4 to-hit versus giants as they are designated as enemies of the faith. Their enmity towards such beings is so great that it can scarcely be concealed. Thus, they suffer a -4 penalty on all encounter reactions with giants (even good ones). Furthermore, the Thunorites actively seek out giants and giant-kin in combat in preference to all other foes.

A thunorite may cast Weather Summoning once per week. He may also use Wands of Lightning and magical Mauls.

Holy Days: Followers observe the second day of the week as a holy day. Though this day is named Tu'mar by most of the civilized world on Aldrazar, Thor's disciples call it Thursday and they lobby others to call it by that term as well. They observe this day as a day of rest and perform as little work as possible on that day.

Rituals

All Followers: Followers of Thor are expected to learn the sagas that tell the tales of their gawd. Furthermore, they must relate these to young clan members and others they come in contact with at every opportunity.

Zealots: Each day, a thunorite must rhythmically pound his hammer on a solid surface in a specific pattern. This is intended to symbolically awaken all worshipers and remind them to heed the teachings of the gawd of thunder on that day. It is also quite noisy.

ZEALOTS OF ZELAU, GAWD OF HONOR

Title: Natas Gangites

Alignment: Chaotic good

Ability Requirements: Charisma 12

Prime Requisite: Charisma

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 6

Spelljacking: No

Spell Spheres: Creation 7, Devotional 7, Elemental Air 7, Elemental Earth 7, Elemental Fire 7, Elemental Water 7, Healing 7, Necromancy 7, Traveler 7, Warding 7

Turn/Command Undead: As cleric four levels lower

Weapon of Choice: Any hacking weapon

Weapons Permitted: Any hacking weapon

Armor Permitted: Any

Allowed Races: Any

STPs: May take the divine lore, crane, mocking jig, manu weasel dance skills for a cost of one fewer BP. Gain the ancient history, customs and etiquette (choose culture), history (world), religion (general), pimp slap and idle gossip skills at no initial cost.

Other Requirements: Must strive to stay in great Honor at all times. Zealots must wear appropriate headgear determined by their rank within the church (described following).

Symbol: A red cord wrapped around a foot-long silver rod

Holy Symbol: A red cord wrapped around a foot-long silver rod

Restrictions: None

Background: The gawds native to Aldrazar belong to the Zelerian mythos. They owe their creation and much of their stories to the actions of Zelaur. In the Zelerian mythos, religion usually involves close worship between an individual and a single patron deity, or spirit father. The individual singles a gawd out as his primary gawd with the other gawds merely being respected, tolerated or potentially excluded depending on the nature of his primary gawd.

The primary source of information for this mythos is the sacred book called the "Menus Kai". The Natas Gangi movement, an offshoot of the Zelerian mythos, singles out Zelaur, the former head gawd of the Zelerian mythos, as the one true gawd. The name of the movement is derived from the phrase "one true gawd" in the language of the ancient Hagan people. The prophet Dela Menyor started the movement ages ago. Dela Menyor had been the Chief of Scribes in the legendary City of Forcer, the ruins of which are believed to be near modern day Fangaerie.

When the tomb of an ancient emperor was ordered exhumed and moved, Dela Menyor was placed in charge of cataloging the tomb's inventory. Among the items were numerous ancient books, one being the Menus Kai. To Dela's shock, he discovered that this version of the Menus Kai had large quantities of text that did not exist in the contemporary copies he knew. He removed the books from the inventories of the tomb and quietly studied them. He came to the conclusion that the additional material was authentic and explained many of the inconsistencies in the contemporary text. Dela Menyor took his findings to the academic circles, but those ensconced in the existing power structure declared him a heretic. Soon afterwards, fearing a disruption of his power, the emperor of the time removed Dela from his position.

For a time he lived quietly in seclusion. Then, some followers who had faith in his findings urged him to spread the message to the common people. Dela Menyor began reading from his version of the text while standing on a large boulder near his home. He stirred a large following and started a small temple. The boulder, upon which he preached his gospel, became known as Prophet's Stone. Upon learning of the "cult" the emperor quickly put his guard against the group and arrested Dela Menyor. At the infamous "prophet's trial", Dela gave his defense before a fascinated Senate. Although the emperor had made it well known before the trial that he was bent on executing Dela Menyor for heresy, the Senate merely ordered banishment.

Despite this order, once released, Dela quickly returned to his flock and began quietly spreading his teachings throughout the land. The fact that the emperor did not hunt him down leads many to believe that the emperor himself may have become a follower, though the emperor never publicly acknowledged any such thing. Fed up with the lack of respect Menyor held for the other gawds, clerics of Aknar even-

tually murdered the Prophet along the Santello Way. However, his movement lives on in whispers throughout certain settlements in Aldrazar and in the zealot order of the Natas Gangites.

Zealots' Relationship to Standard Clerics: There is no distinction between standard clerics and zealots when it comes to their rank within the church; all have equal opportunities to advancement. Rank within the church of Zelaur is divided into four orders, each distinguished by a specific type of headgear. These are shown in Figure ZG1: Zelerian Clergy Headgear. Clerics and zealots of the fourth order are generally 1st to 4th level. Those of the third order are 5th to 9th level, those of the second order are 10th to 15th level and those of the first order are 15th level or higher.

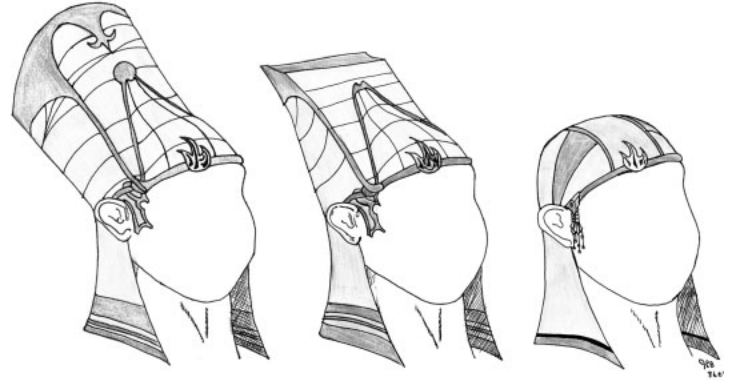


Figure ZG1: Zelerian Clergy Headgear

Special Powers: Honor is all-important to zealots of Zelaur and thus they must strive to stay in great Honor at all times. Those that do receive double the standard bonus for being in the optimal Honor window (+2 on die rolls). Those with merely average Honor receive a penalty (-1 to every die rolled) and are treated as dishonorable by other clerics and those who know the very basic fact that followers of Zelaur should always be in great Honor. They need not check for bad karma until they truly fall into dishonor. Should a zealot of Zelaur fall into true dishonor, he loses all his powers and spells, in addition to suffering a -2 to all die rolls. He may be able to make penance, so long as he is truly repentant in his heart. The gawd will deliver a quest in a vision. Dying attempting this quest can restore the zealots Honor posthumously.

Holy Days: At Q'lunge, a pilgrimage taking place once every five years, clerics and zealots alike journey to the Prophet's Stone to lay gifts on the steps of the fallen temple of the prophet Dela Menyor. This is meant to reflect that one day worship of Zelaur will return to its exalted, world-wide status.

Rituals

All Followers: On Sa'mar faithful of the Zelaurian religion are prohibited from eating meat.

Zealots: The Mating of the Sword and the Stone is a Zelaurian ritual in which the faithful attempt to symbolically re-enact Zelaur's creation of the universe. The ritual almost becomes a dance in which the zealots use a broken sword and a fragment of stone. They act as if cutting off shards of the stone. Assistants to the ritual then begin to "sprout" aspects of civilization from the fragments. Often the ritual is accompanied by narration in an ancient tongue.

CHAOTIC NEUTRAL ZEALOTS

ZEALOTS OF DRAPER, GAWD OF STEALTH AND CUNNING

Title: Clandestites

Alignment: Chaotic Neutral

Ability Requirements: Dexterity 15

Prime Requisite: Dexterity

Hit Die Type: d6

To-hit Progression: Thief

Saving Throw Tables: Thief

Building Point Bonus: 8

Spelljacking: No

Spell Spheres: Charm 7, Combat 7, Devotional 5, Divination 7, Summoning 7, Traveler 7, Warding 6

Turn/Command Undead: No

Weapon of Choice: Dagger

Weapons Permitted: Blowgun, bola, club, crossbow (hand or peashooter), dagger, dart, knife, rapier, stiletto, short bow

Armor Permitted: Hide, leather or padded only

Allowed Races: Any

STPs: Gain the customs and etiquette (choose a culture), world history, general religion, fondling, forgery, gaming, glean information, intelligence gathering, interrogation, modern language, skilled liar, basic looting, maintain self-discipline, mimic dialect, reading lips, art of seduction, slip away into shadows and tumbling skills at no initial cost. Gain the set snares and stealthy movement skills at 26% at no initial cost. Any required prerequisites are also gained at 50%.

Other Requirements: None

Symbol: A shooting star

Holy Symbol: A wooden or metal star

Restrictions: Clandestites gain the paranoid quirk without gaining any BPs for it. They think this behavior helps them maintain the secrecy of their organization.

Background: The Clandestites are a secret organization with ultimate goals unknown even to many of their members. One would assume that they exist to promote the power and prestige of Draper, but no outsiders understand just how they aim to do that. The organization is grouped into cells of three individuals. Each cell has a leader who reports to a member of another higher ranking cell. Other than their direct supervisor, subordinates do not know the identity of their superiors. Thus, no individual zealot knows more than three other members of his own order.

Zealots' Relationship to Standard Clerics: Standard clerics of Draper seek to use stealth and cunning more for personal gain (with proper tribute to Draper) than does a typical Clandestite. Clandestites who interact with standard clerics keep them in the dark about the zealot organization, their methods, goals and power. The zealots consider such information to be given out only on a "need to know basis". Standard clerics think they are weird because of this.

Special Powers: Fascination. Backstab as thieves once per day, additional 1 per day at 3rd level, 6th, 9th, etc. Zealots gain thief abilities (except for read languages) with 30 initial points and 20 per level thereafter;

they may assign no more than half of those points in any single skill at once. They use the same base abilities and adjust for race and Dexterity as a normal thief. Oddly, though, the techniques zealots of Draper use in performing their thief abilities are significantly different from those of true thieves, who can always spot that a zealot wasn't trained in their guild (or even a nearby guild). Also, thieves cannot train or assist zealots in the use of these abilities, nor can zealots train or assist thieves in any useful way.

Holy Days: Like all religions, the Clandestites most certainly have one or more holy days that they observe but they keep them a secret. If a player elects to play a character in the zealot class, the GM will divulge the appropriate holy days on a need to know basis.

Rituals

All Followers: Draper requires frequent prayer from all his followers, especially when they are attempting to engage in stealthy activities.

Zealots: Once a week, Clandestites are required to break into an area that they are not authorized to be in. They do this to hone their skills, glean information that may be potentially useful at a later date and to cause distractions for actual covert missions of greater importance.

ZEALOTS OF MANGRUS, GAWD OF DISEASE

Title: Plague Zealots, "Plagues", Zealots of Pestilence

Alignment: Chaotic neutral

Ability Requirements: Wisdom 13, Constitution 15

Prime Requisite: Constitution

Hit Die Type: d6

To-hit Progression: Thief

Saving Throw Tables: Cleric

Building Point Bonus: 11

Spelljacking: No

Spell Spheres: Devotional 4, Animal 4, Charm 4, Creation 3, Elemental Earth 2, Elemental Water 4, Healing (reverse only) 6, Necromancy 6, Summoning 2, Warding 3

Turn/Command Undead: As cleric of equal level

Weapon of Choice: Dagger

Weapons Permitted: Puncturing and hacking weapons, so long as they're filthy. Plague zealots also favor a curious form of Y-tipped staff (sometimes called a talon staff) which they use to transport fallen bodies of victims. The curving tips of the talon staff slip easily under the armpits of prone victims, making them easy to drag. The bottom is often fitted with a spike so it can be used as a spear in melee, though it is somewhat more cumbersome (use the statistics for a normal spear, but a speed factor of 3 and the fitted staff may not be set to receive a charge).

Armor Permitted: Non-metal

Allowed Races: Any

STPs: Gain botany skill at 50% at no initial cost, also gain herbalism skill at no initial cost.

Other Requirements: Zealots of pestilence are a reflection of their corrupted deity. Plague zealots always dress in a massive mantle with a tall cowl that can be pulled up over the head to conceal their horrible visages. The color of the cloth in which they dress represents a hue appropriate to their favorite disease. Zealots who try to spread the Black Death might wear heavy cloaks of darkest midnight, while those

zealots favoring the Blue Death would favor indigo-hued robes. High-level zealots sometimes wear simple wooden masks painted a single solid color to match their chosen raiment. Some even go so far as to wrap their limbs in white bandages, making them appear something like mummies.

Symbol: A rotting bandaged hand

Holy Symbol: A staff with a y-shape on the top of it (the talon staff)

Restrictions: Must try to acquire lycanthropy if the opportunity develops. May not study healing or first aid related skills.

Although technically immune to disease, plague zealots have a horrid and disfigured appearance that festers and rots as the zealot advances in power and experience. These clerics suffer a -1 penalty to Comeliness and lose 36 fractional points of Charisma for every experience level they advance; as their power grows, they come to resemble decayed corpses, symbolizing the very dissolution they try to promulgate. This advancing leprous condition is viewed by the zealots as a sign of divine favor, the sacred kiss of their gawd. Not surprisingly, they neither marry nor seek intimate relations; their zealothood is effectively celibate, though they take no oaths to that effect.

Background: The merest sigh of this gawd seems to wash epidemics across the land. At his slight irritation, towns fall into ruin and desolation. His anger can sunder societies. Although this greater gawd is a patron to all forms of sickness and disease, his lesser servants abound. Each of these is devoted to a separate illness.

Plague zealots spread disease, death, and ignorance wherever they travel. They infect unwary victims with crippling afflictions and transport plague-ridden vermin to peaceful, contented cities. These zealots delight in bringing misery and despair to healthy and joyous communities. (They see happiness and joy as the opposite of the disease.)



Plague zealots seek to disrupt social order both at the local level and on the grandest imaginable scale, and do not concern themselves with what effect this might have on civilization. The zealots of pestilence apply their art to humanity as a whole. The zealots are as indiscriminate in their victims as they are in their methods, making victims of peasant and noble alike. While the plague zealots enjoy the challenge of infecting the healthy (especially those who are on friendly terms with paladins), they don't hesitate to work their gawd's will on any person subject to disease and the ravaging of the worm.

Zealots' Relationship to Standard Clerics: Many plague zealots are allied into a loose and secret confederation with other clerics known simply as the Ravens by some, or as the Scabrous Society to others. This organization embraces the entire pantheon of plague gawds, and all of them are devoted (in principle, at least) to the same goals: decay and dissolution of organized society and human civilization.

Special Powers: Immune to disease, but can become carriers. At 3rd level, can use Contagion (as the 4th level magic-user spell) once per week. This requires an hour of special preparation and prayer. Zealots of Mangrus can use Cause Disease as a 2nd level spell (or 3rd, if they so choose). At 6th level, can summon 1-100 common rats once per day.

Holy Days: Plague Day is celebrated as the anniversary of the release of the Black Plague onto Aldrazar. It is observed on Quay'Tera 13.

Rituals

All Followers: Followers of this wicked cult harvest the festering slime from decayed corpses, greasing the doorknobs, kitchen utensils and tools of innocents with sickening corruption.

Zealots: Plague zealots sometime work with zealots of Grawdying to harvest bizarre bacteria and other ills from the many corpses that the zealots of Grawdying keep in their temples. They are always experimenting with ways to make strains of existing diseases more virulent. Thus, they often hold depraved rites over putrid fragments of rotting flesh while they pray for divine insight to create new disease.

ZEALOTS OF ODIN, GAWD OF WAR

Title: Odinite

Alignment: Chaotic neutral

Ability Requirements: Strength 13, Constitution 13, Wisdom 14, Charisma 11

Prime Requisite: Strength, Wisdom

Hit Die Type: d10

To-hit Progression: Fighter

Saving Throw Tables: Cleric

Building Point Bonus: 4

Spelljacking: No

Spell Spheres: Devotional 7, Combat 7, Divination 4, Elemental Air 6, Elemental Earth 1, Elemental Fire 4, Elemental Water 4, Healing 5, Summoning 2, Warding 5

Turn/Command Undead: Turn as cleric 2 levels lower

Weapon of Choice: Spear

Weapons Permitted: Any (preferred: battle axe, club, flail, mace, morning star, staff, sword, warhammer, oil)

Armor Permitted: Any

Allowed Races: Human, half-elf, dwarf

STPs: Gains the resist persuasion skill at 50% no initial cost.

Other Requirements: None

Symbol: Blue eye, spear

Holy Symbol: Spear

Restrictions: A zealot who falls into dishonor automatically suffers from bad karma.

Background: Wolves, ravens and horses are special to zealots and clerics of Odin, if not actually sacred. Followers of Odin will not bring harm to any of these creatures if it can be avoided in any way.

The church of Odin struggles against the factions of Benyar and any others who oppose them. At times, outsiders forget how nasty Odin and his followers can be when enraged. They are implacable foes. Odin's church is not above fomenting unrest to get tensions going and start a war, if they believe they can further their goals. As the church is already among the most powerful in Garweeze Wurld, they rarely do this for any reason other than to start a war. Other temples and forces may take advantage of the opportunities created by political tension in the church of Odin.

They prefer to wear and decorate their temples in blue. They most respect strength, Honor, and bravery.

Zealots' Relationship to Standard Clerics: Zealots of Odin exist within the same structure as standard clerics and have no separate requirements or duties. An individual in the temple of Odin may be a cleric or a zealot.

Special Powers: Zealots of Odin do not believe in the practice of raising the dead. Dying in battle is an honor of the highest order and dragging that poor soul back is an anathema (besides, it means pissing off a Valkyrie by making her take an extra trip back to the Prime Material Plane with the slain hero's soul). And nobody wants to piss off a Valkyrie (for more reasons than one).

While they can cast curative spells (spells that restore hit points) any such spell causes them to automatically collapse from fatigue, so it is rarely done. They come to in a number of minutes equal to 30 minus their Constitution score. This does not apply to Cure Disease or Slow and Neutralize Poison spells.

Odin's clerics can emulate the piercing angry stare of their patron. Once per day they may use this to cause Rigor Mortis in the target of this icy look. It takes 3 segments to implement this ability. Targets may attempt a saving throw versus spells at +2 to avoid the effect, but this bonus falls to +1 for a 3rd level zealot and +0 at 5th level. Thereafter, it becomes a penalty: -1 at 7th level, -2 at 9th, and so on. Zealots also have the power to inspire bravery in their allies and may employ a Cloak of Bravery spell once per day.

In addition to the powers listed above, zealots of Odin may call upon the power of the All Father to enter a frenzied berserker state (see Self-Induced HackFrenzy under the berserker class).

The spear is the symbol of their deity (and their holy symbol) as well as the weapon of choice for both clerics and zealots of Odin. These clerics gain progressively greater combat prowess with this weapon. The bonuses do not apply to any old spear the cleric may pick up, only one that has been properly sanctified as a holy item (i.e. a Ceremony (Consecrate Item) has been cast upon it). Altar Boys begin their adventuring career with one such spear that has been consecrated by their superior.

Level of Cleric	Bonus
1	+1 to damage (only with spear)
3	Gain Spear Bonus talent (despite racial restrictions)
6	+2 to damage (only with spear)

9 may attack 3/2 rounds with spear

At fifth level, Odin's zealots receive a raven as an animal companion. Finally, normal wolves will never attack a cleric or zealot of Odin.

Holy Days: Solstices. Draupnir Goldur - This religious holiday is also known as "The Kissing of the Ring" in the common tongue of man. It is practiced in reverence to Odin, the all-father, supreme ruler of the Gawds of Twilight Last. It is a church-imposed holiday in which all public figures are asked to kiss an adamantite ring that represents the ring Draupnir, worn by Odin himself. By this act, the rulers are meant to declare their allegiance to the Church of Odin and submit to his authority for the coming year. Individuals observe the event by getting together with family and making prayers of protection, hoping that Odin will watch over them for their loyalty. It is held every year on the first of Adnar'Kerz.

Rituals

All Followers: Worship of Odin takes place in dedicated temples.

Zealots: When seeking special favor of Odin, zealots perform the Blood Eagle, which requires the sacrifice of an initially living (though not necessarily volunteering...) human-like creature, skin, and a tree or wall to which things can be nailed.

ZEALOTS OF PANGRUS, GAWD OF WAR (GNOMISH)

Title: Pangrites

Alignment: Chaotic neutral

Ability Requirements: Strength 15

Prime Requisite: Strength

Hit Die Type: 1d8+1

To-hit Progression: Fighter

Saving Throw Tables: Cleric

Building Point Bonus: 5

Spelljacking: Yes, as illusionist (Combat sphere spells only)

Spell Spheres: Combat 7, Creation 7, Devotional 4, Elemental Earth 3, Healing 4, Summoning 5, Traveler 4, Warding 7

Turn/Command Undead: No

Weapon of Choice: Broad sword or short sword (note that followers of Pangrus call a "short sword" simply a "sword". They call a "long sword" a "very long sword". They have no sense of humor regarding this terminology.)

Weapons Permitted: Broad sword, All bows (including crossbows), javelin, sling, spear

Armor Permitted: Any, though the church highly recommends that its parishioners wear splint mail because they see it as the best value.

Allowed Races: Gnomes, gnome titans, gnomelings

STPs: Gain the campaign logistics, armor maintenance, weapon maintenance, attitude adjustment, cricket-in-the-pea-pod, eye gouge and pimp slap at no initial cost. May take the engineering fortifications, leadership (basic), military (battle sense), military (leadership), military (operations), military (small unit tactics), armorer, armor repair (basic), armor repair (advanced), armor repair (expert), cartography (overland), maintain self-discipline, recruit army, shield repair (wood), shield repair (metal), distraction, feint, improve cover, improved overbearing, improved subdual and improved unarmed combat and

weaponsmithing skills and all combat skills for a cost of one fewer BP. May take the gnome talents for a cost of one fewer BP.

Other Requirements: Pangrites must tithe 50% of their income to the House of Pangrus.

Symbol: A V-shaped scar

Holy Symbol: A sculpted, cast or carved letter V

Restrictions: Pangrites gain the HackFrenzy and HackLust quirks without gaining any BP for them.

Background: Pangrites are like the not-so-secret police of gnome society who make sure that all types of gnomes pay their proper dues and respect to Pangrus. In gnome society, worship of Pangrus is mandatory and the Pangrites enforce that policy.

Zealots' Relationship to Standard Clerics: Pangrites are basically viewed as the thugs, brutes and enforcers of the church. When a standard cleric of Pangrus doesn't want to get his hands dirty, he calls in the Pangrites. Standard clerics of Pangrus tend to focus more on the art of war and preparedness for war while the zealots focus on the violence of war. A standard cleric of Pangrus would be perfectly happy with a battlefield victory that involved a surrender of the opposing forces because they know they are either outnumbered or outmaneuvered. Pangrites aren't satisfied with victory until blood has been shed.

Special Powers: Pangrites are immune to fear effects. At 6th level, they can inspire fear (as the 4th level magic-user spell) in a 10-foot radius. Pangrites can consecrate a specific weapon ("this sword in my hand") at a temple. Thereafter, the weapon deals an additional 2 points of damage on every successful strike. This bonus damage is applied after all other adjustments (it is never doubled for critical hits, minimum damage with the weapon is 3 points, etc.).

Holy Days: Stomping Day on the 28th of Yurn'Sa. On this day, the Pangrites punish criminals and unbelievers by stomping on rows of them lined up, lying down in front of the temple.

Rituals

All Followers: Followers must do penance, serving the Pangrites as gofers and errand boys, if caught invoking another gawd.

Zealots: Pangrites periodically stage public beatings of those unfortunate gnomes who they have caught in failing to properly tithe to the House of Pangrus or those who worship other gawds before Pangrus. As one might imagine, they do not get along well with clerics of other gnome deities.

ZEALOTS OF PAR'KRYUS, GAWD OF WIND

Title: Wafters

Alignment: Chaotic neutral

Ability Requirements: None

Prime Requisite: None

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 5

Spelljacking: Yes (as illusionist (Elemental Air spells only))

Spell Spheres: Animal 7, Devotional 6, Elemental Air 7, Summoning 7, Traveler 7, Warding 7, Weather 7

Turn/Command Undead: No

Weapon of Choice: Blowgun, dart

Weapons Permitted: All missile weapons

Armor Permitted: Any

Allowed Races: Any

STPs: Gain the astrology, weather sense, general religion, woodland lore, Angawa battle cry, crane, juggling, wind instruments, animal handling (avians), jumping and riding (airborne) skills at no initial cost. May purchase the divine shield and elemental bonus (air) talent for a cost of 2 fewer BPs. Gain the grenade-like missile weapon proficiency as a bonus (no BP or proficiency slot required).

Other Requirements: Zealots of Par'Kryus cannot have animal antipathy, phobias or enmity towards avians.

Symbol: A tornado

Holy Symbol: A large white cloth depicting a tornado

Restrictions: None

Background: Wafters are devoted protectors of all those creatures who are capable of taking to the air. This includes all avians and many monsters that can fly. Unfortunately sometimes monsters that can fly don't want protection or can't communicate with the wafters so they end up getting off on the wrong foot. These zealots also represent the wind as a powerful force of nature that must be respected, feared, and honored by everyone from sailors to farmers to warlords. To the wafter, these creatures are totems of that force, having mastered the wind and with much to teach "civilized" folk.

Zealots' Relationship to Standard Clerics: Standard clerics of Par'Kyrus are not so concerned about avian creatures as they are about the elemental forces of air in the wurld and the promotion of the tenets of their alignment. Still, they get along well with zealots and work together to promote the interests of their gawd.

Special Powers: Once per day they may Create Whirlwind (as a Djinn) – 1d10 points of damage to opponent (or use to blow objects around) – lasts 1 round per level of caster. The zealot must concentrate to control this Whirlwind or it will follow prevailing wind conditions. It takes 5 segments to create the Whirlwind.

Wafters may cast Fly, Gust of Wind, Levitate and Zephyr as cleric spells of appropriate level. At 5th level, these zealots may summon and control an 8 HD Air Elemental once per week. At 6th level the zealots may Shape Change into any avian creature as the 7th level druid ability. At 10th level they can enter and survive on the Elemental Plane of Air as a 20th level druid. At 12th level they may Shape Change into a 12 HD Air Elemental (16 HD at 16th level, 24 HD at 20th level).

Holy Days: The Segues are two-week periods in mid winter and late summer when the winds on Aldrazar pick up and become particularly strong. These are holy periods for the wafters and all followers of Par'kyrus. Local holidays include the anniversaries of particularly destructive tornadoes or hurricanes. These days vary by region but are held in somber remembrance of the destructive power of their gawd.

Rituals

All Followers: Followers must speak their prayers aloud (outdoors) and into the wind. This practice has become known as "shouting at the wind", though some of their enemies and not a few bards have been known to call it "yakking at the breeze". A worshiper of Par'Kryus considers it an ill omen if he tries to pray and the air is still. Followers believe that Par'kyrus cannot hear these prayers, as the words fall to the ground without wind to carry them to the gawd's ear. In such still air conditions, clerics and zealots must spend 50% more time than normal praying for spells, as they need to push the air out and create their own "breeze".

Zealots: Zealots who are able to Levitate, Fly or take to the air in a similar manner must do so on a daily basis and meditate and pray in the open sky. Those who are unable to escape the ground in such a manner may complete the ritual by swinging from a rope suspended from a tall tree or by jumping off a cliff (hopefully in a controlled manner and into deep water). Most greatly prefer the swinging rope technique. A few zealots, working with certain outcast gnomes, have constructed convoluted contraptions designed to catch the wind and fly like a bird, but none have yet succeeded. Others suggest that this behavior is an affront to Par'Kryus, who provides the faithful with the magic necessary to accomplish these goals. Most give up on these machines when they gain the ability to Levitate.

CHAOTIC EVIL ZEALOTS

ZEALOTS OF ARNUYA, GAWD OF VENGEANCE

Title: Revenger

Alignment: Chaotic evil

Ability Requirements: Wisdom 9, Dexterity 9

Prime Requisite: Wisdom

Hit Die Type: d8

To-hit Progression: Thief

Saving Throw Tables: Thief

Building Point Bonus: 7

Spelljacking: No



Spell Spheres: Charm 7, Combat 7, Devotional 7, Divination 3, Healing 7 (reverse only), Necromancy 7, Summoning 7

Turn/Command Undead: As cleric of equal level

Weapon of Choice: Garrote

Weapons Permitted: Garrote, spear, all bows (including cross bows)

Armor Permitted: Any

Allowed Races: Any

STPs: Gain the skills slip away into the shadows and stealthy movement without cost at an initial skill level of 50%. Gain the tracking, rope use and secret persona skills at no initial cost.

Other Requirements: Revengers must be male. They intermingle with every level of society. As such, they are forced to take great pains to appear as a mundane member of whichever social class they are trying to infiltrate during a particular assignment. They can wear any form of armor and type of dress that is necessary to complete their disguise though the GM may require a secret persona skill check to determine how well they pull off their disguise.

In ceremonial occasions (assassinations), the zealots dress in pure white robes and hide their faces behind white silk masks. Only a black or red cord worn about the waist accents this outfit; the cord will eventually be used to strangle an unfortunate victim. Revengers usually leave the cord behind as a signature and a message to survivors.

Symbol: A heart stabbed with a spear

Holy Symbol: A preserved heart stabbed with a wooden stake

Restrictions: May not learn the healing or first aid skills. Since worship of a female gawd is a central tenet of their religion, revengers are generally forbidden from harming women. The male zealot views himself as the son, husband, and father of all the women in the world. To harm any of these relationships would damage his intimate link with the gawddess, resulting in an immediate loss of all granted powers and highest level spell slots until the zealot has suitably atoned for such an outrage (ritual suicide by strangulation is usually considered to be a suitable atonement). On rare occasions, the gawddess may make exceptions to this rule, but only when specific women have offended her.

In addition to all women, zealots are prohibited from attacking any males (usually merchants or high government officials) who have been granted specific immunity by the gawddess. These individuals usually purchase their immunity by making lavish contributions to the church or swearing to serve the religion as a mole or spy. Most would act surprised to learn that the information they provided led directly to several deaths and attempt to claim moral ignorance of the fact.

Background: The zealots of this gawddess spread death around the world by murdering for their Dark Mother, the Queen of the Noose, the Maid of Despair. Her zealots advance the religion into the heart of civilization, efficiently eliminating any who speak out against them. Assassination is their most sacred mission, a holy and meritorious enterprise undertaken in the service of their deity. The church's goal is to subvert societies and destroy civilizations through strife, terror, and coercion.

These evil zealots embrace cold-hearted murder as the quintessential act of destruction, symbolic of the primordial chaos and the unpredictable forces of nature that oppose humanity. This deity is not only the gawddess of vengeance but also in the eyes of her zealots, the patron of all unnatural and premeditated killing, whether it is inflicted on others or upon oneself. She opposes order, creation, and all existence, save that of her devoted followers and the grel race.

Zealots of the gawddess form a secret society, a fanatical cult that operates at the heart of many civilizations. Members of this religion lead double lives, sometimes as dual-classed characters, serving in the community as respected leaders by day and sneaking out into the streets by night to exact the dark will of the gawddess. Their chief targets include innocent travelers, government officials, and wealthy merchants who refuse to contribute to the cult's coffers.

The zealots use their own power to extort fabulous wealth from the terrified populace – all for the greater glory of gawddess, who promises earthly riches and success to her worshipers. Young zealots are frenzied, eager to prove their devotion, frequently offering up their own children to her bloodstone altar. The zealots of Arnuya are only mildly reprimanded for such fanaticism. As their religious ardor matures, revengers are taught to slay only the enemies of the faith.

Zealots' Relationship to Standard Clerics: The difference between the standard clerics of Arnuya and her zealots is literally a matter of life and death. While the zealots tend to be cold-blooded killers, standard clerics of Arnuya believe that revenge can and should often take a more slow and painful form. For example, instead of gaining revenge by simply killing someone, a standard cleric of Arnuya might kidnap his family, rape his wife, burn down his village and blame him for the deed all over the countryside. Standard clerics of Arnuya like to toy with their victims more while zealots just want to kill them and move on to the next one.

Special Powers: At 3rd level, zealots of Arnuya can cast Invisibility as a cleric spell of the same level. They must prepare and cast this spell normally.

Holy Days: Revengers hold rituals each season in which they honor a favored prostitute who works with their temple. The woman selects someone upon whom she wishes to have revenge. The zealots then collect the named quarry and ritually sacrifice him in front of the woman.

Rituals

All Followers: If a follower is ever spurned in a love affair, they must naturally seek vengeance upon their former special someone. Zealots must take vengeance on any man who becomes involved with her, her male relatives, and/or her pets. If this proves impossible, they must find someone who looks like their former companion, lull them into a false sense of security and trust, then dump them cruelly.

Zealots: All members of the priesthood are male, since the zealot and gawddess are joined in a symbolic marriage. Although the zealots are thus forbidden from marrying mortal women, they are not required to be celibate. Indeed, zealous cults of Arnuya have temple prostitutes as proxies for the gawddess during the seasonal ceremonial rituals and biweekly orgies.

ZEALOTS OF GRONFYR, GAWD OF WAR AND GREVANS

Title: Greavers

Alignment: Chaotic evil

Ability Requirements: Strength 12, Constitution 12, Wisdom 13

Prime Requisite: Strength, Constitution

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 4

Spelljacking: No

Spell Spheres: Devotional 5, Charm 1, Combat 7, Divination 1, Elemental Fire 4, Necromancy 3, Warding 4

Turn/Command Undead: Turn undead as cleric of equal level

Weapon of Choice: Short sword

Weapons Permitted: Any

Armor Permitted: Any

Allowed Races: Grevan

STPs: Gains armor and weapons maintenance at no cost. Gains the endurance skill at no initial cost.

Other Requirements: Zealots of Gronfyr must participate in frequent hunts.

Symbol: A traditionally shaped shield with a triangle cut from the top enclosed in a circle

Holy Symbol: A medallion depicting his symbol

Restrictions: None

Background: Grevans come from a warrior culture, and Gronfyr heads their own unique pantheon. Like their gawd, grevans measure their own greatness based on the greatness of their enemies. For this reason, they are constantly on the move, seeking new enemies to fight. The orders of Gronfyr are even more mobile and hostile. They seek enemies even if these "enemies" have no quarrel with them. If rebuked in an attempt to start a fight, the zealot simply uncovers what would motivate a worthwhile enemy to fight and goes out and does it, no matter how immoral others might judge the act.

Still, the followers of Gronfyr do have a warped sense of honor. If an enemy proves an unexpectedly great opponent and does not show signs of capitulation even when captured, they are 50% likely to order that enemy be freed. This way they can hunt and fight the worthy opponent again.

Zealots' Relationship to Standard Clerics: Standard clerics and zealots of Gronfyr often fight each other, considering each other to be worthwhile enemies. They exist in approximately equal number, and agree only that whoever wins in the end is the greater fighting force.

Special Powers: Legacy hit points: Zealots of Gronfyr may gain power from slain enemies by consuming ashes of the burned bodies. After he has done so, roll 1d100. On a 1-25, the zealot gains 1d6 temporary hit points this way (they last 24 hours) and there is a 10% chance that he gains 1 hp permanently this way. He can exceed his normal maximum hit point total. On a 26-75, he gets nothing but a slight tummy ache. On a 76-100, he loses 1d6 hit points for 24 hours. No amount of healing (magical or otherwise) can restore these. In this case, there is also a 10% chance that the zealot loses 1 hit point permanently. In one day, a greaver can benefit from this procedure as many times as he has experience levels.

Zealots of Gronfyr can bless and consecrate (via the ceremony spell) their primary weapon to their gawd at a temple when Arlora is full. This individual weapon then has a permanent +1 bonus on to-hit rolls (at 1st-5th level), a +2 bonus on to-hit rolls (at 6th-10th level), a +3 bonus on to-hit rolls (11th-15th level), and a +4 bonus on to-hit rolls (at 16th-20th level). Such a weapon must be of extraordinary quality.

Holy Days: Mid-Summer hunt, The Running of the Pixie Fairies

Rituals

All Followers: Any follower of Gronfyr must never pass up an opportunity to fight once they see one.

Zealots: Once per year, a zealot of Gronfyr must perform a special blood sacrifice. The victim must be a fighting character (basically anything other than a magic-user, battle mages do quite nicely) of a level only 1-3 levels below his own. At 1st level, a 1st level victim will suffice. Special Honor awards come with sacrificing great heroes or well-known enemies of the grevans. The sacrifice must begin the ceremony alive and die slowly over the two-hour ritual.

ZEALOTS OF KUCHOOLOO, GAWD OF WANTON DESTRUCTION

Title: Kuchooos

Alignment: Chaotic evil

Ability Requirements: Wisdom 9

Prime Requisite: Wisdom

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 5

Spelljacking: Yes (as battle mage)

Spell Spheres: Devotional 7, Animal 2, Charm 4, Combat 6, Divination 7, Healing 3 (reversal only) Elemental Fire 7, Elemental Water 7, Necromancy 3, Summoning 7, Warding 4, Weather 5

Turn/Command Undead: Command undead as cleric 1 level lower

Weapon of Choice: Random

Weapons Permitted: Any

Armor Permitted: Any

Allowed Races: Any

STPs: Gains astrology skill at no initial cost

Other Requirements: None

Symbol: Octopus head

Holy Symbol: A tentacle taken from a living creature

Restrictions: Cannot have a Comeliness score above 5

Background: Zealots and followers of Kuchooloo hate all of existence. They consider it a mistake that cannot be rectified, and every aspect of reality must be brutally punished for this. It is difficult to tell a zealot of Kuchooloo from a "normal" follower. Many quiet communities thought they were free of this cult until the kuchooos made themselves known – in spectacular, violent ways. The believers think that they can accelerate the release of their gawd with bizarre, terrifying rites and blood sacrifice. Since they aren't too attached to any particular rite, so long as there's a lot of violence and bloodshed, they don't mind when authorities or other churches attempt to crack down on them. Zealots and followers of Kuchooloo will force anyone trying to reign them in to kill them. By participating in such slaughter, their enemies actually advance the cause of Kuchooloo. They find it particularly gratifying when they can get an otherwise peaceful or just person to kill them in anger. Well, they would find it gratifying if they were still alive. Every little bit of slaughter contributes to increasing entropy and the ultimate the destruction of the TeraVerse.

Zealots' Relationship to Standard Clerics: No standard clerics of Kuchooloo have ever been seen. Apparently, one must dedicate oneself totally to the mad gawd. Followers may simply be believers who don't qualify for the class or didn't receive training for some reason.

Special Powers: Three times per day Zealots of Kuchooloo can concentrate for one round (doing nothing else) and emit an aura in 20-foot radius within which spell mishaps are three times more likely (minimum +10% to chances for a mishap). This affects the zealots' own spells, also, though they don't mind. The effect lasts for 1 turn and moves with the Zealot.

Holy Days: The only day those who follow Kuchooloo concern themselves with is the Day of Release, when the gawd will begin ending existence.

Rituals

All Followers: Followers of Kuchooloo appear to all viewers to be insane.

Zealots: Zealots must always splash blood in as wide an area as possible whenever they spill it. Given time, they must also throw severed limbs as far as they can, something onlookers sometimes confuse with a sporting event.

ZEALOTS OF YIDERS, GAWD OF STRENGTH

Title: Yidinators

Alignment: Chaotic evil

Ability Requirements: Strength 16, Wisdom 11

Prime Requisite: Strength

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Fighter

Building Point Bonus: 6

Spelljacking: No

Spell Spheres: Devotional 6, Combat 3, Healing 1, Summoning 2, Warding 1

Turn/Command Undead: As cleric of equal level

Weapon of Choice: Mace

Weapons Permitted: Mace, war hammer

Armor Permitted: Any

Allowed Races: Any

STPs: Zealots get improved overbearing at no cost. May purchase the vigor talent for 4 BP.

Other Requirements: Temples of Yiders exist in most major cities. Whenever a yidinator passes one, he must participate in the daily ceremony. Zealots must purchase the unholy water used in the ceremony for 25 gp a bottle (or lose all spells and special abilities for that day). If he cannot afford this level of participation he must cast his Strength spell on himself in order to participate in the ceremony. The ceremony consists of attempting to break the bones of captured helpless victims by making a bend bars/lift gates roll. If a suitable victim is not available, the clergy performs the ritual on one of their own members.

Symbol: A mace glowing with magical energy

Holy Symbol: A mace

Restrictions: Must learn shaving and grooming and flex muscle skills. Must be male. If a Yidinator loses any contest of Strength, he will not receive spells for the following day unless he finds another way to defeat the person who bested him.

Background: Yidinators believe that only the strongest deserve to rule. All others deserve to be dominated or destroyed. Yidinators must always be bald (whether naturally or shaved).

Zealots' Relationship to Standard Clerics: Zealots typically treat standard clerics and other non-zealots (as well as anyone with lower Strength than themselves) with disdain. They feel others just don't have enough devotion to excel as real worshipers of Yiders. Standard clerics view yidinators as something of a joke, but appreciate their devotion to the right gawd.

Special Powers: A yidinator may cast Strength (as the 2nd level magic-user spell) on himself, once per day. He does this as a caster of a level equal to this own experience level, and he does not need to prepare or memorize the spell.

Holy Days: The Contest of Might occurs on a beach each year during the summer solstice. Worshipers and friends of Yiders compete in contests of sheer physical might, with previous years' winners as honorary judges. Temples that are not in close proximity to a beach may import sand from elsewhere or magically create it to simulate the proper environment for the contest.

Rituals

All Followers: Follower of Yiders always brag about their strength and can never pass up the opportunity to show it off. They challenge anyone who appears stronger than themselves to arm wrestling matches. Anytime they see a heavy object, they attempt to lift it in the name of Yiders.

Zealots: The past two winners of the Contest of Might oversee the judging of the event each year. Usually yidinator judges are referred to as the "Fervorus Robusti." The events during the contest change each year, but they always involve quite a bit muscle flexing and the lifting of various types of heavy objects. While the previous winners posts are largely ceremonial, they do occasionally make decisions regarding the rules and results of a contest. If they disagree, they settle it with a contest of strength.

During the events, participants are allowed (in fact, encouraged) to use any Strength-enhancing potions or magic they might have, as these are considered to be inspired by Yiders. The contest always degrades into a free-for-all brawl, with the last zealot standing becoming a judge for the following year.

ZEALOTS OF YI'GOR, GAWD OF TREACHERY

Title: Visionites

Alignment: Chaotic evil

Ability Requirements: Dexterity 12, Wisdom 10

Prime Requisite: Dexterity, Wisdom

Hit Die Type: d8

To-hit Progression: Thief

Saving Throw Tables: Cleric

Building Point Bonus: 8

Spelljacking: No

Spell Spheres: Devotional 7, Charm 4, Divination 5, Warding 1

Turn/Command Undead: As cleric

Weapon of Choice: Dagger

Weapons Permitted: Dagger

Armor Permitted: Any

Allowed Races: Any

STPs: Starts with mastery in skilled liar, ulterior motive, blacksmith tools, and blacksmithing (51% in each). May purchase underground survival, metalworking, and weaponsmithing for 1 BP each.

Other Requirements: None

Symbol: A pair of disembodied eyes

Holy Symbol: Two fresh eyes hanging from a chain necklace or strip of black leather.

Restrictions: May not have the truthful quirk. If a player rolls this quirk randomly during character creation he must spend BP to reroll or he does not qualify for the zealot class.

Background: Zealots of Yi'Gor have one goal that fuels all their actions – freeing their imprisoned gawd. In order to achieve this goal, they seek to gain control of civilized areas and encourage and commit acts of treachery. By increasing the prevalence of their gawd's sphere of control, they believe they increase his power.

There is not a single town that does not have a visionite spy. They lurk in the shadows and backgrounds, using whatever means at hand to manipulate political structures and influence other religious institutions. Some extreme zealots actually serve within other temples as deep-cover "sleeper" agents, until the inspiration comes to commit some especially heinous act of treachery.

Treachery itself is sacred to zealots of Yi'Gor, and so they have an odd attitude towards those who betray them; while they can and will seek to wreak horrible vengeance upon such individuals, they appreciate the act as a holy one that honors their gawd. The ecstatic smile on the face of a zealot of Yi'Gor as he slays someone who betrayed him has chilled many a spine.



To become a visionite, the member must first blind an innocent bystander (or better yet a former close friend) by gouging out his eyes with a red-hot dagger. These eyes are then made into his first holy symbol.

Zealots' Relationship to Standard Clerics: Visionities often work with those they consider lesser followers, which includes standard clerics. In fact, they'll work with anyone if they think they have something to gain. They will often promise rewards, but never deliver on them. Obviously, they cannot admit to following the gawd of treachery, but luckily they are all naturally adept and highly trained at lying. In certain circles, famous cautionary tales speak of two travelers who meet for an adventure. One betrays the other for a treasure, revealing that he is a standard cleric of Yi'Gor. The other casts the first to his death in a pit trap, declaring that he is a visionite. Exactly whom this tale should caution and to what end is uncertain.

Special Powers: Followers can use True Seeing at will, but only once per week and only for 1d4 segments. They also gain the ability to cast Wizard Eye (as the 4th level magic-user spell) once per day. They need 10 minutes of prayer, in addition to normal spell preparation, to use this ability. These special prayers can be made at any time of day.

Zealots of Yi'Gor can also backstab much like thieves, gaining +3 to hit (total, meaning that this effectively replaces the standard bonus of +2 for attacking from behind but is not as good as a thief backstab which is +4 to hit) and an additional damage die at 1st through 5th level, two additional damage dice at 6th through 10th levels, three additional dice at 11th through 15th, and four at 16th through 20th level. As in any rear attack, the defender may not use a shield or Dexterity bonuses.

Holy Days: The Day of Sight and the Ritual of Sight on the 25th of Kras'Kerz.

Rituals

All Followers: During the Day of Sight, followers must wear black robes that bear the symbol of Yi'Gor on the back. The robe's hood completely covers the head and face and must not be removed until the Ritual of Sight later that night. During the day members must participate in a sacrifice to Yi'Gor. Non-zealots perform acts of terror and vandalism against temples of Zelaur during the Ritual of Sight.

Zealots: During the Ritual of Sight that occurs at the end of the Day of Sight, Zealots receive a vision of the task Yi'Gor wishes them to perform within the next year. Failure to accomplish the task results in the need for serious atonement in the form of spreading chaos, evil and treachery throughout the lands. Those who are lax are hunted down by their own allied zealots and clerics and tortured for their failure.

At this celebration, as frequently as is feasible, visionites take former friends and comrades to "parties", where they generally betray them in as many ways as possible, ending with the poking out of their eyes and often murder. Not every visionite has a "guest" every year, but those who do are said to be guaranteed both a vision of a task and success in that task.

DUAL CLASSING

It is possible to dual class between classes within the same class group. Thus, a cleric can dual class and become a druid or a zealot, if he meets all the standard requirements. Note that all dual classed characters are still bound by the rules in the Player's Handbook (page 73-74). Thus, the new first level druid must use first level saves, to-hit charts, etc. Even after his level in the new class surpasses his experience level the old class, these levels do not "add together" in any manner (though you may use the better of the two).

The player can choose which attack values and bonuses to use. If he chooses a benefit from his old class (such as the ability to cast certain class-restrict-

ed spells), he is using abilities of his old class. He gets no experience points (EP) for that encounter (he is not learning anything new) and half EP for the entire session.

Note that the GM determines what time span of play constitutes one session. It should be a four to eight hour span of gaming without breaks of more than one hour, but that could be part of a split session, in which case the PC faces an even greater loss of EP. The GM's decision on the span of one "session" applies to all "per session" awards for EP and related matters, including the player-selected most valuable player and ratings concerning the quality of each player's role playing of his character. However, if a session goes more than two sittings and/or more than eight hours, the GM must provide an explanation of why he wants to call the split or excessive time one session.

A dual classed character gains no additional Building Points upon embarking on his new career path but does improve his Fractional Ability Scores upon advancing each level in the new class.

There is more involved in dual classing than simply deciding that you are sick of your current class and wanting to try something else. Those special abilities possessed by other classes don't magically appear. They are gained through a lengthy period of training (and perhaps indoctrination). Table 1F: Requirements for Dual Classing lists the time and training costs required to assume a new class. Bear in mind that many of these classes have alignment restrictions.

LEVEL ADVANCEMENT

As described on page 343 of the Player's Handbook, when a character advances in experience level he may roll his Honor die and the appropriate polyhedron according to class (PHB Table 11A) and add the results to his fractional ability scores. Because this book introduces some new classes, we provide a replacement for Table 11A in the Player's Handbook for cleric group characters, Table 1G: Fractional Ability Die Roll by Class.

GAWDS OF TWILIGHT LAST REORGANIZATION

Observant and extremely meticulous individuals may have noticed certain changes in the gawds described here and in Gawds & Demi-gawds as compared to the information presented in the Player's Handbook. Some of these changes are purely in the mind of the observer, but many are quite real. It is believed that clerical (that is, bureaucratic) error resulted in the erroneous assignments of certain alignments to various gawds. Unfortunately, these errors could not be corrected before many characters began worshipping under the false assumptions.

When contacted, the gawds refused to comment. In fact, they refused to even acknowledge the question. Members of the clergy of each gawd have similarly refused to discuss the matter, despite distinct shifts in the behavior of many noticed by diligent researchers.

Nonetheless, careful research and violent sackings of those responsible have resulted in the proper assignments of ethical and moral philosophy to each gawd. Rest assured there are no more errors. Interestingly, an unusual document (*reproduced on page 54*) has surfaced recently. The original was on rather unusually sized parchment that bore unknown watermarks and has proven quite resistant to shredding. Supposedly, it was removed from a temple at great risk of life and limb. No claim is made concerning the authenticity of this item.

Table IF: Requirements for Dual Classing

New Class	Training Time	Cost
Chosen One ¹	-	-
Cleric	1 month	1,000 gp
Druid	2 months	1,200 gp
Shaman	2 weeks	500 gp
Zealot ²	2-6 months	1,000-4,000 gp

1) The player may not select the Chosen One character class after initial character creation. The GM may award it, however.

2) Training time/cost can vary by zealot class. It is up to the GM to determine the requirements, based on the rigors of the requirements of the class and the specifics of his campaign.

Table IG: Fractional Ability Die Roll by Class

Class	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma	Comeliness
Chosen	d5	d6	d8	d4	d12	d20	d10
Cleric, standard	d12	d4	d10	d6	d20	d8	d4
Druid	d6	d8	d10	d5	d20	d12	d4
Shaman	d12	d10	d8	d5	d20	d6	d4
Zealot, Ankari	d12	d8	d10	d6	d20	d5	d4
Zealot, Ardorheart	d4	d6	d5	d8	d20	d10	d12
Zealot, Astrapie	d12	d8	d10	d4	d20	d6	d5
Zealot, Bastette	d4	d20	d5	d6	d12	d8	d10
Zealot, Bombard	d12	d10	d8	d6	d20	d5	d4
Zealot, Brave	d20	d12	d8	d5	d10	d6	d4
Zealot, Charnelist	d8	d6	d5	d12	d20	d10	d4
Zealot, Clandestites	d4	d20	d8	d10	d12	d6	d5
Zealot, Cobra	d5	d6	d8	d12	d20	d10	d4
Zealot, Deneiri	d4	d6	d5	d12	d20	d10	d8
Zealot, Droog	d8	d6	d5	d12	d10	d20	d4
Zealot, Earther	d8	d10	d20	d6	d12	d5	d4
Zealot, Expounder	d4	d8	d5	d12	d20	d10	d6
Zealot, Flagellant	d4	d5	d12	d6	d20	d10	d8
Zealot, Fortune	d5	d6	d4	d8	d20	d12	d10
Zealot, Gaunt	d5	d4	d20	d10	d12	d8	d6
Zealot, Greaver	d12	d8	d10	d4	d20	d6	d5
Zealot, Imperius	d4	d5	d6	d12	d12	d20	d8
Zealot, Inflictor	d6	d4	d20	d5	d12	d8	d10
Zealot, Knower	d5	d8	d6	d20	d12	d10	d4
Zealot, Keyholder	d6	d10	d8	d20	d12	d5	d4
Zealot, Kuchoo	d12	d8	d10	d6	d20	d5	d4
Zealot, Morninglord	d5	d6	d4	d10	d20	d12	d8
Zealot, Natas Gangite	d5	d6	d4	d10	d12	d20	d8
Zealot, Navaro	d6	d8	d5	d4	d10	d20	d12
Zealot, Odinite	d12	d6	d10	d4	d20	d8	d5
Zealot, Oracle	d4	d8	d5	d12	d20	d10	d6
Zealot, Pangrite	d20	d8	d10	d5	d12	d6	d4
Zealot, Peacenik	d4	d6	d5	d10	d20	d12	d8
Zealot, Plague	d8	d10	d20	d6	d12	d5	d4
Zealot, Profit	d4	d6	d5	d12	d20	d8	d10
Zealot, Purger	d6	d8	d5	d4	d12	d20	d10
Zealot, Pyrophile	d8	d10	d20	d4	d12	d6	d6
Zealot, Revenger	d10	d12	d8	d4	d20	d5	d6
Zealot, Scale	d6	d5	d4	d12	d20	d10	d8
Zealot, Sea Dawg	d5	d12	d6	d8	d20	d4	d10
Zealot, Shonite	d10	d12	d8	d6	d20	d5	d4
Zealot, Skite	d10	d4	d5	d12	d20	d6	d8
Zealot, Sovie	d8	d10	d20	d6	d12	d5	d4
Zealot, Tang	d20	d10	d8	d6	d12	d5	d4
Zealot, Thunorite	d20	d10	d8	d4	d12	d6	d5
Zealot, Toiler	d8	d20	d10	d6	d12	d5	d4
Zealot, Visionite	d10	d20	d8	d6	d12	d5	d4
Zealot, Waffer	d6	d4	d5	d12	d20	d10	d8
Zealot, Warder of Order	d4	d6	d5	d20	d12	d10	d8
Zealot, Yidinor	2d20	d12	d10	d2	d2	d6	d8

FORM V-12312-FD6-3245-A34L098-67B

Dear Valued Worshiper,

In order to serve your needs and Our goals better, we have instituted a change in alignment. We are certain this change will result in better service. To minimize the difficulty of this transition, we here summarize those factors most likely to immediately affect your faith.

1. Prayers will now be required __ times per day, and delivered at the following times:

2. The following weapons are now unavailable to followers of _____:

3. Your favored weapon is now _____.

4. The following armor is now unavailable to followers of _____:

Alteration in policy:

You may/may not deliver healing magic in cases of _____

You may/may not raise the dead.

You may/may not animate the dead.

Other:

You can now/not turn undead

Failure to submit to the new guidelines will result in revocation of spell casting privileges and specially granted powers. There is no grace period. Individuals seeking to exit the worship of _____ will be dealt with in a manner similar to that of those who choose to oppose the Faith despite having free access to all knowledge of the church.

We appreciate your cooperation and continued worship.

Sincerely,

(in the name of)

Second Assistant to the Undersecretary of Mortal Affairs

Chapter 2

Cleric Group Priors, Particulars and Options

This chapter contains several new facets of fleshing out starting cleric characters. First, we will look at extended quirk and flaw tables for clerics, and then we will cover new tables that supplement the character creation procedure detailed in the Player's Handbook. Next, we will discuss various background packages that you can purchase (with building points). These packages are additional options for the player character; they give a character individual detail, but also come with a price in building points and sometimes quirks and flaws as well. Next, we will take a look at some of the new skills and talents that are appropriate for clerics. Finally, we will look at some suggested personality types to help you role-play your cleric.

CLERIC QUIRKS AND FLAWS

Whenever a cleric character rolls for quirks and flaws, he should roll on the new Zealot's Guide Table 6A (geared towards clerics) instead of Table 6A in the Player's Handbook. The new table includes two new quirks and flaws tables including the new quirks and flaws detailed here. New Table 6A in this book supercedes Table 6A in the Player's Handbook for cleric characters. A multi-class character with a cleric class may choose on which table to roll initially, but once he has chosen, he cannot change his mind. Note that the new subtables that result from New Table 6A are not identified with the chapter number and then a sequential letter as done elsewhere in this book. They are numbered 6O and 6P because they are extensions of the tables in Chapter 6 of the Player's Handbook.

NEW FLAWS

Goiter: This flaw is an enlargement of the thyroid gland that is visible as a swelling of the front or side of the neck. It is associated with hyperthyroidism or hypothyroidism, which in layman's terms means an over active, or under active thyroid gland, respectively. In addition to the gland enlargement, hyperthyroidism is marked by an increased metabolic rate, rapid heart rate and high blood pressure. Conversely, hypothyroidism is characterized by a lowered metabolic rate and loss of vigor. A character with this flaw has a 50% chance of having either type of thyroid deficiency. In game terms either type of disorder causes a loss of Comeliness at a rate of 1 point for every two years of suffering from the condition (with the first penalty applied after the first two year period). It cannot be cured with a Cure Disease spell, though a Cure-All or comparable magic will remove the condition (and restore lost Comeliness). Those who suffer from hyperthyroidism must eat and drink 25% more than normal characters to function normally. Also, they are 5% more likely to suffer profuse bleeding when a critical hit indicates a chance of such a result and lose an additional hit point from severe bleeding effects such as a Sword of Wounding or hemophilia. If affected by a cardiovascular disease, these individuals add 10% to the disease occurrence roll and 10% to the ailment virulence roll (GMG p 23). Those affected by hypothyroidism suffer a -1 to their fatigue factor for every two years they are afflicted with the ailment (with the first penalty applied upon acquiring the ailment). (Minor: 4 points)

Low Tolerance for Alcohol: It's a fact of life that booze just hits some people harder than others. Depending on how you look at it, this could make

you a laughing stock when you belly up to the bar, or a very cheap date. Either way, most people who have this condition become known as "light-weights". For those "suffering" from this condition, all drinks are effectively twice as potent (count them as double that listed on page 170 of the GMG). Further, after the first drink, he must make a Constitution check if he has even one other sip of alcohol (in the same 24 hour period). If the PC fails the check, he vomits immediately. If he succeeds, ignore the potency roll for that drink. Also note that many cultures drink alcohol as part of their social or even religious rituals. Refusal to drink in such situations could be perceived as a great insult and may adversely affect the character's Honor at the discretion of the GM. (Minor: 3 points)

New Table 6A

Roll	Table
1-9	Table 6B (PHB)
10-19	Table 6C (PHB)
20-31	Table 6D (PHB)
32-44	Table 6E (PHB)
45-60	Table 6O (herein)
61-66	Table 6F (PHB)
67-73	Table 6G (PHB)
74-80	Table 6H (PHB)
81-88	Table 6I (PHB)
89-100	Table 6P (herein)

Rapid Aging: Some people simply don't bear the ravages of time equally well. Just show up at your next high school reunion and you'll see what I mean. Therefore, being the single-most realistic game ever created, the same must be true in HackMaster. Characters with the Rapid Aging flaw suffer the physical effects of aging at twice the normal rate. For every year of time that passes for a character in the game, he should adjust his equivalent physical age by two years. Ability Score modifiers for aging effects are shown on page 76 of the Player's Handbook. Note that Ability Score aging adjustments for Intelligence and Wisdom occur at the normal rate. (Major: 10 points)

Scoliosis: This flaw refers to crookedness of a body part and is most often associated with the spine. Characters with this flaw tend to be shorter (-1 to -2 inches from height) and may have a hard time walking as well as those without the condition (-1" to movement). Over time, if left untreated the condition can cause complications with other organs. For every year of living with the condition, add 10% (cumulative) to any necessary general blood, bone, brain, cardiovascular, gastro-intestinal or respiratory disease occurrence and virulence fac-

Table 6O: Flaws, Cleric

Roll	Flaw	BPs
01-12	Goiter	4
13-25	L.T.A.*	3
26-38	Rapid Aging	10
39-50	Scoliosis	6
51-63	Shy Bladder	3
64-76	Sleep Casting	12
76-88	Weak Bladder	6
89-100	Weak Stomach	10

* Low Tolerance for Alcohol

Table 6P: Quirks, Cleric

Roll	Quirk	BPs
01-08	Atheist	20
09-17	Afraid of the Dark	9
18-26	Braggart	5
27-35	Death Wish	18
36-44	Enabler	5
45-53	Enmity Versus a Gawd	7
54-62	Ill-informed	4
63-71	Impotence/Frigid	3
72-80	Intolerant	9
81-89	Little Faith	12
89-96	Necrophobia	9
97-100	Unusual Convictions	4

tor rolls. Furthermore, add +1 to the severity level of any critical hits associated with the back or neck. (Minor: 6 points)

Shy Bladder: This character has a difficult time relieving himself of waste products while in the presence of others. He still has to go, he just gets stage fright and can't relieve himself when someone is watching or near enough to hear it. When confronted by a situation in which he is unable to relieve himself, the character will become agitated and nervous, and possible even "dance" around a little. If questioned about his odd behavior he will act naturally and deny there is any problem (but may cross his legs in a semi-casual fashion). In an outdoor or dungeon setting, characters with this problem will go a lot farther from his group than most normal people would in order to heed the call of nature. This can be dangerous in unexplored or hostile territory. (Minor: 3 points)

Sleep Casting: Characters with this flaw have a chance to cast one or more spells at random from their prepared repertoire even while fast asleep. For each hour the character spends sleeping, the GM should make a secret maintain self-discipline skill check. Success on a skill check indicates the character was able to spend the period without inadvertently casting spells in his sleep. No subsequent checks are necessary unless the character wakes up and goes back to sleep for another hour more. If the skill check fails, the GM should select one of the character's prepared spells at random to determine which he casts in his sleep. If the character has no spells prepared no spell is cast, though he does go through the motions of casting that particular spell while in his sleep, including verbal and somatic components. If the character does not have access to spell components within 10 feet of where he sleeps, the spell is not cast and is simply lost from his prepared spell list following his sleep period (unless of course he also has the sleep walker flaw in which case he will sleep walk to his components and then may cast his spell normally). Lost spells can be regained later just as if the spell had been cast normally. If the character has the necessary components, treat the spell as being centered either on the caster or in the case of ranged spells, treat the spell as a grenade-like missile attack to determine the location of the spell's center. After a failed skill check, it is necessary to make another check during subsequent one hour intervals until the caster makes a successful skill check, wakes up or runs out of spells. (Major: 12 points)

Weak Bladder: This character has a terrible time controlling his ability to urinate. When confronted with a stressful situation the character must make a Constitution check. If the character has urinated within the last hour he gains a +4 bonus to that check. If he fails, he wets himself. While this has no effect on combat (other than possibly creating a slippery puddle) it can adversely affect one's Honor and Charisma. Each time a wetting incident occurs, the character suffers the loss of 1 point of non-temporal Honor and .01 point of Charisma (1 point of Fractional Charisma). A successful save versus apology negates these effects. (Minor: 6 points)

Weak Stomach: A character with this affliction will almost literally puke at the drop of a hat. True it would have to be a disgusting sweat-stained really ratty and stinky, hat but it could happen. When confronted with a scene with a high gross-out factor (as determined by the GM), this character must make an Ability Score check based on the average of his Constitution and Wisdom (same as your Fatigue save). If he fails, he vomits on the spot. Examples of situations that could easily be construed as a high gross-out factor include the sight of any blood, excrement, rotting meat (animal or otherwise), diseased tissue, maggots, seeing others vomit and the like. Pungent odors can also trigger the condition, as can mere discussion of gross things such as being verbally offered a greasy ham sandwich served up in a dirty ash tray. The GM can modify the Ability Score check up or down depending on the severity of the situation. Frequent vomiting can be a problem for health reasons, including loss of weight and malnutrition. The character may need to eat more frequently to balance this. It can also be quite noisy and lower one's Honor and Charisma to the tune of 1 point of non-temporal Honor

and .01 point of Charisma (1 Fractional point) per occurrence. A successful save versus apology negates the Honor and Charisma effects. (Major: 10 points)

NEW QUIRKS

Atheist: Needless to say this quirk can be devastating to a member of a cleric class. Likely the individual was forced into the clergy by his family and has no real conviction regarding the existence of the gawds. When confronted with clerical miracles, he argues that other forces akin to arcane magic or even science are at work. This greatly hampers his advancement. An atheist cleric can only prepare and cast first and second level spells. He may be granted third level spells if the agents of the gawds find it is to their advantage to do so without too much trouble or risk of getting in trouble for rewarding poor devotion (GM's option). Furthermore, any character (cleric or non-cleric) that has this quirk is immune to all divine non-area affect spell-casting effects (e.g., curative spells) since he simply doesn't believe divine magic is possible. A character can be cured of this quirk by witnessing divine intervention and making a Wisdom check (failure indicating he thought the intervention was actual a hoax of some type). In this case, he would still be under the effects of the little faith quirk. (Major: 15 points)

Afraid of the Dark: Whether because of some childhood trauma or some shred of secret instinct about the nature of darkness the character is terrified of being in the dark. Consequently, he must always take Light spell (if permitted by his class) and/or have a light source available such as a lantern (with plenty of oil), a torch, a glowing magical device, a campfire or a candle as well as flint and steel if required. Furthermore, this character always sleeps with an illuminated light source near him. Note that the character's last light-related spell may only be expended in dire circumstances as he feels the overwhelming need to hold it in reserve in case the lights go out. If forced to confront darkness, the character will think of nothing else but how to obtain additional light. If this proves impossible, he will curl up in the fetal position and break down into tears or scream for his "mommy" (50% chance of either). Needless to say, such behavior can adversely affect one's Honor (GM discretion). (Major: 9 points)

Braggart: Similar to the loud boor quirk, this person always desires to be the focal point of heroic stories in social settings. He goes to great lengths to take credit for impressive feats and embellish his own participation in any exciting story. While this can actually help one's Honor (if he gets away with it), being exposed for falsely claiming bragging rights can result in an Honor hit depending on one's alignment. He often issues challenges to others to prove he is better than they are in almost any field. (Minor: 5 points)

Death Wish: This character has an unnatural comfort with the thought of his own death. Maybe it's the promises made by the church about the comfy conditions awaiting him in the afterlife or maybe it's just his own disappointment with his current lot in life. Whatever the case, the character often takes ridiculous risks that put his life in jeopardy. While not suicidal (at least by his own hand) he almost doesn't care whether he lives or dies. Unless someone important to the character with the death wish is in danger, he never backs down from a fight. Also, if there is anything dangerous that needs to be accomplished (such as scaling a slippery castle wall or crossing a dangerous chasm on a rickety bridge) he will be the first to volunteer. Note that on the bright side, pulling off outrageous or heroic stunts can add to one's Honor and Fame. (Major: 18 points)

Enabler: This character doesn't really have a problem with himself but he really brings out and facilitates the problems that other characters face. A character with this quirk will make every effort to put other characters in a position where they will submit to their quirks and/or flaws. He may be fully cognizant of the quirks that his associates suffer from and makes an effort to see that their needs are fulfilled. This isn't out of spite – he just feels sorry for

them and wants them to be comfortable. He really thinks he is helping them. For example, an enabler will always try to make sure an alcoholic has an adequate supply of drinks and direct him to the nearest place in which he can secure more drinks. An enabler laughs at and encourages jokes made by a person with the inappropriate sense of humor quirk. An enabler helps his paranoid friends root out all those people who are out to get them or offers to bet his gambler buddy over trivial things. An enabler makes sure a pyromaniac has an ample supply of flint, tinder and fuel to satisfy his wanton desires. After all, what are friends for? (Minor: 5 points)

Enmity Versus a Gawd: A character with this quirk might display some symptoms of enmity to certain gawds simply because of alignment or racial preferences. However, when it comes to the gawd that is the focus of his enmity quirk, he will stop at nothing to smack the gawd down a few notches. This includes assaulting worshipers of that gawd, desecrating temples and other holy sites and possibly even risking a divine intervention if he believes he can dishonor the gawd and get away with it. The GM should determine the focus gawd of this quirk randomly from those gawds listed in Gawds & Demi-gawds or pick one appropriate to the pantheon specific to the area in his campaign setting. Needless to say, these characters can face unique and interesting challenges, as gawds can make life “interesting” without direct interference. (Minor: 7 points)

Ill-informed: This character may be a wise individual and possibly even very intelligent, but just seems to get the worst luck when it comes to finding out current events, rumors and gossip. This quirk makes it more likely that a character gets false rumors when actively checking or even overhearing conversations of others. When randomly determining rumors in an adventure, the GM should secretly make a Charisma check for the character. If he succeeds, the GM should roll for rumors normally. If he fails, the GM should make up a false rumor on the spot to divulge to the character, use one from a preplanned list, or take a true rumor and alter it so the character learns a false version. (Minor: 4 points)

Impotence/Frigid: A character with this quirk is incapable of sexual arousal. There is nothing physically wrong with the character. The character just has an aversion to sex, possibly because of a long forgotten incident in his childhood or performance anxiety related to his or her first attempt at sex. This quirk has little repercussions in most games, although Honor may be called into question in certain city adventure scenarios or if the character becomes involved in an arranged marriage or certain undercover operations. Additionally, it is difficult, if not impossible (in the case of male characters) to use the gene pool method of character creation. (Minor: 3 points)

Intolerant: The character with this flaw has no room for the practice of religions other than his own in his presence. He will do his utmost to confront those who actively call upon and serve other gawds and try to get the blasphemers to repent, renounce and convert to his religion. If he fails to do so through peaceful diplomatic means, he will even resort to sabotage, rumor mongering and possibly outright assault in order to discredit other religions. (Major: 9 points)

Little Faith: A character with this flaw understands the mechanics of his religious rituals, including their history and their significance, but has a nagging shred of doubt that casts a shadow over his soul. This makes his divine spells less potent, so that targets gain a +2 to their saving throws and lowers all dice-related results by one. This quirk can be cured if the character witnesses divine intervention. (Major: 12 points)

Necrophobia: Characters with this flaw were likely introduced to the horrors of undead either by an overindulgent seminary master or by devastating first hand experience. Whatever the case, any interaction with dead or undead creatures, particularly humanoid, just completely creeps them out. In spite of evidence to the contrary, this character will always be concerned that

Table 2A: Unusual Convictions (1d20)

Roll	Conviction
1	Thinks the world is flat
2	Believes all beggars are sacred agents of the gawds
3	Insists pigs are plotting to take over the barnyard
4	Thinks daily bloodletting will help prevent/cure disease
5	Believes there is only one gawd
6	Believes urine is sacred
7	Refuses to harm animals because they are holy spirits in disguise
8	Follows exclusively vegetarian diet because meat is unhealthy
9	Follows exclusively carnivorous diet because vegetables are poisonous
10	Believes all holy accoutrements must be made of silver to be effective
11	Believes walking on hot coals purifies one's soul
12	Engages in self-flogging to atone for sins (performed as necessary)
13	Must pray outdoors as prayers indoors will not be heard
14	Must pray indoors as prayers out-of-doors will go unheard
15	Believes he has a guardian spirit that protects him from harm
16	Believes he has an invisible angel that he can consult and converse with
17	Thinks books are profane and must be burned
18	Believes bathing causes disease
19	Believes wealth is the root of all evil
20	Roll twice

a corpse may rise from the dead as an undead creature of great power. He insists that his associates take steps to ensure this doesn't happen. He will always want to cremate or bury any dead creature he comes across as soon as possible, ignoring all other concerns except self-preservation in the face of an enemy. Characters with this flaw who are presented with the opportunity to enter a known tomb or open a grave or coffin will do so only if they succeed in a Wisdom check. All subsequent checks are made with a cumulative -1 modifier. Finally, characters with this flaw suffer a -2 penalty to all turn undead attempts. (Major: 9 points)

Unusual Convictions: Characters with this quirk have assertions about the world around them that are not always supported by fact, science or first hand knowledge. To determine the unusual conviction held by the character, roll randomly on Table 2A: Unusual Convictions. The player must role-play accordingly. For example, a character who believes the world is flat will not want to sail out of sight of land for fear of falling off the edge. The character maintains his convictions even when presented with credible evidence proving him false. This quirk can be taken multiple times with a new conviction each time. (Minor: 4 points)

CLERIC GROUP PACKAGES

In the last chapter, you were presented with over forty different cleric character classes to choose from. Certainly, that range of choices will make it easy for you to individualize your cleric character – to make him different from the rest of the campaign's clerics.

In this chapter, we'll make that even easier. You can further customize your cleric by taking a cleric package for him. (Note that in this sense, “cleric” refers to a single-classed character of the cleric group; for a given package it may include druids, chosen, standard clerics, and certain zealots). A package is a collection of skills, proficiencies, restrictions, benefits and hindrances that give the cleric more background and personality, further define his role in the campaign and in the campaign's cultures, and give him advantages and disadvantages to make him more colorful.

A cleric character does not need to take a package; it is the player's option. If you wish to do so, choose one just after step 9 of character creation, but before rolling for Priors and Particulars.

Cleric Group Packages and Individual Classes

Packages are culturally based. Certain classes match up naturally with certain packages. However, any package can be assigned to any cleric group character as long as the class is not barred. Classes neither barred nor preferred can take the package with a 4 BP penalty (unless otherwise indicated in the relevant description).

You can only take one cleric package for your character, and only when you first create the character. Before approving your character, your GM will certainly look at the package you chose and consider several factors.

First, he will consider whether a package makes sense for his campaign. Not all packages will be consistent with his milieu. Perhaps all the scholar clerics in his campaign belong to a nefarious organization that will oppose and harass the PCs, or he may simply prefer you to be a PC outlaw cleric to an amazon so he can more easily manipulate you. Before you waste a lot of valuable time that you could be spending memorizing crucial HackMaster reference material, find out which packages your GM forbids before creating your character.

While GMs spend a lot of time developing many aspects of their campaign, they cannot fully prepare a background for every possible package combination. When you inquire about the details of a package, pay careful attention to your GM's responses. Even if he hasn't worked up too many details, he'll more readily discuss certain backgrounds and packages than others he may not even have considered at all. Inevitably, he'll clue you in as to what areas, classes, packages and characters are important in his game. Consider these factors diligently before finalizing your selection.

Cleric packages and Multi-Class Characters

These cleric packages add depth to a single-classed character of the cleric group. If the character is already multi-classed (for example, a dwarven fighter/cleric), he doesn't need any more depth. Therefore, only single-class cleric types can take one of the packages described here.

Cleric Packages and Dual-Class Characters

Packages can only be taken during character creation. Pay attention!

If a character starts off as a cleric type, he may take any of the cleric packages within the restrictions indicated. If, later, he decides to change classes according to the normal dual class rules, he doesn't lose any of the benefits or hindrances of the package he chose; he is still that sort of character. If that second character class also has a range of packages available to it, he may NOT choose a new, additional package. However, while all of the benefits of that package (granted abilities and so on) count as belonging to his previous class (for the purposes of halving or negating experience point awards), all restrictions remain in effect even before the new class level exceeds the old.

If a character starts off as some other character class, does not take on a package appropriate to that class, and then later switches to one of the cleric classes, he may try to convince the GM to allow him to take a cleric package at that time. The only way this would be acceptable is if the player rolls on the Quirks and Flaws Table to garner sufficient BPs to offset the cost of the package. Left over BPs are lost. And the GameMaster may insist that certain campaign events be accomplished in order to allow him to do this.

For instance, let's say that a human magic-user decides, later in life, to become a cleric, and he wants to be a nobleman priest. Well, there's nothing wrong with that. Who wouldn't want to bring inspiration and divine wisdom to the people after wasting years pulling rabbits out of pointy hats? But your GameMaster will insist that the next several adventures deal with that transformation. The character must achieve wealth and gain a noble title, at the very least. There must be some reason for him to join the peerage. Perhaps he wishes to court a certain baron's daughter, or perhaps this is his reward for loyal service. In any case, good GMs like it when you can add something to the background of your character and therefore the entire campaign.

On the other hand, if that same player wanted to adopt the savage package after spending time playing a schooled magic-user, it just wouldn't make

sense. A proper GM tells the player he's being disruptive to the game and threatens to roll on the Smartass Smackdown Table (GMG p. 134) if he persists in his petitioning.

Recording Packages on the Character Sheet

To record your cleric package on your character record sheet, do the following: (1) When you write down the character's cleric class, also add the name of his cleric package there. If the character were a cleric of the Norse gawd of thunder and also a peasant cleric, you'd write "Cleric of Thor/Peasant Cleric." (2) Where you write down the character's skills, add the ones you got free from the cleric package, and put an asterisk beside them to indicate that they are free proficiencies provided by the package. (3) Wherever you have space for notes, mark down the character's special boons and banes, and any other facts you want to remember.

Abandoning a Package

A character created with a cleric package might, later in his adventuring career, decide that he has to abandon it. For instance, a pacifist cleric might be crushed when his inaction resulted in the death of a friend, and might decide to abandon his pacifistic stance.

The player must tell the GM that he wishes his character to abandon the package. If this choice is the result of some traumatic event, as in the example above, the character may simply wish to declare his intent. If the choice is a gradual one, the GM may want to work it into the storyline.

Once the player declares his intent to abandon the package and the GM agrees, he will have to role-play out his decision and its consequences. He loses all benefits of that package but keeps any special banes or hindrances. If you do this soon after creating the character, expect to be immediately plunged into dishonor (dumping a package within 3 sessions of creating the character results in a 90% loss of base Honor. Before completing the fourth session, the loss is 80%, the fifth 70%, and so on until the character is safe after the twelfth session). He must also suffer the reactions of his allies (and the other members of his order!), whether good or ill. Once he's abandoned a cleric package, the character may not take another cleric package to replace it. At this point, he's a normal cleric of his specific mythos for the rest of his playing life.

The Packages

Each package described here is defined by different characteristics. The package consists of the following elements:

Name: The name of the package plus the cost in building points for choosing the package.

DESCRIPTION: This describes the cultural backdrop, appearance and style of characters associated with the package. It also lists any prerequisites your character must meet before taking the package. (For instance, an amazon must be female. What did you expect?!)

PREFERRED CLERIC TYPES: This section lists those cleric classes best suited to the package. As explained above, these do not lock out other classes. BP penalties for choosing a non-preferred cleric type are spelled out here. When designing your character, compare the personality traits and attitudes of the typical character of that package with your PC's quirks, flaws and the way you plan to role-play him with those of the desired package. If a conflict arises, you must roll on Table 6H: Quirks, Minor (Personality) on page 93 of the PHB.

BARRED CLERIC TYPES: This entry lists those cleric types that are locked out of that package. When a cleric class cannot choose a specific cleric package, it is noted here. Note that if zealots of a certain gawd are barred from a package, so are standard clerics of that gawd.

ROLE: This section describes the role of a particular cleric in the society that spawned him and in a typical campaign. For instance, a nobleman has a different cultural role from an amazon, even if both are clerics.

SKILLS: This section covers skill benefits or skill requirements for the package. "No initial cost" means that a character gains a skill as if he spent the BP once (for one roll of the mastery die and one roll of the Honor Die), but does not actually spend any BP. He can buy further improvement normally (whether the skill is at no initial cost or a flat initial skill rating). Building point discounts apply to each time the character purchases an improvement in that skill (until his adventuring career begins and he must train normally to improve them).

WEAPON PROFICIENCIES: This section lists required or bonus weapon proficiencies.

TALENTS: This section covers any required or bonus talents for the package.

EQUIPMENT & MONEY: Some cleric packages gravitate toward certain types of equipment. Others have limitations or restrictions on the way they acquire or use equipment. This entry details any restrictions, bonuses, requirements or penalties as well as any adjustment to the starting money roll (on Table 4M: Character Starting Money in the PHB).

Noble clerics tend toward heavy armor and weapons such as swords and lances if their religion permits such.

They also must seek out the finest of all things. Amazons may lean towards spears and other weapons that are relatively easy to produce.

SPECIAL BOONS: Most packages grant special, unique benefits to characters. These benefits can take various forms.

SPECIAL BANES: Each package carries certain disadvantages to hinder you.

Amazon (Building Point Cost: 11)

DESCRIPTION: Amazons are fighting women in a male-dominated world. Their civilization might have been created by a gawd who likes the idea of women at war; or they might have been women who rebelled against male-dominated societies and decided to rule themselves; or they might simply have been matriarchal societies founded before recorded history. Whatever their origin, they live in civilizations or communities where women occupy the positions and roles now traditionally held by men. In HackMaster, that means especially the role of warriors and adventurers.

An amazon culture may be small (a single town or island) or large (an entire country or continent), very advanced or very primitive. Some amazon cultures keep men as servants and slaves, a stern reversal of the former status. Others have no men in their communities, and take long holidays in order to visit friendly neighboring tribes of men; or else perpetuate their kind by being very hospitable to travelers and adventurers passing through their territory (or imprisoning them for a time). Of course, some amazon cultures, afterward, may decide to kill the adventurers. For details of exactly how the amazon communities work in your campaign world, consult your GameMaster. (Give him plenty of time to come up with the answers if it's not something he's thought about before. But think hard about choosing another package if he seems to fumble too often for answers; he'll likely just try to mess you up for demonstrating his lack of preparation.)

Such civilizations often have one or two specific patron gawds. The deity need not be female; for instance, many Amazons look to Ares, the very manly gawd of war, as their patron.

The clerics of this gawd interpret the gawd's will for the Amazons, fight alongside them in times of combat and perform the usual service of guidance (and even marriage, if this is still a function of this specific Amazon society). They sometimes travel through the outer world in an effort to learn what they

can of the world of men. They travel there in order to protect themselves from it, or to educate themselves and the outer-worlders to reduce misunderstandings between the cultures.

There are no special ability score requirements to be an Amazon.

PREFERRED CLERIC TYPES: Druid, chosen, zealots of Enlil, Gronfyr, Loviatar, Tobadzistsini, P'Rakeke, Odin, Pangrus, Arnuya, Shona or any cleric of a war gawd. Others suffer a 4 BP penalty when taking this package.

BARRED CLERIC TYPES: The GM will decide which gawds act as patrons for the Amazon civilization; most Amazon clerics will serve those specific gawds. However, not all Amazon clerics have to serve those specific gawds. An Amazon culture could have as its patron the gawds of War and Moon, for instance, but a specific Amazon cleric could serve another gawd. (Since each attribute has its own role to play in any civilization, few gawds are really inappropriate.) Note, though, that no Amazon cleric can serve the gawds of Disease or Peace. Also, since Amazon warriors must know the use of the spear and long bow, an Amazon cleric who cannot use those weapons will be looked down upon, and won't command the respect of clerics who can.

ROLE: Among the Amazons, the cleric types listed previously are as highly-regarded as the warrior, and the warrior is the most-admired type of Amazon. Outside the Amazon lands, among male-dominated civilizations, the cleric is looked on as an even more unnatural sort of unnatural woman. In cultures where men and women are approximately equal in influence, the Amazon is looked on as a curiosity, and may even (at the GM's discretion) be looked down on as a representative of a race that hasn't yet come to the conclusion that neither gender should oppress the other.

Among player character adventurers, the Amazon cleric is likely to prove herself to be a doughty fighter and an effective spellcaster. If the cleric character begins suffering a bit of discrimination when she's introduced into the campaign, that may be normal according to the culture but the GM shouldn't encourage this attitude, especially after she's proven herself in dangerous situations. Even if the campaign's main culture is discriminatory, the PCs should demonstrate a little more flexibility in their attitudes based on their adventuring experiences.

SKILLS: The amazon receives the following skills at no cost: animal lore (50%), animal handling (50%), animal training, identify animal by tracks (50%) and jungle survival. Shaving/grooming is a required skill. She must also purchase two skills from the following list and choose a third for which she can roll two extra mastery dice (at creation): bowyer/fletcher, hunting, land-based riding, running, track game, tracking.

WEAPON PROFICIENCIES: All Amazons are trained in the use of the spear and the bow (long or short) and many use various types of axes and swords. Class or religious restrictions on the use of these weapons supersede their cultural preferences.

TALENTS: Amazons can purchase the acrobatic skill suite or acute alertness talents for only 4 BP each. Other talents can be purchased at the standard cost.

EQUIPMENT & MONEY: When an Amazon character is first created, she must buy her weapons and armor from among the following choices only: battle-axe, bow (any), club, dagger or dirk, hand or throwing axe, javelin, knife, lance, spear (any), sword; shield (any), leather, padded, studded leather, brigandine, scale mail, hide, banded mail, bronze plate mail. Once she has adventured elsewhere in the world, she may purchase other types of armor according to her cleric class limitations.

SPECIAL BOONS: Male opponents from cultures where women fighters tend to be rare will be amused, rather than cautious, the first time they confront an Amazon. Therefore, in a fight where such a warrior runs up against an Amazon for the first time, the Amazon gets a +3 to hit and +3 damage on her first successful strike. This reflects the fact that her opponent's guard is down.

This bonus doesn't work on a player character unless the GM decides that he, too, would underestimate her. This ability doesn't work on certain types of characters, and the GM must make the final call in any given situation. Some examples to consider include the following:

An NPC who is wary enough not to underestimate the amazon might, with a successful Intelligence check, see the attack coming and deny her the bonus;

A seasoned veteran (any fighter type of 6th level or higher, or any other character of 11th level or higher), in spite of his prejudice, will realize that she moves like a trained warrior and keep his guard up, denying her the bonus.

If the amazon hits an NPC twice, he'll never again be prey to it; if an NPC even sees an amazon hit someone with her special boon attack, he is entitled to an Intelligence check (success denies her the bonus). But if she misses that first strike, then the target will continue to underestimate her and she can use those bonuses again on her next strike.

SPECIAL BANES: The amazon suffers a -3 reaction roll adjustment from NPCs who are from male-dominated societies. This reaction adjustment goes away for characters that come to respect her, such as (presumably) her player character allies. To abandon this package, the character would have to renounce her Amazon citizenship meaning that she would have to identify herself more strongly with another culture.

Barbaric Cleric (Building Point Cost: 15)

DESCRIPTION: This cleric is the cleric of a culture halfway between what we think of as civilized and savage. His people live at the very edge of or beyond the borders of the edges of the campaign's main civilization. They tend to be very warlike, fighting battles with neighboring tribes and with intruding imperial troops. Their fighters aren't soldiers; they are warriors, and tend to be deadlier in one-on-one fighting but poorer at formation combat than those of the "civilized" nations. They are also adept at fishing and hunting. These warriors may, in fact, be berserkers. They are still more in touch with nature and the world than the people of civilized lands. They may have very different customs from civilized folk.

Clerics of this community perform the same functions as clerics of civilized lands. However, barbarians have more respect for the gawds than civilized

folk, and clerics also are well-respected. Kings and war-chiefs of their culture listen to their counsel. In their culture, those who disagree with them do not insult them or their guidance, and it is forbidden for a warrior to attack a cleric of his culture (though defending himself from attack is acceptable... if he can prove that it was defense, not aggression).

There are no ability requirements to be a cleric of a barbarian or berserker tribe. The warriors of the tribe must have Strength 15, and clerics will be most impressive if they can approximate or match that score... but it's not a requirement of the package. Note that a barbaric cleric is not the same as a multi-classed barbarian/cleric, which is an illegal combination of classes.

PREFERRED CLERIC TYPES: Cleric, Chosen, Shaman, zealots of Aknar, Arnuya, Gronfyr, Odin, Pangrus

BARRED CLERIC TYPES: Barbarian tribes tend to have one or two patron gawds, and most of their clerics will serve those gawds. These tend to be gawds of natural forces (Agriculture, Animals, Darkness/Night, Earth, Elemental Forces, Fertility, Hunting, Lightning, Metalwork, Nature, Sky/Weather, Thunder) or other barbarian attributes (Strength, War). Clerics who worship gawds of the "softer" attributes (Arts, Love, Music, etc.) would be laughed out of the tribe and cannot choose this package.

ROLE: In the campaign, the barbarian cleric is a spooky, dangerous figure. Like barbarian warriors, he'll be grim and a little alien to his allies from civilized lands. First and foremost, he's a defender of his people, and he'll most often be found wandering in lands other than his own because of some quest set upon him by the gawds or some mystery he's encountered that requires him to travel in order to solve it. When he finds his own tribesmen captured or enslaved in the outer world, which might be a common occurrence, he must do his utmost to free them and return them to his own land. Obviously this can imperil other goals he and his player character allies have but as a leader and protector of his culture, this is a duty he cannot refuse. If he were to do so, his clan would take it as a betrayal which would adversely affect his Honor.

SKILLS: The main occupation of the barbarian's tribe determines what sort of skills he knows. If the tribe raises and sells horses, then all tribesmen will know the animal handling skill. Ask the GM what the tribe's main occupation is and that will determine the required skill. The GM may also require this cleric to take a proficiency in the tribal specialty (Fishing, Agriculture, etc.).

Barbaric clerics gain the endurance skill at no initial cost. They also gain the following skills at half the initial BP cost: Animal Training, Survival skill suite, Tracking, Herbalism.

WEAPON PROFICIENCIES: Most members of a barbarian tribe prefer to use a battle axe, sword/bastard, bow (any), sling or warhammer. Class or religious restrictions on the use of these weapons supercede their cultural preferences.

TALENTS: A barbaric cleric may take blind fighting for only 8 BPs instead of 10. He can also take Burst of Speed, Courage, Reduced Facing or Vigor for one fewer BP each.

EQUIPMENT & MONEY: With his starting gold, the barbaric cleric cannot buy armor heavier than splint mail, banded mail, or bronze plate mail. Once he has adventured in the outer world, he can buy any type of armor his religious requirements allow him to use. With his starting gold, he can buy only weapons appropriate to his tribe (usually battle axe, bows, club, dagger/dirk, footman's flail, mace, or pick, hand/ throwing axe, sling, spear, and swords); naturally, religious restrictions may prevent him from taking some of these, depending on which gawd he serves.

SPECIAL BOONS: Barbarians are imposing and dangerous looking. This tends to make others respect them or at least wish not to make enemies of them. Therefore, barbaric clerics receive a +1 reaction adjustment bonus when encountering NPCs. This becomes a +3 among members of his own culture. If the cleric's culture has many berserkers, the cleric has an additional special ability. He may enter HackFrenzy at will.

SPECIAL BANES: The barbaric cleric has a problem in civilized lands. He doesn't respect the authorities and they have learned to be cautious of him. (This sort of cleric keeps freeing his enslaved brethren, and, even if he worships a gawd known to this culture, he does so in a different way that the



locals consider wrong.) Therefore, the barbaric cleric receives a -3 reaction adjustment penalty when encountering NPCs in positions of power: rulers, government officials, etc. As with the Amazon, abandonment of this package means that the character renounces his allegiance to his tribe or clan and accepts citizenship in some other culture. This means that he must now perform his clerical duties in the fashion of the clerics of that culture.

Fighting Monk (Building Point Cost: 14)

DESCRIPTION: This cleric belongs to an order devoted in large part to the study of fighting styles, especially barehanded martial arts. These monks live and study in monasteries devoted to their orders. If, for example, they are clerics of a gawd of war, these monks do not live and study in ordinary temples of that gawd; they have their own secluded monastery away from the normal temples.

These monks do not confine their war-training to the monasteries, however. They travel the wide world in order to learn the secrets of life, the world, magic and the gawds. As an order, they sometimes volunteer their services to rulers in times of war, and act as elite forces against the enemy.

These monks are most appropriate for an oriental-flavored campaign and the GM may wish to decide that they cannot be used in his campaign. Before you create a fighting monk character, consult your GM and ask if he is allowing the fighting monk package in his campaign.

In order to be a fighting monk, the character must have a Dexterity of 12 or more.

PREFERRED CLERIC TYPES: Cleric, chosen, zealots of Benyar, Luvia, Shona, Shang-Ti, Loviatar

BARRED CLERIC TYPES: Any zealot class that starts out with poor fighting abilities (either penalties to hit or damage or attacking on a lesser to-hit matrix than a normal cleric) is barred from this choice.

ROLE: In the campaign, this cleric is the philosophical warrior whose principal duty is self-enlightenment. He is less concerned with the ordinary priestly duties (such as guidance, marriage, community service) than most clerics, but will still perform them; he just won't go out of his way to look for them, nor will he normally volunteer for them (NPCs must ask his help in these matters). Such characters are usually wanderers, which help make them appropriate for adventuring parties. They do periodically return to their monasteries, to pass on the learning they have acquired on the road, and to brush up on their fighting-skills and train for level advancement; the rest of the time they spend out in the world.

SKILLS: Clerics who take this package gain the improved unarmed combat and tumbling skills at no initial cost. They must take two skills from the following list: Riding (Land-Based), Artistic Ability (any), Dancing, Reading/Writing, Religion. Fighting monks may also take the disarm, expert disarm and all the martial arts combat procedure skills detailed in the Combatant's Guide to Slaughtering Foes.

WEAPON PROFICIENCIES: The cleric may choose any weapon proficiencies that his specific cleric class allows him; he may not take any the class does not allow him.

TALENTS: A character with this package may purchase any of the following talents for one fewer BP than they normally cost. Acrobatic skill suite, acute alertness, ambidextrous, balance bonus, burst of speed, faerie kind martial arts, reduced facing, sixth sense and vigor.

EQUIPMENT & MONEY: The cleric may never own more things (weapons, treasure, money, etc.) than he can carry on his back.

SPECIAL BOONS: The principal benefit of being a fighting monk is his access to the restricted combat procedure skills described previously under skills. Furthermore, a fighting monk doesn't have to spend all his starting Weapon Proficiency slots at first level or any level thereafter. He can save his unspent proficiency slots and fill them by training in school at a later time.

SPECIAL BANES: This cleric cannot wear any sort of armor. Additionally, if he's of a zealot class that uses spell spheres, one of them must be Combat.

If a fighting monk wants to abandon this package, he must go through a difficult process in order to do so. He must not use any of his unarmed com-

bat techniques for three whole experience levels' worth of time. Once he's reached that third experience level, he has forgotten his unarmed combat techniques and may resume the wearing of armor; and, if he renounced some of his spheres of influence when he became a fighting monk, may now resume those lost spheres.

As an example, a fighting monk cleric at 5th level decides to renounce his allegiance to the fighting monk order. He adventures normally, still not wearing armor but otherwise performing as a normal cleric of his cleric class. He abstains from using his unarmed combat techniques. At 8th level, he has abandoned his fighting techniques and may once again wear the armor appropriate to his cleric class.

If a character forgets himself and uses unarmed combat techniques during this process, he has reverted to his fighting monk status and must begin the process anew if he still wishes to drop the package. It will be three experience levels from his current level, from the time he made the slip, until he can resume his cleric class.

Inquisitor (Building Point Cost: 10)

DESCRIPTION: Inquisitors exist in many religions, but are most common in areas where there is either a national religion (even if other faiths are allowed), or where a religion is quite powerful. Often the center of power of a faith has a branch of inquisitors.

The inquisitor has a simple mission: root out heresy. In the course of this mission, they also seek to eliminate enemies of the faith. Not every religion has an inquisition in every city. Good-aligned religions have generally honesty inquisitions devoted to rooting out evil, with concentration on specific enemies of their own faiths. Evilly aligned inquisitors generally seek to stamp out opposing religions and threaten the populace with terrible punishments if they don't come into line. There aren't many neutrally aligned inquisitions, they seek to root out extremists.

Another purpose of the inquisition, often forgotten by outsiders, is rooting out corrupt elements within their own church. As such, inquisitors often report directly to the head of their order. Some warn that an inquisition can get too powerful and even turn into a tool of repression itself. Inquisitors deny this vigorously – they are simply extremely dedicated enemies of all that their gawd abhors. Nonetheless, certain faiths keep their inquisitions secret, even from most of their own clergy. Those that don't often add some specific element of garb to the inquisitor's vestments, from a simple scarlet sash to an elaborate black robe, complete with high hard boots and a 3-foot tall head-dress.

PREFERRED CLERIC TYPES: Cleric, zealots of Benyar, Druaga, Luvia, P'Rakeke, Shona

BARRED CLERIC TYPES: Druid, chosen, shaman, zealots of Navinger, Nudor

ROLE: In a campaign, the inquisitor can hook a party into many adventures. He may uncover a plot within his own church, find enemy agents posing as clergy, or be sent by his High Priest to test the faith and/or loyalty of a specific individual. Sometimes entire towns need to be checked out as large segments of the population are falling into an unacceptable religion. The inquisitors should be able to find rebellion and heresy even before it starts. Of course, few of these plots end with just a handful of easily captured individuals, and the inquisitor might find himself facing numerous minions of a distant enemy.

Inquisitors might also be monitoring adventurers or individuals who hire a party. Alternatively, they might enlist the aid of other classes loyal to their gawd to ensure the success of their missions.

Inquisitors must have a Wisdom of 14 and a Charisma of 12.

SKILLS: Inquisitors gain the general religion skill at 51% at no initial cost and gain double mastery dice for each purchase of the specific religion skill relating to their own deity. They gain the feign toughness skill at no cost and double mastery dice for each purchase of the graceful entrance/exit, oration, resist persuasion, intimidation, taunting, and threat gesture skills.

WEAPON PROFICIENCIES: An inquisitor must have at least one proficiency in a small weapon for close-in work, such as a dagger or club.

TALENTS: An inquisitor can purchase the photographic memory talent for a mere 2 BP.

EQUIPMENT & MONEY: Inquisitors tend to dress rather severely. The church will not allow its special servants to suffer from lack of equipment in their holy quest. Thus, the initial money for an inquisitor is tripled. Additionally, the inquisitor may get lodging and mundane equipment (a sheet of paper, a vial of ink, a crowbar, etc.) at no cost, or at least defer the cost to a representative of his temple who will cover his expenses at a later date. These expenses are tallied monthly, and the total amount cannot exceed more than 5 gp + 5 gp per experience level.

SPECIAL BOONS: Inquisitors always get respect (and/or fear) from those who worship their gawd. Regardless of the situation, they need not roll reaction checks for such individuals – they will always be friendly or enthusiastically friendly.

Any fear effect used by an inquisitor imposes a –4 penalty on victim's saving throws. This comes from their austere outfits and imposing demeanors (inquisitors rarely lose staring contests). Likewise, inquisitors gain a +3 bonus on all saving throws versus fear effects.

Inquisitors tend to be very perceptive; when making an Ability check to determine if they notice something, treat the Ability Score as if it were 5 points higher than it actually is.

SPECIAL BANES: Any followers must worship the same gawd as their inquisitor leader.

Also, inquisitors are especially subject to discipline. They are the watchmen, and the only one watching them are divine agents. Thus, a deliberate violation of a tenet of the faith or alignment results in double the alignment infraction points. For very severe crimes (say, an inquisitor of Benyar committing murder), immediate retribution may come in the form of visits from the gawd's supernatural servants.

Nobleman Cleric (Building Point Cost: 17)

DESCRIPTION: This character was a member of a noble family and entered the clergy. But even as a cleric he keeps his opinions about the superiority of the ruling classes and his tastes for the finer things in life; he doesn't abandon his love of good food, good furnishings, comfort, the arts, intellectual stimulation, and so forth.

The nobleman cleric prefers the company of nobles and is often appointed as an advisor to a noble family, a ruler, an important local governor, etc. He has less concern for the lives and welfare of commoners. When pressed, he will perform any and all religious duties for commoners, but he usually seeks to avoid these duties. When he is a low-level character, he'll keep himself away from common folk as much as possible in order to avoid these inconveniences, and when he is higher-level he will assign a subordinate or a follower to attend to their needs.

The nobleman cleric is not necessarily evil or a bad person. In fact, he often adheres to a code of chivalric behavior much like a knight's. But he does have strong social prejudices that color his thinking.

A person of noble blood can become a cleric and not take the nobleman cleric package. This sort of cleric lives more frugally, like other clerics, and does not have to have a disdain for the lower social classes; nobleman clerics who take this package do not count him among their ranks.

There are no special Ability Score requirements to be a nobleman cleric but he must be middle-middle class or higher to qualify.

PREFERRED CLERIC TYPES: Cleric, chosen, zealots of Benyar, Kazaar-Freem, Luvia, Zelaur, Deneir, Oghma, P'Rakeke, Nephthys

BARRED CLERIC TYPES: Shaman

ROLE: In the campaign, the nobleman cleric is an aggravating snob (though he might not be aware of his snobbery). He is a fun role to play, but he'd better have some redeeming features if the other PCs are to continue to associate with him. If he does have redeeming features, it's very likely that some PCs will try to "reform" him to their own way of thinking.

SKILLS: Nobleman clerics receive the following skills at no initial cost: dancing (ballroom), social etiquette, graceful entrance/exit, heraldry, idle gossip, riding (Land-Based). They may also take the following skills for an initial cost of one fewer BP: diplomacy, knowledge of courtly affairs, mingling

WEAPON PROFICIENCIES: Noblemen clerics tend to use the long sword, bastard sword, lance, flails (all), maces (all), if allowed by the cleric's actual cleric class.

TALENTS: A nobleman cleric gains the legacy talent for free.

EQUIPMENT & MONEY: The nobleman cleric may spend his gold as he chooses - but he has certain minimum standards he cannot violate. Before starting play, he must buy:

- (1) A suit of armor (if he is permitted to by his cleric class and, unless his class limits him to lesser armor, he cannot buy armor less protective than brigandine or scale mail).
- (2) At least one weapon larger than a dagger (again, if his cleric class so permits him).
- (3) A horse (at least a riding horse), riding saddle, bit & bridle, horseshoes and shoeing, halter and saddle blanket.

SPECIAL BOONS: The nobleman cleric starts with more gold than other clerics. He gets 225 gp plus the standard roll on the starting money table.

The nobleman cleric receives a +3 reaction from any noble of his own culture, and a +2 from nobles of other cultures. The GM can ignore this if there is a cultural hatred between those people and the cleric's culture or the cleric's gawd.

When traveling, he can demand shelter from anyone in his own land; he can demand shelter for up to two people multiplied by the cleric's experience level (if he's eighth level, he can demand shelter for himself and a retinue of fifteen more people).

SPECIAL BANES: The nobleman cleric is expected to live well. If he has enough money to do so, he may only buy superior-quality goods, and so must spend the corresponding higher price for anything he buys. Furthermore, he insists on ornamentation such that all items he buys are at least twice their normal price (after quality modifiers, see GMG p 142). He can't save money by having a friend or follower buy cheaper things for him; he's just not satisfied with anything less than superior-quality merchandise. On the plus side, his expensive equipment is likely to earn him honor. (See GMG p 58 and 205)

If the cleric is broke and cannot spend this extra money, he can then settle for lesser goods but the other nobles of his culture, if they see him with shabby accoutrements, will mock him, and he does not get his reaction bonus until once again all his goods are high-quality goods. In fact, if his gear and possessions look sufficiently shabby (GM's discretion), people may not believe him to be a nobleman at all, and may refuse him the shelter he could ordinarily demand. (This happens most often if a nobleman cleric is robbed of all his clothes and goods and left to fend for himself.)

As he can demand shelter of others, other nobleman clerics can demand shelter of him. This can be expensive if they decide to stay for awhile. This is also a good way for the GM to bleed extra money from the cleric if he seems to have too much.

If a nobleman cleric player character ever decides that he is wrong in his attitudes (which can occur in especially dramatic fashion if he is affected by the self-sacrifice of a commoner who has saved him, or if he falls in love with a character of the common social classes), he may choose to abandon this package. If he does this, he will be ostracized by most of the nobles who were previously counted as his friends (the GM can have one or two more broad-minded nobles still count him a friend, and the player characters can make up their own minds on the subject); he may even be exiled from his own family. As with any package abandonment, he loses all other benefits of the package.

If the cleric abandons this package, the money he gained at character creation doesn't magically "go away," but as part of his social ostracism the character should suffer some sort of financial loss, equal to at least 225 gp, as

determined by the GM. (Perhaps a malicious ex-friend destroys some of his property; perhaps a petty-minded business acquaintance betrays him on a business deal.)

Outlaw Cleric (Building Point Cost: 6)

DESCRIPTION: This cleric has decided to become part of some sort of outlaw community and serve that community's religious needs. The trouble is, for the character to take this package, this group or community must be sufficiently outlawed that the church in question does not approve of it. Alternatively, the cleric may have decided that the church is not serving him in an appropriate way, and he will have decided to create his own cult serving the same gawd. In this case, too, the regular church does not approve of him. In either case, the cleric must believe that he is still serving the gawd in a fashion that the gawd approves of. (The GM, obviously, must agree.)

Friar Tuck, the cleric who tended to Robin Hood's Merry Men, is the classic example of this type of cleric. This cleric, in the pursuit of his duties, is opposed by other clerics serving the same gawd. In addition, if he's identified himself with an outlaw or pirate band, he'll be wanted by the authorities as a member of that band.

There are no special ability score requirements to be an outlaw cleric.

PREFERRED CLERIC TYPES: Cleric, druid, chosen, zealots of Zelaur, Kishijoten, Enlil, Lathander, Camaxtli

BARRED CLERIC TYPES: Clerics of the gawds of community may not take this package. Clerics of Draper, Yi'gor, or gawds with similar spheres of control may not take this package. They can associate themselves with pirate or outlaw bands, but there is no censure within their orders because of it, and therefore no disadvantage to belonging to such a band.

ROLE: This sort of cleric has one of two roles, depending on the situation.

- 1) With the first situation mentioned above, the cleric has joined an outlaw or pirate band. In the campaign, then, he's the rogue cleric who has decided that the band deserves his religious guidance, and that this is more important than the demands of his church. The cleric either agrees with the band's outlaw activities or ignores them; his concern is that they receive the blessings of his gawd. Perhaps, too, he thinks that they'll be a more ethical group with him around; he may be present to keep them from performing acts of brutality, which they might undertake were he not present.
- 2) In the second situation mentioned above, the cleric is a rogue visionary who thinks that he must serve his gawd in a way not approved of by the normal priesthood. This character is probably someone who went through the temple's normal seminary training, decided that there was something wrong or lacking in it, and set out to found his own order. A classic example of this is the situation where a church has become filled with corrupt and lazy individuals, and a reformer cleric has appeared to try to return the worship of the gawd to its former honorable state; the corrupt clerics naturally wish to maintain the status quo.

SKILLS: Clerics with this package gain the religion: general skill at no initial cost. An outlaw cleric may take the following skills for a cost of one fewer BP: feint, improve cover, improved subdual, secret persona, intimidation, feign toughness, glean information, intelligence gathering, leadership: basic, maintain self-discipline, swimming, survival skill suite. The cleric can choose the rest of his own skills as normal. If he's part of a pirate band, he may wish to choose the seamanship suite or navigation. If he's part of a land-bound outlaw band, he might choose forestry, hunting, or track game. He may decide on none of these and make a decision based on his life before he entered the clergy.

WEAPON PROFICIENCIES: The cleric will likely choose weapons that will allow him to mix in with his outlaw band while still meeting the requirements of his gawd.

TALENTS: An outlaw cleric may choose his talents normally.

EQUIPMENT & MONEY: No restrictions. Within the context of the campaign, if this is a pirate or outlaw band, it's a bad idea to wear metal armor (banded, brigandine, bronze plate, chain, field plate, full plate, plate mail, and ring mail). Metal armor drags pirates down to their deaths when they fall overboard; and it's noisy when worn by outlaws trying to ambush their prey. But this is just a factor the GM needs to remember, not a restriction on the package.

SPECIAL BOONS: The main benefit of this package is that the cleric does not have any mortal superiors. He takes orders from no superior religious authority (unless the gawd himself chooses to issue some).

SPECIAL BANES: The outlaw cleric is opposed by the normal church serving his gawd. This can be a problem when it comes time to train and he might need to seek a church of his gawd in a far off land that does not know of his activities if he wishes to attend a formal school. When an established church of his religion hears of his plans, it tries to thwart them (break up religious meetings, disrupt building of his temple, etc.). This cleric never gets to build a temple at cut-rate prices; he must always spend the whole amount to build his temple. If he ever abandons his package, the regular priesthood may accept his temple as one belonging to the church, but will never recompense him half the money it took to build it.) If the outlaw cleric is part of an outlaw or pirate band, he is sought by the same authorities that seek that band, and will pay the same penalties under the law as they do if he is caught.

A cleric abandons this package by leaving the outlaw band or opposing/disbanding the new religious order, whichever is pertinent. Additionally, by role-playing in the campaign, he must answer all the charges pressed against him by the authorities (he might do this by being tried and going to prison for a time, or paying reparations, or accepting tasks of penance from his temple); if he does not, he will continue to be opposed by his temple and wanted by the authorities.

Pacifist Cleric (Building Point Cost: 10)

DESCRIPTION: This cleric is devoted to the cause of peace. He is a champion of passive resistance, of achieving one's ends without resorting to violence of any kind. There are no special requirements to be a cleric of this sort. Nor are there special rules for abandonment of the package, if the character eventually feels that he needs to be wielding force to achieve his ends. Which is pretty likely in the HackMaster TeraVerse! In fact the GM might consider giving this cleric special discretionary experience points for each game session he is able to maintain the beliefs of the package.

PREFERRED CLERIC TYPES: Cleric, chosen, zealots of Kazaar-Freem, Marlog, Nudor, Sumar'Fareen, Shang-Ti, Kishijoten

BARRED CLERIC TYPES: Clerics of gawds with the following spheres of control may not be pacifist clerics: disease, evil, justice, revenge, war.

ROLE: In a campaign, this cleric can be a real aggravation to the more combat-oriented player characters. Therefore, the following situations are good suggestions as to why a typical group of HackMaster characters would hang around with such a peacenik.

- 1) When he's an NPC, so that the GM doesn't have to work to contrive to keep him with the party all the time (they'll have an easier time of abandoning him if they wish);
- 2) When he's part of a specific quest or mission (i.e., they must accompany him and guard him throughout the quest or it will automatically fail); or
- 3) When the party needs a healing machine regardless of whether or not he pulls his own weight in fights.

Note, though, that just because the cleric abstains from violence and often demands peacefulness of all around him, his allies don't have to obey. However, it is inevitable that in combat situations the player of the pacifist cleric will feel left out (he can't fight); additionally, he'll feel compelled by his philosophy to argue with the other PCs, to chide them for their violence, which will likely get on their nerves. Therefore, the GM should keep such

quests short, so that the pacifist cleric doesn't drive the other characters to the point that they'll kill him.

SKILLS: These clerics may not take any kind of armorer, hunting, track game or combat skills. However, they do gain the following skills at no initial cost: berate, social etiquette, languages: modern, languages: ancient, ancient history, oration, singing, musical instrument (pick one), religion: general.

WEAPON PROFICIENCIES: The pacifist cleric may not know any weapon proficiency except bola, mancatcher, net, and sword breaker (See the Combatant's Guide to Slaughtering Foes), and may know them only if his true cleric class allows them. Furthermore, he may only use these to try to stop a fight, not to hurt others. The cleric still receives all his weapon proficiency slots, and if he ever abandons this package may fill them by training in a school.

TALENTS: The pacifist cleric may take the following talents for a cost of one fewer BP: balance bonus, divination, elemental bonus, experience bonus, follow-through healing, paralyzation bonus, photographic memory, prophesy, sibling empathy and sixth sense.

EQUIPMENT & MONEY: No restrictions.

SPECIAL BOONS: This cleric is a very compelling personality. He receives a +2 to his Charisma score (though his Charisma cannot exceed 18 from this bonus), and, in addition to any reaction bonus that his heightened Charisma gives him, he receives a +2 reaction from anyone who is not utterly opposed to his philosophy. Beings opposed to his philosophy include clerics and devoted adherents of the gawds, forces and philosophies mentioned above under "Barred," and certain war-like nonhuman races like orcs, ogres and trolls.

SPECIAL BANES: This cleric may never use weapons, spells or any other tactics to harm a human, demi-human, nonhuman, or monster. If he ever violates this decree, his gawd may not punish him (because the pacifist's oath is one he took for himself, not necessarily for his gawd), but his own guilt will

deprive him of all magic spells for the span of one month. Naturally, if he later abandons the package, he can resume the use of weapons and offensive spells according to his cleric class.

Peasant Cleric (Building Point Cost: 5)

DESCRIPTION: The peasant cleric is the antithesis of the nobleman cleric described previously. He's a champion of the common man, and prefers serving the commoner to any association with nobles. He has taken a vow of poverty; he believes he should sacrifice his worldly goods to the glory of his deity. Note that the peasant cleric need not have been born a peasant; he could have been born a nobleman and later abandoned that lifestyle and the privileges of his class.

There are no Ability Score requirements to be a peasant cleric. There are no special rules for abandonment of this package. But those who gain wealth and do not share it with the rest of their peasant community may be considered a sell out and looked down upon.

PREFERRED CLERIC TYPES: Cleric, chosen, druid, shaman, zealots of The Feeble Gawd, Mangrus

BARRED CLERIC TYPES: Clerics of gawds with the following spheres of control may not take this package: evil, good, prosperity.

ROLE: In the campaign, the peasant cleric devotes himself to the needs of the common man. If he's part of an adventuring party, he won't support any plans that endanger or exploit the peasants or serfs, and will try to recommend plans that give them an advantage. For example, if the party wants to use the locals to help lure the dragon out of its cave, so that the locals will be the first ones flamed and eaten, the cleric will object. But if the locals are to be along as support troops, know what they are getting into and have a chance of success and survival at least equal to that of the player characters, he won't have any such objection. He'll insist that treasures be shared with the locals of the area where the treasure was found. (Assuming that the treasure is split into even shares among party members, he'll insist that the local peasant community receive two shares, for example.) In a greedy or tight-fisted party, the party might refuse his requests. This doesn't mean the cleric has to attack them or steal from them but this will inevitably result in the cleric becoming disillusioned with the party and probably leave the other party members laughing him out of their group.

SKILLS: The peasant cleric receives five of the following skills at no initial cost: animal handling, cooking, dig hasty grave, forage for food, religion: general, farming, fishing, rope use, running, slaughter: livestock, weather sense or botany (player choice). He may also purchase the following skills for a cost of one fewer BP: animal lore, dirty fighting, mining, vandalism.

WEAPON PROFICIENCIES: The player may choose his character's weapon proficiencies, subject to the limitations of the cleric's actual cleric class. The GM may insist that the character start out the campaign only with proficiencies appropriate to a peasant, such as short sword, spear, bow, footman's weapons and the like; long swords (and bigger blades), horseman's weapons, exotic polearms, lances, tridents and the like are not available. This should only be a restriction when the character is first created; afterwards, he can learn any weapon his cleric class allows him.

TALENTS: The peasant cleric may purchase the endurance talent for only 2 BP.

EQUIPMENT & MONEY: The peasant cleric has restrictions on the way he spends his initial money. Other than weapons, with which he has no monetary limitation, he may own only one object worth as much as 15 gp, and other than that one object may own nothing worth more than 10 gp. He may never own more than 75 gp worth of (nonweapon) property at any one time. If he receives money or gifts that put him above that limit, he must give away money and possessions until once again he is within the 75 gp limitation or he is no longer considered a peasant.

SPECIAL BOONS: The peasant cleric always has shelter when he's in his own community; his own people will shelter him even from the land's rightful authorities. Among peasants of other communities, he cannot count on this benefit, but he receives a +2 reaction adjustment from all peasants.



SPECIAL BANES: Freemen and nobles often don't treat peasants very well.

Prophet Cleric (Building Point Cost: 12)

DESCRIPTION: A prophet is one who receives signs, dreams, or clues about the future from his gawd. Clerics of the gawds of prophecy are often considered prophets, but worshipping one of those gawds is not a requirement to be a prophet. Clerics of other gawds can receive and pass along prophecies. However, since this is rarer, the GM has the right to approve or disapprove of any character taking this cleric package.

To be a prophet cleric, the character must have a Wisdom score of 15 or better. A character may not abandon this package. As long as he is a cleric, he is a prophet cleric.

PREFERRED CLERIC TYPES: Cleric, chosen, shaman, zealots of The Feeble Gawd, Zelaure, Oghma, Camaxtli, Kuchooloo

BARRED CLERIC TYPES: Clerics of the gawds of prophecy may not take this package. All other clerics may.

ROLE: In the campaign, the prophet cleric is partly a tool for the GM; the GM can use the character to supply clues and even red herrings to the characters. His is often a thankless job, and he is often a bit alienated from the normal folk.

SKILLS: The prophet cleric receives five of the following skills at no initial cost: agriculture, animal handling, astrology, bargain sense, complex geometric estimation, forage for food (one climate), gaming, poker face, reading lips, skilled liar, survival (desert, jungle, underground, or winter), ulterior motive, and weather sense.

WEAPON PROFICIENCIES: Any that the cleric's actual cleric class permits.

TALENTS: A cleric with this package gains the prophesy talent for free. He may also take the following talents for a cost of 2 fewer BPs: acute alertness, blood turning, curse resistance, divination, seeking grasping hands, second sight, sibling empathy, sixth sense.

EQUIPMENT & MONEY: No special restrictions.

SPECIAL BOONS: None.

SPECIAL BANES: It's not considered normal for anyone but clerics of a gawd of Prophecy to be prophets. Therefore, normal people are a little edgy around other prophets, and react to them at a -2 reaction adjustment. This adjustment by itself may never result in a reaction worse than Uncertain, however. Furthermore, all prophet clerics suffer from the migraine headaches flaw.

Savage Cleric (Building Point Cost: 10)

DESCRIPTION: This is a cleric of a savage tribe. This character is a member of the tribe. The tribe itself is a technologically and culturally primitive one (by the standards and in the opinions of more "civilized" cultures), but is also one that is attuned to the natural forces of the world. The savage cleric interprets the will of his gawd and acts as an advisor or leader to the members of his tribe.

This character might be a shaman who assigns all the tribal warriors their animal totems. He might be a member of civilized society who has decided to go native. Whether the savage cleric is good or evil, filthy or clean depends on the nature of the tribe itself; the GM decides what the tribe is like.

To be a savage cleric, a character must have a minimum Strength score of 11 and a minimum Constitution score of 13.

In abandoning this package, the character is renouncing his membership with the tribe and accepting citizenship in some other culture. This frequently happens with savage clerics who join adventuring parties, stay with them in travels through the world, and learn so much of the outside world that they no longer feel like part of their tribe.

PREFERRED CLERIC TYPES: Chosen, druid, shaman, zealots of Aknar, Arnuva, Francor'Dieus, Gronfyr, Yiders, Tobadzistsini, Pyremius

BARRED CLERIC TYPES: Clerics of gawds with the following gawd spheres of control may not take this package: disease, evil, good, law, order.

ROLE: In a campaign, this character usually plays the role of the primitive who finds his world-view shattered by his experiences in the outer world but who might teach his "civilized" companions something about simple truth and justice as he adventures with them. The GM should insist that the character role-play his tribal origins, particularly in the first four or five experience levels. Until the character becomes accustomed to the outside world he will be baffled by "high-technology" inventions (iron and steel weapons, boats made out of more than a single log, hourglasses, anything more sophisticated than the tools of his tribe), by civilized morals and ethics, and especially by the strangeness and unfairness of the laws of civilized men.

SKILLS: The savage cleric character gains the following skills at no initial cost: map sense, weather sense, fishing, forestry, animal handling, hunting, track game and survival (his native terrain type). The savage cleric may not take etiquette or heraldry when first created. However, he may take the camouflage skill described in the Combatant's Guide to Slaughtering Foes.

WEAPON PROFICIENCIES: The savage cleric is limited to the weapons his actual cleric class permit him, and is further limited (when he is first created) to the following set of proficiencies: blowgun, long bow, short bow, club, dagger, javelin, knife, sling, spear. After he has adventured in the outer world, the character may learn other proficiencies.

TALENTS: A savage cleric may take the following talents for a cost of two fewer BPs: burst of speed, blood turning and thick blood.

EQUIPMENT & MONEY: The savage cleric, with his starting gold, may buy no armor other than leather armor and shield, and may buy no weapon not listed above under "Weapon Proficiencies." He must spend all his gold when he is created or lose any "change" he has left over.

SPECIAL BOONS: The savage cleric can detect magic as a barbarian of the same level though he has no special aversion to magic.

SPECIAL BANES: The savage cleric is imposing and strange and outsiders believe that his style of worship is unorthodox at best and completely blasphemous at worst. Thus, he suffers a -2 reaction adjustment from all NPC civilized folk. Player characters can always decide for themselves how to react to him.

Scholar Cleric (Building Point Cost: 11)

DESCRIPTION: This character is a researcher. He is most at home when he is poring over books, scrolls, papyri, clay tablets and other old writings. He is not forbidden from fighting, but is more likely to try to straighten out a bad situation with reason, personal charisma, or even trickery than with a weapon. His life is dedicated to the assimilation of knowledge (and, usually, the transmission of that knowledge to new generations).

A scholar cleric must have an Intelligence Ability Score of 13 or better.

This package cannot be abandoned. A scholar can break off correspondence with other scholars, can choose not to teach, can decide not to do any studying or writing for as long as he likes, but he can always re-enter the academic world unless he loses the required intelligence to qualify.

PREFERRED CLERIC TYPES: Cleric, druid, zealots of The Feeble Gawd, Thrain, Oghma, Deneir, Hokalas

BARRED CLERIC TYPES: Clerics of gawds with the following spheres of control cannot take this package: competition, fertility, life-death-rebirth cycle, strength, and war.

ROLE: In the campaign, this cleric is motivated by his desire for knowledge. He'll often be tempted by adventures where he's likely to be able to learn something. If an adventuring party is going to a ruin where a famous library once stood, he'll eagerly join on the faint hope that some scrap of that library still survives. He'll be part of expeditions to visit famous sites or ancient beings who might tell him stories of the past or solve old mysteries. He might be part of an adventure just so that he can chronicle it and preserve its events in history.

SKILLS: The scholar cleric gains the following skills at no initial cost: reading/writing, artistic ability, social etiquette, heraldry, languages (modern), ancient history, astrology, languages (ancient), local history. The scholar cleric

ic also gains a -5% modifier to all course difficulty levels when learning a new skill.

WEAPON PROFICIENCIES: Any appropriate to the cleric's actual cleric class.

TALENTS: Scholar clerics gain the following talents for an initial cost of 2 fewer BPs: Concentration, photographic memory, quick casting.

EQUIPMENT & MONEY: The scholar-cleric must always have writing material, quill and ink with him. If ever he loses them, he must regain or replace them as soon as possible, and in the meantime will be recording his experiences in any fashion he can find. Other than that, this package makes no demands on the way he spends his money.

SPECIAL BOONS: The scholar cleric can "spend" any of his Weapon Proficiency slots on learning a new skill instead. He doesn't have to; he can adhere to the normal pattern of proficiency choice that is appropriate to his cleric class. But if he wishes he may turn Weapon Proficiency slots into one time skill training that is free of either BP or monetary costs. Also, the Scholar receives a +3 reaction bonus from other scholars, admirers of scholastic concerns, writers, journalists and people who imagine that they are scholars. Because of this, when the party thinks it is in a situation when no one is willing to help, it may turn out that the mousy clerk, antagonistic king or homely witch they met is an admirer of or even correspondent with the scholar cleric and will help them.

SPECIAL BANES: Many scholars are egotistical, and debates between scholars can become very heated and personal. Whenever the GM rolls a reaction check from another scholar, he should first roll 1d6. On a 1, the player-character scholar gets a -6 reaction adjustment instead of a +3, because at some time in the past (or even the present) he argued or disagreed with this scholar's pet opinion and offended him completely.

Undead Slayer (Building Point Cost: 12)

DESCRIPTION: Undead slayers simply seek to slay undead. They find the entire notion of the non-living, non-dead creatures walking the land an affront to their alignment, their faith, their gawd and their sense of decency. Their unceasing effort to destroy undead consumes them almost to the point of insanity. And undead slayer will travel hundreds of leagues to find powerful undead to lay to rest. Luckily for them, this is rarely necessary.

While they certainly won't pass up the opportunity to destroy simple Zombies and Skeletons, undead slayers truly despise the so-called "free willed undead", Vampires, Liches, etc. They believe that these types propagate the whole notion of undeath, and frequently bring many lesser undead into existence. If they can off the (undead) head, the body will die.

An undead slayer must have a Wisdom of 13 and a Constitution of 14.

PREFERRED CLERIC TYPES: Cleric, chosen, zealots of Aknar, Lathander, Luvia, Zelaur

BARRED CLERIC TYPES: zealots of Alu, Arnuya, Grawdyng, Kuchooloo

ROLE: The undead slayer keeps a party focused on a single overall goal. Even if he can be distracted for a short quest, he will always reliably return to his primary occupation, sometimes even a bit early. In pursuit of their goal, many undead slayers acquire a very imposing demeanor. For example, after helping rescue a princess, the undead slayer would probably go to investigate rumors of a Vampire in a nearby town rather than make certain that the princess is returned to the king. Their single-mindedness can be quite disturbing.

Undead slayers are never at a loss for motivation or direction (or work). Traveling companions may mock their manner, but when the Wights attack, everyone looks to the undead slayer for guidance. Their knowledge of undead and techniques for fighting them often prove invaluable. If the undead slayer does not lead his party, he still becomes the de facto leader during battles with undead.

SKILLS: Undead slayers gain the general religion and military battle sense skills at no initial cost.

WEAPON PROFICIENCIES: Undead slayers gain the grenade-like weapon proficiency at no cost in terms of building points or proficiency slots.

TALENTS: One of the few areas where undead slayers vary in approach to their efforts to destroy undead comes in the talents. These reveal what areas they concentrate upon (affecting masses of undead or quickly eliminating smaller numbers). Thus, they can take the enhanced turning, fast turning, or mass turning talents for a cost of 3 fewer BP. They can take the life smite talent for a cost of 2 fewer BP.

EQUIPMENT & MONEY: Undead slayers get standard equipment and money. They tend to prefer longer weapons and pole arms, if their faith allows them to use such weapons. These can be useful to keep Energy Draining undead from touching the cleric. If the faith does not allow these weapons, they often hire men-at-arms and find followers who can use them.

SPECIAL BOONS: Undead Lore. Undead slayers study the nature of undeath so thoroughly that they have an innate sense of weaknesses and abilities. Once they fight a given type of undead, they have a 15% chance per level of knowing some characteristic of that type of undead, even if it did not come into play. When facing an undead creature of a type unfamiliar to him, the undead slayer still has a 5% chance per level to know a characteristic of that undead. This includes weakness and powers, and special means of destruction. For example, even if the undead slayer had never faced a Vampire before, he might be able to figure out that the creature cannot cross running water under most circumstances. A second successful check would allow him to successfully make an educated guess as to what conditions allow the Vampire to do so.

Undead slayers can use this ability as a special kind of intelligence gathering to locate the primary lair or grave area of an undead creature. Only a creature that puts some effort into hiding its base can avoid the persistent undead slayer's effort.

At some point before attaining 4th level, the undead slayer chooses a specific type of undead to concentrate his special abilities upon. Against this type of undead, he gains a special +2 bonus on all to-hit and damage rolls due to his special inspiration and thorough understanding of the creature's weaknesses.

SPECIAL BANES: Undead slayers can never avoid combat with an undead, and prefer to attack the most powerful undead in any group if possible. They do not charge headlong into battle, but they cannot concentrate their attacks on a group of mundane Goblins if a handful of Zombies are attacking from a different direction.

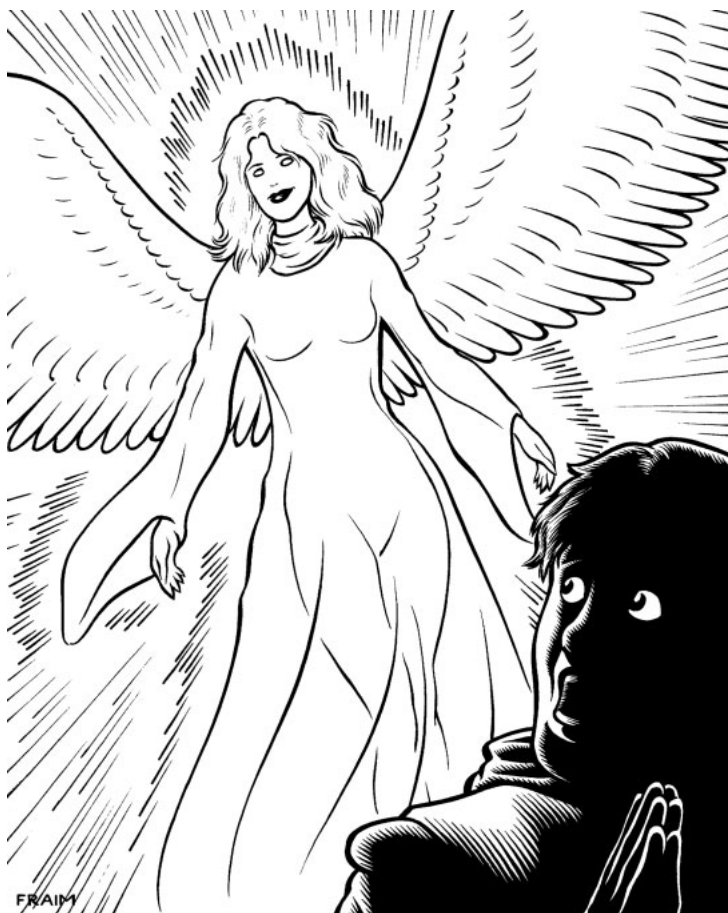
They can never deal with an undead, even if it is not actually evil. The mere existence of and undead creature is an affront. Even a repentant Vampire would be better off lying properly still in a tomb than allowed to continue its existence in any way.

Seminary Days

Religious education, for those so inclined, takes place almost from birth. Most faiths perform a ceremony on newborn children. Given the high infant mortality of pre-industrialized societies, this is a cheap form of insurance on the part of the clergy in that they can lock in another soul for their deity should the worst occur.

The clergy have their tendrils in the education system much more so than any other class. Magic-Users, though probably better equipped to serve as tutors, have no interest in educating the unwashed masses, preferring instead to cull a few exceptional students from the herd to serve as apprentices. Thieves simply don't see it as profitable and with the exception of the occasional administrator of a large urban school district are never involved. Fighters, of course, are only qualified to be P.E. teachers.

Clerics, however, are usually literate and involved in the day to day affairs of their community. The clergy of whatever religion they happen to follow doubtlessly conduct what little education the average peasant receives and the somewhat greater tutoring relished on the children of merchants and petty bureaucrats. This is touted as an attractive side benefit of faithful adherence to the church (and generous tithing) but is actually a powerful tool for the church elders to employ. Reading lessons employ religious parables and every facet of the curriculum centers around reinforcing the tenets of the religion.



For example, a mathematics lesson might be phrased as "If your tomato patch would ordinarily produce nine bushels of fruit but blessed Ikka Pataang has seen fit to bestow upon you, his faithful servant, the gift of an additional 20 percent increase in yield, how many additional bushels of tomatoes would you receive from our wondrous gawd?"

From this vantage point, religious orders are well placed to identify promising candidates to serve in their organization. These students are separated from their common peers and given minor duties to perform within the order such as helping out with services. While not all of these pupils end up choosing a clerical career, the extra attention relished on them will hopefully engender a strong church affiliation which will pay dividends in generous tithing should they strike it rich.

The Call

The reasons one chooses to dedicate one's life to the service of a particular gawd are many and varied. Some are "called" to service while others have been raised in an environment in which service to a deity is the norm. Go through this background development process for your character after completing step 9 in the character creation procedure described in the Player's Handbook. As with most other character creation tables, you may expend a BP to reroll on any of these tables. Begin by rolling a d100 on Table 2B: The Call to determine why your character entered the clergy.

Type of Training

The first step in determining how a novice cleric received his ecclesiastical training is to consult Table 2C: Type of Ecclesiastical Training. Roll 1d100 and consult Table 2C being sure to apply all applicable modifiers. Unlike magic-users, clerics may develop their skills without the aid of a mentor. However, such self-discovery is fraught with danger and likely to result in an

Table 2B: The Call

Roll d100	Form of Calling
01-05	You were an angst-ridden teenager searching for meaning and found it in the religion you chose. (-10% to Table 2C)
06-09	Did something really bad and promised to serve gawd if he spared you/helped you get revenge (-5% to Table 2C)
10-15	Terrible accident/disease – promised life to gawd if he spared you
16-20	"saw" gawd – 50% chance of this being in a drunken haze (-15% to Table 2C)
21-25	converted from another religion as a youth and became passionate about new gawd (-5% to Table 2C)
26-30	forcibly converted by conquering army – decided to "blend in" for the good of relatives (school type on Table 2C is automatically conscripted)
31-40	Your mom pressured you into becoming a cleric.
41-50	Family member was an important lay person of the temple and you were strongly encouraged to become a cleric to raise their prestige. (+5% to Table 2C)
51-60	Father/uncle was a cleric (+10% to Table 2C)
61-00	Character grew up in a sui juris religious community. His aptitude was noted by the patriarchs and was strongly encouraged to become a cleric. (+15% to Table 2C)

unorthodox or heretical interpretation of doctrine. In general, only the poor and/or socially undesirable elements of society take this route.

Another possible route into the ministry is through the military. While this is unusual, it is not unheard of. Battlefield commanders recognize the benefits to morale inherent in convincing their troops that they are fighting for a higher purpose. It also pays to have a few specialists around who are able to tend to the wounded.

Prelatical training is obviously the best route for a wannabe cleric to pursue. Having a religious mentor to guide one's instruction is far more efficient since a proper reading of scripture is spoon-fed to the student. The type of church in which the prospective cleric is allowed to train is, of course, subject to the influence of honor and class. A Patriarch has many constituencies to manipulate and those with influence (and hopefully deep pockets) will be afforded the best opportunities for their children. Exceptionally honorable families or particularly capable students are also granted special consideration for each of these factors serves to promote the religion as a whole.

Self taught and conscripted training are discussed later. In the tribal shaman scenario, the cleric student may have come upon an abandoned temple to his faith (abandoned by the clergy) but the religion was still practiced by several lay members of the local community or clan or tribe who helped him reconstruct the proper rituals and practices. The gawd himself (or at least one of his agents) surely offered a guiding, although brief, hand in directing the cleric candidate along the proper path. Of course, most of the precepts he just tried to figure out by himself.

A rural parsonage is a small facility but one that maintains recognition throughout the larger community of the church. It can count on very limited support in terms of supplies and visiting clergy to assist with instruction. The lone rector is usually a low-level cleric sent by the church to administer to rural communities. He may have a couple of first level cleric assistants but relies considerably on lay members of the church to provide supplemental instruction to cleric candidates when he is unavailable.

A mid-sized church is one that maintains a staff of low level clerics and teaches the ways of the church in small sized classrooms. The rector is likely a mid level cleric or a higher level one who's advancement within the church is largely over due to age or politics. The size of the community can vary. Depending on the faith, it is possible to have a mid-sized church in a large city though this religion is not likely the most prevalent among the populace. In smaller towns, the location of a mid-sized church is a good indication that the religion is popular among the locals or the church leaders have targeted the area as one in need of conversion and/or salvation.

Table 2D: Competency of Reverend Superior

Roll (1d8 + 1d12)

Result	Competency	Impact on cleric
<5	Utterly Incompetent	Your reverend taught doctrine that often contradicted previous lessons. Would occasionally refer to deity by wrong name and once held services on the wrong day to the utter confusion of his small congregation. You never actually witnessed him cast a divine spell and wonder if he was a charlatan. [25% chance that he was actually a low-level Bard who kept up the pretense simply for the free room and board offered by the position.] -50 to Quality of Education Final Results. -10d12 fractional points of Charisma.
5-6	Inadequate	Your reverend was fresh out of divinity school. He was very unsure of himself and often responded to your inquiries with, "I'll have to look that up. Can I get back to you?" -25 to Quality of Education Final Results.
7-8	Underqualified	Your reverend wasn't really qualified for his post but unfortunately he was the only cleric the organization could find to head this particular temple. -10 to Quality of Education Final Results.
9-10	Sub-par	Though marginally competent, your reverend possessed limited teaching skills. He may have been overworked due to staffing problems, unusual local emergencies or simply distracted because he was multi-classed and focused too much attention on his alternate profession. -5 to Quality of Education Final Results.
9-16	Average	Although portions of your education were parsed out to the laity, he did supervise your training
17-18	Excellent	Your reverend was a very likeable fellow with strong ties to the community. Social obligations necessitated that his acolytes conducted much of your fundamental training but he did make time to personally teach advanced theology. +5 to Quality of Education Final Results. +d4-1 skill points (must be applied to academia skills and/or sophisticated tasks) and gain one new skill without initial cost (roll on Table 2H: Skills Acquired).
19-21	Superior	A very competent hands-on mentor who ensured an education free of radical interpretations of holy doctrine. +1 to roll on Table 5M: Starting Honor Modifier. +10 to Quality of Education Final Results. +d6 skill points (must be applied to academia skills and/or sophisticated tasks) and gain one new skill without initial cost (Table Xe).
22+	Solomon-like wisdom	Your reverend was a dynamic, insightful mentor that elucidated the subtle nuances of your gawd's doctrine. He would frequently pose intriguing moral/ethical dilemmas as research projects for you and your fellow divinity students. Intense roundtable discussions would be held in which he reviewed your answers and guided you to the proper interpretation of doctrine. +2 to roll on Table 5M: Starting Honor Modifier. +20 to Quality of Education Final Results. +2d6 skill points (must be applied to academia skills and/or sophisticated tasks) and gain one new skill without initial cost (Table Xe).

Modifiers: add in magical defense adjustment from Wisdom, Zealot +2

Table 2E: Personality of Reverend Superior

Roll (1d8 + 1d12)

Result	Instructor	Impact on MU
<5	Abusive	Your Reverend Superior said your gawd was ashamed of you and routinely physically abused you (acting, he said, as the gawd's agent). Roll twice on the revised Quirks table in this book and once on the revised Flaws table also in this volume (no BPs are gained from these quirks and flaws). Your starting Honor may not exceed 5. Roll 1d4 skills from Table 2H: the cleric MUST take these skills before spending BPs elsewhere. If he does not have enough BPs he must take additional quirks and flaws to get them. -50 to Quality of Education Final Results.
5-6	Reticent	Your Reverend Superior closeted himself away behind a locked door most of the time. He only came out to perform religious services and to occasionally meet with his acolytes and altar boys. Roll once on the revised Quirks table in this book (no BPs gained for the quirk). -2 to starting Honor. Roll 1d4-2 skills from Table 2H: the cleric MUST take these skills before spending BPs elsewhere. If he does not have enough BPs he must take additional quirks and flaws to get them. -30 to Quality of Education Final Results.
7-8	Distracted	Your Reverend Superior was very busy with church politics and neglected his duties to train his students (but fully expected you to maintain the church grounds). Roll 1d4-2 skills from Table 2H: the cleric MUST take these skills before spending BPs elsewhere. If he does not have enough BPs he must take additional quirks and flaws to get them. -25 to Quality of Education Final Results.
9-10	Stern & Dogmatic	You Reverend Superior was a complete hardass whose motto was that students are seen and not heard. He was personally involved in every aspect of your training (as well as every minute detail of the synagog) but the lack of open discussion in matters you were unclear on compromised your education. Gain 1d3 skills from Table 2H without initial cost. -15 to Quality of Education Final Results.
11-16	Average	Your Reverend Superior was an unremarkable fellow.
17-19	Helpful & Kindly	Your Reverend Superior was a nice old man who spent an adequate amount of time with his young charges. +5 to Quality of Education Final Results.
20-21	Nurturing	Your Reverend Superior cared deeply about your education and was available 24/7. +10 to Quality of Education Final Results.
22+	Mesmerizing Presence	Your Reverend Superior was a virtual dynamo. He was very involved with your education and constantly got you involved in "hands-on" work serving the community. +20 to Quality of Education Final Results.

Modifiers: Add Charisma reaction adjustment; Family Honor: Great Dishonor -6, Dishonorable -2, Honorable: +2, Great Honor +4; Zealot +2

Table 2C: Type of Ecclesiastical Training

Roll d100

Result	School Type	Result/Impact on Cleric
<16	self-taught	see Final Ecclesiastical Results section in text
16-20	conscripted	see Final Ecclesiastical Results section in text
21-35	tribal shaman	-10 to Religious Accoutrements, -2 to both Competency & Personality of Reverend Superior, -2 to Table 2I
36-75	rural parsonage	-4 to Religious Accoutrements, -1 to both Competency & Personality of Reverend Superior, -1 to Table 2I
76-95	Mid-Sized Tabernacle	no modifiers
96-119	Major Cathedral	+3 to Religious Accoutrements and Location of Residency, +1 to both Competency & Personality of Reverend Superior, +5 to Quality of Education
120+	Holy site of religion on Garweeze world	+6 to Religious Accoutrements and Location of Residency, +2 to both Competency & Personality of Reverend Superior, +10 to Quality of Education

Modifiers: Add 5x Wisdom Magical Defense Bonus; Family Honor: Great Dishonor -30%, Dishonorable -10%, Honorable: +10%, Great Honor +20%; Zealot +20%, Social Status: SLC -70%, LLC -60%, MLC -50%, ULC -40%, LMC -15%, UMC +5%, LUC +10%, MUC +25%, UUC +35%

Table 2F: Religious Accoutrements

Roll 1d8 + 1d12

Result	Accoutrements	Impact on training
≤2-	Reverend Superior has no holy symbol, taught doctrine from memory	-10 to Quality of Education Final Results
3-4	Religious texts out of date, Copper holy water basin	-5 to Quality of Education Final Results
5-7	Silver holy water basin, sole copy of most recent holy book chained to desk	-3 to Quality of Education Final Results
8-14	Average Electrum holy water basin	none
15-17	Gold holy water basin, sufficient holy books for each student to have his own copy	+1 to Quality of Education Final Results, +d6 skill points (must be applied to academia skills and/or sophisticated tasks).
18-19	Platinum holy water basin, fully stocked library with ample copies of religious texts and sundry references	+3 to Quality of Education Final Results, +d6 skill points (must be applied to academia skills and/or sophisticated tasks) and gain one new skill without initial cost (from Table 2H: Skills Acquired).
20+	Holy Relics on site, Original manuscripts hand-written by gawd in archives	+5 to Quality of Education Final Results, +2d6 skill points (must be applied to academia skills and/or sophisticated tasks) and gain one new skill without initial cost (must be from Table 2H: Skills Acquired).

Table 2H: Skills Acquired

Roll 2d12

Result	Reason
2	Divine Lore
3	Art Appreciation: Painting
4	Art Appreciation: Sculpture
5	History, Local
6	History, World
7	Religion (specific: your deity)
8	Religion (general)
9	Brass Instruments
10	Wind Instruments
11	Shaving/Grooming
12	Poetry, Writing & Comp./Interpretation
13	Singing
14	Dig Proper Grave
15	First Aid Skill SUite
16	Healing
17	Reading/Writing
18	Diplomacy
19	Knowledge of Courtly Affairs
20	Mingling
21	Oration
22	Resist Persuasion
23	Rousing Speech
24	Social Etiquette

Table 2I: Location of Residency (3d6)

Result	Location
<4	You were assigned to a remote jungle region to minister to the natives. You spent most of your time just trying to communicate with them and keep them from killing and eating you. (-4 to Table 2J)
4-6	You were assigned to a region that had a majority of worshipers of a diametrically opposed alignment. They attended your sermons just to heckle you and be disruptive. (-2 to Table 2J)
7-9	You were sent on a walkabout to spread your faith to the farthest corners of the globe. You spent 1d3 years traveling through neighboring lands seeking to convert people to your religion. Add this time to starting age.
10-13	You were posted to an urban ghetto to minister to the poor. You ran a soup kitchen and counseled the desperate inhabitants - though with somewhat disappointing results. (-1 to Table 2J)
13-15	You were assigned to a remote village that had a small core group of devout worshipers.
16-18	You were assigned to minister a mid-sized church with a reasonably sized congregation. Though eager to help, there was little real clerical work for you to do as things were running smoothly before you arrived. (+1 to Table 2J)
19+	You were assigned to assist with the needs of a large congregation. The church staff was so busy, you often found yourself giving services on your own with little guidance. (+3 to Table 2J)

Large cathedrals typically only appear in big cities where there is enough of a worshiper base to support the facility through tithes. Many of these are opulent affairs with expensive art meant to pay tribute to the deity. Classes here are large and intended to efficiently convey the precepts of the faith to the greatest number of candidates.

The seat of a religion is the location that houses the highest church official recognized by the majority of the surrounding lands. Remote locations might have their own church hierarchy but often the religious seat is considered to house the clerics with the most mortal influence among the church's patron deity.

The Reverend Superior

Arguably the greatest influence on your cleric's devotional education is his master or Reverend Superior. While he undoubtedly had other instructors (i.e. for ecumenical coursework and combat training), his master is the one

who supervised his education. Table 2D determines the competency of your Reverend Superior as a man of gawd while Table 2E indicates his personality and its effect on your training.

Other School Conditions

While studying under the Dalai Lama's personal tutelage is unquestionably superior to the education one might receive at a small parish in rural Wisconsin, the fact that His Holiness is in exile means that he does not have the immense academic resources available that, for example, a similarly revered patriarch such as the Pope has in St. Peter's.

Table 2F: Religious Accountments dictates the resources available to the church in which you received your training.

Table 2G: Quality of Education Final Results

Roll d100	Result	Roll d100	Result
1	You learned nothing - character is a 0 level NPC	45	lose 2d10 fractional points of CHA
2	You espouse heretical views, booted from seminary, keep character but choose another class	46	lose 1d10 fractional points of CHA
3	Chance of Spell Failure treated as if Wisdom is 10 lower than actual score	47	bonus spells capped at 3rd level
4	no bonus spells	48	initial starting money reduced by 50 gp
5	no spell immunity from high Wisdom	49	lose 1d3 points from a skill (your choice)
6	permanent 5% EP penalty	50 - 59	Average education - no effect
7	permanent 3% chance of spell failure (regardless of WIS), may add to preexisting chance	60	gain 1d3 points in a skill (randomly determined)
8	gain 2 quirks (roll on quirks table in this book with full BP)	61	gain 1d4 points in a skill (randomly determined)
9	lose 2 points of WIS	62	gain 1d6 points in a skill (randomly determined)
10	lose 3d4 BP	63	gain 1d10 points in a skill (randomly determined)
11	limited to 1 talent	64	gain 1d4 fractional points of CHA
12	saves vs. Paralyzation, Poison & Death Magic made as an equivalent level magic user	65	gain 1d4 fractional points of WIS
13	cannot turn undead	66	non-proficiency penalty reduced to -2
14	all healing spells permanently -1 hp/die	67	gain 1d12 points in a skill (your choice)
15	Chance of Spell Failure treated as if Wisdom is 8 lower than actual score	68	bonus 1 BP
16	bonus spells capped at 1st level	69	Chance of Spell Failure treated as if Wisdom is 1 higher than actual score
17	-2 penalty to magical defense adjustment	70	gain 3d4 fractional points of WIS
18	permanent 2% chance of spell failure (regardless of WIS), may add to preexisting chance	71	gain an additional language
19	lose 1 point of WIS	72	Gain 1d4 BP for academia skills
20	saves vs. Breath Weapon made as an equivalent level thief	73	decrease starting age by 1 year
21	turn undead as if 2 levels lower	74	gain 1d6 points in all current skills
22	may only become proficient with club	75	+1 to all saves vs. Apology
23	limited to 3 talents	76	bonus 1d4 BPs
24	lose 2d4 BP	77	gain an additional starting weapon proficiency (no BP cost)
25	gain 1 quirk (roll on quirks table in this book with full BP)	78	gain 1 skill from Table 2H at no initial cost
26	mastery level in all skills reduced 1d20%	79	permanent 1% EP bonus
27	permanent 3% EP penalty	80	gain 5d10 fractional points of WIS
28	-1 penalty to magical defense adjustment	81	gain 10d10 fractional points of CHA
29	lose 5d10 fractional points of WIS	82	Gain 2d4 BP for academia skills
30	non-proficiency penalty increased to -5	83	add 35 mastery points to Religion, Specific skill (your gawd)
31	lose 5d10 fractional points of CHA	84	gain Divine Lore at 40% Mastery for free
32	Chance of Spell Failure treated as if Wisdom is 6 lower than actual score	85	saves vs. Rod, Staff or Wand made as an equivalent level magic user
33	lose 1d12 points from a skill (your choice)	86	saves vs. Spells made as an equivalent level magic user
34	permanent 1% chance of spell failure (regardless of WIS), may add to preexisting chance	87	bonus 5 BPs
35	lose 1d6 points from all skills	88	extra 1st level bonus spell
36	lose 2d10 fractional points of WIS	89	turn undead as if 1 level higher
37	character starts flat broke	90	permanent 2% EP bonus
38	lose 1d3 points from all skills	91	gain 1 point of WIS
39	lose 1d4 BP	92	gain 2 points of CHA
40	lose 2 BP	93	gain 2 skills from Table 2H at no initial cost
41	permanent 1% EP penalty	94	+1 bonus to magical defense adjustment
42	lose 1d10 fractional points of WIS	95	Bonus Spells gained as if Wisdom is 1 higher than actual
43	turn undead as if 1 level lower	96	Spell Immunity treated as if Wisdom is 1 higher than actual score
44	Chance of Spell Failure treated as if Wisdom is 4 lower than actual score	97	Bonus Spells gained as if Wisdom is 2 higher than actual
		98	Spell Immunity treated as if Wisdom is 2 higher than actual score
		99	Bonus Spells gained as if Wisdom is 3 higher than actual
		100	Spell Immunity treated as if Wisdom is 3 higher than actual score

Table 2J: Results of Residency

2d12 Roll	Result
<3	You were persecuted, threatened and battered during your residency and even did some jail time because of it. But you figured your gawd was just testing your faith. You lost 2 points of Honor from the degrading experience and picked up the migraines flaw from the beatings you suffered at the hands of non-believers. On the plus side, you picked up the muster resolve skill out of necessity. (-10 to Table 2G)
4-7	You gained 100 EP and one melee weapon proficiency at no BP cost from the skirmishes you were involved in. Unfortunately you also gained the maimed flaw from those same fights. (-6 to Table 2G)
9-11	Your host had a few loose screws giving you a somewhat warped view of your religion. But you've always been told, the gawds work in mysterious ways. Your gawd and your church seemed to ignore your pleas for help. You picked up the little faith quirk. (-4 to Table 2G)
12-14	The facilities you were assigned to were in a state of disrepair. Sometimes it seemed like you spent more time fixing leaks in the roof than spreading your religion. But you figured maybe that was just part of your instruction. (-2 to Table 2G)
15-19	Your knack for thinking outside the collection box allowed you to pick up the quick casting talent as you figured out shortcuts in your rituals. Unfortunately, you also gained the enmity versus a gawd quirk as you are sure there must have been some divine meddling in your poor training.
20-21	You got involved in a skimming operation on the congregation collection boxes and were able to save up and additional 1d100 gp. Sure this sounds rotten but you figure its for a good cause right? And you always promised yourself you would pay it back once you got on your feet.
22-23	You saw extra planar representative of your gawd. You caught a glimpse of a Deva, Valkyries, Demon or Devil depending on the alignment of your faith. (+5 to Table 2G)
24	You witnessed a miracle. You were present at an inexplicable event directly attributed to your gawd's personal intervention on the Prime Material Plane. (+10 to Table 2G)

Seminary Results

If your character passed through the "normal" type of training, you must determine the Competency and Personality of the Reverend Superior by rolling on Tables 2D and 2E. Along with determining the Religious Accountments available to the church (Table 2F) these three factors will have a large impact on your final roll on Table 2G: Quality of Education Final Results. But before you can determine that, find out what happened to your character during his advanced training.

Advanced Training

After cleric candidates complete their basic training, they are given a residency assignment by their superiors or by their gawd and expected to fulfill a mandatory period of community service as a zero level cleric. Once they have satisfactorily completed their residency, they are ordained as a first level cleric in their chosen church. Residency is no easy task. The cleric candidate is expected to fulfill many of the obligations and responsibilities of the clergy without having the requisite powers and full training. The ability to think on one's feet and find innovative solutions to the needs of the masses with little material support is a large part of the learning experience during a clerical residency. It is a thankless job and clerics often work long hours volunteering to help members of their community during the experience. To determine where the cleric candidate served his residency assignment, roll on Table 2I: Location of Residency. Be sure to add any applicable modifiers from Table 2C: Type of Ecclesiastical Training. After that, determine the results of the residency experience by rolling on Table 2J: Results of Residency. Following satisfactory completion of his residency assignment, the cleric candidate returns to his seminary or the nearest local temple to receive his Ceremony: Investiture spell and become a fully functioning first level cleric. At that time, you can determine the sum total results of his religious education by rolling on Table 2G: Quality of Education Final Results.

Final Ecclesiastic Results

If your cleric was not self taught or conscripted go ahead and roll on Table 2G: Quality of Education Final Results. Be sure to include any applicable modifiers from other tables. If your cleric received his training via non-seminary methods, consult the appropriate section below:

Self-Taught: You wandered in the wilderness for d4+1 years seeking wisdom. You had periodic visions (or perhaps hallucinations due to malnutrition, sleep deprivation or dehydration) in which an agent of your gawd appeared and imparted deep spiritual knowledge that guided you in your

quest for enlightenment. You learned common adventuring skills such as how to fight and wear armor (if permitted by the faith) out of necessity in fending off wild animals

Make a Constitution check or you died from exposure, starvation or dehydration before reaching enlightenment.

If you lived through the ordeal...

- a) gain Survival, desert skill at no initial cost
- b) only initial weapon of proficiency is the club. Remaining and future slots may be filled by training.
- c) no starting money

Table 2K: Starting Honor Modifier

Roll 3d12 Modified Roll*	Honor Modifier*
0 or less	-30
1-2	-20
3-4	-15
5	-10
6	-8
7	-6
8	-5
9	-4
10	-3
11	-2
12	-1
13-24	no change
25-29	+1
30	+2
31	+3
32	+4
33	+5
34	+6
35	+7
36	+8
37-39	+10
40+	+15

*Negative Honor Modifiers for modified rolls of 3 to 12 cannot lower starting Honor below 1.

Table 2L: Starting Money Roll Modifiers

Roll 3d12 Modified Roll	Starting Money Roll Modifier
0 or less	-60
1-2	-50
3-4	-40
5	-30
6	-25
7	-20
8	-15
9	-10
10	-5
11	-2
12	-1
13-24	no change
25	+1
26	+2
27	+5
28	+10
29	+15
30	+20
31	+25
32	+30
33	+35
34	+40
35	+50
36	+60
37-39	+70
40+	+80

d) gain value privacy (reclusive) quirk as if cherry picked

e) starting weight is half the normal weight modifier

Conscripted: You were pressed into service. You caught the attention of the unit chaplain who pulled you from front-line infantry duty and taught you the basics of his martial faith.

a) gain healing skill without initial cost

b) weapons of proficiency open to all weapons (though restrictions of faith still apply)

c) gain access to healing sphere (1st level spells only)

What Else is Left?

After all that, a couple of factors yet remain. Just how does the outside world view your new cleric? Did he go to a top University like U of I at Urbana or did he wallow away for seven years at Ball State? Surely, this affects his Honor. Roll on Table 2K: Starting Honor Modifier to see just how much and be sure to apply any applicable modifiers from previous tables. Finally, you must determine if there is a modifier to your character's starting cash. Did your PC work extra hard waiting tables and actually graduate with some dough? Or (more likely) did he have to spend every penny he made on bribes to the re-admissions office and liquor to help forget embarrassing test result after embarrassing test result? For the last detail of your ecclesiastical experience check Table 2L: Starting Money Roll Modifiers. Then go on to step 10 of the character creation procedure in the Player's Handbook.

Cleric STPs

Because of their unique lifestyle and training, cleric group characters have options and training opportunities that other classes do not. This is represented by the following skills, talents and proficiencies (STPs) that can be learned by cleric group characters, or multi-classed characters with a cleric class (unless otherwise specified). These skills, talents and proficiencies are acquired in the same manner as presented in the PHB.

NEW SKILLS

Distraction

[(Charisma + Wisdom)÷2/Social Interaction/ 1 BP]

This skill is used when not engaged in combat. With a successful skill check, all creatures within 40 feet must look at the distracting character and suffer a 1d2 segment initiative penalty (penetration does not apply to this roll) if they are in combat. This can be useful to get the attention of undead who are not looking at the cleric. Using this skill creates a loud spectacle.

Prerequisite: None.

Feint

[(Dexterity + Wisdom)÷2/Combat Procedure/ 4 BP]

Normal combat is full of feints, dodges, attacks and positioning. However, practicing this skill allows one to implement a particularly effective feint while in melee. A successful skill check allows a character to forgo an attack to inflict a 1d4 segment initiative penalty on his opponent's next attack or run away from melee without an immediate counter attack. In the case of delaying an opponent's attack, the initiative penalty only applies to an attack made in the same round as the feint maneuver or in the following round. In the case of fleeing, the attacker can still pursue, but not for 1d4 segments. Furthermore, if the feinter fails his skill check by 20% or more in either case, it means the attacker honed in on the ruse and gets a +2 bonus to hit on his next attack roll against the character who failed to feint properly. This bonus

only applies as the attempted feint or the round immediately following.) Characters in the fighter and thief class groups may also study this skill.

Prerequisite: None.

Improve Cover

[(Dexterity + Wisdom)÷2/Combat Procedure/ 4 BP]

This skill allows the user to maximize the value of any cover or concealment against missile fire. Categories of cover are defined on page 100 of the GMG. If an individual has at least 25% cover, a successful skill check indicates that the individual improves the effect of the cover to the next higher category. For example, an individual with 25% cover who makes a successful skill check would effectively have 50% cover. Failing this skill check by 20% or more means the character thinks he has better cover but he actually does not. Attackers get +2 to hit the mope, in this case.

Prerequisite: None.

Improved Overbearing

[(Strength + Wisdom)÷2/Combat Procedure/ 2 BP]

When attempting to overbear someone, this skill allows a character to add +2 to his attack roll. When attempting to overbear in cooperation with other attackers, he gets +2 to his attack roll if his attack roll is used for the group (which means he is the weakest attacker in the group). If the group does not use his attack roll in the overbearing attempt, he adds +2 to the group attack roll (instead of the standard +1 for counting as an additional person).

Prerequisite: None.

Improved Subdual

[(Charisma + Wisdom)÷2/Combat Procedure/ 3 BP]

A character with this skill is good at striking his opponents to subdue them. A successful skill check indicates the subduing attacker gets +1 to hit and +2 to damage a single opponent while trying to subdue him in melee combat. Failing a skill check by 20% or more indicates that his subdual attacks are leaving him exposed: resolve the subdual attacks as normal, but the subduing attacker suffers a -2 penalty to his AC. Only one skill check need be made per melee combat per opponent being subdued. If the attacker breaks off combat with that opponent for a round or more and then engages him again, he may make another skill check.

Prerequisite: None.

Improved Unarmed Combat

[(Dexterity + Wisdom)÷2/Combat Procedure/ 2 BP]

A character with this skill is good at fighting others who have a weapon while he has none. Ordinarily in this situation an armed defender always gets initiative and gains +4 to hit and damage his would-be unarmed attacker. However, if an attacker with this skill makes a successful skill check, he is able to roll initiative as normal (potentially going first) and the defender only gains +2 to hit and +2 to damage. This skill is useful when in a bind, but it's really never a good idea to bring fists to a sword fight.

Prerequisite: None.

Veterinary Healing

[Wisdom/Sophisticated/3 BP]

A character with this skill knows how to heal all types of normal animals. With a successful skill check, he can heal 1-3 hit points, if he can treat the creature within one round of wounding. The veterinary healer can give a creature a +2 to save vs. poison if treated for five rounds, beginning within a round after poisoning. He can also diagnose disease, identifying those with

magical origins and reducing the course of a natural disease to shortest duration and stage 1 effects. Continued care can restore 1 hit point per day during non-strenuous traveling. A single veterinary healer can tend up to 6 creatures. Supernatural creatures (such as Skeletons or Ghouls) or creatures from another plane (such as Aerial Servants or Xorn) cannot be treated with this skill.

This skill is not cumulative with the healing skill – the first used takes precedence. The veterinary healing can be used on humans, demi-humans and humanoids (and monsters) at half the normal chance of success.

Prerequisite: None.

NEW TALENTS

Blood Turning: (10)

[Any]

This character has the ability to potentially increase the effectiveness of his turn undead attempts. He can instantly increase his effective level for purposes of turning by up to twice his current level. For each level of increased turning ability, he or one of his allies within 10 feet (selected at random) suffers 2d12 points of damage. This talent can only be used once per day, but the blood turner may also make normal turning attempts.

Burst of Speed: (10)

[Any]

This talent means a character is capable of amazing bursts of speed. He can double his current movement rate, but each round of doing so counts as three rounds of exertion for purposes of fatigue.

Concentration: (20)

[Any]

Ordinarily, when a spell caster is disrupted in any way while casting a spell, the spell is ruined. Certain rare individuals have the wherewithal to stay focused and squeeze the spell out, even if they suffer damage. A spell caster with this talent can attempt a saving throw versus spells (without his Wisdom bonus) when disrupted during spell casting. If successful, he may continue to cast the spell. If he fails his saving throw, the spell results in a mishap instead of a simple ruined spell (even for clerics and druids).

Courage: (4)

[Any]

The plucky PC gains +4 to all saving throws against fear effects.

Curse Resistance: (6)

[Any]

When interacting with a cursed item that normally allows no saving throw, a character with this talent may make a saving throw versus rod, staff or wand to remove the item from his person. If the cursed item or spell invokes some one-time effect that normally allows a saving throw, a character with this talent gains a +4 bonus to save against the effect.

Death Magic Bonus (6)

[Any]

This talent indicates an exceptional resistance to death magic. Characters with this talent gain +4 on all saving throws against death magic. This talent may be taken multiple times; the bonuses are cumulative.

Divination: (13)

[Anyone capable of using divination magic]

The character possesses a special link with the gawds. Once per day, he can attempt a Divination (as per the 4th level cleric spell). The chance of success is never greater than 60%.

Divine Shield: (6)

[Any cleric]

In times of extreme need, a cleric with the divine shield talent can apply his Comeliness modifier associated to Charisma as a bonus to his Armor Class. This works almost like employing a shield for purposes of near misses in combat and employing a shield for a saving throw bonus. The character is considered to have a shield with an AC bonus equivalent to the Comeliness modifier though he need not physically employ a shield to gain the protection (he could still fight with two weapons or use a two handed weapon). For example, a character with a +3 Comeliness modifier (from an 18 Charisma) would act as if a standard medium metal shield protected him. This effect lasts for a turn each time it is invoked. The drawback is that for every AC modifier the divine shield drops (from sustaining damage), the character loses a random spell slot for a week. Each time the divine shield is "destroyed", the character suffers 33 points of permanent fractional Charisma damage. Thus, the wise and the vain use this talent sparingly.



Divine Smite: (11)**[Any cleric]**

Characters with this talent can parlay their special faith in their gawd to deliver particularly effective blows in combat. The character may use his Comeliness modifier associated with his Charisma score as either a bonus to hit or damage in combat in either missile or melee combat. He must choose which activity to apply the bonus at the time he takes the talent. This talent may be taken multiple times with the bonus applicable to a new condition each time. However, do NOT apply cumulative bonuses. For example, a cleric with 18 Charisma could take this talent to apply a +3 modifier to hit with melee weapons. He could take it again (spending the BP again) and apply a +3 modifier to damage with ranged weapons. All bonuses associated with this talent are cumulative with other bonuses from magic, skill, Ability Scores or similar effects.

Elemental Resistance: (5)**[Any]**

A character with this talent shows particular resistance in the face of damage from elemental forces. This talent may be taken multiple times and each time it applies to a new elemental effect (such as air, fire, water, earth, electricity, radiation, or cold). The character gains +4 to all saving throws associated with the chosen element. If a saving throw does not apply (such as an attack from an elemental), reduce all the relevant damage sustained by the character by one point per die.

Enhanced Turning: (7)**[Any]**

A character with this talent is more likely to turn or command undead, though a successful attempt will affect fewer of them. Enhanced turning halves the number of undead that are affected by turning, but increases the power of the turning attempt by a +3 modifier on the d20 roll. Using this talent is not a choice. Once the character picks it, all of his turning attempts work this way.

Fast Turning: (5)**[Any]**

A character with this talent gains a 1d4 initiative bonus when making an attempt to turn undead.

Follow-through Healing: (4)**[Any]**

The cleric can maximize his use of healing magics. If a creature cannot absorb the entire total of healing, the cleric can apply those cured points to another creature, provided the caster can physically touch both recipients at the same time. Only one additional creature may be cured using this talent. The supplemental effects of cure spells (such as the ability of a Cure Critical Wounds spell to mend special effects of critical hits) do not follow-through, only the hit point benefit does. Furthermore, the talent may not be used in any way with Cause Wounds spells.

Legacy: (10)**[Any]**

Though he may not be aware of it, the character is born of nobility or a great hero. He may have been adopted or even left on the doorstep of a peasant family, but at some point his true nature reveals itself. The son of a hero may manifest an ability for which that hero was known (such as speaking with animals or periodic feats of supernatural Strength). He may be one of

the very few people who can use or touch a certain artifact safely. The child of a noble may secretly be the rightful heir to the duchy or even the kingdom. Whether he can make this claim stick depends on his own efforts. The GM decides the exact nature of this legacy, and the player may need to keep his character alive for awhile to discover his own true heritage.

Life Smite: (6)**[Any]**

Characters with this talent are particularly good at smacking down undead in melee combat. They add 2d6 points of holy magical energy damage to all successful melee attacks against undead. This energy affects those undead that are hit only by magic or holy weapons (though non-magical melee weapon damage and Strength bonuses would not). However, intelligent undead can sense this ability upon sighting the character (whether or not he uses it in their presence) and will go to great lengths to bring about his doom.

Mass Turning: (7)**[Any]**

A character with this talent can turn or command undead more effectively than most clerics, but has a harder time making a successful turning check. Mass turning doubles the number of undead that are affected by turning but reduces the power of the turning attempt by applying a -3 modifier on the d20 roll. Using this talent is not a choice. Once the character picks it, all of his turning attempts work this way.

Paralyzation Bonus: (4)**[Any]**

This talent gives a character exceptional resistance to paralyzing effects of all types. Characters with this talent gain a +4 bonus on all saving throws against paralyzation. This talent may be taken multiple times; the bonuses are cumulative. Note that this talent does not apply to Hold Person or Rigor Mortis spells – only specifically designated “paralyzing” attacks, such as Class R poison, a Ghoul's touch, and the Paralyzation spell.

Photographic Memory (clarification):

This benefit only applies to characters of the magic-user group (except for painted mages). Characters who pray for their spells (clerics, druids, holy warriors, paladins, rangers), do not gain this benefit, though they are still able to memorize anything they've ever read or seen.

Poison Bonus: (5)**[Any]**

A character with this talent has exceptional resistance to toxins of all types. He gains a +2 bonus on all saving throws against all poisons. This talent may be taken multiple times with the additional +2 modifiers applying only to a specific type of poison. In no case may a character's saving throw bonus against poison be greater than +4 for a specific type of poison from this talent.

Precision Casting: (5)**[Any]**

These individuals are especially good at using spells in combat situations. A character with this talent gains a +2 bonus to hit with any spells that requires a to-hit roll (such as Spiritual Hammer and even Cure spells).

Prophecy: (12)**[Human]**

The character gains a minor prophetic ability. This involves people for the most part, allowing the possessor of this talent to see someone's luck or omens of the future. Usually such predictions come to pass in short order, but it is possible for a foreseen event to occur years later. The predicted event will occur, though the one who saw it may not fully understand it or its implications, despite any precautions (or perhaps because of them). Often these visions take place in dreams. They occur at random intervals, though the character can attempt to force them deliberately.

Forced visions only succeed in producing a vision 50% of the time, and, though accurate, they tend to be nothing interesting or extraordinary. Prophecy cannot be used to change the future (if a prophetic character says opening a door would be bad and the door is not opened, the sight cannot have occurred). Also, the ability cannot be used to see the outcome of a battle, though it could determine if one side or the other had favorable or unfavorable luck. Characters with prophecy are often seen as mad by certain cultures.

Prudish: (5)**[Human, gnome, halfling]**

This character is far less susceptible to the guile of the opposite sex. He is considered to have a Wisdom 4 points higher than his actual score for purposes of determining Fascination with characters of high Comeliness. In addition, any attempt to use the art of seduction skill on such a character suffers a -35% penalty.

Puritanical: (10)**[Human, halfling]**

This character had a strict upbringing that left indelible marks on his character. He simply does not easily give into certain types of temptation. For purposes of determining Fascination with characters of high Comeliness, the puritanical character's Wisdom is considered 5 higher than his actual score. In addition, any attempt to use the art of seduction skill on such a character suffers a -50% penalty.

In regards to alcohol, the character will never voluntarily drink. Even if saddled with the alcoholic flaw, the character still may resist the lure of liquor. If he makes a save vs. Apology (magical defense adjustment may be added in), he successfully resists. Even if he fails the initial roll, he is overcome with such guilt that subsequent rolls gain a bonus of +4 to resist (magical defense adjustment may be subtracted from this roll). These resistance rolls are in addition to the normal d20 roll associated with the alcoholic flaw.

The character will also refuse to gamble. Even if he has the Gambling Addiction quirk, he may resist wagering if a successful save vs. Apology is made (magical defense adjustment applies).

Quick Casting: (5)**[Any]**

This character instinctively finds ways to cut corners in the amount of time it takes to cast his spells. Characters with this talent reduce the number of segments it takes them to cast each spell by 1 (with a minimum casting time of 1 segment). This results in a mere 1% chance of spell mishap (even for clerics and druids). Each time the character quick casts a spell, he must announce that he is using this talent when rolling for initiative.

Receptive Healer: (6)**[Any]**

A character with this talent is more receptive to magical healing than others. He gains +1 hit point per die from magical healing (including penetration dice). This bonus does not apply for magical healing in which no dice are involved, such as eating a berry from a Goodberry spell or a paladin's ability to lay on hands. Furthermore, this talent grants no bonus to non-magical healing.

Reduced Facing: (4)**[Any]**

This talent indicates a special ability to take on multiple opponents. When fighting more than one creature, one of them will not be able to attack a character with this talent. The GM randomly chooses which creature loses its attack each round.

Second Sight: (5)**[Any]**

The character has a special means of perception, extending even to supernatural areas. He gains +25% on his chance to see invisible creatures. (He doesn't see them normally, they appear blurred and partially transparent, but well enough to prevent penalties to hit, for example). This mostly means that the character can see spirit forms and magical entities, which tends only to draw even more interest from such parties. Such attention can often be a very bad thing.

Thick Blood (5)**[Any]**

This character's blood has a higher clotting ability than others of his race. When wounded by an injury that continues to bleed, a character with this talent loses one fewer hit point per round on a cumulative basis until the bleeding stops. For example, if wounded with a bleeding injury that does 4 points of damage per round, the character only loses 3 hit points on the first round, 1 hit point on the second round and the wound stops bleeding on the beginning of the third round without doing any damage that round. In the case of critical hit effects such as internal bleeding, this character only suffers the effect for the first hour and then it stops. For profuse bleeding, he can survive twice as long as normal.

Vigor: (9)**[Any]**

A character with this talent can muster a special toughness when need to gain more physical fortitude. He can instantly increase his Constitution score by +2, but each round of doing so counts as four rounds of exertion for purposes of fatigue. All benefits associated with the increased Constitution apply for the duration of the increase. This includes potential extra hit points, disease and alcohol resistance, poison saves and system shock (though the character must be conscious to invoke the effect).

NEW WEAPON PROFICIENCIES (CLERIC GROUP ONLY)**Grenade-like Missiles****[Weapon Proficiency / IBP]**

This cleric has trained specifically in methods of throwing vials of holy water and other grenade-like missiles at creatures in combat. This proficiency applies regardless of the contents of the container.

CLERIC GROUP PERSONALITIES

No two clerics are alike in their goals, desires, quirks and prejudices. It doesn't matter if they belong to the same cleric class, have the same cleric package, are at the same experience level and have rolled the same hit points, they're going to be different people.

Following are descriptions of several common types of cleric characters. All of these personalities are drawn from cleric character stereotypes common to fiction and mythology. Novice role-players should read through these descriptions and, if they wish, adopt one of these personality types for their cleric characters or at least let these descriptions inspire them to work out the details of their characters' personalities. Beginning role-players should take notes so they can avoid penalties for bad role-playing and stumbling around in tricky situations, wondering what their PC might do. Experienced role-players should recognize elements of their own characters in the personalities below. Read each description, think about whether the description comes close to matching your conception about your character's personality, and if it does, try to utilize that description's advice when role-playing and making decisions for your character.

Each personality in this chapter will be described in the following way:

CHARACTER DESCRIPTION: These paragraphs talk about the character's attitudes and motivations and how the character tends to act and interact in a normal campaign.

BEST SUITED FOR: These paragraphs talk about the alignments for which this personality type is best suited, and about the cleric package for which the personality is best suited. It is possible to come up with a good rationale for why a character of a specific personality type should have an alignment that doesn't (at first glance) seem appropriate for that personality type, but such ground can be very tricky for beginning or less skilled gamers. It is best to try to keep within the recommendations at first, so don't screw it up.



IN COMBAT SITUATIONS: These paragraphs talk about how the character reacts in combat situations. Not all clerics heave out their mace and wade in swinging immediately; some approach battle situations more slowly, more cleverly, or more aggressively. Some hardly ever sheathe their weapons in the first place.

IN ROLE-PLAYING SITUATIONS: These paragraphs talk about the character's general reactions to NPCs in role-playing situations; you can use them as general guidelines for your character's role-playing conversations and other such encounters.

The Crusader

CHARACTER DESCRIPTION: The crusader is a cleric with a mission. The details of that mission are up to the player and the GM. He may wish to convert the heathens, to restore a temple to its original glory, to clean up a corrupt priesthood, to crush the enemies of his faith, to destroy a powerful clan, or to gain special rights or privileges for (or merely a lifting of bad or prejudicial laws from) his people.

This is not such a bad thing when the crusader's goals correspond to the goals of the adventuring party. That's easy to sustain for a multi-episode adventure. But when the other player character heroes' attention turns to some other matter or enemy, the crusader is less willing to go along. He may continue on with them for a time, but his attention always turns back to his personal crusade.

BEST SUITED FOR: The crusader is best suited to lawful alignments (lawful good, lawful neutral, lawful evil). He tends to be humorless, but certainly doesn't have to be stupid.

IN COMBAT SITUATIONS: The crusader is a straightforward fighter, all according to the limitations of his cleric class. But if the enemy is related to his crusade, he'll become the fiercest son of a bitch the world has ever known. As one of the most energetic combatants, he sometimes takes dangerous risks and goes all-out to rid himself of his most personal enemies.

IN ROLE-PLAYING SITUATIONS: He doesn't have to be a boring idiot who talks about nothing but his quest. He can have other goals and interests, too. But the further away he is from his personal crusade, and the less he is able to promote his goals, the more of his attention they will take up in his mind.

The Earnest Novice

CHARACTER DESCRIPTION: This cleric is a young fellow who has newly achieved his clerical rank. Yes, all first-level clerics are appropriate for this personality but not all of them have to take it. Other first-level clerics can be a little more sophisticated or world-wise than this fellow.

The earnest novice is naive. He's easily tricked by smooth, polished liars. He is pure in his beliefs, especially those related to his priestly order. He serves as an inspiration for others; no matter how battered he is by life, he seems always just to stand back up and keep on going.

BEST SUITED FOR: This character is best suited to the range of good alignments (lawful good, neutral good, chaotic good).

IN COMBAT SITUATIONS: This character is prone to be a bit simple. He has very primitive combat tactics, such as "run at the enemy and hit him;" or "stand where you are and shoot him;" such things as flanking maneuvers, feints, false retreats, and other military maneuvers are beyond his comprehension.

IN ROLE-PLAYING SITUATIONS: This character expresses cheerful optimism and, usually, a lack of understanding about the way the "real world" (that is, the campaign world) works. It doesn't occur to him to slip a waiter a bribe to get better service. That would be monstrously unfair and unprofessional! The ideas that a colleague might be corrupt, that a judge might render a decision based on how he felt that morning, that a beautiful young lady might not be absolutely virtuous are all alien to him. He'll accept them when his nose is rubbed in them but they'll never occur to him naturally.

Most players who take this personality eventually abandon it. It is nearly impossible to play a character as remaining entirely innocent of the world

through adventure after adventure. See the Changing Personality Types section for more on this.

The Hypocrite

CHARACTER DESCRIPTION: This cleric is a smooth talker and an advocate of all the goals of his religion and all the virtuous behaviors there are. But, deep down, he doesn't believe in them. He's fooled his superiors in the clerical order, he's probably fooled his adventuring companions, he's certainly fooled his flock but he himself knows the truth.

This is a pretty villainous personality type. When a hypocrite cleric isn't a villain, he's merely weak-willed. Either way, such characters are rare among player character heroes. And they never get away with it forever.

Here are some examples of this character's typical behavior:

He generously gifts coins to city beggars and earns their praise. But on the side, out of sight, he traffics in stolen goods, perhaps including objects stolen from temples of his order, and uses the respect accorded to clerics to smuggle his stolen goods through city gates and inspection lines.

When a beautiful young member of the flock comes tearfully to him with problems, he arranges to see her privately to counsel her. Alone with the troubled young lady, he will seduce her, then abandon her, blackmailing her with the besmirching of her reputation to keep his own reputation clean. And should she, in her grief, decide to commit suicide, he'll be the most anguished of mourners at her funeral (perhaps he will officiate) and then begin to work on the young lady's better-looking friends the same way.

When sinners come to him after doing evil, they'll always find absolution for a hefty price in gold pieces. Such sinners are almost always repeat offenders, and so they are also repeat spenders.

BEST SUITED FOR: Obviously, this sort of personality is best-suited to non-player characters. But it is always an option for, and can be a challenge to, player characters as well. The hypocrite is limited to lawful neutral, lawful evil, true neutral, and neutral evil character alignments.

IN COMBAT SITUATIONS: The hypocrite will tend to behave like the cleric he is supposed to be. If he can find reason to get out of the way of combat, he will. For instance, if an ally is injured, the hypocrite will drop behind the lines to heal or doctor him. The hypocrite is also prone to directing the actions of his teammates in such a way that they take all the risks. If one of them is killed or injured, of course, he will appear to agonize over it.

IN ROLE-PLAYING SITUATIONS: The hypocrite will be the smoothest and most concerned character around. However, his player will need to communicate, in private consultation with the GM or through secret notes, the hypocrite's true motives and plan.

Eventually the other characters will catch on, and ultimately they will expose or even kill him. It's up to the player then to decide what the hypocrite will do (assuming he survives). He could change his name and start over again elsewhere, or pretend to reform and become a little more sophisticated in his tactics, or he could even reform and change personality types.

The Motivator

CHARACTER DESCRIPTION: This character is like a grown-up version of the earnest novice. He knows what the world is all about, but he intends to do his temple's business and see to it that his gawd's goals are met, with no complaints and no back-talk. He's a combination of cheerleader and drill sergeant. He leads by example, and he usually leads. He gets to know the minds of his companions and plays upon their own goals and desires to get his accomplished. This doesn't make him a villain like the hypocrite. He probably intends this to be to everyone's benefit.

Like the crusader, he performs best when he's headed in the direction of his personal goal; unlike the crusader, he doesn't have just one goal that dominates his life, and can add the other player characters' goals to their own. But if he does take on someone else's goal, you can be sure that he'll be unceasing and maybe unbearable in trying to motivate that character toward that goal. He won't let the other character abandon the goal. He just never gives up.

BEST SUITED FOR: This character is suited to any alignment. Obviously, if he's lawful good, his goals will be the goals of his gawd and his society; if he's chaotic evil, his goals will be his own, and very destructive ones, too.

IN COMBAT SITUATIONS: The motivator charges into the thick of things and tries to whip up his allies into a combat frenzy. He gravitates to the center of the skirmish line, and if he's fit for it will try to take on the biggest and baddest opponents.

IN ROLE-PLAYING SITUATIONS: He will be a vigorous font of advice and helpfulness. He tends to be abrupt of speech and firmly set in his opinions (i.e., stubborn), but he's usually a good friend to have around.

The Philosopher

CHARACTER DESCRIPTION: This character tries to fit each of his adventures and encounters into the grand scheme of the meaning of life. He's not a very exciting personality, being more thoughtful and reserved than the dynamic motivator or energetic earnest novice. He often adopts a "Let's wait and see what happens" or "Maybe it was meant to be" attitude. He seldom initiates combat or aggression, but this doesn't make him a pacifist; once he gets into combat, he can be as formidable an opponent as any cleric of his class.

BEST SUITED FOR: The philosopher is best suited to lawful and neutral alignments (lawful good, lawful neutral, lawful evil, neutral good, true neutral, neutral evil).

IN COMBAT SITUATIONS: The philosopher will often hang back for a round or so to gauge the situation and analyze things. In doing so, he may see something the other characters have missed (more enemies creeping out of a secret panel, an exit tunnel that would allow them to escape, or the stealthy motions of an enemy thief creeping around behind one of the heroes). But he won't hesitate long, particularly when it could mean life or death to his friends.

IN ROLE-PLAYING SITUATIONS: He tends to be very analytical, choosing his words carefully, thinking all the while.

The Politician

CHARACTER DESCRIPTION: This is an ambitious cleric. He wants to have political power within the community, within the temple, or both. This doesn't mean he's bad; he may be acquiring power because he believes he can wield it better than others and make the world a better place. But he goes out of his way to gather favors, advise powerful people (and to do so well!), to acquire treasure so that he can build great temples and influence the masses, etc.

The Politician has a weakness, though. Regardless of his motivations, he sometimes blinds himself to the truth so that he can continue acquiring power and influence. If two cities or countries are on the verge of war, and that war would benefit him and his power base, he might advocate that war be declared, and blind himself to the suffering this will cause among the people who have to do the fighting. If a woman comes to him with the classic dilemma where she is being told by her family to marry one man when she loves another, the politician will first consider the influence he might gain from these respective matches first, and considers the lovers' and families' feelings second. He may not even realize this but his advice will always be tinged with self-interest.

This is also a challenging role to play, especially if the character really is good at heart and is just concealing from himself the harm of his course of action. Eventually, the GM should confront him with the results of his selfishness: Perhaps one of his plans or pieces of advice results in tragedy, and the accusations of the PCs or NPCs who see through his motives convince him that he's been on the wrong path. When this happens, the politician might wish to change to another personality type. On the other hand, sometimes the politician is never caught at it, or never admits his culpability to himself, and just continues rising up the ladder of power and influence.

BEST SUITED FOR: The politician is best suited to lawful and neutral alignments (lawful good, lawful neutral, lawful evil, neutral good, true neutral, neutral evil). If he's good, he'll probably eventually understand the damage he has done and can do. If he's neutral, he won't go out of his way to harm

people, but will not be truly touched by it when harm does occur. If he's evil, this harm is merely another benefit of the job.

IN COMBAT SITUATIONS: The politician is like any other cleric of his specific cleric class. However, if there's an important person around to impress, he may fight more vigorously or risk himself to save that person.

IN ROLE-PLAYING SITUATIONS: The politician is continually ferreting out rumors and news, analyzing information, learning the personalities of important people, and looking at all situations and adventures in terms of the power and prestige they can bring him.

The Proselytizer

CHARACTER DESCRIPTION: This cleric's primary motivation involves converting worshippers of other gawds to worship of his gawd. Nothing else matters. If someone is not according due to his gawd, that someone is going to experience a religious conversion attempt. This doesn't mean that the proselytizer necessarily believes his gawd to be the only gawd. In a land where many gawds are worshipped, this is an uncommon belief. But if he finds someone who worships several gawds but excludes his deity, the proselytizer goes on the job.

BEST SUITED FOR: Proselytizers can be of any alignment, but most are dutiful clerics of good alignment (lawful good, neutral good, and chaotic good).

IN COMBAT SITUATIONS: The proselytizer acts as any other adventurer. He might be more gullible when it comes to an enemy who pretends interest in his deity and professes a desire to be converted, but this will only occasionally take place in the campaign. The enemy would have to know him and his motivations pretty well to make this attempt. However, PCs who know him can work this angle 'til the cows come home.

IN ROLE-PLAYING SITUATIONS: The proselytizer talks about little other than his gawd, his temple, and his personal adventures in service to his gawd and his temple. He can be quite insufferable at times, in fact.

Ultimately, his adventures may convince him that there are other things to life than the ongoing conversion of non-believers; at this time, his player may choose for the character to take on a new, different personality. But even then, the character is likely to remain a bit more interested in religious conversions than other examples of his new personality are.

The Sage Counselor

CHARACTER DESCRIPTION: This cleric is primarily interested in acquiring wisdom and passing it on. He likes to help people. And since he's a cleric, people often come to him with their troubles; he's always willing to advise them. Depending on his experience and personal wisdom, he could be quite good at it, too.

BEST SUITED FOR: This personality is best suited to lawful good and neutral good alignments. A chaotic good cleric could also try to be a sage counselor, but his advice is likely to be more dramatic and less well reasoned than that of the other alignments.

IN COMBAT SITUATIONS: The sage counselor is likely to try to persuade the enemy to surrender, to run away, or just to be reasonable. This doesn't mean that he's stupid, though. Confronted with danger, he can hit just as hard and defend himself and his friends just as fiercely.

IN ROLE-PLAYING SITUATIONS: The sage counselor goes out of his way to help people; if he sees a sad face and has some time available to him, he'll gravitate to the stricken person, kindly ask if he can help, and end up wrapped up in some other person's troubles. Incidentally, this is a great way to get the character involved on new adventures: The GM need merely run a tearful NPC past the cleric, and another adventure is on its way.

CHANGING PERSONALITY TYPES

Sometimes, as mentioned above, it becomes necessary for a player to re-think his character's personality. Perhaps the character has outgrown that

personality. The earnest novice must eventually grow up, for instance. Perhaps dramatic events have forced the character to re-think his goals and attitudes. This often happens to the crusader and the politician.

Since these personality types are merely guides for role-playing, the player can change them as he chooses. However, he shouldn't change his character's personality just because he's bored with it, though. Events in the campaign should be the factors that influence this change. Here are some ways it can come about.

The crusader might achieve his life-long goal, or lead one party too many into death and disaster and realize that all he's doing is hurting people. In this case, he could become embittered and turn into a hypocrite, playing on his good reputation, or could tone his approach down and become a motivator, or could achieve a measure of wisdom and become a sage counselor.

The earnest novice could wise up and realize that the world is a more complicated and unfathomable place than he thought. If this disillusion hits him, he could turn into a hypocrite. If he simply matures a bit, he'd be a motivator. If he acquires a specific goal, he could become a crusader, politician or proselytizer. And if he simply acquires a bit of wisdom or perspective, he could become a philosopher or sage counselor.

The hypocrite could change his personality if he is confronted by the harm he causes and cares at all about it. If he doesn't care, he won't change. If he does change, he's likely to become a crusader often trying to expose and eliminate other Hypocrites, a politician (so he can gain enough power to weed hypocrites out of his order), or even a sage counselor who can possibly anticipate the tactics of other charismatic users.

The motivator could run out of energy; after too many years of battering himself against the brick wall of an uncaring world, he might tire out. In this case, he's likely to become a more sedate philosopher or sage counselor. He could conceivably become embittered and become a hypocrite.

The philosopher is not likely to change. His personality comes with maturity, not before it. If he does change, it will probably be because he's grown tired of being dull and undramatic, and he's likely to become a motivator, one anxious for adventure, combat and life in general.

The politician will probably change only if he perceives that he's doing more than good and if he minds that. In this case, he'll probably shy away from real responsibility in the future and become a philosopher.

The proselytizer is likely to realize that he is not serving his gawd best simply by converting others to that gawd's worship. He is likely then to become a crusader, so that he can avidly pursue one of his gawd's specific goals; a motivator, so that he can bring energy to other clerics of his order; or a politician, so that he can improve the stature of his gawd's worship through reorganization of the church.

The sage counselor, like the philosopher, isn't likely to change; this is a personality that is acquired with experience.

Chapter 3

Rules of the Road

This chapter gives an aspiring young cleric information on how to conduct himself in the often-dangerous world of HackMaster. It provides advice, rules clarifications and additions, and meaningful clues to what's really important out there on the road of life.

DUTIES OF THE CLERIC

Clerics are necessary parts of any adventuring party, but they also have numerous duties regarding the general populace. Don't underestimate the influence of the numerous churches on the lives of individuals. Player characters, of course, can benefit greatly from this – or abuse the peasants mercilessly.

All clerics have certain duties that they are obligated to perform including duties to the gawd and duties to the community or civilization. These can reinforce the power of the temple or serve (ostensibly) as a reminder of the implicit or explicit covenants between a society and its gawd. The GM will use these duties as a springboard to adventures and a means of keeping player's clerics in line. Thus, it is crucial that a player understand his character's duties and not tick off the GM (unless it's really worth it), since the GM decides what the gawds do.

Samples of typical religious duties follow. It is by no means exhaustive. Keep in mind that though many elements of a religion remain the same across the world, regional differences can sometimes affect the specific duties of a cleric more than specific choice of gawd. A newly establish temple will have fewer duties (and considerably less economic and political power) than a theocracy or an established state religion (even one that allows other religions to exist).

DEVOTIONS

These are ordinary prayers and rituals that the cleric conducts on a regular basis. They include saying prayers at specific times of the day, upon observation of specific incidents or natural phenomena, and so forth.

Just knowing that they do this sort of thing on a regular basis is enough for most players, but it is important to recognize that clerics are expected to perform duties or even attend (and in some cases preside over!) special services on particular holy days.

GUIDANCE

In most civilizations, clerics act as counselors to everyone in need of advice. This is one reason that Wisdom is often a prime requisite in the cleric group. The cleric character should not be surprised when he finds NPCs seeking him out and consulting him on troubling moral and ethical problems. These are good role-playing opportunities; they are often leads to specific adventures; and, with especially knotty problems, they can be difficult puzzles for the players to solve.

In theory, lay folk will seek out the advice of a cleric of their own gawd first, then an allied gawd, then gawds not specifically opposed to them. No one would listen to the advice of a cleric of an enemy gawd, of course, and in

many cases social station takes precedence. A prince won't listen to even the wisest of country preachers.

Often, clerics are posted to specific noble leaders in order to be their personal advisors. Naturally, this is only done when those noble leaders desire it, are willing to allow it, or (because of the religious order's political strength) cannot afford to refuse it.

MARRIAGE

In many cultures, only the cleric can perform marriages, even if government licenses or justices are also required. No major culture holds such events without a cleric present. Though not all gawdly orders perform marriages (it may not be appropriate for a gawd of blacksmiths), those that do usually see them as a cause for celebration, even arranged marriages.

In some cases, marriage is seen as a divinely inspired condition. Some cults and temples only recognize marriage if it occurs within their faith, with a cleric presiding over the event. Some do not allow divorce, some do not even allow annulment, but most have policies somewhere in between. Not as many faiths require clerical presence for divorce as for marriage, but most annulments require a cleric to review them. If a player character is too obnoxious, he may find himself presiding over endless streams such things.

MISSIONS

The duties of clerics often involve going on missions important to the welfare of the gawd or the church in general.

One of the most common missions involves traveling to other lands to convert the local population to worship of the cleric's gawd. Usually, this involves religious education and what amount to social services; sometimes, it involves conquering that culture and ruthlessly suppressing all signs of its old religion.

Other exciting missions can involve recovery of artifacts, transportation of persons or goods (such as temple money) through dangerous territory, interpretation of phenomena in distant places, and holy war with the followers of another gawd. Are you glad you became a member of the clergy yet?

It is important for the GM to remember that the gawd himself isn't the only one who sends clerics out on missions. For most missions, it's the upper ranks of the church that do the assigning, and clerics are supposed to follow the orders of their superiors. So it's possible for any religion to have a "bad egg," a cleric who issues orders that are contradictory to the tenets of the faith or designed to promote only his personal power. (Promoting his personal power is usually okay if it ALSO promotes the gawd's worship.) This cannot be too common however, since a corrupt temple would face its own gawd's wrath, if not others, and there are a lot of Know Alignment spells floating around any respectable clergy.



OMEN-READING

Some clerics will be charged with the duty of reading omens for the future. Certain omens are described in this hallowed tome and the HackMaster Gawds & Demi-gawds book. Individual faiths have their own methods and techniques, not to mention interpretation. Omens can be “natural”, occurring in the outside world without any action on the part of those interpreting them, or “sought”.

A “natural” omen would include a Red Dragon eating a White Dragon, which some interpret as a sign of a young king overcoming an old one violently, or an eagle snatching a chameleon in its claws (you’re on your own there, consider it practice).

There are several ways of seeking omens. Classic examples include reading the innards of ritually slaughtered animals, looking at tealeaves, standing near “special” fumes at a holy site, and casting sticks, bones or dice. Clerics may listen to whispering in the trees, babbling of brooks or the singing of birds and interpret that noise. They may simply enter a meditative state and await words of inspiration. The Augury spell is an example of the magical version of omen seeking and some gawds provide their clerics with several magical methods or innate talents to seek knowledge of the future.

What They’re Doing

There are several possibilities concerning what a cleric is actually doing when he received an omen. The actual mechanism affects the accuracy and the likelihood of incurring divine wrath.

They’re Receiving the Word of Their Gawd: The clerics are actually receiving some inspiration from their deity. Naturally, such omens are usually clouded in imprecise terminology and symbolism, so that it’s especially easy for the recipient of an omen to mis-

interpret the results. The faithful can usually figure it out what it means (just) before they need the information.

They’re Following Ritual Interpretation: The clerics have a set of techniques of interpretation that they follow rigidly. These techniques may or may not have any basis in campaign reality; they might have been granted by the gawd, or created through ignorance.

They’re Analyzing Based on Their Knowledge: The clerics aren’t actually prophesying at all, but supplying answers based on their understanding of the situation and of the ways of the world. If they are then pretending that their answers come from a higher source, they are obviously being dishonest. They may be corrupt or the gawd may have mandated they not explain this to his followers. However, it’s possible for such a method to be very accurate, especially if it concerns itself mostly with questions of warfare and human nature.

They’re Telling the Audience What It Wants to Hear: The clerics are acting primarily as cheerleaders and telling the people precisely what they want to hear: That they’ll win the war, they’re always right, they’ve done no wrong, love conquers all. Again, clerics acting in this manner are being dishonest to their flocks, but it will often be difficult to convince the flocks of that. These types can often remain mysteriously popular despite large and frequent errors. Many of these clerics are not properly omen-seekers at all; they are more akin to demagogues. They are more concerned with worldly matters and powers than spiritual ones, which is often a sign of a corrupt order.

They’re Working for Gain: Some very corrupt sects or branches of sects manipulate their answers to gain in power or money. This usually takes one of two methods.

In the first, the clerics supply answers that favor their purposes. If representatives of one city ask, “When we attack our enemies, will we prevail?” the clerics then decide whom they want to win that war. If they want the attackers to win, they answer, “Yes,” in as complex a form as their audience can understand. The attackers will be encouraged by the reply, and the defenders discouraged, which weighs the war in the attackers’ favor. If they want the defenders to win, they answer, “No,” with precisely the opposite effect; the discouraged attackers might not even launch the attack.

In the second, the clerics accept bribes in order to put their gawd’s stamp of approval on the activities of certain men. For instance, a king might secretly pay the clerics a lavish amount, then publicly approach the oracle and ask, “Shall I not execute the traitor so-and-so now without benefit of trial?” or “Should I marry so-and-so against her wishes?” or any other such question. The answer he receives, of course, will be the one he paid to get and because the gawd has “made his wishes known,” the citizens will probably not dispute the choice.

In both these approaches, the gawd may eventually notice that one branch of his religion is corrupt, and set about correcting matters, either through his own intervention or by alerting other branches of the faith. Such branches typically don’t last very long, but ringleaders can often escape to set up shop somewhere else for a brief time. On the other hand, a particularly disinterested gawd might never notice.

They Are Completely Fabricating a Story: The final possibility in terms of a cleric reading an omen is that his story of prediction is a complete fabrication of unusual events, possibly even bordering in the ridiculous. A cleric who engages in this practice is also often one who is frequently on the move so his lies don’t catch up with him. Note that the cleric is not necessarily being insidious. He might actually believe that the outrageous ideas he spews forth

are being placed in his head directly by his deity or its minions. On the other hand, perhaps he's just having some fun at the expense of the commoners. If challenged by a knowledgeable observer as to the veracity of his interpretations, he will attack that person's character and accuse them of being a non-believer and a heretic.

But Are They Right?

One important thing to understand is that omens are never 100% clear. Some clerics place great stock in not being "wrong" and thus make their answers as vague as possible. Such vague answers can be made to fit any situation. A typical answer to a question to a king considering a daring attack might be something, "If you attack, a great empire will fall". The "great empire" could be the attackers!

The clerics will often be right if they're receiving the word of their gawd; this word may be misinterpreted, but it's always correct. At least that's what the gawds say.

Ritual interpretation might be effective, but it might not. The GM needs to decide if the answers are accurate, false, or changeable. GMs won't allow omens to be always right or always wrong, so it's best to consider omens carefully. Most legitimate clerics who deal with omens suggest not changing one's path entirely due to them. Many believe in predestination, and even seeking an omen requires some faith in the predictability of future events. However, they also teach that one should always try to take omens into account (perhaps delaying or altering endeavors that face bad omens).

If the clerics analyze situations based on their current knowledge, then their accuracy depends mostly on their interpretive abilities; members of a particular church might have enough knowledge of the world and human nature to be able to supply consistently correct answers to supplicants.

If they're telling the audience what it wants to hear, they could be very accurate for a time, especially if they're prophesying for a warlike state that is on the rise and mostly asking about upcoming victories. Eventually, however, the tides of fate will turn and the prophecies will become unreliable, which will usually disillusion the populace. An assertive faith might have established its power base by then, of course.

Who Can Receive Prophecies?

Anyone: Anyone who asks a question can receive some sort of reply.

Anyone with the Means: Some temples require a sacrifice of animals or wealth in order for the supplicant to receive a prophecy. (This isn't necessarily a sign of corruption; it's often just a means of ensuring the temple's upkeep and the faith's continuing secular power.)

Nobles Only: In this arrangement, only members of noble houses can ask questions of the oracle.

The GM can also make more peculiar choices for specific oracles. An oracle might only be for slaves, for adventurers, for people who have traveled at least once to a specific holy site, for people of specific alignments, for members of one race, etc.

Often a single oracle might have different policies. For example, nobles could have the right to ask one question per month (or year, or decade), while commoners would need to provide a sacrifice, or might get one question in a lifetime (and woe to those who try to cheat a real oracle!)

Over time, the policies and control of an oracle can change. Other gawds might take over the prophesying inspiration or mortal political boundaries can shift. The possibilities for oracle-inspired adventure are endless, ranging from (mis)interpreting a message to a superior sending a character to tend to an oracle in distant lands.

For characters not afraid of a little bad news, the only factor that can really come back to haunt them is seeming to show no respect at an oracle. That kind of thing makes lay followers, High Priests and gawds angry.

Finally, clerics have to be vigilant against powers or elements that threaten their faith or their followers. These powers and elements might take the direct approach, such as attacks by armies or monsters. A cleric also needs to be vigilant against the more subtle intrusions described below. If his own plans involve sabotaging rival faiths, he needs to know what his enemy will be looking for.

The Agent Provocateur: Someone who falsely joins the church, spends a long time becoming a trusted member or even a leader of it, and then persuades members of the faith to perform actions that will get the faith into trouble. For example, when the religious order is in conflict with another faith, the agent provocateur might encourage outright war with that faith. When a conflict with the local rulers could be sorted out by calm diplomacy, the agent provocateur will instead recommend or issue ultimatums and demands. Naturally a competent agent keeps his true masters apprised of the church's secret movements and activities at all times.

Corruption in Specific Orders: Sometimes clerics go bad and use the clergy primarily for their own gain. In addition to methods mentioned above, they might also secretly defy requirements of their religion, steal temple funds, use their duties of guidance to influence others to profit these clerics, etc. No such corruption goes unnoticed forever, but the unwillingness of people to believe that they've put their faith in crooks and thieves can keep such corruption going on for a long, long time.

Libels: At times, members of rival religions will persuade their followers that other faiths perform profane and evil acts. In a culture where religious prejudice is a strong factor, this is often easy to do. For instance, it might prove simple to convince one's flock that the clerics of a more despised faith are kidnapping young women (only women of the libeler's faith, of course) to serve as unwilling temple concubines, then killing them. It's especially easy to do when the libeler secretly arranges for the kidnapping and murder of several young women in his own faith. When this sort of thing goes on, it's vital that the clerics of the accused faith prove the truth. They can't do it just by giving local authorities a tour of their temple to show there are no unwilling concubines here – and even if they do, a particularly clever enemy will have concealed the body of one of the kidnapped girls there for the authorities to find! It requires capture of the killers and demonstration that they were serving someone else ... all of which is a good basis for a cleric-oriented adventure. Of course, such drastic tactics usually fail which is something ruthless player characters bent on destroying other faiths should keep in mind. Subtlety, cleverness, and perhaps a well-planned attack on a rival leader might be better.

Obviously, it's the duty of faithful clerics to combat all these situations when they're noticed. However, the greatest cleric-heroes notice these trends well ahead of the time before they become critical, and deal with them early in their development, before they can result in serious harm to the church.

Such situations are dangerous, but they do provide a PC cleric the opportunity for rapid advancement in his church. If he's the first to notice such a trend and can spearhead the movement to correct it, he will be well regarded by his peers. This is also a good way to establish an NPC cleric as a hero of his faith. Players take note: a successful cleric recognizes early on in his career if his path to success lies in intrigue or glory through combat.

RIGHTS OF THE CLERGY

Clergy members often have privileged rights and powers in addition to their special duties. These rights usually depend on the amount of influence the church wields in the area; a minor religion may not enjoy any of these benefits, while a dominant one could have all of them.

Church Trial

In some cultures, the secular authorities cannot put clerics on trial for any sort of crime. That doesn't mean a cleric can perform a crime and laugh at the law (or at least, get away with laughing at it). Most religious orders police themselves, and try (or punish without trial) transgressions. Cleric trials are usually quicker than secular ones due to the availability of magical examination and detection. The punishments are often more severe as well. Unless the order is corrupt.

Religious organizations don't ordinarily flaunt this power in order to defy secular authorities. When clerics commit crimes, their church usually punishes them. Exceptions occur when the cleric was acting at the church's behest, particularly when the gawd requires actions that are against the law of the land. In these cases, the cleric sometimes goes unpunished; sometimes he receives a "slap on the wrist" punishment to quiet the secular authorities.

Even worse than being tried by one's own church is the possibility of being tried by the clergy of another church. If there is no formal church devoted to the deity of the cleric accused of a crime in a particular locality, another church might step in and claim jurisdiction as peers and brethren of the cloth. Unless this intervening church is of an allied gawd or at least one that professes a similar alignment, the accused is likely to be treated in a biased manner. Secular authorities may allow this simply because it saves them time and money. This would be even more likely if the church that is claiming jurisdiction is particularly popular in the locality.

The GM, not the player, gets to decide whether clerics have the right to church trial. Thus, players shouldn't count on it. But they should listen carefully to clues regarding corruption in this trial and punishment system, and decide which side will benefit them more.

Coronation

The most powerful church in a given land has the right to crown kings when they ascend the throne. This power ranges from a mere honorary position, symbolizing that a king has the right to rule by divine right, to real influence over whom ascends to the throne.

If it's the former, then the chief cleric is accorded the right to officiate at the coronation ceremony. However, if the cleric refuses to officiate, the crowning takes place anyway; the king can choose another church for the honor, or he can be crowned without the church's sanction.

If it's the latter, then the church can deny someone the right to take the throne by refusing to crown him. This is a very powerful right, and through it the church can exert considerable influence on the nation. Characters from churches who don't yet have this power could make quite a place for themselves by building the order into a kingmaker.

That's not to say that, by refusing to crown a certain candidate, the church can stage a bloodless coup and choose the king, but the most powerful order could come close. The only more powerful order would be a theocracy, where religious and secular powers are officially vested in the head of the church (rather than him being the power behind the throne).

If a church does refuse the chief candidate for the throne, then word likely spreads that they support a rival claimant and trouble will ensue. As stated, such troubles times can be quite dangerous, but potential rewards often match risks. The refused candidate may decide to mount a war against the church. The new candidate, if crowned, may find that none of the other nobles in the nation support his kingship. All of this can result in a bloody civil war that could tear the nation apart and wreck the church's power. Or make it into the dominant force in the region.

Still, most churches that have and exercise such power choose not to risk it. They will make compromises, negotiate secretly with the parties involved, and plan things carefully in an attempt to keep violent trouble at a minimum. Only the more violent orders would try to take for themselves the full right to choose the king... and such churches are likely to lead their nation into war or chaos regardless of who the sovereign is.

Other Confirmations

While choosing a monarch can be among the most important powers of a church, coronations don't take place more than every few years in any relatively stable area. These other confirmations are the special province of one church, and variations on the forms of confirmation are vast. For example, in one nation, any cleric might perform marriages for commoners, but only the clerics of a specific gawd might perform marriages for nobles.

This would give that church great power, because by collectively deciding or refusing to marry certain couples, this church has the power to influence those families that unite and those that do not.

Again, abuse of this right could lead to harm, but careful application of it would allow the church to affect the growth and development of the nation. Over the long haul, this sort of power could be equivalent to (or perhaps even more) influential than choosing a king from a small stable of candidates!

Tithes

Most churches demand tithes of their followers. A tithe is an amount of money, often represented as a fraction of the money-earner's regular wage, which the priesthood requires the follower to pay. Theoretically, it is used for upkeep of churches and temples, purchase of supplies and equipment for the clerics, etc. Some churches also use these moneys for influence with the government; a very few corrupt clerics dip into it frequently for personal gain. Some clerics and even many congregations might not mind dipping once in a while provided it is couched in a benefit for all members of the congregation. For example, if a church leader decided to build an opulent church with extravagant personal quarters for himself, this might be acceptable provided the church also shared the wealth with the congregants. Such a church could run a school to teach useful trades to youngsters, administer a hospital or provide the church with defensive works such that it could serve as a safe refuge in times of war.

Only a very powerful religion, particularly a state religion, can legally demand tithes of its followers. Such tithes will usually run from 5% to 15% of the character's income, with 10% being most common.

Less powerful orders must constantly remind followers to voluntarily offer donations. Naturally, not all their followers tithe and such religions tend to bring in less tithed income than those who can demand it.

Player character clerics don't get to see that money; it is recorded by church accountants, stored in church treasures, and distributed or spent by superior clerics. A respected PC cleric might be able to collect donations, though he'll need to use his own judgment in deciding how much he can skim off the top without getting into trouble. Here's a hint: for lawful good clerics, it's zero.

Separation from the faith

Some churches can exert considerable influence on their followers by being able to separate them from the faith. If, for instance, all followers are promised a certain role in the afterlife, and separation from the faith would deny them that role (and replace it with something far more frightening or ghastly), the followers of the faith are likely to fall into line.

Naturally, most churches visit this punishment only on those followers who most flagrantly defy the requirements of the faith. Just as naturally, the occasional corrupt cleric would threaten followers with this punishment unless they are blindly, absolutely obedient to him.

However, this punishment doesn't work so well in a culture that worships many gawds and which has a separate, independent church for each gawd. If you threaten a follower of the war gawd with separation, he might be just as

happy to switch over to worship of a different war gawd, or perhaps even the sea gawd. This balancing factor helps reduce abuse of this right in many cultures. However, state religions can make temporary separation, excommunication or even exile into a very legitimate threat.

Education

Most temples willingly educate youngsters; even those not destined for the life of a cleric. In some lands such instruction is mandatory, particularly for nobles. These lessons begin with basic tenets of the faith and may extend all the way to detailed theology. Many temples also include basic instruction in reading, writing, and arithmetic.

More importantly, though, this duty allows a church to indoctrinate future rulers into their faith. Done properly, the students will be loyal followers for life, making sure (later in their lives), that the temple's treasury is well stocked and spreading the word of that order's gawd. Getting access to future leaders, nobles, military officers, and powerful merchants is an excellent way for a growing faith to leverage its influence into the future.

Rule

In a theocracy, the cleric class actually rules the country. Naturally, in such a culture, one religion dominates; the culture may worship only one gawd, or may tolerate other religions but it is mainly devoted to one specific gawd.

A board of clerics from the state religion may rule the nation, but more often a single individual heads both the dominant church and the state. Such an arrangement may be benevolent, with a wise cleric ruling the land; or it may be particularly nasty, with a power-mad cleric or the cleric of an evil gawd in charge.

Many "lost worlds" (i.e. nations hidden away from the rest of the world, secluded in a lost valley or cavern or other distant place) are theocracies ruled by evil clerics. Adventurers stumbling into such cultures often find themselves stirring up revolution and cast down these rulers so that justice can return to these lands.

THE STATE RELIGION

A state religion is the official faith of the nation, as sanctioned by the government.

Its clergy members will have the following rights: Right to church trial, right to coronation (though not necessarily the right to deny coronation to the chief candidate), and the right to demand tithes. The state religion also has the right to separate offenders from the faith, though it may not be able to make this into a big threat. A state religion often assigns or assumes other powers as it sees fit.

State religions are not limited to big nations. Any independent city or city-state could have its own state religion. Thus, cities mere miles apart might have different state religions. This could cause trouble if they belong to enemy religions.

However, a nation need not have a state religion at all. In fact, the most powerful faith in a nation will not necessarily be a state religion; it will just exert considerable influence. For cleric characters bent on climbing the ladder to glory, starting out with the dominant religion in an area is a good head start.

ADVANCEMENT WITHIN THE CHURCH

As a cleric, your job is to spread the faith of your gawd throughout the world. One crucial step on the road to this greater goal is becoming the chief faith in a region. Even within that faith, you need to raise your own temple to prominence and, more importantly, raise yourself to prominence.

To better understand the process of rising through the faith, you need to know about the church hierarchy. Each gawds' church has its own idiosyn-

crasies, but the basics remain largely the same. Evil-aligned churches tend to have a few more assassinations and good-aligned churches are often more honestly concerned with helping the wider population.

If your organization separates the orders of zealots from general clerics, you don't really want to eliminate the generalists. Sure, they can be obnoxious, even smelly, at times, but they have access to certain spells you might need. They may have influence you can leverage. They are most effective pawns, and since as a zealot you are closer to your gawd's will (and certainly closer to your own will), they should be easily manipulated. Before you can control outside orders, though, you need to understand your own so you can exert sufficient control over it.

HIERARCHY OF THE FAITH

Most faiths have a definite organization, with more experienced clerics leading less experienced ones. In the HackMaster game, faiths usually base this rank on the experience levels of their clerics. The higher in level a cleric is, the higher he rises in the church hierarchy. Less experienced but creative individuals in many faiths use bribery and corruption to gain power and influence over more experienced ones. These methods can be useful, but in the end nothing replaces the ability to Flame Strike an underling. There are a couple of other reasons that adventuring clerics often fare better in rising in the church ranks than non-adventuring ones.

First, most NPC clerics start at first level and never rise any higher than second. I mean there's only so many EPs you can gain from hearing confession and giving sermons, even if your congregation votes for you as MVP for the "session". Besides, this is HackMaster, a game of adventure, conflict and danger, not some wuss-bag storytelling game about the mundane aspects of everyday life. The player character cleric, who gains levels throughout a career that is mostly characterized by going on adventures has a great advantage over the static homebody NPC due to his relatively rapid experience level advancement. They also have more opportunities to make new contacts and converts face-to-face outside the temple walls. Converting non-believers to your faith is greatly admired within nearly all religions. Thus, most higher-ups have at least some adventuring background. So, the adventuring cleric is already ahead of much of his competition.

Second, the PC cleric is likely to have access to a larger body of skilled associates with whom he can further his personal cause. Sidekicks, cronies, henchmen, and various other contacts can fill the ranks of the boring desk jobs you'll need to control to consolidate and grow your power. Much of the time, the NPC cleric has a very limited pool of talent from which he can draw trusted assistants. With his (comparatively) meteoric rise through levels, the adventuring PC cleric may not wish to or may not be able to enjoy the benefits and responsibilities of his desk-jockey counterparts. Many cleric PCs wish to forego the duties of directly running a temple and stay on the road, acting as a mobile agent for their faith. Strategic placement of loyal and skilled associates meant to act as your proxies make this a viable option for a cleric in almost any campaign.

On the other hand, one disadvantage the adventuring cleric has compared to his local NPC competition is the ability to get to know one's congregation. Naturally, the NPC cleric who stays around to tend to the needs of the faithful gets to know them better and often earns their trust, respect and loyalty. This can be a real problem for an adventuring cleric who returns to his temple brandishing a high church rank due to his worldly experiences and finds himself look upon as a stranger among his congregants. Thus, if you play a cleric, be sure to make a token effort every time you return to your temple to get to know the locals. Learn their kids' names; learn what pets they keep and what they like to eat. Learn about anything that seems important to them, take notes on your findings and be sure to update the information with each visit. This will give you great insurance should any power struggle occur with your NPC cleric peers down the road.

EXPERIENCE LEVELS AND CHURCH HIERARCHY

While many churches have their own unique power structure, one of the most common arrangements of church power is described in the following section. First is the organizational structure that NPC clerics usually follow; then a discussion of player characters and their place in the structure.

Worshippers

A worshiper is a non-cleric follower dedicated to the faith. Certain gawds may receive prayers from various folk at various times, but worshippers are not “fair weather” friends of the faith. As a gawd’s power increases with the number of worshippers, these people are viewed as a precious commodity by the gawds. The majority of people who follow a gawd are worshippers. Treat them right or your gawd might get pissed at you.

Note that a worshiper can be a zero-level human, a high-level fighter, a peasant or a prince. Each worshiper is important to your deity, but rich ones are especially useful. Your gawd needs worshippers, but he also needs you to have enough material resources to do his bidding.

Powerful adventurers also make excellent contacts. A religious order may be allied with a dedicated order of rangers, paladins or holy knights, or their activity may be monitored and controlled by high-ranking clerics within the order. These positions are also coveted within the organization, as they control significant wealth (that claimed by adventuring warriors who follow your gawd), not to mention martial force. Evilly aligned faiths might consider moving to gain control of an (or start) assassins’ or thieves’ guild for similar reasons. Actually, an evil faith would fare even better if they gained control of one of the holy orders but that would be much more of a challenge.

The discussion below assumes standard, relatively slow, advancement over several years. PC clerics may not start out with assignments upon achieving a new level. They may never get them, since they often advance in level more quickly than the order’s bureaucracy can effectively handle. However, by the

time a cleric reaches 9th level, the order will have new duties, responsibilities and power ready for him to take on. Simply put, there aren’t that many 9th level clerics out there.

Level Zero

A “level-zero” cleric is not the same as a zero-level human; it is someone who has just been accepted into a priestly order and is receiving his initial training in seminary. They are also called “apprentices” and “novices”. The only level zero clerics that the PCs will ever encounter are NPCs undergoing training. This time can be useful for making allies (and enemies), of course.

Level One-Level Two

First level NPC clerics are typically assigned as aids, clerks and assistants to higher-level clerics, and keep that assignment through second experience level. During this time, the low-level clerics get practical field experience in the execution of their duties, in the way the church works with the population, and in the way the church’s organization works in the real world.

Most first level clerics are assigned to clerics of third to fifth level, but some few (especially very capable ones) are assigned to much more powerful clerics. Thus even adventuring clerics will likely have a mentor of third to fifth level to whom they report their field activities. More often than not, their mentor’s time is very valuable and the mentor might assign a lower level NPC cleric to review the work of his field agents. Thus, it is important for an adventuring cleric not only to maintain his relationship with his mentor but also with his NPC underlings as they may often control access to the ear of those higher up.

Level Three-Level Five

At third level, most clerics are assigned to a single community (a village, a small town, a broad tract of land containing many scattered farms or a single small neighborhood in a large city). The cleric is assigned to a shrine or small building that serves him as his temple. (This is not the same as a stronghold.) The cleric must finance repairs to the building, food and supplies for himself and any assistants, and salaries for any servants he chooses to hire through tithes and donations. Half of all tithes and donations are sent on to the superiors at the greater temple, to serve the church. The rest goes to the cleric’s own temple for these purposes. If the cleric doesn’t receive enough tithes and donations, the faith will probably not help him; his mission is to inspire his flock and inadequate tithes and donations are merely evidence that he needs to work harder at it.

If he asks for one, and the faith’s leaders (i.e. the GM) agree that he needs one, he can be assigned a first-level cleric as an assistant. This cleric isn’t a follower in the same fashion as the followers he receives at a higher level, and might wish to be re-posted elsewhere if his superior is unlikable or difficult. (However, if this assignee is still with the cleric when that cleric reaches eighth or ninth level, the GM might decide for him to become one of the cleric’s official followers.) If he doesn’t ask for a subordinate cleric, he won’t receive one. These guys make excellent allies and proteges, and any halfway competent one should be able to take over the tedious detail work of maintaining a small temple while the PC goes on adventures.

We mentioned tithes and donations previously, and we recommend carefully tracking the money going into and out of your temple. Make sure your temple treasurer is someone trustworthy, or else money will disappear. Nonetheless, detailed accounting for every copper does not contribute much to the spirit of adventure worthy of a true HackMaster campaign. We later provided a simple system for determining the income of a stronghold with followers. However, clerics generally find themselves with financial duties well before that stage.

When the cleric character is first assigned a temple or church (not his own constructed stronghold), the GM decides whether the faithful who attend that temple contribute enough for the cleric to lead a meager, average, or comfortable existence. These assignments usually occur at third to eighth lev-



els. If there is no clear-cut indicator dictated by the specific circumstances of your campaign, the GM may use Table 3A: Cleric Lifestyle Selection to randomly determine how generous his followers are. Modify the roll by the character's Charisma reaction adjustment. An example of a clear-cut indicator of the cleric lifestyle might include a situation in which the cleric is ministering in an area hit by famine. In such a case, the typical followers would be hard pressed to support themselves, let alone some mouthy preacher. Thus, the cleric lifestyle from donations would be meager at best.

Table 3A: Cleric Lifestyle Selection

Roll 1d20	Lifestyle
<15	Meager
16-19	Average
20+	Comfortable

"Meager" indicates that he gets barely enough to eat and cannot afford serious repairs or salaries for servants. "Average" means that he and one subordinate get an ample diet and can afford one generalized servant. "Comfortable" means that the temple area can house more than just its one or two clerics (it can, for example, house one or two horses per cleric) and can afford two or more servants per cleric.

This economic condition changes depending on the cleric's management. If the local population isn't contributing as much as it could, a new cleric might be able to inspire them to a better performance. If the last cleric was a very charismatic leader, then perhaps the new cleric will start out with a Comfortable or Average existence, but then see it start to slip away. Additionally, from time to time, the GM can confront the cleric with situations that can affect his standing and require an additional roll on Table 3A: Cleric Lifestyle Selection with situational modifiers applied as the GM sees fit.

Example: An unpopular man seeks sanctuary in the cleric's church; if the cleric denies sanctuary, he'll be more popular with the locals, but will not have done his priestly duty. If he provides sanctuary, he'll have done his duty, but will see contributions slip or dry up altogether.

Example: A young man of the area asks the cleric's advice on a difficult problem: Should he marry the girl of his choice and alienate his father, or acquiesce to his father's arranged marriage and wed the wealthy girl he does not love? If the cleric answers one or the other, it has no effect on his standing in the community. But if he can suggest and implement a plan that allows the youth to marry his love, keep his father's affection, and not alienate the family of the spurned girl, the cleric's standing will be improved, and so will the economics of his temple.

Level Six-Level Eight

At around sixth level, if the cleric has done a good job of maintaining his temple, seeing to the needs of his flock, and acquiring tithes, he may be given a more important assignment. He could become the chief cleric of a large town (one with more than one temple; with third to fifth level clerics operating those lesser congregations reporting to him) or the central church authority over several villages.

He may keep any subordinate he has had previously (if he survived, he's a good contact, perhaps even a lackey). The 6th-8th level cleric is also assigned two additional 1st level clerics as subordinates. Again, these do not constitute "followers," they don't begin with that degree of loyalty or dedication. Those specific characters could (and often do) become followers when the cleric reaches the appropriate level.

If the cleric's work does not merit a better posting, he won't lose his experience levels or his subordinate, but he'll be stuck in the same little church that he has been operating all this time. When a cleric reaches sixth to eighth levels and is still the cleric of a one-horse town, it's often a sign that he is not held in high regard by his superiors. However, it may merely be a sign that there are too many clerics in the church and advancement is slow.

Player characters stuck in this situation need to step up adventuring efforts. Wealth and experience points can help prove the superiors made a mistake.

Naturally, a higher-level cleric can also ask to be posted to or remain posted to such a small community. Some people will snicker at his lack of ambition while others will admire his dedication and his care for the common man. Shyaa!

As the cleric is given larger and more important postings and assignments, the GM will assign him situations that are always some kind of compromise. The GM decides how many men and women these temples have on their staffs and what the standard of living is for the temple-dwellers (usually meager). Most of these temples simply do not normally receive enough from tithes and donations to live up to the needs of their staff, much less to build up a large treasury of available coins. That is often the reason a new cleric is assigned to a temple, to see if he can improve the practice of faith and revenue coming from the area. In fact, if a cleric lets his temple linger in the meager support category for too long (a year for example) he might be reassigned to a smaller temple or removed from temple administration altogether.

Example: If the cleric dreams of having a body of soldiers decked out in full plate and riding trained war horses, what he has is a squadron of foot soldiers in chain.

Example: If the cleric wants to live a luxurious existence, with expensive furnishings and many servants and a hedonistic lifestyle, what he gets is dull stone walls, used furnishings, and one scruffy servant (or none).

In these situations, the cleric must either:

- (1) Re-structure the temple's budget, which results in shortages elsewhere in the temple's existence. He can take coin from the kitchen to pay the armory, but end up with poorer food and worse cooking. Taking money from the armory to redecorate makes for brighter and less-defensible temples; taking from the repair fund to improve the kitchen makes for better meals, but buildings might start to fall apart; etc.).
- (2) Finance the changes from his adventuring treasures (which means that the cleric will find it hard to save up a "retirement fund" of any consequence); or
- (3) Tap into the monies that are supposed to be spent on to the higher ranks of the faith. This is the sort of game only a skilled player should consider. Otherwise, it could work for a time, perhaps a very long time, but eventually result in a temple investigation. Such an inquiry is very bad for the faith as a whole, as it causes disillusionment among the populace when the facts emerge. These sorts of investigations are always bad for those being investigated and often painful as the details of one's private life become public.

Level Nine

At ninth level, again assuming that the cleric has done well in his theological career so far, he will be allowed to build a stronghold (a fortified abbey, temple complex or secluded convent as mentioned in the PHB). The faith finances half its cost, and it remains the property of the faith when the cleric retires his post.

A stronghold is semiautonomous; the cleric's superiors seldom interfere in its operations. They might send another cleric to investigate if they receive rumors of incompetence, greed or trouble from the stronghold. Otherwise, the cleric is free to operate it much as he pleases. This is when a cleric can really begin to flex his political muscle, both within the order and with outsiders. So long as he doesn't go too far too quickly, he's well on his way to greater things.

The cleric's assigned area may remain the same. He might continue to be chief cleric over a large town or collection of villages. At his request and with his superiors' permission, or solely at his superiors' wish, he may instead build

Table 3B: Cleric Followers at 9th Level

Followers Level	Number	Time to Arrive
0	20-190	2d4 weeks
1st-2nd	10-120	1d3 months
3rd-4th	6-120	1d4 months
5th-6th	10-100	2d4 weeks
7th+ & special *	variable	1d4 weeks

*Special followers include leveled rangers, paladins, holy knights, thieves, assassins, and even magic-users dedicated to the cleric's deities. In some cases, these special followers could even be monstrous: dragons, Pegasi, demons, devils, etc.

Table 3C: Stronghold Income for Clerics

Number of Worshipers	Total Monthly Income*
1-80	4 gp
81-150	10 gp
151-400	20 gp
401-800	40 gp
801-1,200	64 gp
1,201-1,600	81 gp
1,601-3,000	100 gp
each 1,000 thereafter	35 gp

* Tithes, Trade, and Tariffs

Table 3D: Sample Building Prices

Item	Cost
Castle	400,000 to 600,000 gp
Castle, huge	1,000,000+ gp
Compound	150,000 to 250,000 gp
House, simple	750 to 1,250 gp
House, grand	4,000 to 6,000 gp
Inn, simple	2,000 to 3,000 gp
Inn, grand	10,000 to 25,000 gp
Keep	100,000 to 200,000 gp
Lighthouse	60,000 to 70,000 gp
Mansion	75,000 to 125,000 gp
Moat (w/bridge)	45,000 to 55,000 gp
Prison	80,000 to 100,000 gp
Temple	50,000 to 100,000 gp
Temple, huge	150,000 to 250,000 gp
Tower	40,000 to 60,000 gp

his stronghold in some other place. A cleric sent to a frontier where he is supposed to defend the peace faces unique dangers, but also great opportunities for adventure. He'll also end up far more influential in that specific area than if he had simply taken over an existing district.

At this same time, the cleric will receive his followers. The followers manage the stronghold and its duties under the cleric's administration. As discussed earlier, the levels, classes and goals of these followers will depend on the attributes of the faith and on the specific goals of the cleric for his stronghold. Page 64 in the PHB indicates that 20-200 zero level followers are attracted to the cleric's cause. The GMG provides Table 2H: Cleric Stronghold Zealots to determine the specific armaments of those who come. However, a shrewd player might notice that the number of possible followers from using GMG Table 2H is not 20-200. It is 35-190. This is, of course, by design. When it comes time to randomly determine the make up of a body of followers, the GM should roll the 20-200 figure using 2d10 and multiply by 10. If the result comes up as 20 or 30 then he should for the type of follower on Table 2H in the GMG beginning at the top of the list with heavy

cavalry and working his way down. Once he reaches the appropriate number of followers (20 or 30) he should stop. If the GM rolls for the number of followers and gets a number greater than 30, he should roll as normal for the follower type on Table 2H in the GMG until a sufficient number of zero-level followers have been defined. If the number of followers rolled during the 20-200 roll is greater than the number specified from Table 2H in the GMG, then the remaining followers are greater than first level. This is where Table 3B Cleric Followers at 9th Level provided herein comes into play. If the cleric has access to followers greater than zero level, then roll for the number of first to second level followers as indicated on Table 3B: Cleric Followers at 9th Level. If this number is greater than the previously determined number of followers who are greater than zero level, then stop. The remaining followers are 75% first level and 25% second level. If the number of followers determination indicates that additional followers are still available (remember the 20-200 roll) then roll for the number of followers who are third to fourth level as indicated on Table 3B: Cleric Followers at 9th Level. This process continues until the level of all followers is defined. Any followers remaining after the number of fifth to sixth level followers has been determined are all seventh level.

Table 3B: Cleric Followers at 9th Level shows the number of followers, their level and how long it takes for each set to arrive. If it's to be a military post manned by holy warriors, the followers will mostly be capable fighters; if it's to be an educational monastery, most of the followers will be normal men and women or 1st level clerics with appropriate scholastic talents.

Table 3C: Stronghold Income for Clerics suggests how much a typical stronghold brings in, based on the numbers of worshipers in the area. This number is adjusted for the percentage of worshipers in the region devoted to that faith. The table assumes about 100% of the population worships a specific gawd. In actuality, most regions of significant size have fewer than that. Use the proportion of worshipers to the entire population to adjust the numbers in the table. Thus, if 50% of a population of 1,100 worships a PC's gawd, his stronghold brings in 32 gp per month. The GM may apply modifiers to this table depending on the economic specifics of his campaign.

Buildings

For more detailed information on construction of a stronghold see the HackMaster Castle Guide. However, as an interim guideline, the GM may allow construction of a stronghold based on the prices provided herein. These have been grouped into general categories with baseline price ranges for each in Table 3D: Sample Building Prices. Prices are cumulative. Thus, a temple with tower would be 90,000 to 160,000 gp.

Castle: A castle is a keep surrounded by a tall stone wall. This wall is usually 10 feet thick and can be anywhere from 15 to 25 feet tall. Each corner is always outfitted with a guard tower.

Castle, Huge: A huge castle is large stone building, surrounded by a tall stone wall. This wall is usually 10 feet thick and can be anywhere from 15 to 50 feet tall. Each corner is always outfitted with a guard tower, though there may be extra towers along the straight wall sections as well.

Compound: A compound is a mansion surrounded by 10 to 20-foot tall stone wall. This wall is typically 10 feet thick, and may or may not have towers. It almost always has a large wooden gate with a gatehouse.

House, Simple: A simple house can have anywhere from one to three rooms. The walls are wood, with a thatched roof.

House, Grand: A grand house is identical to a simple house, but has anywhere from four to ten rooms.

Inn, Simple: A simple inn is made of wood, with a thatched roof. It has anywhere from two to eight rooms.

Inn, Grand: A grand inn is made of wood, with a wooden roof. A grand inn may have anywhere from nine to thirty rooms, two-thirds of these

always being sleeping quarters. Larger inns do exist, but these are rarer.

Keep: In general, a keep is the strongest and innermost part of a castle. However, a keep may also stand-alone. In this case, a keep is simply a reinforced stone building with approximately 15 to 25 rooms. The walls of a keep are generally 5 feet thick.

Keep, Huge: A huge keep is similar to a standard keep, but is much larger. It has a minimum of 25 rooms.

Lighthouse: A lighthouse is a coastal tower whose roof or upper level has been modified to house a magical or (usually) non-magical light source. This light serves as a warning to sailing vessels straying too near the coast.

Mansion: A mansion is a large multi-level (usually two to three levels) building of wood and/or brick, with a slate roof. A building can have no fewer than 10 rooms to be called a mansion.

Moat with Bridge: A moat is a trench, often 15 feet deep and 30 feet wide, that halts or slows approaching enemies. It is usually dug around a castle, and filled with water. The building inside the surrounding moat typically has a wooden drawbridge or other permanent structure to enable access.

Prison: A prison is a strong stone building with 5 to 10 rooms (storage, quarters and so on) and a minimum of three prison cells. The wall is usually 3 to 5 feet thick.

Temple: A standard temple is a stone building dedicated to a certain deity and used as a place of worship by its followers. This stone building has a slate roof, and is usually highly decorated with carvings, paintings and other images somehow relating to that deity or famous historical worshippers of it. A temple can have anywhere from one to five rooms. Wooden temples can be constructed for half the cost.

Temple, Huge: A huge temple is similar to a standard temple, but stands two to three levels tall with anywhere from five to twenty rooms.

Tower: A stone tower can be square or cylindrical, and is usually three levels (30 feet) tall.

Level Ten-Level Twelve

During the cleric's time at his stronghold, his superiors carefully measure his progress and efficiency, as they consider what role the cleric will play in the higher level politics of the faith. Sometime between tenth and twelfth levels, the cleric may find himself promoted to prominence over a much larger area. He will administer a bigger chunk of the religious "map." Clerics of numerous cities and regions in his vicinity (at least a fifty-mile radius) will report to him, and of course he will still report to his superiors. By twelfth level, he may be the high cleric over an entire nation (assuming that the faith spans several nations, as most faiths do). Above 12th level, experience level becomes largely a matter of prestige; the more powerful faiths have higher level leaders. Once a cleric has gained authority over several 9th level clerics' strongholds, his ascension depends on his own efforts to garner favor and gain appointments.

He does not, however, receive any more followers automatically. He must seek out new contacts and henchmen after 9th level.

Beyond Level Twelve

The most powerful of a faith's leaders belong to experience levels 13 through 20. The high priest of the faith and his immediate advisors fall into this category. Note that not every order in Garweeze Wurld has a 20th level cleric among its number. In some cases, a gawd may decree (directly or through signs) his preference as to who serves as high priest, which means he might not be the highest-level cleric of the faith. Still, his authority will go unquestioned if the gawd's will was clear.

The faith's high priest might be chosen by vote or omen, and could be a 13th level cleric while all his immediate advisors are of higher level. Currently, every order among the Gawds of Twilight Last has at least one 20th level cleric or zealot among its number, even though not every one of these serves as the organization's High Priest.

Some of the faiths even count HackKlerics among their number though these prestigious heroes have little to do with the day to day operations of the church. Their calling lies on a higher level.

PC CLERICS AND THE HIERARCHY – KEEPING THE ADVENTURE ALIVE

Now, just how do player character clerics relate to this whole organization? Many campaigns are set "on the road;" the player characters spend much of their time travelling from place to place in search of adventure, and it's hard to keep a church-bound cleric active in such a campaign. So, here's how GMs keep the cleric in the campaign.

In a campaign, it's often not appropriate for 1st and 2nd level clerics to be assigned as scribes to some small-time village cleric. If the GM wants to avoid this, he can assign the character to a 3rd level cleric (probably an eccentric one, who won't contribute much combat ability to a PC party) who travels. This 3rd level cleric may be a friend and travelling companion of one of the PCs, or may be an unusual cleric who prefers to train his subordinates by life on the road.

When the PC reaches 3rd level and is supposed to be assigned his own village, he may instead be given a special mission that will keep him on the road and with the other PCs. For instance, if the PC party typically encounters new monsters or magic, the faith may want the PC cleric to stay with them to benefit himself (and the faith as a whole) with these new experiences and knowledge. The PC cleric could keep this assignment all the way from 3rd to 8th levels.

At 9th level, when the PC is supposed to be "settling down" and building a stronghold, he should do so. The GM should work up a whole series of adventures centered on creating or acquiring the stronghold, its construction and defense. After the stronghold is built and settled with followers, if the PC cleric wants to remain on the road with his allies, he should be able to do so. He must leave most of his followers at the church to operate it, however; unless otherwise specified no more than two followers from his stronghold can adventure with him at the same time. Naturally, the stronghold was built and organized with this in mind, and the cleric will still have to return to the stronghold a few times per year in order to sign important papers, set new policies, and so on. But, for the rest of the year he's doing the gawd's business on the road.

This can remain the situation for the rest of the cleric's career in the campaign. While any truly dedicated cleric or zealot will happily take advantage of advancement within his organization, rest assured that there are internal politics at work in any church at any time. As a cleric, you have the huge advantage of built-in potential followers, henchmen, proteges, sidekicks, and other allies. Of course, your GM has a similar pool of nefarious threats from which to choose. If you don't protect yourself by building your power base, the GM will surely smack you down with his plot hammers based on NPC rivals, agents and enemies. Just be certain that you can (legitimately) justify your plots and actions as supporting the proper faith in your gawd.

NON-CLERICS WORKING FOR THE FAITH

One last note about levels of clerics within the faith: There are many non-cleric characters who belong to the administrative organization of any faith, even beyond allied and subject adventuring orders of other classes. Most are normal men and women who work in individual temples, as servants, messengers, grooms, and sometimes as teachers, scribes and consultants.

Many are mercenaries hired to protect temples in dangerous areas, to act as bodyguards for traveling clerics, and to train clerics in the finer points of combat. Some are magic-users, bards and even thieves hired as consultants and specialists.

THE CHURCH VERSUS THE CROWN

Okay, so you're well on your way to dominating the religious life of everyone in your region. Now you need to concentrate on that direct secular power that the nobles refuse to share. Luckily, the peerage generally fears the wrath of the populace and with that ultimate threat in mind, you have an excellent negotiation position. While you need to avoid showing your hand early, simply knowing that one call for a Crusade could devastate the kingdom provides a very interesting dynamic for your treatment by the king.

Some churches insist that the way to become dominant is to go after the nobles first. Perhaps they'll force the peasants to convert. There are two major problems with this: one is that peasants revolt. As you well know, religious faith is powerful enough to get them through famine, drought, war and pestilence. Peasants have little besides a generous tip from a filthy rich adventurer and faith in their gawds to brighten their dreary lives. This means that forcing a religious change from above is a risky business.

The second major problem is that, if anyone's going to force a new faith on people, it should be you. YOU'RE the one with the direct line to the deity, the miracles and the vision. You want a populace loyal to your gawd first and judging their rulers on that basis, not a populace that does what their ruler tells them, including worshiping on command of the throne. This weakens your position by placing their faith second to their secular fealty. Rulers are also fallible and might switch divine allegiances.

Still, this doesn't mean you don't want the nobles in your congregation. Early on, you personally will need to build your followers among the lower classes. As you advance in power and influence, then you can go after the rulers. Don't give up on either side of this equation. Even if it takes years to properly build your power base, eventually you'll dominate the whole region, in the name of your gawd, of course.

Tax Exemption

Nobles love taxes. Without them, they can't support their extravagant and wasteful lifestyles. They might have to work. Worst of all, taxes divert precious tithes from your coffers. Nonetheless, most governments allow religious institutions freedom from this onerous duty, if for no other reason than fear of divine wrath. This is good for you. No outsiders should ever know how much coin a temple or a church handles. Doing a gawd's business is far more costly than many understand, and if your church is paying taxes then the secular powers have trumped the divine ones. Don't let this go on. In this case, you need to use your influence, allies and threats to change the status of your temples. This may involve concentrating on converting and influencing the nobles even before the peasants are fully behind you, but it's worth it. Every copper you bring in (in the name of your gawd, of course) needs to serve a greater goal.

Church Lands

Typically the nobility owns the vast majority of the land in an area. This unfortunate situation is not as bleak in some places as others are. Churches need land for their temples, cemeteries and administrative offices. In many regions, the major churches already own a fair amount of land. This should come free of taxes and other encumbrances. Church land need not be only used for temple grounds. Your church may administer land for farmers, town shops, even rent out land to allied churches or estates to nobles.

Land ownership is an important key to gaining power. Aside from the income land can generate, often nobility ranks themselves by how much they own. Powerful rulers shift estates at times to keep their own positions. Nobles watch as others lose and acquire lands, and tremble when one indi-

vidual or family quickly gains large stretches of territory. But they should never be certain what the Church owns.

Best of all, you don't need to own the land yourself to benefit from it. Get control of it through administering the operations (or getting a trusted ally to do it for you). Most orders have specific titles and offices that take care of these matters. You want that job. You'll have all the benefits of owning it yourself and none of the unwanted attention.

DEALING WITH THE UNCOOPERATIVE

Sometimes, all the cajoling, inspiration, and threats in the world just aren't enough. Certain obstinate individuals might stand in the way of your (and your gawd's) goals regardless of your brilliant machinations. For most churches, this means resorting to the last tool of the effective religious figure: physical confrontation. If your church is known for martial ability, of course, you'll have a freer hand here. Mere intimidation might be enough to get the gawd's way much of the time, but every now and then you need to back up the reputation.

This method of conversion, or simply battling the enemies of the faith, is sometimes referred to as "HackPrayer" and we describe it further in the next chapter.



Chapter 4

HackPrayer

This chapter covers all things hack as they relate to clerics. You will find advice, rule clarifications, discussion on dealing with undead and more. So gird your loins, read on and learn about one of the most important aspects of surviving a HackMaster campaign, the art of HackPrayer.

CLERICS IN BATTLE

The role of a cleric in combat often includes that of a back-up fighter. The ability of most clerics to wear just about any armor allows them to protect themselves just as well as a fighter. However, since they cannot gain weapon specialization, usually don't wield the most effective weapons and just don't seem to hit as often, the cleric is definitely facing an uphill battle. What's worse is that you are expected to be in the thick of things because of your ability to wear armor. A proper magic-user should almost never enter combat and a thief should only do so grudgingly (and from behind, if at all possible). But when he's not casting cures, the cleric is always expected to pull his own weight in a fight (or worse, pull the weight of a true fighter character).

Now, don't underestimate your effectiveness going toe-to-toe with infidels and beasts, but if you try to keep up with a fighter on his own terms, you'll find yourself hard pressed to do so. A cleric who does this is overlooking one of his primary advantages: the ability to cast spells (while wearing armor) without the danger of spell mishaps. Thus, any cleric worth his will cast a spell or two before entering combat to give himself an edge. Spells such as Bless, Command, Light and Protection from Evil are useful in this regard – and those are but first level! Be sure to use your combat-related spells before you enter melee because you might not get a second chance.

Some clerics often feel limited in their range of weapons due to religious restrictions. While this is often true, there is a couple of crushing weapons that are worth taking a look at. The morning star is one crushing weapon that does 2d4 damage against Man-sized opponents, which is nice if you feel lucky on those penetration damage rolls, not to mention if you're in great Honor. If you're not interested in using a shield, be sure to use the large variety of the weapon to get that little something extra. If its speed you're looking for, the quarterstaff and the war hammer fill in nicely with a speed factor of -1. Of course, don't overlook the hurled tankard (preferably full) in a pinch when you get sucked into a bar room brawl. If a full hurled tankard hits its target, the target must save versus breath weapon at +2 or be blinded for 1d4-2 rounds. That's almost sweet enough to consider spending a proficiency slot. Finally, for adventures out of town, the advances made in sling bullet technology with the war bullet suddenly makes the sling give the bow a run for its money, at least at short ranges. Finally, don't forget that crushing weapons gain a +2 bonus to hit against chain mail and bronze plate mail. This oft-overlooked rule could really help you out in a protracted battle.

Another good piece of advice for nearly any character, but particularly a cleric, is to take the ambidexterity talent. If your religion prevents you from using a shield, there are few better uses for what would otherwise be your off hand. Fighting with two weapons without penalty is a great way to make yourself stand out in combat, particularly at low level.

NEW COMBAT RULES

Chapter 5 of the Combatant's Guide to Slaughtering Foes is full of new combat rules and clarifications. As a fighting character, a cleric should be familiar with this information as well. Some of the topics covered in the clarifications include Constitution and Hit Dice, Weapon Proficiencies, Talents, Initiative, Weapons at the Ready, Movement, Number of Attacks per Round, Penetration/Grievous Wounding Dice, Damage Bonuses, Two Weapon Fighting, Fighting Withdrawal, Charging, Pulling Someone Out of Combat, Armor and Shield Hit Points, Mulligans, Critical Hits and Fumbles, Trauma Damage and more. Subjects covered in the new combat rules include Off-hand Weapon Use, Kneeling and Sitting, Levitating Creatures, Called Shots, Special Maneuvers (such as striking held items, grabs, full parry, pin, pull/trip and more detail on unarmed fighting). The book also includes a discussion of healing rates as influenced by the patient's level of activity and application of various medical skills (healing, first aid, herbalism). Thus, if you are playing a cleric who is going to be expected to fight (as most are), we highly recommend that you purchase a copy of that book.

EMERGENCY MEDICAL CARE

Though most clerics continuously fight the stigma of being little more than combat medics, the fact is, your healing skills will likely be needed after or during just about every battle. There are no time outs (at least at low level). So you need to learn when and how to act quickly in order to save your comrades' sorry hides when they get their asses kicked in combat, despite their whining and moaning. Sometimes you'll need their respect to convert them (or at least something to hold over their heads when it's donation time.)

Curing in Melee

The use of cures (or any touch spells) in combat is described on page 91 of the GMG. Basically all the spell caster needs to do is try to hit AC 10 assuming the recipient of the spell is not trying to avoid him. If the recipient is trying to avoid him or is using his Dexterity to avoid others in combat, the cleric must hit the recipient's AC including only his Dexterity modifier. The recipient has some other work to do in order to avoid bumping the spell caster and avoid fumbling but those determinations are for the GM to enforce and are described in the GMG.

Dealing With Critical Hits

It is a fact of life in HackMaster that combat is dangerous. No matter how weak your foes, you are bound to see a few critical hits in just about every gaming session. And as always, who does the rest of the party turn to when they suck down a critical hit? That's right, the cleric. So it pays for you to know what you are doing with these particularly nasty injuries in order to help prevent permanent penalties to the extent possible.

Any critical hit of severity level 13 or higher or any critical hit that indicates damage to tendons, ligaments, bones, concussions, nerves (paralyzation) or severed limbs will not heal normally. If left to heal naturally, 50% (rounded up) of the ability reductions, movement penalties, etc. will remain perma-



nently. If cured by magic, 25% will remain permanently. Because you might not know the exact severity level of a particular critical hit, it pays to treat nearly each and every one as if it will potentially result in permanent damage and know what to do about it. In most cases, if you heal the damage associated with the critical hit, the victim will escape the non-permanent critical hit effects.

A Cure Critical Wounds spell can cure one critical injury per application, if the wound has not been healed by another method and occurred less than one week beforehand. A Cure-All (even a Restorative Cure-All) fixes all critical hits other than severed limbs (though it will heal over the stump). Only a Regeneration (for lost or dead limbs), Reattach Limb (if the limb is fresh and available) or similar spell can mend severed body parts. There are other spells designed to cure specific critical hit related ailments and we encourage you to peruse the available spell list to know what magical tools are available for your use.

For critical hits that result in profuse bleeding, the victim will bleed to death in a matter of rounds (the exact number depending on his Constitution) so you will need to act quickly. In order to stop profuse bleeding, the wound needs to be treated with a successful first-aid-related or healing skill check, any cure spell that heals half of the wound's hit points in damage, a Stop Bleeding spell or one Cure Critical Wounds or better spell. Severed limbs may be cauterized by applying an open flame for one round (1d4) damage though it still requires a first aid: cauterize wound skill check to successfully stop the bleeding.

Vital organ damage can result in death in a matter of seconds or a lingering death in a matter of days. Thus, it is important to fully heal these wounds quickly before the character dies.

Like profuse bleeding and vital organ damage, internal bleeding as a result of a critical hit can be a silent killer. It is perhaps even more dangerous because the effects might not be immediately obvious. If a character who has suffered a critical hit goes into shock or seems to be losing a small amount of

hit points over time or even if he just feels some pain in a certain internal area, you should suspect he might have internal bleeding. It is imperative to fully heal the critical hit damage and all internal bleeding damage associated with it in order to prevent a surprise death. A Stop Bleeding spell works nicely in this situation also.

For broken bones and torn ligaments and tendons, it is important to first set the injury properly using a first aid-related or healing skill or else the injury will heal incorrectly or incompletely giving rise to a lasting limp, obvious lumps and worse, permanent movement and Ability Score penalties. This should be done even if you plan to use any healing magic to cure the injury (save a Cure Critical Wounds spell, of course). Many novice field medics forget this fact and their party members end up paying the price.

Understanding healing and related issues remains the province of cleric types, even those zealots without magical healing abilities. Most can still use captured scrolls, Staves of Curing, and other items. All can still use healing and first aid related skills. It's your job to impress your comrades with your knowledge and abilities to heal them, so master these notions and start building your flock.

DEALING WITH LYCANTHROPY

Much like the case of undead, clerics are often expected to deal with lycanthropes. In particular, the masses look to the clergy to cure the affliction. Thus, it pays to have some knowledge in that area as well.

Lycanthropes can transform into animals and half-animal/half-humanoid hybrids. There are two types, those who are born with the curse (true lycanthropes) and those infected with it from a lycanthrope attack. In general, any human or demi-human injured by a lycanthrope's claws or bite has a chance of becoming a lycanthrope. The greater the damage, the greater the likelihood that lycanthropy manifests in the victim. Those who sustain a sufficient amount of damage to contract lycanthropy will be of the same animal type as the lycanthrope that infected them. It might be months before the character begins to suspect that lycanthropy has taken hold of him. The character will feel driven to hunt and kill – generally selecting people he knows in his daily life as his victims. The stronger the emotion (either love or hate) toward the person, the more likely the character will be to stalk and slay that person. While the character may suspect that he has done something terrible, he does not have clear memories of the preceding night.

On the nights of a full moon (each lycanthrope is attuned to a single moon, most are linked to Arlora) all newly created lycanthropes will change into their wereform and remain that way from the rise of the moon until dawn. After that first night, all that the character will know is that wakes up extremely tired and feeling as if he was very ill. In the morning, the local townspeople will quite possibly be combing the countryside looking for a rampaging beast. The player character may join in the search for the werebeast, not realizing that he is the lycanthrope. After a few months of changing, the afflicted and most cleric associates will (or should) begin to suspect that something is wrong. On the nights before the full moon, the lycanthrope becomes withdrawn and edgy, preferring his own company to that of others – including family. The torn and shredded clothes he wakes up in, and the mud and scratches on his arms and legs may serve as evidence that he is the werebeast the townspeople seek.

Curing Lycanthropy

If the infected lycanthrope eats belladonna within an hour after being bitten, there is a chance the disease will not manifest, and thus the character will not be afflicted. Note that belladonna is also poisonous and just might end up killing the character if he fails a saving throw versus poison. Regardless of the saving throw, the character will be incapacitated for 1-4 days. If he survives but the belladonna fails to cure the disease, or no belladonna is available, then a 12th or higher level cleric must administer a Cure Disease within three days after the victim was first injured by a lycanthrope. If the adventurer cannot find a cleric of a high enough level until after the initial three days, he may elect instead to have a spell caster attempt a Remove Curse.

This spell must be performed on the player character when he is in wereform. The beast will need to make a monster's saving throw versus spell, and while in wereform the creature will fight violently to put as much distance as it can between it and the caster performing the spell. If the creature fails its saving throw, the curse is removed. If none of this works, there is still hope.

If the adventurer decides to continue to seek a cure and the methods mentioned thus far have been unsuccessful he may take refuge in a holy/unholy place such as a monastery or an abbey. There the clerics or druids can administer to the afflicted one holy/unholy water laced with a goodly amount of wolfsbane and belladonna prepared by the spiritual methods of that particular religion. The victim must consume this potion at least twice a day from a silver chalice. The character may not participate in adventures while the clerics treat him. After a month or more (depending upon how advanced the disease is) the character should be allowed a saving throw versus poison which, if successful, will cure him but leave him somewhat poorer in the purse, as this procedure is very costly. The required treatment time is one month for every month the character was infected with the disease. If the character fails his first saving throw allowed by the process, after each subsequent month of treatment, he may attempt another saving throw with a cumulative +1 bonus per month of further treatment. The clerics will charge for the cost of the herbs and the holy/unholy water, of course, as well as for the services rendered. These fees can vary by church and the level of both the clerics performing the ritual and the level of the victim (higher level implies a greater ability to pay an exorbitant fee). Note that true lycanthropes (those born with lycanthropy) cannot be cured by any means short of a Wish spell or similar magic.

If the character has died in a fight with a lycanthrope and is Resurrected, the disease will be 100% certain to afflict him if the cleric raising that character is unaware of the disease or fails to follow the proper procedure to eradicate it. The aforementioned cure will work on the werestricken adventurer who has been Resurrected. The cleric can use a Cure Disease (if there is still time) or a Remove Curse (if there isn't) on the dead adventurer before employing the Resurrection spell. If the cleric doesn't take the above safety measures, then it will be necessary to wait until the character becomes a lycanthrope to try to Remove Curse or use the cure with the herbs and holy/unholy water. The above applies for lesser forms of bringing someone from the dead back to the world of the living. Thus, a character who is returned to life with a Lesser Reanimation spell would still have lycanthropy. In the case of casting a Walking Corpse on a dead character with lycanthropy, the resulting zombie-like creature would still be infected with lycanthropy but would not change into wereform or have any powers associated with the affliction until he is restored to life.

Living With Lycanthropy

If the character opts to remain a lycanthrope, many things will need to be taken into consideration, such as the mental anguish caused by the act of changing. The more extreme the difference in the alignments of the adventurer and the beast, the more mental anguish the character will be prone to suffer. For example, there is a chance the character will acquire a quirk or flaw. Even so, characters who have endured long term lycanthropy have been known to learn to control their transformations after approximately two years of suffering with the affliction.

Once infected with one type of lycanthropy, you can't be infected with another type (or the same again). Unless cured first, of course. On the bright side, lycanthropy leaves no residual physical damage after being cured, just psychological scars (potentially in the form of acquired quirks) and carnage.

There are other factors besides the full moon that can cause the release of the werecreature in a person afflicted with lycanthropy. One common cause is stress during a melee. If this happens, the character will be disoriented for one to two rounds (though characters with more than two years of experience as a lycanthrope will not suffer this disorientation). During this time, the lycanthrope will be unable to engage in combat. He will also sustain damage from the change if he is wearing armor. Note that true lycanthropes are not

affected by the stages of the moon, stress or any other effect that might cause an infected lycanthrope to undergo a transformation.

Spells used in the vicinity of a lycanthrope such as Monster Summoning III-VII, Conjure Animals and Animal Summoning III might cause the were-nature to be released. Arguments with other characters, as well as fear effects have been known to cause the change from man to beast.

The diseased adventurer will eventually acquire the alignment of his lycanthrope form (if it isn't the same already) within 2 to 12 months. While in wereform the character will not be interested in any of his material belongings and will leave them where the change took place. This usually includes armor and weapons, although some lycanthropes can use weapons in their hybrid, or half-animal, form. They will do this if they have a particularly effective weapon or if they do not wish to bestow lycanthropy upon others.

Different types of lycanthropes have various physical and personality attributes that the watchful cleric should be aware of. Werebears are the most powerful form of lycanthrope. Wereboars are the most foul-tempered of the lycanthropes. Wererats prefer to live in the city near humans (humans being one of their favorite foods). When the marching order of a party is being decided, a Wererat will almost always volunteer to be in the rear. Thus, you should always be suspicious of any one of your adventuring companions who routinely volunteers to do so. Weretigers are usually interested only in what benefits them. They will tolerate other cats to a certain extent and perhaps even have one for a companion. Werewolves are chaotic evil and therefore very unpredictable, especially in a melee. Werewolves tend to run in packs or family units.

Injuring Lycanthropes

Most lycanthropes are immune to mundane (non-magical) weapons. One exception to this is silver. Silver or silver plated weapons do normal damage against most lycanthropes. Many scholars speculate that they have some kind of allergy to the substance that allows the attacks to deliver significant damage. Lycanthropes are also somewhat susceptible to other forms of damage such as falling, fire, lava, acid, bases and poison. However, in order for the damage from these sources to take effect, it needs to be equivalent to an attack from a creature with 4+1 or greater Hit Dice worth of damage in a single attack. Note that this "single attack" can occur in more than one round, such as in the case of burning damage from oil that lasts over one round. Furthermore, if the fire is not extinguished and additional fuel sources are added (such as more flasks of oil), the resulting additional dice of damage still count as a single attack for purposes of inflicting damage. So if you throw a flask of oil on a lycanthrope, it does 2d6 points of damage (2 dice) the first round and 1d3 the second round (one more die). If you also hit it with another flask on the second round (2 more dice of damage) and the flames have not been extinguished from the initial flask, all the damage takes hold (once it exceeds 4+1 dice) and injures the creature. If the fire from the initial flask goes out before additional fuel can be added, the lycanthrope sustains no damage from that attack.

Note that other types of damage, such as that from spells affects lycanthropes in the normal way (though it is permitted a saving throw if one is allowed). Furthermore, effects such as starvation, drowning and the like will affect a lycanthrope normally.

DEALING WITH UNDEAD

Besides the expectations of being a combat medic, members of the cleric class also need to know how to deal with undead. While all standard clerics have the ability to turn undead, many zealots do not and this limitation can get them into trouble sometimes. Thus, even if you can't turn undead, it pays to know a little bit about them.

Undead Traits

Undead creatures were once truly alive. However, they have entered an animated state in which they are not truly dead, but undead. Undead crea-

tures come in a variety of shapes, sizes and powers, but they all share the following traits.

Undead creatures do not breathe. This means that they are immune to poison gases and other breathable toxins that cause death through asphyxiation, nor can they suffocate. Some more intelligent undead may simulate breathing to pass for living creatures, but they have to be careful to remember to do so.

Undead creatures can stay underwater indefinitely, although their bodies may decompose at a higher rate, depending on the individual type. Undead creatures can function normally in a total void and can explore such space unhindered.

Undead creatures are immune to most mind-affecting spells. The “minds” of undead creatures have are unlike that of any living creature. Thus, undead creatures are immune to Sleep, Hold and Charm spells, all of which affect the mind of the target. The only exceptions to this rule are the Charm Undead spell and the Hold Undead spell. Generally, the more intelligent an undead creature is, the more of a “mind” it continues to possess. Mindless undead creatures, such as Skeletons and most Zombies, are immune to illusions. These mindless undead continue to attack or to follow their orders until completely destroyed. Even if a Skeleton has no hope of harming a target, it will charge forward without hesitation.

Undead creatures are immune to pain. Creatures that are already dead do not have functioning pain receptors. They need not make threshold of pain checks. Undead creatures are fully functional at 1 hit point and do not flinch when their limbs are severed. The only exception to this rule is a holy object (discussed below).

Undead creatures are immune to fear. It is exceedingly difficult to scare a creature that has already died. However, there are exceptions (see the discussion of holy objects).

Undead creatures are immune to fatigue. Although some undead cannot function in the daylight, they are completely tireless. From the first swing to the last, undead creatures never slow down or suffer from fatigue. Zombies can walk for thousands of miles without stopping.

Harming Undead

Holy Objects: Holy objects are objects that have had a Bless spell cast on them, sometimes permanently (such as a Holy Avenger). At the discretion of the GM, these objects can harm most undead creatures even if they have immunities that would normally prevent attacks from mundane weapons (+1 or better weapons to hit). Some undead creatures are so powerful and evil, however, that merely blessed weapons will not suffice (+2 or better weapons to hit). Ironically, these creatures usually still fear holy objects, though (see Vampire).

Consecrated Ground: Consecrated Ground is ground that has had the Ceremony (Consecrate Ground) spell cast upon it. If used on a graveyard, this ceremony allows the ground itself to turn undead each round with the same effectiveness as a 3rd level cleric. Additionally, no intelligent undead creature will willingly cross it. Mindless undead will not even attempt to cross it unless specifically ordered to do so; otherwise they will walk around as if it were a barrier of some sort.

Holy Water: Holy water damages or at the very least annoys evil undead creatures. Creatures that are harmed by holy water appear to “burn” from its touch as smoke rises from their wounds. If these creatures are completely immersed in holy water they may completely dissolve (typically at 1 Hit Die per melee round, unless otherwise states). The water does not affect objects, so if the undead creature is sufficiently armored, it may least delay the effects of, holy water. Except for the extremely vulnerable undead (a fact noted in descriptions of such), armor adds 1 round to the dissolution time for 1 Hit Die for each point below 10. Thus, a Zombie clad completely in studded leather armor loses 1 Hit Die in 4 rounds. With an Armor Class better than -10, an undead creature can extend this time to one full hour per Hit Die. But unless the armor is watertight, the period cannot be extended indefinitely.

Coating weapons with holy water has no effect (the water flows off and dries up, dummy); it must be thrown or splashed upon its target.

Holy Symbols: Holy symbols can only be used effectively by those who are faithful to the religion that use that particular symbol. Clerics cannot use just any good-aligned symbol to turn undead; they must use the one with which they are affiliated.

Intelligent Undead

The evil cunning of intelligent undead creatures can be devastating to a party of PCs. They are usually fully aware of their immunities and the weaknesses of the living. This even holds true for newly formed undead creatures. For instance, if an undead creature knew of the existence of a poison gas trap, it might wait for the PCs and attack them within the deadly cloud. If a PC party is dying in the desert, an intelligent undead creature may take the opportunity to foul the nearest water supply and wait until the party is at its weakest. As a cleric hunting these vile creatures, you need to be aware of these possibilities and your own weaknesses.

The vast majority of intelligent undead are unabashedly evil and will take any opportunity to slay a victim. Very rarely a victim will be spared for a greater, more evil plan, but few undead other than Liches and Vampires generally use such schemes. Still, most creatures of this sort are extremely old and extremely arrogant. They often underestimate their foes or leave taunting riddle-style clues that can give you just the edge you need to beat them. Sometimes it's almost as if they actually want to get caught.

Unlike mindless undead, intelligent undead have some sort of purpose for returning to the land of the living. A small percentage of these creatures entered into undeath voluntarily (e.g. the Lich), but most were created by other undead. Smart undead creatures remember much of their former lives. Light and life reminds them of it, so they seek to destroy both. Feasting on the flesh of the living can, for a brief period, stop their pain and sate their hunger.

Intelligent undead, such as Ghouls, Ghosts, Liches, Spectres, Vampires and Wights, retain racial and personal abilities into their new state of undeath. Thus, a magic-user who becomes a Vampire can still use spells, though he remains subject to all the rules of memorization and preparation as a living magic-user. A drow Lich retains his innate drow abilities (including magic resistance). A 9th level fighter who becomes a Vampire is still a 9th level fighter. A dwarven battle mage Lich can still detect depth underground and sloping passageways.

If undead abilities and racial abilities conflict, however, the undead abilities always take precedence. For example, an elf has 90% resistance to Sleep and Charm-related spells. Undead are totally immune to such magics. An Elven Vampire would gain this immunity. Note that even if a character in life was particularly susceptible to such spells (say, with a low Wisdom), upon becoming undead he gains the same immunity.

However, retention of class and racial abilities applies only to undead who retain some intelligence; it does not apply to mindless undead such as Zombies or Skeletons.

Original Undead

A very small percentage of these creatures are “original” undead. These creatures formed after the end of their natural lives, either because they were so incredibly vile or because they left some task unfinished. They are often tied to a specific place or area and cannot leave it. Some of these undead creatures are not evil and some may even be good, but never bet your life on that (it may be worth risking a devout worshiper's though – you've gotta take some chances).

Constructed Undead

Undead creatures built by magic-users or clerics will have a set of orders that are similar to that of a golem. Although these undead may be mindless,

they follow their orders to the best of their ability, which can involve interpretation. If all else fails, they attack any living target in range.

Cleric characters who animate dead and intend to leave them to their own devices must provide the GM with "programming rules". Skeletons can generally handle two rules while Zombies are able to handle three. From that point on the GM determines the actions those undead take. When there is a conflict, undead have been known to freeze in an "infinite loop". If their loop is somehow broken or they are left without instructions, they usually default to "attack the nearest living creature" mode.

Potions of Undead Control

As a rule of thumb, Potions of Undead Control can only be made from the brain or essence of a creature of the same type (brain of Zombie for a Potion of Zombie Control, Essence of Shadow for a Potion of Shadow Control). Intelligent undead are allowed a saving throw versus spell against the potion, unless it happens to be made from that actual undead creature.

For instance, a group of PCs cuts off the head off a Vampire, but they forget to fill his mouth with holy wafers. They take his brain and make a Potion of Vampire Control, but the original Vampire re-grows his head via regeneration. The PCs now have a potion that can control that particular Vampire without a saving throw. Other Vampires would get a save.

Habits of the Undead

Only the most intelligent undead have any ambition beyond moaning and the occasional wailing. These creatures seek to destroy all life on Garweeze Wurld. Those that are not ambitious tend to follow the same patterns as they did in life and dwell in the places they died. Undead fighters haunt the battlefields where they perished. Undead magic-users usually haunt the towers and dungeons where they practiced their magic.

PCs that flee an area infested with undead creatures will usually be hunted relentlessly until daybreak. Intelligent undead have a good sense of time and if they need to be back in their lairs at dark, they almost always succeed.

Restoring Undead

The nicest thing a PC can do for an undead creature is to destroy it and put it out of its misery. Recently created undead can be rescued under rare circumstances, though the victims may be psychologically scarred for life. However, most undead creatures have been in a horrid state for too long. If restored, their minds are gone and they will probably destroy themselves at the first opportunity. The only exceptions to this rule are beings that were evilly aligned to begin with. These individuals may indeed welcome a second chance at "life" to commit more evil.

For your benefit we have provided Table 4A: Undead Spell Vulnerability to help you understand which spells are most effective at restoring or destroying undead (mostly destroying). This knowledge was gathered at great cost, so you must guard it and use it well. Those holy orders that have gathered the data and provided it to us assert that it is at least 95% accurate. (Unknowns relate to both the rarity of certain types of undead and the low percentage of field researchers in this matter that return un...changed, or can indeed be located at all.) At the GM's discretion Raise Dead can affect all corporeal undead with an unknown listing as Slay Living does mortals and Resurrection kills all undead. If your GM doesn't allow this, just remember that the GM is always right.

While certain spells have counterparts at higher levels that might be effective, we generally have tried to list the lowest level version of the spell since these are more likely available to PCs. If a spell is listed as affecting a particular undead, in most cases it will kill the creature. If the creature was recently created (as stipulated by the conditions of the spell) it might actually bring the creature back to life.

Turning Undead

One of the primary powers of a cleric character is his ability to turn undead. As stated in the Player's Handbook and GMG, good clerics can turn undead and evil clerics can command them. Fact is, this is generally true, but only a portion of the story. This writer felt that, at the time of the release of 4th edition, his gentle readers were ill equipped to handle the truth. But now I feel that after two years you can handle a bit more detail on this fine aspect of the Art of Hack. The following should serve the dual purpose of explaining what happens when a neutral cleric attempts to use this power as well as pre-empting some of the more inane question/clarification email that seems to fill my box day after day (and FYI, please sign up for our HackMaster Support Program and check the FAQ and errata pages BEFORE hunting down my personal email address and/or phone number).

Clerics of all alignments turn and command undead in essentially the same way. I'll pause here while you pick your astonished self off the floor. I know what you're thinking "B-but good clerics turn and evil clerics c-command, r-right???". Well, yes and no. You see, truth be told, ALL clerics that can either turn or command undead can really perform both functions. It depends on not merely the alignment of the cleric, but on both the alignment cleric AND the alignment of the to-be-affected undead. The general rule is quite simple: Clerics command undead of their alignment and undead whose alignments are adjacent to the cleric's alignment on the alignment wheel on page 53 of the GMG. For example, a LG cleric may command undead who are LG, LN or NG while a CN cleric could command undead who are CN, CG and CE. Neutral clerics are the exception to this general rule; these fence-riders can only command Neutral undead.

I have a few more things to note regarding these turning rules. First, evil clerics still have the edge when commanding undead as most undead are evil. Second, turn undead affects things other than true undead. See the "Special" entry on the turn undead table for more information.



Table 4A: Undead Spell Vulnerability

Undead Creature	Spell Vulnerabilities
Apparition (a.k.a. Seizure Spirit)	unknown
Bane Lord (a.k.a. Lord of Curses, The Unholy Host)	unknown
Banshee (a.k.a. Groaning Spirit)	Dispel Evil
Banshee Lord (a.k.a. Lord of the Four Winds)	Banishment or Holy Word
Beholder, Undead (a.k.a. Death Tyrant)	Resurrection
Blind Wretched Pursuer (a.k.a. Sightless Spectre)	Raise Dead
Chaos Corpse (a.k.a. Mayhem Zombie, Morte-Amokulum)	unknown
Coffer Corpse (a.k.a. Choke Zombie, Barge Creeper)	Lesser Reanimation
Crawling Claw (a.k.a. Death Grip, Fingers of Doom)	unknown
Crypt Thing (a.k.a. Skele'porter)	Resurrection
Death Knight (a.k.a. Infernal Warrior, Fighter Lich)	Holy Word
Death Weaver (a.k.a. Doomfated, Spindledeath)	unknown
Demilich (a.k.a. Ash Lich)	unknown
Dracolich (a.k.a. Undead Dragon, Lich Dragon)	Power Word: Kill
Drelb (a.k.a. Haunting Custodian, Spirit Curator)	unknown
Flesh Thrasher (a.k.a. Jawbone Beast)	Holy Word or Resurrection
Ghast (a.k.a. Corpse Diner)	Minor Raise Dead
Ghost (a.k.a. Sheet Being, Spiritus Umbra)	unknown
Ghoul, Common (a.k.a. Flesh Eater)	Lesser Reanimation
Ghoul, Lacedon (a.k.a. Aquatic Flesh Eater)	Lesser Reanimation
Grave Scrounger (a.k.a. Tomb Jacker, Crypt Criminal)	Lesser Reanimation
Grieving Herald (a.k.a. Omen Spirit, Warning Ghost)	unknown
Haunt (a.k.a. Restless Spirit)	Dispel Evil/Dispel Good
Huecuva (a.k.a. Diseased Dead, Ill Corpse)	Resurrection
Leech, Level-Draining Muck (a.k.a. Ghoul Leech)	unknown
Lich (a.k.a. Magus-Morte)	unknown
Lich Master (a.k.a. Megamagus-Morte)	unknown
Morgue Prowler (a.k.a. Body Snatcher)	Holy Word and Atonement or Dispel Evil
Mummy Lord (a.k.a. King Mummy)	Resurrection
Mummy Minion (a.k.a. Grovel Mummy)	Resurrection
Mummy Warrior (a.k.a. Fightin' Mummy)	Resurrection
Mummy, Fetid (a.k.a. Stink Mummy)	Resurrection
Mummy, Follower (a.k.a. Sheep Mummy)	Resurrection
Orc Vampire (a.k.a. Blood Drinkers)	unknown
Orc Vampire High Priest (a.k.a. Blood Feasters)	unknown
Parrot, Grey Ghost (a.k.a. Polly-Who-Hath-No-Cracker)	unknown
Phantom (a.k.a. Ghost Shadows, Soul Echoes)	Remove Curse
Phantom Follower	Raise Dead
Pixie Lich (a.k.a. Death Pixie)	unknown
Poltergeist, Common (a.k.a. Wimp Ghost)	unknown
Polterzeitgeist	unknown
Rath Lord (a.k.a. Grave Runner)	Resurrection
Revenant (a.k.a. Revenge Spirits)	unknown
Roaring Ghoul (a.k.a. Breath of Death)	Raise Dead
Shadow Render (a.k.a. Hand of Darkness)	unknown
Shadow, Common (a.k.a. Dark Men)	Wish and Cure-All
Sheet Undead, Ghoul (a.k.a. Blanket Zombie)	Minor Raise Dead
Sheet Undead, Phantom (a.k.a. Bed Ruiner)	unknown

Shrew Klutcher (a.k.a. Dwarven Banshee)	Minor Raise Dead
Sivian Banshee (a.k.a. Suicide Ghost, Hangman Spirit)	unknown
Skeleton, Animal (a.k.a. Bone Pet)	Resurrection
Skeleton, Animated (a.k.a. Skinny)	Resurrection
Skeleton, Giant (a.k.a. Slim)	Resurrection
Skeleton, Intelligent Red-eyed	Dispel Evil
Skeleton, Intelligent Warrior	Resurrection
Skeleton, Monster (a.k.a. Stretch)	Resurrection
Skeleton, Screaming (a.k.a. Yelpin' Boner)	Resurrection
Skulking Carcass (a.k.a. Thieving Corpse)	Lesser Reanimation
Spectre, Bound (a.k.a. Phantom Bastard)	Raise Dead
Spectre, Standard (a.k.a. Phantom Drainer)	Raise Dead
Undead Creature	Spell Vulnerabilities
Spirit Fiend (a.k.a. Possessor)	unknown
Spirit Mass (a.k.a. Ghost Blob)	unknown
Spirit, Demented (a.k.a. Crazy Wraith)	Reincarnation
Spirit, Rogue	unknown
Spirit, Vexing (a.k.a. Pesky Poltergeist)	unknown
Spirit, Wild (a.k.a. Anarchist Apparition)	Find the Path
Tainter (a.k.a. Hex Giver)	Remove Curse
Thought Ghoul (a.k.a. Synap Sucker)	unknown
Treant, Undead (a.k.a. Wood of the Dead)	unknown
Troll, Spirit (a.k.a. Spectral Troll)	unknown
Truculent Terrifier (a.k.a. Eye of Fear and Flame)	unknown
Vampire, Asanbosam (a.k.a. Jungle Vampire)	unknown
Vampire, Empusas (a.k.a. Hecate's Whore)	unknown
Vampire, Mulo (a.k.a. Vlokoslak)	unknown
Vampire, Utukku (a.k.a. Ekimmu)	Exorcism
Vampire, Common (a.k.a. Blood Sucker)	unknown
Vampire, Ancient Regal (a.k.a. Royal Leech)	unknown
Vampire, Executioner (a.k.a. Death Fang)	Befriend*
Vampire, Chiang-Shi (a.k.a. Eastern Vampire)	unknown
Vampire, Headlong (a.k.a. Vampirus-Massengilus)	unknown
Vampire, Horde (a.k.a. Vampire Ghoul)	Resurrection
Vampire Thrall (a.k.a. Servant of the Master)	Dispel Evil
Vile Shadow Fiend (a.k.a. Hades Shade)	unknown
Walker (a.k.a. Strolling Dead)	unknown
Wight (a.k.a. Mound Monster)	Raise Dead
Wraith (a.k.a. Bane Ghost)	Raise Dead
Wraith Lord (a.k.a. Rath Bastard)	Raise Dead
Wraith Ryder (a.k.a. Necrowrangler)	unknown
Zombie, Brain-Eating (a.k.a. Cranium Cracker)	unknown
Zombie, Flesh-Eating (a.k.a. Eating Dead)	unknown
Zombie, Giant (a.k.a. Big Dead)	Minor Raise Dead
Zombie, Talking (a.k.a. Undead and the Restless)	Diminished Rite
Zombie, Common (a.k.a. Walking Dead)	Diminished Rite
Zombie, Indentured (a.k.a. Servant Zombie)	Diminished Rite
Zombie, Juju (a.k.a. Sinister Zombie)	Raise Dead
Zombie, Monster (a.k.a. Corpus-Abominatus)	Lesser Reanimation

*While we made repeated attempts to verify the accuracy of this data, we can't help but feel that your results may vary with this one.

A word of caution is in order concerning the power to turn undead. There are some undead out there who are simply immune to being turned. Some of them keep this immunity at all times, while others gain it only while in their own tomb or under certain other conditions. It is very hard to collect field data of this sort. This is mostly because a cleric who fails to turn an undead monster often fails to report back to his temple as well. Still, it is something the well-prepared cleric needs to know. Certain churches might be interested enough to pay well for specific data on this subject.

Turning Mixed Undead

When turning mixed groups of undead, roll 2d4 to determine the maximum number of creatures affected. If an undead type is automatically turned or destroyed (a T or D result on the turning table), they count as one creature against the limit. If an undead is not automatically turned, it counts as 2 creatures against the limit.

In a mixed group, the first 2d4 WORTH of creatures are counted against the number affected, even if the roll is not high enough to turn them. Turning undead has a range of 20 feet, and affects undead in a 90-degree arc in front of the cleric. The closest undead are affected first. For example, a 5th level cleric has two Spectres closest to him, and five Skeletons behind the Spectres. All are within 20 feet and within his 90-degree arc. A 5th level cleric automatically turns Skeletons, but needs a 20 to turn a Spectre. The first thing the cleric does is roll 2d4. He rolls a 7, which means he can affect up to 7 creatures worth of undead (remember undead that are not automatically turned count as two creatures). He then rolls his d20 to see how effectively he can turn.

There are two possible outcomes:

1. The cleric rolls a 20 on his turning check. He would turn the first two Spectres (four creatures against his allotment). He can affect three more creatures, so he automatically turns the next three closest Skeletons.
2. The cleric rolls between 1 and 19 on his turning check. The two Spectres are not affected, but they still count as four against his limit. With his three remaining affected creatures, he would turn the three closest Skeletons.

If a cleric is of high enough level to turn 2d4 additional undead of a certain type, roll for this additional turning after everything else is resolved. This additional turning affects the first previously unaffected creature of an eligible type within range, if there are any.

CALLING FOR A HOLY WAR

Clerics are among the few character classes that can inspire people based merely on promises regarding benefits of the afterlife. Clerics regularly try to instill their values and the teachings of their gawd into their worshipers by promising a better existence in the planes beyond death, plus they are just inherently more persuasive than most characters. While many people look at these promises as pure conjecture, many also take them on faith and the power of high level magic sometimes even allows one to verify the claims made by members of the clergy.

You may not be able to convert a single high-level hero, but even the greatest warrior cannot stand up to a huge mob of peasants, especially those inspired by religious fervor. Putting it simply, out of fear or hope for a better life, most people listen to what their clergy has to say. This gives the cleric incredible power. While the ability to convince followers to take certain actions should be role-played, there comes a point in a cleric's career when he can begin to whip sympathetic ears into a frenzy. Consequently, some followers can even become convinced to lay down their lives for the cause. It's not easy, but it's useful.

Upon reaching a Fame Factor of 200, a cleric may declare a holy war by making a successful rousing speech skill check. The followers summoned to

participate in the war can only be summoned in a territory in which the cleric's church holds significant sway (at the discretion of the GM). The number of holy warriors who answer the call is equal to the cleric's experience point total divided by 1,000. Thus, a cleric who has just reached 8th level can gather an army of 110 holy warriors. The holy warriors take a week to gather and must have a stated purpose consistent with the ethics of the cleric's religion (at the discretion of the GM). Deviation from the proclaimed purpose by the cleric may cause the holy warriors to disband. Disbanded holy armies will return by the quickest and safest route to their homes. This unintentional disbanding also causes a loss of 25% of base Honor to the cleric that declared the war.

In order to properly disband an army of holy warriors, the summoning cleric must tell the band that the gawds no longer wish for the holy war to be conducted or that the goal has been achieved. Then he must roll a successful saving throw versus apology. If he succeeds, the army disbands with no Honor loss for the cleric. If he fails, the holy army begins to take on a life of its own as a new leader emerges and declares a new purpose (or renews calls for the old one). Such an autonomous army of holy warriors can be a dangerous force indeed.

The cleric can attempt to establish some measure of control over the army again by making subsequent rousing speech skill checks. However, for each check that fails, he loses 25% of his remaining base Honor.

A cleric can only command a holy army for as many weeks as the cleric has experience levels. At the end of this time, the horde is usually disbanded as described above. In special circumstances, such as the declared goal being within easy reach, the army being able to gain a significant amount of treasure, or the cleric having an effective Charisma of 23 or more with respect to his flock, he might be able to extend the length of his command by another week. Doing so requires another successful rousing speech skill check with failure resulting in a 25% base Honor loss and a saving throw versus apology in order to see if the army becomes autonomous.

The army can include many different kinds of people many of whom will not have any combat training, though their dedication to the cause will be fierce. For some reason, a disproportionately large percentage of these faithful have the HackFrenzy and/or HackLust quirks (almost 1%). The cleric will gain two assistants who are equal to half his level and four assistants to those aids who are half of the aids' level. The flock will not necessarily include any other clerics, experts, mercenaries, or adventurer types.

Chapter 5

Tools of the Trade

This section describes and tabulates a variety of equipment that is of use to the clergy of various religions.

Altar Cloth: This decorative covering is placed over an altar before services are performed. The altar cloth comes in a variety of styles and fabrics, including linen, velvet, silks, gold brocade and other dyed cloths. Specific requirements are dictated by the particulars of the church's faith.

Aspergillum (A.K.A. Holy Water Sprinkler): These mace-like devices have a hollowed out head (and sometimes shaft, as well), used to sprinkle holy water during religious ceremonies. It can be made from a variety of materials including bronze, iron, silver and gold. Common sizes typically hold about three pints of water. If used to disperse holy water (or some other liquid substance) in melee it counts as a ranged attack against a target within melee reach. The target's AC is 10 and adjusted only for Dexterity and certain magical protections (such as a Ring of Protection). Each such use counts as an attack. Even normal maces are sometimes referred to as "holy water sprinklers," though in that case "water" actually refers to blood (a powerful symbol in many religions). The higher quality devices come with a lever that provides a limited seal for use when the attacker does not want to release the liquid content. Switching the lever takes one segment.

Brazier: This metal container holds hot coals, a large amount of incense or other burnt sacrifice. Sizes range from about 18 inches in diameter to 4 or even 6 feet for medium and large respectively. Large and medium braziers are typically installed in shrines and temples while the field variety is designed to be portable. They are made of bronze or iron, though silver or gold plating is sometimes added. Braziers are not generally intended as a good source of illumination, though they do provide warmth.

Candle, Temple: Temple candles are made of wax, and are generally thicker and longer than comparable secular candles.

Canon or Prayer Book: Most major religions have a book that defines its precepts and practices. Some religions also have supplemental prayer books available. The contents of these lesser books vary depending upon the region and religion.

Censer: A censer is a metal container used to hold burning incense. It is often suspended from a short rope or chain so that it can be gently swung to disperse the smoke in a wider path. The censer is generally only used during ceremonies.

Chalice: This is an often-ornately-decorated cup used for drinking liquids or as symbolism during religious ceremonies.

Divine Focus: See holy symbol.

Holly and Mistletoe: Though they have other uses, these plants are the default holy symbol for druids and rangers.

Holy symbol: A holy symbol is an item of spiritual significance for its bearer. When used as a component of divine spells (a.k.a. cleric and druid spells), it is sometimes known as a divine focus.

In the hands of a good cleric, holy knight, ranger or paladin, a holy symbol focuses positive energy. Unholy symbols act in the same manner as holy symbols, but focus negative energy, and are only used by evil characters. Non spell casting characters may also own holy symbols – as a symbol of their faith only (they do not focus energy).

A cleric must be associated with one particular religion for a holy symbol to be effective – there are no "default" holy symbols for clerics. See also the entry for holly and mistletoe.

Table 5A: Religious Items

Item	Cost	Weight	Base Availability		
			High	Med	Low
Altar cloth, linen	15 gp	*	100	90	70
Altar cloth, velvet	30 gp	*	80	70	60
Altar cloth, silk	35 gp	*	60	50	40
Altar cloth, gold brocade	40 gp	*	70	50	30
Altar cloth, dyed	+5 gp	*	95	90	80
Aspergillum, bronze ¹	8 gp	2 lb.	90	80	70
Aspergillum, iron ¹	10 gp	3 lb.	90	80	70
Aspergillum, silver ¹	20 gp	3 lb.	60	50	40
Aspergillum, gold ¹	45 gp	3 lb.	50	40	30
Brazier, field, bronze	4 gp	5 lb.	50	40	30
Brazier, field, iron	6 gp	6 lb.	50	40	30
Brazier, field, silver	15 gp	6 lb.	40	30	20
Brazier, medium, bronze	17 gp	25 lb.	60	50	40
Brazier, medium, iron	22 gp	30 lb.	60	50	40
Brazier, medium, silver	30 gp	30 lb.	50	40	30
Brazier, medium, gold	70 gp	60 lb.	40	30	20
Brazier, large, bronze	30 gp	75 lb.	50	40	30
Brazier, large, iron	40 gp	80 lb.	50	40	30
Brazier, large, silver	70 gp	80 lb.	40	20	10
Brazier, large, gold	110 gp	160 lb.	30	20	10
Candle, temple (per ft.)	1 gp	1/2 lb.	100	90	80
Canon or prayer book ^{1,2}	10 gp	3 lb.	99	90	80
Canon or prayer book, compact ¹	15 gp	1 lb.	90	80	70
Censer, brass	1 gp	1 lb.	95	85	75
Censer, gold	5 gp	4 lb.	75	65	55
Censer, silver	3 gp	2 lb.	85	75	65
Chalice	1 gp	1/2 lb.	95	90	85
Chalice (ornate)	10+ gp	1/2 to 1 lb.	90	80	70
Holly and mistletoe (per sprig)	2 cp	-	100	90	80
Holy symbol, bronze	10 gp	1 lb.	95	85	65
Holy symbol, gold	50 gp	1 lb.	95	85	80
Holy symbol, iron	5 gp	1 lb.	95	85	80
Holy symbol, silver	10 gp	1 lb.	95	85	80
Holy symbol, wood	1 gp	1/2 lb.	95	85	80
Holy water sprayer	10 gp	2 lb.	55	45	35
Holy water sprayer, with reservoir	15 gp	4 lb.	55	45	35
Holy water sprayer, compact	20 gp	1/2 lb.	45	35	25
Incense	5 cp/dozen	*	95	85	80
Incense, exotic	15 gp	*	60	40	20
Incense burner	1 gp	-	95	95	80
Pilgrimage badges	1 cp	-	90	70	50
Prayer beads	1 gp	-	95	85	80
Prayer rug	3 gp	12 lb.	100	95	90
Reliquary, granite ¹	40 gp	40 lb.	60	30	10
Reliquary, spruce ¹	20 gp	5 lb.	80	50	30
Snuffing bell	6 gp	4 lb.	95	85	75

1) These items weigh one-quarter this amount when made for Small-sized characters.

2) The price listed for these prayer books is typical. For a canon book of a particular faith, the prices can vary widely.

* These items weigh little individually. Ten of these items weigh approximately one pound.

Table 5B: Weapons

Item	Cost	Weight		Size	Type	Speed		Damage					Base Availability		
		(lbs)				Factor	T	S	M	L	H	G	Hi	Med	Low
Aklys	20 gp	5	M	C	-1	1d8	1d8	1d6	1d6-2	1d6-2	1d6-3		20	10	5
Big rock (3)	-	varies	L	C	6	1d6-2	1d6-2	1d4	1d4-1	1d4-1	1d6-3		80	90	100
Bill	5cp	2	S	P	2	1d6	1d4	1d4	1d3	1d6-4	1d6-4		70	60	50
Bola	2 gp	0.5-3	M	C	4	1d6-2	1d6-3	1d6-3	1d6-3	1d6-4	1		45	24	1
Bottle, empty (3)(6)	1 gp	-	S	C	4	1d4-2	1d4-2	1d4-1	1	1	1		85	75	65
Bottle, full (3)(6)(7)	1 gp	1	S	C	4	1d6-2	1d6-2	1d4-1	1d4-3	1d4-3	1d6-5		85	75	65
Chain, light (3)	30 gp	2	M	C	2	1d5	1d6	1d6-2	1d6-4	1d6-4	1d8-6		90	50	30
Chair, wooden (3)	6 cp	10	M	C	4	1d6-2	1d6-2	1d6-2	1d6-3	1d6-3	1d8-5		100	95	85
Chairleg (3)(4)	-	0.5	M	C	3	1d6-1	1d6-1	1d6-2	1d6-3	1d6-3	1d8-5		60	50	40
Club	-	3	M	C	-1	1d10	1d8	1d6	1d6-2	1d6-4	1		95	90	85
Falchion	55 gp	16	L	H	1	1d5	1d6	2d4	2d8	3d6+1	2d10+1		60	50	40
Footman's flail	15 gp	15	M	C	2	1d4+1	1d6	1d6+1	2d4	2d4+1	1d10		90	85	80
Footman's mace	8 gp	10	M	C	2	1d4+1	1d6	1d6+1	2d4	2d4+1	1d10		90	85	80
Footman's mace, huge	50 gp	80	H	C	2	2d8+2	2d8	2d6+2	2d6	2d4+2	2d4		20	10	0
Footman's mace, large	15 gp	20	L	C	5	2d4	1d8+1	1d6+2	1d6+1	2d5	1d8		50	30	20
Garrote	5 gp	0.5	S	C/S	2	1d6-2	1d6-2	1d6-2	-	-	-		50	30	10
Holy Water Sprinkler, iron	10 gp	3	M	C	0	1d6	1d6	1d4	1d3	1d5-2	1d5-3		90	80	70
Horseman's flail	8 gp	5	M	C	1	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1		90	85	80
Horseman's flail, huge	50 gp	40	H	C	1	2d4	2d4	2d4+2	3d4	2d4+1	1d4+1		20	10	0
Horseman's flail, large	30 gp	20	L	C	1	1d4+2	1d4+2	1d4+3	2d4+1	2d4	1d4+1		70	50	30
Horseman's mace	5 gp	6	M	C	1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1		90	85	80
Hurled rock	-	0.1	T/S	C	1	1d6-1	1d6-2	1d6-3	1d6-3	1d8-5	1d8-7		95	95	75
Hurled tankard, empty	-	2	S	C	-	1d6-1	1d6-1	1d6-2	1d6-4	1d6-4	1d6-4		90	85	80
Hurled tankard, full (9)	-	3	S	C	-	1d6+1	1d6	1d6-1	1d6-2	1d6-2	1d6-3		90	85	80
Lasso(1)	5sp	3	L	-	10	-	-	-	-	-	-		100	90	80
Mancatcher	30 gp	8	L	-	2	-	-	-	-	-	-		95	90	85
Maul (1)	5gp	10	L	C	9		2d4	2d4	1d10	3d4	3d4+1		60	50	40
Metal gauntlet	2 gp	2	S	C	0	1d6	1d6-1	1d6-2	1d4-1	1d6-3	1d6-4		75	60	45
Morning star	10 gp	12	M	C	2	3d4	2d4+1	2d4	1d6+1	1d6	1d4		85	80	75
Morning star, large	20 gp	20	L	C	5	3d4+1	2d4+2	2d4+1	1d6+2	1d6+1	1d5		50	30	20
Net(1)	5gp	10	M	-	10	-	-	-	-	-	-		95	85	75
Nunchaku(2)	1gp	3	M	C	3	1d8	1d6	1d6	1d6	1d6-1	1d5		40	30	20
Polearm, bec de corbin	8 gp	10	L	P/C	4	1d12	1d10	1d8	1d6	1d4	1d3		95	90	85
Polearm, lucern hammer (10)	7 gp	15	L	P/C	4	2d6	2d6	2d4	1d6	1d6	1d6		90	85	80
Poolcue (3)(4)	1 cp	0.5	M	C	2	1d6-3	1d6-2	1d6-3	1d6-4	1d6-4	1d8-6		20	10	5
Pot (3)	5 sp	2	M	C	4	1d5	1d4	1d4-1	1d4-3	1	1		95	90	85
Prybar(3)	10 sp	10	M	C	3	1d6+1	1d6+1	1d6	1d6-1	1d6-1	1d6-2		90	85	80
Quarterstaff	-	4	L	C	-1	1d6	1d6	1d6	1d6	1d4	1d3		95	90	85
Scourge	1gp	2	S	-	0	1d6+1	1d6	1d6-2	1d6-4	1d6-4	1d6-5		95	90	85
Scythe(1)	5gp	8	M	P/S	8	1d6	1d6+1	1d6+1	1d8	1d8+1	1d12		70	80	90
Sling	5 cp	-	S	C	-	-	-	-	-	-	-		95	90	85
sling bullet	1 cp	0.5	S	C	-	1d6-1	1d6-1	1d6	1d6+1	1d6+1	1d6		95	95	95
sling bullet, war	3 cp	0.75	S	C	-	1d6	1d6+1	1d6+2	1d8+1	1d8	1d6+1		75	50	20
sling stone	-	0.5	S	C	-	1d6-1	1d6-1	1d6-1	1d6-1	1d6-2	1d6-3		95	95	95
Staffsling	2 sp	2	M	-	-	-	-	-	-	-	-		85	80	75
Stick (3)	-	varies	S	C	3	1d6-3	1d6-3	1d6-3	1d6-4	1d6-4	1d8-6		80	90	100
Table, wooden (3)(4)	5 cp	30	H	C	7	1d6-1	1d6-1	1d6-1	1d4-1	1d4-1	1d6-3		100	80	60
Talon Staff	1gp	7	L	P	3	1d5	1d6-1	1d6	1d8	1d8	1d6		30	20	10
Torch (3)(4)(8)	1 cp	1	M	C	0	1d5	1d6-1	1d6-2	1d6-4	1d6-4	1d8-6		95	90	85
Unconscious halfling (3)	-	varies	L	C	5	1d6	1d6-1	1d6-2	1d6-3	1d6-4	1d8-6		Varies	Varies	Varies
Unconscious human (3)	-	varies	H	C	7	1d8	1d6	1d6-1	1d6-2	1d6-3	1d6-4		Varies	Varies	Varies
Unconscious pixie fairy (3)	-	varies	M	C	3	1d12-11	1d20-19	1	0	0	0		Varies	Varies	Varies
Venison leg	1 gp	0.5	M	C	3	1d6-3	1d6-2	1d6-3	1d6-4	1d6-4	1d8-6		90	85	80
Warhammer	2 gp	6	M	C	-1	1d8	1d6	1d6	1d4	1d4	1d3		95	90	85
Whip	1 sp	2	M	-	3	1d6-3	1d6-2	1d6-4	1	1	1		95	90	85

(1) Must be used two-handed

(2) While using this weapon, two-handed flourishes are common but blows are struck with only one hand at a time.

(3) This is typically used as an improvised weapon. If you try to become proficient in such a weapon you will be laughed out of school.

(4) Item breaks on an attack roll of 1, 2 or 20 (though a critical hit still occurs)

(5) On a 20 you can entangle a limb either taking the weapon out of play or allowing you to attempt to pull the target to the ground on a successful Strength check (instead of a critical hit).

(6) Any successful hit (on a creature or his shield) requires the item to save versus crushing blow or break.

(7) For a hit in which the bottle breaks, the target must save versus breath weapon or be blinded for 1d4-2 rounds.

(8) For a lit torch, a successful hit causes an additional 1d4 points of fire damage.

(9) If a hurled tankard (full) hits its target, the target must save vs. breath weapon at +2 or be blinded for 1d4-2 rounds.

(10) This weapon inflicts double damage when firmly set to receive a charge.

Holy Water Sprayer: This device is usually crafted from bronze and consists of a hollow tube with a sealed plunger on one end and nozzle on the other. Some models contain a reservoir above the tube so that it can be used repeatedly without refilling it (up to four times). It allows the user to squirt a thin stream of holy water (or other similar liquid) up to about 21 yards (long range, 14 yards medium range and 7 yards short range). The advantage over using a flask or vial is that you don't have to worry about the flask breaking on its target and the to-hit modifier is based on the user's Dexterity score instead of Strength. Properly using a holy water sprayer does require weapon proficiency training. The compact model can fire about one vial worth of liquid in a melee round and can be concealed under clothing, though the range categories are smaller by 5 yards each. The compact model can be operated secretly by squeezing a bladder reservoir stored inside the user's pocket.

Incense: Incense is a scented assembly made of wood, gums or spices that releases a pleasant, fragrant smoke when burned. It is commonly used in religious ceremonies.

Incense Burner: This is a less complicated version of a censer. It is typically made of wood, incorporating a metal plate for the placement of the burning incense. An incense burner may be designed to rest upon a table, altar or be carried by hand.

Pilgrimage Badges: These devices are simple affairs (usually stiff woven cloth) that may be pinned or clasped onto a traveler's outer garments. It identifies the wearer as belonging to a particular religion, in hopes that he will find hospitality from other members of the same religion and, ideally, freedom from assault as a faithful servant of the gawds. The latter purpose is rarely effective, as bandits and highwaymen have little regard for such devices. Even so, it is said that assaulting a peaceful, religious pilgrim bearing such a device will cause a curse to befall the instigator. Such a curse might impose a -1 penalty to all attack rolls or a -5% penalty to all skill checks until the offender atones in the eyes of the gawds (assuming they were watching in the first place). It is up to the GM to determine whether these curses exist, as well as their exact effect and duration.

Prayer Beads: This necklace of beads, stones or other tiny symbolic fragments (such as teeth) is a mnemonic device worn to help recall certain prayers and in what order or quantity they are to be said. The style and arrangement of the beads is specific to each faith.

Prayer Rug: A rug that covers the area in front of an altar or shrine. Penitent worshippers kneel on the rug and offer their prayers to their deity. Most religions use prayer rugs; some claim it is to protect the worshipers' knees, others are more concerned with the condition of the floor in front of the altar.

Reliquary: This is a box or cabinet in which clergy store religious items used for services. These items include candles, prayer books or canon, cloths and other small accoutrements. They are sometimes portable, and/or blessed to serve as a traveling altar.

Snuffing bell: A long handled, clapper-less bell used to extinguish candle flame in temples and shrines. Those of upper class often use a miniature snuffing bell to extinguish their bedside candles.

WEAPONS

This section describes some new weapons for the HackMaster game. Those that require explanation are described in the following paragraphs. They are summarized in Table 5B: Weapons.

For your convenience, we also reprint the statistics for available crushing weapons. Crushing missile weapons are further summarized in Table 5C: Crushing Missile Weapon Ranges.

Aklys

The aklys is a short studded or spiked club attached to a cord allowing it to be drawn back to the wielder after having been thrown. Many designs also include a hook that allows the attacker to knock the defender off balance when used in melee. Of the ranged hits scored with this weapon, 5% will be

of the sort that entangles the target individual. If the target is man-sized or smaller it will be dismounted or jerked to its knees or side (if not bipedal), at the wielder's option. Conversely, if the target is larger than man-sized, its actions might well jerk the aklys thrower prone. The weapon is tied to the wielder by a thong or cord of varying length depending on the preference of the wielder. The target of an entangling attack may spend a round disentangling the aklys and cord, breaking it (on a Strength check) or severing it (2 points of hacking damage).

Bill

The Bill is a small hook with a short cross handle at its base. It was originally used as a fishing tool to haul in large fish and carry large chunks of meat around. Though it was not originally intended to be used as a weapon, it is effective at piercing the skin of all manner of beast. However, because the hand is very close to the point of the hook, on any critical hit there is a 5% chance per severity level that the attacker takes 1d3 points of damage as his knuckles scrape the target.

Bola

A weapon of ancient origins, certain savage tribes still use the bola, and it remains popular among some stubborn-minded folk in certain areas. For some reason, many halflings remain fond of this weapon.

A bola is a length of leather or tough rope weighted at the ends with heavy metal or stone balls that vaguely resemble sling stones. Some tribes make them of bone and some carve the weights into certain animal shapes. The bola can have anywhere from 2 to 10 of these strips, all tied together to form a kind of handle. Each strand measures about two feet long and each weight can be as much as two inches in diameter.

The thrower whirls this contraption above his head and releases them in the direction of the target. If he hits, the weapon entangles the victim, who must use an attack to make a Strength check if he wishes to break free. If he fails, the bola holds firm and he must wait until his first attack in the next round to attempt to break free once more.

A successful called shot to the arms forces a -2 penalty to the target's Strength check. With a called shot to the legs, the victim cannot move. If moving before he is hit that round, he must also make a Dexterity check with a -3 penalty or fall down. A called shot to a character's neck may strangle the target. In that case, the bola inflicts 2d4 points of strangulation damage each round it remains wrapped around a character's neck. Note that this strangulation does not occur if the victim wears a closed-face or great helm. Removing an entangled bola takes an entire round of effort for another character. The victim of the bola must have his hands free and be able to reach the rope to untangle himself if he wishes to spend a full round disengaging. Otherwise, he needs to use the attack to make a Strength check.

Table 5C: Crushing Missile Weapon Ranges

Weapon	ROF	Range (yards)		
		S	M	L
Aklys	1	10	20	30
Bola	1	3	6	9
Club	1	10	20	30
Hammer	1	10	20	30
Hurled rock	1	10	20	30
Hurled tankard, full	1	3	6	9
Hurled tankard, empty	1	4	8	12
Lasso	1	2	4	6
Net	1	2	4	6
Sling bullet	1	50	100	200
Sling stone	1	40	80	160
Sling war bullet	1	30	60	100
Staff sling bullet	2	30	60	90
Staff sling stone	2	30	60	90
Staff sling war bullet	1	30	60	100

Falchion

This is a short, broad-bladed sword with a single scimitar-like cutting edge. Only the tip of the falchion is double-edged. The falchion is a heavy, two-handed weapon.

Holy Water Sprinkler

See Aspergillum under tools.

Garrote

A garrote is used to choke a victim to death and is generally used to strike from behind. Surprise provides a +3 attack roll bonus; no surprise provides a -3 penalty. Attacking from the front incurs a further -2 penalty while attacking from behind allows the normal +2 attack bonus. Holding a victim in the garrote for a number of consecutive rounds equal to his Constitution divided by three kills the victim. A successful attack with a garrote is considered a wrestling hold and may be broken as any other wrestling hold (See PHB p 135). Essentially, one may break a wrestling hold by a throw, a gouge, the help of another person or the successful use of a weapon.

The cord, when wielded in this fashion, has a speed factor of 2 and inflicts 1d6-2 hit points of damage for each round of effective use. The weapon is useless against creatures that are larger than man-sized.

Lasso

The lasso is a rope with a loop fashioned at the end. The loop is knotted such that it can expand and contract to almost any size, within the limits of the length of the rope used. The lasso is not designed to do damage, but if the loop settles around the target, it will bind the target. Attackers get a +4 to-hit to attack a foe bound by a lasso, and if the attacker takes no other actions, he can deny the target his Dexterity bonus to Armor Class.

A successful to-hit roll is not sufficient to bind a target. In order to land the loop of the lasso around someone or something, the attacker must make a called shot to any part of the body. If the called shot is successful, the target body part is bound. The target must make a Strength check at -4 to break out of the lasso, or he may spend two full rounds removing it. A lasso can only be used to bind a target no larger than size L and no smaller than size S. The GM may give exceptionally strong creatures a bonus to break out of the lasso.

Mancatcher

This forked polearm has two unsharpened spring blades designed to encircle and grasp the neck of a fleeing opponent. If used in warfare, the mancatcher can be used to unseat a mounted opponent. A successful attack roll indicates that the opponent is grasped or unseated. An opponent who is unseated from a horse in this manner takes 1d5 points of damage from the fall. Once grasped, the victim may try to break free by making a successful bend bars roll.

The mancatcher can also be used to make trip attacks as described on page 106 of the Combatant's Guide to Slaughtering Foes without the normal -2 to-hit penalty for such an attack.

Maul

A maul is a polearm with a large, hammer-like head. It is wielded as a crushing weapon, and because of its size, it can be difficult to use in melee. It requires a significant amount of space, despite being small for a polearm. In game terms this results in a potential hit on adjacent opponent on a roll of 2 during a to-hit roll (regardless of whether or not that result misses the wielder's intended target).

Net

A combat net resembles a normal fishing net except that it has weighted ends and a pull cord. On a successful called shot to the torso, the net has been tossed over the target. By pulling on the pull cord, the target is ensnared in the net and immobilized. Targets may make a Strength check at -4 to break out of the net, but otherwise are held. The net may not ensnare targets larger than size L or smaller than size S.

Nunchaku

The nunchaku is a simple martial weapon consisting of two sturdy rods connected by a short chain or rope. Originally derived from a farming implement, the nunchaku is used by holding one of the rods and hitting the opponent with the other. It is often spun to build up force. The nunchaku is considered a favored monk weapon.

Scythe

The scythe is another farming implement turned weapon. It consists of a long handle, about five to six feet in length, at the end of which is attached a long, concave blade. The blade is sharp only on the inside (concave edge), and the weapon is wielded with two hands.

Sling bullet, war

Experience has shown that in most battles, slingers stand less than 100 yards away from their targets, often considerably less. Thus, the range of the sling is less important than the damaging capacity. For this reason, some armies have begun using "war sling bullets", larger bullets designed for use with the sling but capable of delivering more significant blows. The range of these bullets is 30/60/100. Though individually they only add a point or two of damage (on average), with multiple slingers in ranks that edge can make a telling difference.

Staffsling

The staffsling is a wooden staff just over 3 feet long, to one end of which a small leather pocket is attached with thongs. A staffsling can be used either in melee as a quarterstaff (though with -2 to damage) or as a missile weapon to launch stones, sling bullets or war bullets.

Talon Staff

Plague zealots favor a curious form of Y-tipped staff (sometimes called a talon staff) which they use to transport fallen bodies of victims. The curving tips of the talon staff slip easily under the armpits of prone victims, making them easy to drag. The bottom is often fitted with a spike so it can be used as a spear in melee, though it is somewhat more cumbersome (may not be set to receive a charge).

Torch

At first glance, the torch seems to be an effective weapon. It does crushing damage like a small club and can inflict fire damage as well. However, because of the chaotic nature of melee combat a torch can be just as dangerous to its wielder. Anytime someone wielding a lit torch in melee misses his intended target, he must make a Dexterity check. If that check fails, any cloth he is wearing must make a saving throw versus fire or it will catch fire doing 1d4 points of damage per round to him until it is extinguished.

Furthermore, when fighting with a lit torch, on a successful hit the torch must make a successful saving throw versus crushing blow (as wood, thin) or else it is extinguished.

Appendix A: Spells

Introduction

Clerics have access to powers completely unavailable to other classes, especially the ability to heal. Even so, the gawds have been known adjust the spells that they grant to their worshipers. With the recent introduction of zealots to Garweeze Wurld, many new spells have been “discovered” by zealots of various gawds. The gawds have also agreed on the classification of spells into spheres. Zealots draw their spells from lists based on these spheres, but standard clerics do not. Not all gawds can grant all of these new spells.

Nevertheless, standard clerics maintain a standard list of available spells. They can prepare and cast those spells listed in Appendix C on the Cleric Spell Planner. All standard clerics draw on the same list of available spells. Any standard druid can cast any of the new druid spells in this tome. Note that these lists are separate; standard clerics and druids cannot cast spells from each other's lists.

The situation becomes slightly more complicated with zealots. Zealots can cast spells from either list, provided they are of the appropriate level and their access to that sphere includes that spell level. Certain zealots have access to druid spells as well, but only those of the appropriate sphere and level.

Also, some spells are the sole province of certain zealots. Though these spells can be found among the descriptions of new cleric spells, standard clerics do not have access to them. The lists in the appendix indicate all spells available to standard clerics and to druids. For their part, the devout are perfectly happy to hunt down their spell descriptions wherever necessary. No true zealot has ever whined about this arrangement.

Each of these lists can be found clearly laid out in Appendix C and D.

SPHERES

Just as the gawds hold dominion over various aspects of the world, so are their special followers more adept at harnessing certain forces than others. Thor grants his clerics powers regarding thunder and weather, while a zealot of Nudor would not be nearly so skilled with these elements. Although traditional clerics all have access to a single, more generic spell list, regardless of gawd, the gawds have carefully honed their zealots' spell selection to better match their faiths. Zealots take spells from a subset of the master sphere list, which includes spells unavailable to standard clerics. For the most part, they have considerably fewer spells than general clerics but they gain special, unique powers because of their unique dedication.

Spell spheres reflect the concentration of a gawd's influence in certain areas. The term “sphere” refers to a “sphere of influence”, the spectrum of divine magical energy used to create particular types of effects. These mirror the greater Spheres of Influence that define a given gawd's role, but the two are not the same. The gawds themselves have classified each spell according to its type, and divvied up lists according to each gawd's purview. Some gawds are less attuned than others at granting a prayer for a certain type of spell, thus their zealots are limited in level within certain spheres. Likewise, some gawds are so adept with the powers underlying certain spells that they can grant not only the most powerful spells of that sphere, but even grant standard spells as if they were a level lower than on the standard list!

The introduction of spheres poses no problem in a HackMaster campaign – the gawds always worked this way, but until fairly recently saw no need to bother the petty minds of mortals (even their own worshipers) with these details. If they have changed their minds on the subject, how dare a mortal judge?! (Questioning the gawds is a risky business, rather like questioning experienced game designers. GMs and players should keep in mind that, at any time, a cleric can lose a spell (or spells), or be informed that he has lost the ability to cast spells, or lose granted powers, or even be cursed. Clerics are held to a higher standard when it comes to adhering to the dictates of their own faith, zealots even more so. While a follower or worshiper might

atone for breaking the rules set down by his gawd, the path of the cleric is tougher. More is expected of him, and so his sin is greater. Thus, his atonement must also be greater (and truly felt – you cannot lie to your own gawd successfully, nor fake repentance, nor deceive him in any manner.) Converting worshipers to your own religion is exceedingly difficult when the primary examples of that religion are corrupt or unfaithful. More than ‘nuff said.)

SPELLS ALLOWED

A zealot of a particular faith is allowed to cast the spells from only a few, related spheres. His gawd will have varying access to certain spheres, which determines the spells available to the zealot. The 18 spell spheres are defined in the following paragraphs.

A zealot whose gawd grants access to a sphere can choose from any spell within that sphere provided he is high enough in level to cast it, and provided that the gawd grants spells of that spell level to his specialty zealots. Each individual zealot listing provides a level number indicating the highest level spells of that sphere available to that gawd's zealots. For example, Sun (6) indicates that the zealot can cast spells of the Sun sphere, so long as they are 6th level or lower (and the cleric has access to that spell level!).

The combination of access certainly affects worldly alliances, but has also led some to find other ways to accomplish tasks that might once have been accomplished by magic. One excellent example of this is the healing arts. Why doesn't everyone simply go to the local temple and get healed? For one thing, not all “local temple clergy” have healing powers, particularly the higher end healing powers. Also, clergy won't spend their time just healing an endless stream of clumsy people and animals. Thus, clerics, worshipers, and followers of certain gawds have had to study more mundane approaches to healing wounds and disease, and to a limited degree have found them.

Some suggest that agriculture began in a similar way. They say that long ago (before the War of the Tablet of the Gawds, when spell spheres were the only type of clerical magic), food and water were plentiful and provided whenever requested. But some gawds didn't have access to that power, and some began to suggest that their lazy worshipers fend for themselves once in awhile. So their followers had to find a way to grow their own food. Several gawds demanded that the clerics who could create food and water knock it off, as it was an embarrassing reminder of the gawds' own limitations. Under the guidance of their own deities these clerics refused and numerous wars ensued among the mortals at the behest of their gawds. Eventually, too many gawds lost too many followers, so they changed the system (eliminating spheres and providing pretty much standard powers to their followers). This could all be merely fable and conjecture, of course. In any case, spell spheres have only recently appeared in historical memory.

When it comes down to it, divine power is always better than mundane mortal effort, but that's why men worship gawds and not the other way round.

Animal spells are those that affect or alter creatures. It does not include spells that affect people. Gawds of nature and husbandry typically operate in this sphere.

Charm spells are those that affect the attitudes, emotions and actions of people. Gawds of love, beauty, trickery and music often allow access to this sphere.

Combat spells directly attack or harm the enemies of the gawd and therefore those of his clerics (and can also be used by the cleric in self-defense). Often gawds of war or death grant these spells.

Creation spells enable the cleric to produce something from nothing, or almost nothing, or at least from something that is very insubstantial relative to the thing being created. This is often to benefit his followers. Spells of this sphere can fill many different roles, from a provider to a trickster.

Devotional refers to spells usable by any cleric, regardless of gawd. These spells are necessary to perform basic functions, and all members of the cleric class group have access to this sphere at first level. No individual gawd prevails primarily over this sphere, though some do not want their zealots bothered with higher level spells from it.

Divination enables the cleric to learn the safest course of action in a particular situation, find a hidden item, or recover long-forgotten information. Gawds of wisdom and knowledge typically have access to this sphere.

Elemental spells are all those that affect the four basic elements of creation – Earth, Air, Fire and Water. Nature gawds, elemental gawds, those representing or protecting various crafts (such as the gawds of sailors) grant spells from this sphere. Subdivisions within the elemental sphere reflect specific concentrations among the elements, and they should make sense even to the most dimwitted cleric (or player). What self-respecting gawd of fire would grant water-related spells?! Gawds of the seas grant water spells and probably air, but not earth or fire. It's obvious! Rivalry and conflict between elemental forces is constant, and only namby-pamby wusses will go on about "balance" and "interaction" between these elemental forces to produce the myriad of effects in the wurld. Characters who think that way should be druids.

Healing spells cure diseases, remove afflictions or heal wounds. These spells cannot restore life or re-grow lost limbs; they feed, amplify and modify existing life energy, they do not transfer or create new life force. Healing spells can usually be reversed to cause injury, diminishing or burning life energy more quickly than normal. Protective and merciful gawds are most likely to grant these spells, while gawds of natural forces may have lesser access to them.

Necromantic spells restore to a creature some element of its life force that has been totally destroyed. It might be life, a limb or an experience level. These spells in reverse are powerfully destructive, and are used only by extremely evil clerics (which is actually any evil cleric). Gawds of life or death are most likely to act in this sphere.

Plant spells affect plants, oddly enough, ranging from simple agricultural matters (improving crops and the like) to communicating with plant-like creatures. Agricultural and nature gawds grant spells in this sphere.

Traveler spells provide aid and comfort to travelers, making their journeys safer, easier, and more enjoyable. At higher levels, these spells actually expedite travel and even allow communication or travel between different planes. Gawds sympathetic to the well being of explorers, nomads, and other wayfarers often allow access to this sphere, as do the masters of a plane or particularly meddlesome powers. Many traveler spells are unique to zealots (being unavailable to standard clerics).

Summoning spells serve to call creatures from other places, or even other planes, to the service of the caster. Such service is often against the will of the creature, so casting these spells can involve great risk. Since summoned entities often cause great harm and destruction, these spells are sometimes bestowed by war or death powers.

Sun spells deal in the purity of light and its counterpart, darkness. Sun spells are very commonly granted by nature, agricultural or life-giving powers.

Warding spells create mystical shields or even magical sentries to defend the cleric or his charges (whether items, locations, or people) from anti-religious attacks, forces, and subversive notions. War and protec-

tive gawds are most likely to use these, although those devoted to mercy and kindness might also bestow these spells.

Weather spells enable the zealot to manipulate the forces of weather. Such manipulation can be as simple as providing rain to parched fields, or as complex as unbridling the power of a raging tempest. Not surprisingly, these tend to be the province of nature and agricultural powers, gawds of the sky and gawds of the seas.

Note that some spells belong to more than one sphere. The spell effect is the same, but the approach to releasing the energy causing the effect might vary somewhat. A spell need only belong to a single sphere available to a zealot for him to be able to use that spell.

Furthermore, some zealots can use spells at a level different from the standard version; a zealot may obtain his spells at a faster or slower pace (with regards to experience level) than the normal cleric. Should the character's ethos place emphasis on self-reliance, the spell progression is slower. Those gawds associated with many amazing and wondrous events might grant more spells per level.

BONUS SPELLS

Any cleric group character who has Wisdom as one of his prime requisites may be granted spell bonuses as a result of having high Wisdom. Unless otherwise specified, those who do not have Wisdom listed as a prime requisite do not get the bonus spells.

New Cleric Spells

Adjustable Light (Alteration)

Level: 2 (zealots) 3 (standard clerics)

Range: 60 yards

Duration: 1 hour + 1 turn/level

Area of Effect: 20-foot radius

Sphere: Sun

Components: V, S, M

Casting Time: 5 segments

Saving Throw: Special

Adjustable Light creates a Light spell that the caster can modify in brightness and color as he desires. The caster must concentrate for a round to change these factors, but he need not concentrate to keep the spell in effect. The brightness can vary between that of a single, small candle and full daylight.

Like Light, the caster can use this spell to blind a creature with useful visual organs. Creatures who fail a saving throw versus spell against such an attack suffer a -4 penalty on to-hit rolls and saving throws, and they also suffer a -4 penalty to Armor Class.

The material components of the spell are the caster's holy symbol and a firefly or a piece of phosphorescent moss.

Alleviate Headache (Alteration)

Level: 1

Range: Touch

Duration: Permanent

Area of Effect: One creature

Sphere: Healing

Components: V, S, M

Casting Time: 6 segments

Saving Throw: None

The caster can repair a target's headache, whether caused by illness, magic, or spell mishap, with this spell. The spell cures only the headache symptom; it does not affect any other symptom nor does it cure any underlying illness. New headaches can occur within 10 minutes, and headaches from a blow to the head can occur as soon as the segment immediately following use of this spell. The material component is the caster's holy symbol and a piece of willow bark.

Attach Limb (Alteration, Necromancy)

Level: 6 **Sphere:** Necromancy
Range: Touch **Components:** V, S, M
Duration: Permanent **Casting Time:** 1 turn
Area of Effect: 1 creature **Saving Throw:** None

By means of this spell, the caster can attach a severed limb of the appropriate type at the appropriate position (leg to leg, arm to arm). The limb need only be from a similar creature. For example, he could attach an arm from an Orc or even a Kobold to a human or a half-ogre. The caster can only attach limbs that were severed less than one day per level before the casting of the spell. Once attached, the limb can be used normally, albeit with certain penalties.

The Strength of an arm or movement rate of a leg is set at the lower of the original owner's and the current owner's value. Thus, a half-ogre with 20 Strength who had a Goblin arm attached at his shoulder would only have the Goblin's Strength (no bonuses to hit or damage) with that arm. Likewise, he would only have a Goblin's movement rate if his leg were replaced with a Goblin's. He'd also look funny. When attaching a leg of significantly different length from what would be appropriate, the character needs 1d4 weeks or rehabilitation therapy to re-learn how to walk. Softhearted GMs risking their Hack ratings might allow a percentage of the character's Strength bonus for an arm reattached at the elbow (one-third, and perhaps even three-fourths for a reattached hand). The caster can only attach severed limbs that are still whole and in one piece. Once reattached and fully recovered, the limb functions as normally as possible.

Note that there are many types of legs and arms. Many sages speculate that this spell alone is responsible for many bizarre creatures now loose in Garweeze Wurld. For example, human legs can be attached to a canine. Lonely, demented scholars with assistants of questionable sanity can spend endless hours imagining more bizarre and disturbing combinations.

The material components of this spell are the limb to be attached, the individual to whom it will be reattached, a silver scalpel and a drop of blood from a lizard or regenerating creature.

Aura of Comfort (Evocation)

Level: 2 **Sphere:** Traveler
Range: Touch **Components:** V, S
Duration: 1 hour/level **Casting Time:** 2 segments
Area of Effect: Creature touched **Saving Throw:** None

This spell causes a faintly shimmering aura to surround the recipient. The aura insulates the recipient from the effects of non-magical heat and cold in a range of -20 degrees Fahrenheit to 140 degrees Fahrenheit. Any time the target encounters temperatures in this range, he maintains a comfortable temperature of 70 degrees F, regardless of prevailing weather conditions or even his attire. Additionally, the spell acts as a shield against rain, snow and hail, which the aura blocks.

If a recipient encounters a temperature above or below the stated range, the temperature within the aura is altered by an equal number of degrees. For example, a recipient who encounters a temperature of 150 degrees Fahrenheit will actually experience a temperature of 80° F.

All physical objects other than rain, snow, sleet and hail can pass through the aura. The recipient can cast spells normally while the Aura is in effect. The spell offers no protection against magically generated weather, such as that caused by Weather Summoning or Ice Storm. It does not protect against fire, nor does it shield against fire- or cold-based attacks.

Awaken (Alteration)

Level: 1 **Sphere:** Necromancy
Range: 5 feet/level **Components:** V, S, M
Duration: Instantaneous **Casting Time:** 4 segments
Area of Effect: One creature **Saving Throw:** None

This spell instantly awakens a character from slumber, whether natural, induced by magic, or the result of being knocked unconscious. The subject awakens the segment the spell is completed and he can act normally the next round. The awakened character may react normally even before the next round, but cannot initiate action. This means that, if attacked, he gets his normal Dexterity bonus to AC as long as he is awake, but he cannot cast spells or fight until the round after he awakens. It does not affect the comatose (or the dead). The material component is the caster's holy symbol.

Blessed Abundance (Conjuration)

Level: 5 **Sphere:** Creation
Range: Touch **Components:** V, S, M
Duration: Permanent **Casting Time:** 1 round
Area of Effect: 1 cubic foot/level **Saving Throw:** None

This spell allows the caster to duplicate a specified amount of animal or vegetable matter. The spell cannot duplicate magical items and minerals (including rocks, metals and gemstones). Although organic materials (such as food or living plants) can be duplicated, living creatures cannot be copied by this spell.

The caster can create one cubic foot of material per experience level, so the material to be duplicated must be equal to or less than 1 cubic foot in size or volume. For example, a 9th level cleric can create up to 9 cubic feet of animal or vegetable matter. Using a loaf of bread one cubic foot in size, he can produce nine such loaves; using a bucket of apples totaling one cubic foot in volume, he can create nine such buckets. The caster can create the material raw or cooked, prepared or salted, or in any manner the caster chooses.

The material component is the cleric's holy symbol.

Blessed Warmth (Alteration)

Level: 4 **Sphere:** Sun
Range: Touch **Components:** V, S
Duration: 1 round/level **Casting Time:** 5
Area of Effect: Special **Saving Throw:** None

This spell causes a narrow shaft of light to shine down upon the recipient. This ray makes him immune to the effects of natural cold (such as a blizzard) and granting him a +3 bonus to saving throws against magical cold (such as an Ice Lizard's breath weapon) for the duration of the spell. Even on a failed save, the victim suffers only half damage. On a successful save, he suffers only one quarter (or none, depending on the specific attack).

For each level of the cleric above 6th, he may create an additional beam of light to protect another creature. All those affected must stand within five feet of the cleric. Thus, a 10th level caster could protect four other creatures in a five-foot radius.

Call Upon Faith (Invocation)

Level: 1 **Sphere:** Summoning
Range: 0 **Components:** V, S, M
Duration: 1 round **Casting Time:** 1 segment
Area of Effect: The caster **Saving Throw:** None

Before attempting a difficult task, a cleric can cast Call Upon Faith to aid his performance. If the cleric has been true to his faith (as determined by his gawd, i.e. the GM), the cleric gains a +3 (or +15%) bonus to one die roll (of his choice) needed to complete the task. The bonus may be used to affect a saving throw, attack roll, ability check, etc. For example, if a cleric was about to cross a narrow log high above a chasm, he could cast this spell and gain a +3 bonus to his Dexterity check.

The material component is the cleric's holy symbol.

Cause Lycanthropy (Necromancy)

Level: 4 **Sphere:** Animal
Range: Touch **Components:** V, S, M
Duration: Permanent **Casting Time:** 1 round
Area of Effect: 1 person **Saving Throw:** Negates

This spell allows the caster to give one human or demi-human lycanthropy. The caster must make a successful touch attack against the target. The target is allowed to save versus spells to negate the effect. If the target fails his saving throw, he has permanently contracted lycanthropy. (Methods for curing a character with lycanthropy are described in the GMG.)

A character afflicted with lycanthropy in this way is not considered a true lycanthrope (i.e. one who is born with the disease), and is thus only able to pass the disease on to humans. In addition, he is subject to all rules for lycanthropy as described in the GMG and Hacklopedia. The target becomes a lycanthrope of the same type of animal as the material component used.

The material component for this spell is a cup of blood from a lycanthrope.

Consecrate Holy Symbol (Invocation)

Level: 1 **Sphere:** Devotional
Range: 0 **Components:** V, M
Duration: Permanent **Casting Time:** 5 segments
Area of Effect: The caster's holy symbol **Saving Throw:** None

Clerics and zealots need this spell to consecrate a holy symbol for use in magical spell casting (druids do not need to consecrate mistletoe). All other spells that require a holy symbol as a material component require a Consecrated holy symbol. In some faiths, zealots must consecrate their holy symbols at a temple to gain certain benefits. Once consecrated, a symbol does not radiate magic but it will radiate a faint aura appropriate to its alignment.

The material component is the holy symbol to be consecrated.

Construct Temple (Conjuration/Summoning)

Level: 7 **Sphere:** Creation
Range: 100 yards **Components:** V, S
Duration: Permanent **Casting Time:** 2d6 days
Area of Effect: Up to 10 ft. square per level **Saving Throw:** None

This impressive spell actually creates an entire temple structure for the gawd of the caster. Given the rarity of 14th level clerics and the fact that many gawds prefer to see their worshipers prove their faith through hard work, clerics and zealots do not use this spell lightly. However, clerics without monetary or labor support may be allowed to raise such structures so congregations can gather at an appropriate venue.

The temple is a normal example of its type. It does not include gilding or especially elaborate carving, but the caster or others can add such things later. The maximum area of the base of the temple is 10 feet per caster level, thus a 15th level caster could construct a temple 150 feet by 150 feet at the base. The height can be up to 5 feet per caster level, though most are three or four stories tall. Once constructed, the temple is a normal structure; the spell simply saves a tremendous amount of labor.

Note that the temple will be sturdy and well made, but it will not be made of marble or exceptional materials unless such things are absolutely required to be an official temple of the gawd. The casting cleric must sanctify the temple to his deity within 24 hours of casting the spell or else it becomes a big stone building rather than a true temple to a deity.

The material components of the spell are two holy symbols (the caster's normal one and one that is consumed in the casting), a small piece of the material out of which the temple will be made (stone, wood, adobe, etc.), and 10,000 gp (which can be provided in gems or coins).

Control Winds (Alteration)

Level: 6 **Sphere:** Elemental Air, Weather
Range: 0 **Components:** V, S, M
Duration: 2 turns + 1 turn/2 levels **Casting Time:** 9 segments
Area of Effect: 30-foot radius per level **Saving Throw:** None

Except as noted, this spell is the same as the 5th level druid spell Control Winds (see PHB p 287).

Create Campsite (Conjuration/Summoning)

Reversible
Level: 3 **Sphere:** Traveler
Range: 0 **Components:** V, S, M
Duration: Special **Casting Time:** 3 segments
Area of Effect: 50-foot radius **Saving Throw:** None

With this spell, the caster generates a squadron of tiny, barely visible servants who create a campsite for the caster and his companions. The caster indicates the desired area for the campsite (an area of 50-foot radius or less) and the number of persons the campsite will accommodate (with a maximum number of persons equal to three times the level of the caster).

The servants clear the area of debris, set up tents and bedrolls, start a campfire, fetch water and prepare a viable, if bland, meal. The campsite is so skillfully prepared that it blends with the surrounding terrain, reducing the chance that the camp could be noticed by 50%. Campfires, loud noises and other activities can negate this, of course. The entire process takes 4-16 (4d4) rounds to complete.

The servants make camp with the gear and equipment provided for them; otherwise, the servants improvise with materials available in the immediate area (within 50 yards of the designated campsite). For instance, if the party has no tents or beds, the servants construct crude but comfortable beds of weeds and grass and temporary shelters of leaves and branches. If no materials are available, such as in the desert or similarly barren terrain, the servants do their best to make the party as comfortable as possible within the environmental limitations.

The servants cannot fight for the party, deliver messages or take any other actions other than creating the campsite.

The material components are a piece of string, a bit of wood and a drop of water.

The reverse of this spell, Break Camp, causes the invisible minions to strike a campsite (an area of 50-foot radius or less). The servants extinguish fires, dispose of debris and pack gear for a number of people up to three times the level of the caster. The entire process takes 4-16 (4d4) rounds to complete. When completed, all traces of the campsite are eliminated. The material components are the same as those for Create Campsite.

Create Holy Symbol (Conjuration)

Level: 2 **Sphere:** Creation
Range: 0 **Components:** V
Duration: Permanent **Casting Time:** 2 segments
Area of Effect: The caster **Saving Throw:** None

When the caster utters the words of this spell, he creates a holy symbol appropriate to his gawd out of thin air. The item appears in the caster's hands. It is not made of any precious metal (such as silver or gold), nor is it elaborate. Most often, the created symbol is made of steel or brass. The caster may use it as a component for spells or for any other purpose for which a cleric would normally use his holy symbol (such as turning undead). He may also opt to give it to another individual, usually a lower level cleric of the same deity or a new convert. The holy symbol is a permanent object.

Cure-All (Necromancy)

As stated, this spell “cures those mental disorders caused by spells or injury to the brain, including quirks and flaws.” It also cures those conditions specifically mention as curable by the spell (such as Feeblemind). It does not regenerate limbs, restore levels or life, undo other curses or free a character from all of his limitations. It would not cure an obsessive/compulsive disorder unless the character received that from a spell, magical curse or a serious blow to the head. The GM makes the final ruling, but players should keep in mind that this spell heals damage; it does not fix lifelong conditions that existed from birth or early childhood. A GM is free to rule that a certain disorder came from a blow to the head as a child, but don't count on it!

Cure Color Blindness (Abjuration)

Reversible

Level: 2 **Sphere:** Healing
Range: Touch **Components:** V, S
Duration: Permanent **Casting Time:** 1 round
Area of Effect: 1 creature **Saving Throw:** Special

By touching the creature afflicted, the cleric employing the spell can permanently cure color blindness. Its reverse, Cause Color Blindness, requires a successful touch (successful attack roll against the defender's AC including only Dexterity bonuses and those due to magic or movement) on the victim. If the victim succeeds his saving throw, the effect is negated. If he fails the saving throw, it's time to invest in some Garanimals.

Diagnose Injury (Divination)

Level: 1 **Sphere:** Divination, Healing
Range: 5 feet per level **Components:** V, S, M
Duration: 1 round per level **Casting Time:** 3 segments
Area of Effect: Once creature per round **Saving Throw:** None

This spell allows the caster to ascertain the seriousness of an injury just by looking at it. He can determine the approximate percent of hit points an injured creature still has and whether or not there are any complications that may result from a particular injury. Examples of complications include internal bleeding, torn ligaments or tendons, vital organ damage and infection with disease, poison or similar substance. If a wound is bleeding or causes other penalties such as reduced movement, he is able to tell approximately how long the ill effects will last if left untreated.

The material component of this spell is the caster's holy symbol.

Divine Inspiration (Divination)

Level: 7 **Sphere:** Divination
Range: 0 **Components:** V, S, M
Duration: Instantaneous **Casting Time:** 5 segments
Area of Effect: The caster **Saving Throw:** None

This spell allows a player to ask the GM one question about the current situation or about events that will occur within the next day. Questions about the future must relate to external events, such as, “Will the guards respond to the sentry's yell?” or “Will the Inquisitor decide against Sir Eldaran?” Questions cannot refer to the outcome of combat, such as, “Will we win the battle?” The cleric's player can use this spell to ask the GM for advice. In this case, the spell is the equivalent of asking the gawds, “Okay, how do we get out of this one?”

Obviously, the GM must be careful in adjudicating this spell. The answer to the question is always relevant and correct, although not necessarily simple. The answer can also be cryptic, taking the form of a riddle or rhyme, depending on the GM's assessment of the situation and how potentially unbalancing the answer might be. In general, the answer will be a short phrase of no more than eight to ten words. The GM cannot lie outright in

his answer (though he may couch things in misleading terms, if he can think of them).

The material component is a gem of at least 500 gp value. The cleric or zealot can cast the spell only once in any 24-hour period.

Divine Miracle (Invocation)

Level: 7 **Sphere:** Devotional
Range: Special **Components:** V, S, M
Duration: Special **Casting Time:** 1 turn
Area of Effect: Special **Saving Throw:** None

This spell is the ultimate expression of a cleric's faith. By calling upon a gawd directly, a powerful and true follower can obtain nearly any result he desires. His faith must be pure, of course, and there is no fooling his deity. The cleric asks his gawd to perform a miracle, but he cannot control the ultimate form of the effect he beseeches.

Examples of uses of the spell include healing the insane, restoring a party to full health, summoning an ally from a great distance, bringing rain to the desert, and finding the answer to a question unanswerable by mortals.

The GM must carefully consider the requested effect. The Divine Miracle can change reality in significant ways, but it is not unlimited in scope. Regardless of wording, the miracle takes the form desired by the gawd, not the caster. It cannot be used to raise the dead in any way – such knowledge is very specialized and since the War of the Tablet of the Ages, even gawds cannot escape certain rules.

Note that the spell requires a caster to consult a specific gawd directly. The gawd may decide not to grant the miracle at all, or grant it in some way completely unlike the caster intended. One reason a gawd may not grant a miracle could be the power of the enemies he'd make by doing so. For example, destroying a temple of a rival gawd may be within the gawd's power and desire, but if that would start a war the gawd knows his followers could not win, he will not allow the miracle. A gawd will also consider how many other miracles a particular caster has asked for when deciding whether and how to fulfill the request.

The material component is the caster's holy symbol.

Draw Upon Holy Might (Invocation)

Level: 2 **Sphere:** Summoning
Range: 0 **Components:** V, S, M
Duration: 1 round/level **Casting Time:** 2 segments
Area of Effect: The caster **Saving Throw:** None

When this spell is cast, the cleric's body shudders and glows with a shimmering aura as it becomes a vessel for the power of his gawd. As a result, the caster may choose to increase one Ability Score (Strength, Dexterity, Constitution, or Charisma) by +1 per three levels of his experience (+1 at 3rd level, +2 at 6th, etc.).

Only one attribute may be increased. The effect lasts only for the duration of the spell. Attributes may be increased above the normal restrictions due to race and class, with a maximum of +6. The recipient gains all benefits for exceptional attributes as listed in the Player's Handbook apply. However, the divine abilities found in the Gawds & Demi-gawds book cannot be gained by use of this spell.

For example, an 18th level cleric with Strength 15/22 could increase his Strength to 21/22 for 18 rounds, granting him a +4 attack bonus, a +9 damage adjustment, etc.

When the spell ends, the energy abruptly leaves the cleric's body, leaving him physically and mentally drained. He is nearly comatose and can do nothing but rest for the next 4d6 turns. A successful Constitution check (at the cleric's normal Con) can reduce this time by 50%.

The material components are the cleric's holy symbol and a vial of holy water that has been blessed by a Priest (9th level cleric or zealot) of the character's faith.

Easy March (Invocation)

Level: 6
Range: 50 feet
Duration: 1 day/level
Area of Effect: One creature/level within 50 feet
Sphere: Traveler
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

This spell enables a number of creatures equal to twice the caster's level to force march for a number of days equal to the caster's level. Creatures affected by Easy March can travel twice their normal movement rate without any risk of fatigue or exhaustion.

All creatures affected by this spell suffer a -1 penalty to their to-hit rolls for the duration of the spell, though this modifier is not cumulative. That is, a party experiencing its second day of Easy March suffers only a -1 penalty. Resting cannot negate the modifier, but it does disappear when the spell expires. Easy March has no effect on modifiers to movement due to terrain, previous fatigue, weather, or other normal factors.

The material component is a piece of shoe leather.

Emotion Control (Alteration, Enchantment/Charm)

Level: 3
Range: 10 yards
Duration: 1 round/level
Area of Effect: 1 creature per 5 caster levels within a 20-ft. cube
Sphere: Charm
Components: V, S, M
Casting Time: 5 segments
Saving Throw: Special

The caster can cast this spell in one of two ways: affecting the caster or affecting subjects other than the caster.

The first method affects only the cleric and allows him to shield his true emotions from magical examination. Thus, it blocks magic-user spells such as ESP and cleric spells such as Detect Ulterior Motives. While Emotion Control is in effect, anyone using one of these spells will sense the emotion designated by the cleric rather than his true emotions. When the cleric casts Emotion Control, he designates the false emotion he wishes to be revealed.

This use of Emotion Control also grants the cleric a +2 bonus to saving throws against the following spells and similar effects: Spook, Taunt, Irritation, Know Alignment, Scare, Emotion, Fear and Phantasmal Killer. When anyone uses one of these spells on the cleric, he is immediately aware of the attempt, although he does not automatically learn the source of the spell.

The second use of this spell allows the cleric to create a single emotional reaction in the subject(s) (similar to the magic-user spell Emotion). Some typical emotions follow, but the GM may allow other similar effects and players are encouraged to submit proposals.

Courage: The subject goes berserk, gaining +1 to attack rolls and +3 to damage, and temporarily gaining 6 hit points (damage against the subject is deducted from these temporary hit points before the character's permanent hit points). The subject need never check morale, and receives a +5 bonus to saving throws against any type of fear effects. Courage counters (and is countered by) the fear effect of this spell.

Fear: The subject flees from the cleric for the duration of the spell, even if this takes him out of spell range. Fear counters (and is countered by) courage.

Friendship: The subject reacts positively to any encounter. In game terms, this means that any result of a roll on the NPC Reactions table (Table 8C in the GMG, note that this spell can be used on PCs as well) is moved one category in favor of the creature. Thus, a hostile character becomes uncertain, a neutral character becomes friendly, etc. Friendship counters (and is countered by) hate.

Happiness: The subject experiences feelings of warmth, well being, and confidence, modifying all reaction rolls by +3. The subject is unlikely

to attack unless provoked. Happiness counters (and is countered by) sadness.

Hate: The subject reacts negatively to any encounter. In game terms, any result of a roll on the NPC Reactions table is moved one category towards violent hostility (i.e. a friendly character becomes uncertain, a cautious PC becomes threatening, etc.). Hate counters (and is countered by) friendship.

Hope: The subject's morale is improved by +2. His saving throw rolls, attack and damage rolls are all improved by +1 while this emotion is in effect. Hope counters (and is countered by) hopelessness.

Hopelessness: The subject's morale suffers a -10 penalty. In addition, in the round in which the emotion is initially established, all subjects must immediately make a morale check. Hopelessness counters (and is countered by) hope.

Sadness: The subject feels uncontrollably glum and becomes prone to fits of morose introspection. All attack rolls suffer a -1 penalty and initiative rolls suffer a +1 penalty. The subject's chance of being surprised is increased by 2. Sadness counters (and is countered by) happiness.

All subjects of the second version, even willing targets, must save versus spell to resist the emotion. In addition to all other modifiers, the saving throw is modified by -1 for every three levels of the cleric casting the spell.

The material component for both versions of the spell is a small bunch of fleece or uncared wool that is consumed in the casting.

Exorcism (Necromancy)

Level: 5
Range: 1 ft./level
Duration: Instantaneous
Area of Effect: One creature
Sphere: Necromancy
Components: V, S, M
Casting Time: 7 segments
Saving Throw: Special



When the cleric or zealot casts this spell, any magical or supernatural force possessing the target is immediately exorcised from the target. The target immediately regains complete control of its body and all of its normal faculties. This spell is effective against magical possession, such as Magic Jar, and mind control such as Domination. Normal possessing forces receive no saving throw, but extraordinary possessing forces (gawds, demons, creatures of 10+ HD) do receive a saving throw to resist the exorcism.

If an exorcism fails, the caster may not cast the spell on the same target again for one week. The material component is the caster's holy symbol and a vial of holy water that is consumed in the casting.

Extinguish (Alteration)

Level: 2 (zealots, druids), 3 (standard clerics) **Sphere:** Elemental Water
Range: 5 yards + 1 yard/level **Components:** V, S, M
Duration: 1d4 segments **Casting Time:** 6 segments
Area of Effect: 10-foot cube **Saving Throw:** Special

This spell creates a spray of foamy white water that can put out any non-magical blaze, including Greek Fire. Creatures of flame gain a saving throw versus spells against the effect. On a failed saving throw, the creature suffers 2d6 points of damage. On successful saving throw, the creature suffers 1d6-1 points of damage.

The material components are the caster's holy symbol and a handful of crushed soap.

False Dawn (Evocation)

Level: 6 (clerics & zealots), 7 (druids) **Sphere:** Sun
Range: 0 **Components:** V, S, M
Duration: 1 round/level **Casting Time:** 9 segments
Area of Effect: 30-foot radius sphere **Saving Throw:** None

This spell creates a bright reddish glow in the sky to the east, making it appear to those affected as if the sun is rising. This light is bright enough to read by, dispels magical darkness, and itself is very difficult to dispel. Even those who recognize it as a spell and do not assume it is the true dawn face a -4 penalty to any checks to dispel it.

Undead within the sphere suffer 4d4 points of damage, even if not normally subject to sunlight. Those destroyed by this effect crumble to dust and cannot be reanimated. Affected undead cannot physically attack and move at one-tenth of their normal rates. Additionally, those undead (such as Vampires) and any creature specially subject to sunlight suffer all the effects of real sunlight (unless they have and succeed at a magic resistance check). Creatures with infravision cannot use it for the duration of the False Dawn and for 1d4 rounds thereafter.

The area of effect is centered behind the caster at the same horizontal level as the caster, and though it extends below him, barriers that would stop normal (bright) sunlight can block the False Dawn. (However, the light will seep through any available crack to affect as many creatures as possible.) The caster cannot choose which individuals within the area are affected.

The material components of this spell are the caster's holy symbol and a red, orange or yellow gemstone worth no less than 1,000 gp. The gem fades away as the spell progresses, disappearing into nothingness when the spell expires (whether it achieves the full duration or not).

Feign Life (Necromancy)

Level: 4 **Sphere:** Necromancy
Range: Touch **Components:** V, S, M
Duration: 1 minute/level **Casting Time:** 6 rounds
Area of Effect: 1 body **Saving Throw:** None

By means of this spell, the caster infuses a body with a complete semblance of life for the duration of the enchantment. The body must have actually been alive at some point, and cannot have been dead for more than 1 day per

caster level. To all appearances, including detections via mortal magic, it appears to be a living, breathing, talking, walking creature. The creature can fight, think and act as it did when alive. It does not lose levels or gain quirks or flaws, but the effect is only temporary. Any being of immortal or divine status can instantly perceive that the life is "only rented."

This spell is often used to get fallen comrades past chasms, tight spots, or even take on an unexpected encounter (and sometimes to get past that sermon that just won't end...). A body under the influence of a Feign Life cannot be Raised or Resurrected in any manner until it dies again, reportedly an extremely painful process. This type of forcible animation is hard on both the caster and the recipient. The caster temporarily loses 1 point of Constitution per day or fraction thereof that the body has been deceased (he regains it at the rate of 1 per day).

The body must successfully save versus petrification or suffer from ten rounds of fatigue and severe disorientation during its borrowed "life." Using a second Feign Life spell on the body within a month imposes a -4 penalty on this save. Using it twice within a month angers the gawds greatly.

The material components of this spell are the body to be raised, the holy symbol, and 3 incense candles that must begin burning during the casting and burn completely through by the time the spell expires.

Focus (Invocation)

Level: 4 **Sphere:** Devotional
Range: 10 feet **Components:** V, S, M
Duration: Special **Casting Time:** 1 day
Area of Effect: Special **Saving Throw:** None

Unlike magic-users, clerics can use the power of faith itself to work their wondrous magicks. With this spell, clerics can create semi-permanent wards, sanctify ground, ensure good harvests or even improve the health of followers. In short, this amplified magic of faith allows certain clerical spells to be increased and intensified through the combined efforts of clerics and worshipers. Range, area of effect, duration, and even damage can be altered through the combined energies of clerics and believers.

To make use of this ability, clerics and their worshipers form groups to create "faith magic." While there are many mundane reasons to form such groups, many seek to take advantage of the added power of a number of faithful investing their energies in a specific incantation.

The core of faith magic is the power that comes from the dedication of ardent followers and clerics. This cannot be manipulated directly (like a spell), although it can serve as source to power spells. Unlike magical energy, this spiritual energy is not tied to a particular character class. Ordinary people are as much a source of this power as are adventurers. Only the clerics themselves differ significantly; their lifelong dedication to their gawd provides even greater power.

Not everyone is a source of useful energy. Almost every character generates a small amount of power, but only those persons truly dedicated in their beliefs provide the amounts needed for faith magic. Even so, the total energy provided by each person is very small. Thus, clerics and zealots can only use faith magic when large numbers of sincere worshipers gather, such as particularly devout congregations, monasteries, seminaries and universities operated by a religious order. Sincere belief is the most important factor. While persons attending a service may be numerous, casual followers do not contribute to the effect.

Before the clerics or zealots can harness its power, the spiritual energy of a group must be gathered and concentrated toward a single effect. This is known as Focusing the effect. Once Focused, the spiritual energy provides power needed to maintain a spell effect, increase its area of effect or create a number of other different results.

The Focus spell creates a nexus through which the clerics can concentrate and manipulate the energy to a specific effect. A Focus spell cannot function without a source of spiritual energy. The Focus gathers that spiritual energy and reshapes it to amplify other spells cast by the cleric(s). The same energy

keeps the Focus in existence. If the spell is cast and there is no immediate source of spiritual energy within 100 feet, the Focus immediately fails.

Once created, most Foci cannot be moved. This condition and the need for a renewable supply of spiritual energy tends to limit the use of Foci to temples, churches, monasteries, shrines, and seminaries – permanent structures where followers of the religion gather on a regular basis. Sometimes the clerics and zealots create a Focus for a special gathering such as a holy day, conclave, grand wedding or yearly festival.

Not all Foci are identical. The particular form of a Focus depends on the power and nature of the spell being amplified. Detect Magic reveals any Focus. There are three basic types of foci: site, item and living.

Site foci (S) are linked to a place, whether a room, building, field, or forest. Once cast, such Foci cannot be moved. It causes no disturbance in the surroundings; it is invisible and intangible.

Item foci (I) are centered on a single object. Customarily, this object is large and immovable, such as an altar, but it is possible for the Focus to be as small as is practical. The item can be as elaborate or plain as desired, but must have some significance to the religion.

Living foci (L) are the rarest of all types. In this case, the clerics Focus the energy on a living plant, animal or person. A Detect Charm reveals the person is somehow enchanted, although not under the influence of a typical Charm spell.

The type of Focus created depends on the religion and nature of the spell amplified. These choices are listed in Table A1: Focused Spell Effects.

Casting the Focus spell is a long and complicated process, accompanied by numerous ceremonies and rituals. On the day the spell is actually cast, the cleric needs the assistance of at least two other clerics of the same faith. These aides need not memorize the spell (or even be capable of casting it); they provide the extra hands and voices needed at specific points of the casting. A large number of worshipers must also be present, since the Focus requires their energy.

The standard duration of a Focus is one year. If the spiritual energy falls below a minimum level, the spell ends sooner. A Focus requires the spiritual energy of at least 100 devout worshipers. Lay people (those dedicated to the religion but not clerics) count as two worshipers, while clerics or zealots (of any level) count

as ten. A congregation of 100 could maintain a Focus, a monastery of 50, or a seminary of 10 clerics (or any combination of the above adding up to 100 “effective” worshipers). The Focus must receive this energy for at least one hour out of every day (the worshipers must be within 100 feet and devote that time to directing spiritual energy towards the Focus). If these conditions are not met, the Focus weakens. The area of effect of the amplified spell decreases by 20% each day until it fades away completely. Before it fades completely, returning to the devotional exercises can restore up to 20% per day.

Once the Focus is created, the cleric(s) must cast the desired spell upon it within one turn. The spiritual energy gathered by the Focus increases the spell's effect with regards to its area of effect and duration. The exact increase depends on the level of the cleric who casts the Focus. A Focus can amplify only one spell, and each item, creature or place can receive only one Focus. Spells that can be cast upon a focus are listed on Table A1: Focused Spell Effects.

The spell remains in effect as long as the Focus exists. Since the duration of a Focus is long, these renewals often coincide with important festivals of the religion, when numerous worshipers gather to provide spiritual energy.

Once the spell is cast, ignore the normal duration and area of effect for that spell. The Focus begins to increase these factors of the spell's power. After one day, the amplified spell reaches its full area of effect. Thereafter, it remains over that area until the focus fails.

The area affected by the focus (and its amplified spell) depends on the level of the caster. The spell expands in a radius from the focus, 20 feet per level of the caster, although it can be made deliberately smaller. Within that area of effect, the amplified spell exerts its normal effect. A 13th level cleric could create a Focus up to 260 feet in diameter.

The material components are many, including special vestments, incense, oils, waters, and other equipment the GM deems appropriate. The cost of these materials is never less than 1,000 gp plus 100 gp per level of spell being amplified. The items are given up as offerings to the deity (perhaps to be distributed to the poor), and new ones must be obtained each time the spell is cast.

Gourmet Dinner (Alteration)

Level: 4

Range: 10 yards

Duration: Special

Area of Effect: 1 cubic foot/level

Sphere: Creation

Components: V, S

Casting Time: 1 turn

Saving Throw: None

This spell creates an elaborate meal that is nutritious, well balanced and quite tasty. It creates fine wine instead of water, and prime rib rather than chuck steak. Technically, this meal need not be dinner. Some clerics think of it as a glorified Create Food & Water, but more sophisticated types recognize the value of demonstrating their gawds' good taste. While the meal is excellent, it provides no special magical benefits to the participants. Still, it has often proven useful for missionaries, clerics on diplomatic missions and adventurers who are just sick and tired of bread, water and iron rations.

The food lasts for 24 hours if not eaten, but can be restored for another 24 hours with a Purify Food & Water spell. (Note that this works on the food but not the wine...)

Greater Restore Movement (Alteration)

Level: 4

Range: Touch

Duration: Permanent

Area of Effect: Creature touched

Sphere: Healing

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

This spell instantly restores the movement of a creature that has been injured by a critical hit or similar effect. In addition, the spell cures the affected area for 1 hit point. The repaired area functions as if it had healed normally and the target suffers no movement penalties related to the damage. He can, however, re-injure the area. Other damage to the area remains and

Table A1: Focused Spell Effects

Spell	Possible Focus Type
Anti-Animal shell	S/I/L
Anti-Plant shell	S/I/L
Bless	S/I
Control Temperature, 10' radius	S*
Control Winds	S/I*
Cure Disease	I/L
Cure Blindness or Deafness	I/L
Detect Poison	S/I
Detect Lie	I
Detect Magic	I
Dispel Evil	S/I
Endure Cold/Endure Heat	S*
Know Alignment	I/L
Negative Plane Protection	S/I
Protection from Evil	S/I
Protection from Elementals	S
Protection from Fire	S
Protection from Lightning	S
Protection from Lycanthropes	S
Protection from Nefarians	S
Protection from Possession	S/I
Protection from Undead	S
Protection from Water	S
Purify Food and Drink	I
Remove Fear	S/I/L
Remove Curse	I
Repel Insects	S/I
Resist Acid & Caustic	S
Resist Electricity	S
Resist Fire/Resist Cold	S
Resist Gas	S
Speak with Animals	S/I/L
Tongues	S/I
True Seeing	S
Ward Off Evil	S

* The caster must state a desired range (temperature, wind strength, etc.) within the spell's normal limitations at the time it is cast.

the spell will restore permanent movement penalties, except those associated with severed limbs.

The material component is the caster's holy symbol and a splint fashioned from wood and gauze that is consumed in the spell.

Helping Hand (Evocation)

Level: 3 **Sphere:** Traveler
Range: Special **Components:** V, S
Duration: 1 hour/level **Casting Time:** 1 round
Area of Effect: Special **Saving Throw:** None

This spell provides help when a cleric is trapped or otherwise endangered. The spell creates a hovering, ghostly image of a hand about one foot high. The caster can command it to locate a character or creature of the caster's choice based on a physical description. The caster can specify race, gender, and appearance, but not ambiguous factors such as level, alignment, or class.

After the hand receives its orders, it begins to search for the indicated creature, flying at a movement rate of 48" (MC: A). The hand can search within a 5-mile radius of the caster.

If the hand cannot locate the indicated creature, it returns to the caster (provided he is still within the area of effect). The hand displays an outstretched palm, indicating that no such character or creature could be found, then disappears.

If the hand locates the indicated subject, the hand beckons the subject to follow it. If the subject follows, the hand points in the direction of the caster, leading the subject in the most direct, feasible route. The hand hovers 10 feet in front of the subject, moving before him. Once the hand leads the subject to the caster, it disappears.

The subject need not follow the hand nor help the caster. If the subject chooses not to follow the hand, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to the caster, the hand disappears; the subject will have to rely on his own devices to locate the caster.

If there is more than one subject within a 5-mile radius that meets the caster's description, the hand locates the nearest such creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

The ghostly hand has no physical form. Only the caster and potential targets can see the hand. It cannot engage in combat or execute any other task aside from locating the subject and leading him back to the caster. The hand will not pass through solid objects, but can pass through small cracks and slits and can be dispelled.

Hold Crowd (Enchantment/Charm)

Level: 6 **Sphere:** Charm
Range: 200 yards **Components:** V, S, M
Duration: 1 round/level **Casting Time:** 6 segments
Area of Effect: Up to 10 creatures/level **Saving Throw:** Negates
in a 100-ft. (edge length) cube

This spell functions much like a Hold Person or Hold Persons, except that it works on many more creatures. The spell affects the weaker creatures first (lowest to highest Hit Dice or levels).

The material component is a large, straight solid iron staff at least five feet long.

Hold Person (Enchantment/Charm)

Level: 2 **Sphere:** Charm
Range: 150 yards **Components:** V, S, M
Duration: 4 rounds + 1 round/level **Casting Time:** 5 segments
Area of Effect: 1 bipedal, man-shaped **Saving Throw:** Negates
creature (Man-sized or smaller)

This spell affects the mind, preventing it from successfully making a creature's muscles move. The affected being may still try to move, he may think he can, but his muscles simply do not respond. Obviously, the victim must be a living creature with a living mind. Thus, undead and constructs cannot be affected. He must also be generally humanoid in shape (human, demi-human or a humanoid such as an Orc or Goblin).

The magic affects only voluntary muscles; the heart and lungs continue to function normally. A held creature can neither move nor speak, but remains aware of events around him (he can see and hear, and feel a blade slicing his flesh). Being held does not affect wounds, recovery, disease or poison.

The material component of this spell is a small, straight piece of iron.

Hold Persons (Enchantment/Charm)

Level: 3 **Sphere:** Charm
Range: 100 yards **Components:** V, S, M
Duration: 3 rounds + 1 round/level **Casting Time:** 6 segments
Area of Effect: 1-4 bipedal, man-shaped **Saving Throw:** Negates
creatures (Man-sized or smaller) in a 20-foot (edge length) cube

Except for the fact that this spell affects multiple creatures, it functions as the 2nd level Hold Person spell. Also, if used on 4 creatures, each gets a normal saving throw versus spells. If used on 3 creatures, each saves at -1, on 2 both save at -2 and on one the target saves at -3.

The material component for each casting is three small, straight pieces of iron.

Ignite (Alteration)

Level: 2 (druids, zealots), 3 (standard clerics) **Sphere:** Elemental Fire
Range: 5 yards +1 yard/level **Components:** V, S, M
Duration: Instantaneous **Casting Time:** 6 segments
Area of Effect: Special **Saving Throw:** Special

This spell causes flammable materials to burst into flame, even if soaked. It can be used on people, but human-like beings have so much water in them that they only suffer 1d6 points of damage on a failed saving throw versus spell. On a successful saving throw, the victim suffers 1d4-1 points of damage (it only singes their body hair). Beings especially subject to fire damage suffer 2d6 points of damage on a failed save and 1d6 if successful.

The material components are the caster's holy symbol and some kind of flame, such as a candle or torch, which is consumed in the casting.

Indulgence (Alteration)

Level: 1 through 7 **Sphere:** Devotional
Range: 10 feet **Components:** V, S, M
Duration: Permanent **Casting Time:** 1 round
Area of Effect: 1 person **Saving Throw:** None

This is an unusual spell. It is available to both zealots with access to the Devotional sphere and standard clerics. The caster can use it at any level, but he must prepare the spell using a slot of the appropriate level. The Indulgence awards a number of alignment adherence points (AIPs) equal to the level at which the caster uses it. A caster cannot use this spell on himself. Alignment adherence points tend to bring the character back to his professed alignment on the Alignment Graph as described in the GMG.

For reasons beyond mortal ken, there is no chance of the spell failing to take when written on a scroll. Some temples dedicate large numbers of clerics to doing nothing but turning out these scrolls. Since it is the recipient of the Indulgence who suffers any penalties (not the scribes) from using this magic, many temples use these scrolls to make some quick coin. However, the gawds frown on excessive use of this spell and never grant it to an individual cleric more than once per month.

While most characters use Indulgences only for lapses in judgment, or to remove lingering effects of certain types of curses, some characters try to live

on them. Some of the more “sophisticated” religions suggest that they are simply a tool, much like a wheel, necessary in a complex world, and accuse the stricter orders of being “uptight.” Using Indulgences frequently is akin to spiritual Russian roulette: each time a character receives an Indulgence, there is a cumulative 1% chance + 1% for each Indulgence spell used that a divine agent takes notice. If this happens, the character must save versus death magic or gain as many AIPs as he was trying to eliminate in a direction diametrically opposed to his professed alignment. Further uses of Indulgence continues to increase the probability of divine attention with the same effect.

The material component of the spell is the cleric's holy symbol and a gold coin that is consumed in the casting process.

Join With Astral Traveler (Alteration)

Level: 4 **Sphere:** Traveler
Range: 0 **Components:** V, S
Duration: Special **Casting Time:** 1 turn
Area of Effect: The caster **Saving Throw:** None

When a cleric casts the 7th level Astral Spell, he leaves his physical body in suspended animation while his astral body travels. By touching the comatose body and casting Join with Astral Traveler, a cleric can cause his own astral body to leave his physical body in suspended animation. His astral body then travels along the silver cord of the originally projected cleric. The caster joins the projected cleric as if he were part of the original casting of the Astral Spell; i.e., his own silver cord is connected to the first cleric's silver cord, and he is dependent upon the originally projected cleric.

A cleric who casts the 7th level Astral Spell can project as many as seven other creatures along with himself. However, clerics casting Join with Astral Traveler are an exception to this limit – any number of them may join another cleric in the Astral Plane by use of this spell.

Know Direction (Divination)

Level: 1 (also a druid spell) **Sphere:** Divination, Traveler
Range: Touch **Components:** V, S, M
Duration: Instantaneous **Casting Time:** 1 segment
Area of Effect: Special **Saving Throw:** None

Know direction allows the caster to know instantly the direction of north with absolute certainty. The spell functions in any environment, including underwater, underground or in darkness (including magical darkness).

The material component is a small scrap of a parchment map that is at least 100 years old. A single sheet of parchment can provide up to 12 “scraps” for this spell. The map need not have been accurate.

Lighten Load (Alteration)

Level: 2 **Sphere:** Traveler
Range: 30 yards **Components:** V, S, M
Duration: 1 hour/level **Casting Time:** 2 segments
Area of Effect: 10-foot cube **Saving Throw:** None

This spell reduces the effective encumbrance of equipment, supplies, objects and even characters who must be carried, by 50%. The spell affects one pile of objects whose volume is equivalent to a 10-foot cube. After the spell is cast, the affected objects can be divided among several characters or mounts. The spell has no effect on magical items.

An object affected by Lighten Load can be used normally; the spell has no effect on an object's mass, texture, size, strength, or other physical features.

The material components are a feather and a sheet of paper moistened by a soap bubble.

Log of Everburning (Alteration)

Level: 1 **Sphere:** Elemental Fire
Range: Touch **Components:** V, S
Duration: 1 hour/level **Casting Time:** 3 segments
Area of Effect: Special **Saving Throw:** None

This spell increases the amount of time that a wooden object burns before a fire consumes it. Wood that is enchanted in this manner burns brightly without being consumed for the duration of the spell. When the spell ends, the wooden object immediately crumbles to ash.

This spell does not cause the wood to catch fire; it must be ignited normally. While it burns, the wood gives off twice the normal amount of heat; thus, a single log can make a cozy fire. The log is no more effective when used to light other flammable objects.

The affected wood radiates magic. The cleric may enchant up to 1 cubic foot of wood per level of experience. The spell functions on torches.

Mend Broken Bone (Alteration)

Level: 3 **Sphere:** Healing
Range: Touch **Components:** V, S, M
Duration: Permanent **Casting Time:** 7 segments
Area of Effect: Creature touched **Saving Throw:** None

This spell repairs a broken bone as if it had healed normally, eliminated associated penalties and restrictions. The bone can be broken again later. The material component is the caster's holy symbol.

Mend Limb (Alteration)

Level: 2 **Sphere:** Healing
Range: Touch **Components:** V, S, M
Duration: Permanent **Casting Time:** 6 segments
Area of Effect: Creature touched **Saving Throw:** None

This spell allows a limb that has been disabled as the result of sustaining its maximum damage (such as from a critical hit) to become functional again. The repaired limb functions as if it had healed normally and so the target suffers no penalties related to the damage, but he can re-injure the area. The spell cures the affected area for 1 hit point. Other damage to the limb remains, though this does not affect the limb's functioning. This spell will not mend a severed limb.

The material component is the caster's holy symbol.

Mend Tendon (Alteration)

Level: 2 **Sphere:** Healing
Range: Touch **Components:** V, S, M
Duration: Permanent **Casting Time:** 6 segments
Area of Effect: Creature touched **Saving Throw:** None

This somewhat inaccurately named spell repairs soft tissue damage. It heals bruised muscles and mends ripped tendons or muscle, including muscle tears and torn tendons resulting from critical hits and critical fumbles. The repaired flesh functions as if it had healed normally and so the target suffers no penalties related to the damage. The recipient can re-injure the healed area again. The material component is the caster's holy symbol.

Precipitation (Alteration)

Level: 2 **Sphere:** Weather
Range: 10 feet/level **Components:** V, S, M
Duration: 1 segment/level **Casting Time:** 6 segments
Area of Effect: 3-ft. diameter cylinder **Saving Throw:** None
 up to 12 ft. high

Except as noted, this spell is the same as the 1st level druid spell (and 1st level magic-user spell) Precipitation (see PHB p 183). The material component is the caster's holy symbol.

Protection from Lycanthropes (Alteration)

Level: 4 **Sphere:** Warding
Range: 0 **Components:** V, S
Duration: 1 round/level **Casting Time:** 1 round
Area of Effect: 10-foot radius **Saving Throw:** None

This spell protects the cleric and all within ten feet of him from lycanthropes. A maximum of 3 Hit Dice per caster level of such creatures are affected. Creatures with a hit point bonus of +3 or better are counted as having an additional Hit Die. In the case of attack by multiple creatures, the weakest foes (in terms of Hit Dice) are first repelled, up to the maximum efficacy of the spell. No lycanthrope protected against can penetrate the circle physically or magically in any way, but the person(s) inside can launch attacks (except melee attacks, of course) against any creature held at bay. The protection moves with the cleric.

The spell is only effective against lycanthropes. This includes any creature specifically designated as a lycanthrope or one that includes the term "were" in its name (usually as a prefix or suffix). Other Shape Changers such as Doppelgangers, certain dragons, powerful magic-users and higher level druids are unaffected by the spell.

Protection from Nefarians (Abjuration)

Level: 5 **Sphere:** Warding
Range: 0 **Components:** V, S, M
Duration: 1 round/level **Casting Time:** 1 round
Area of Effect: 10-foot radius **Saving Throw:** None

When casting this spell, the cleric must decide which type of nefarian the protection will affect (daemons, demons, devils or other). This spell generates a circle of protection that springs outward from the caster in a ten-foot radius. No nefarian of the appropriate type can penetrate the circle physically or magically in any way, but the person(s) inside can launch attacks (except melee attacks, of course) upon it. The protection moves with the spell caster. Note that many nefarians have magic resistance, and may be unaffected by this spell! However, it would seem that the gawds considered this when they released this spell for mortal use because for purposes of repelling the chosen type of nefarian, this spell reduces their magic resistance by half (round down). In addition, if a nefarian does break through the protection via magic resistance and later finds itself outside the protection, it would need another successful magic resistance check as before to approach the recipient.

The power of the protection increases along with the caster's level. A 9th level cleric may create a protective circle sufficient to ward off daemons with 9 or fewer Hit Dice, Type III Demons or lower or lesser devils. A 12th level cleric can strengthen this protection to include daemons up to 12 Hit Dice, demons up to Type VI, or greater devils. Only a 17th level or higher cleric may create a protective circle of such power that it keeps all nefarians at bay – including daemon royalty, demon princes, or arch devils.

The material components vary slightly depending on the version cast. All require the cleric's symbol and holy water. The Protection from Demons spell requires demon ichor. The Protection from Devils spell requires devil ichor. The Protection from Daemons spell requires a circle of powdered iron. The protection from Nefarians (Other) requires parts taken from any slain nefarian.

Protection from Possession (Alteration)

Level: 4 **Sphere:** Warding
Range: 0 **Components:** V, S
Duration: 1 turn/level **Casting Time:** 1 round
Area of Effect: 10-foot radius **Saving Throw:** None

This spell generates a magical sphere with a ten-foot radius that extends from and moves with the caster. All creatures within the area of effect are protected from possession by spell attacks such as Magic Jar or attack forms aimed at possession or mental control (such as a Charm Person and similar spells or a Vampire's gaze). The spell even protects the dead, if they are within the sphere of protection.

Protection from Undead (Abjuration)

Level: 4 **Sphere:** Warding
Range: 0 **Components:** V, S
Duration: 1d4 rounds/level **Casting Time:** 1 round
Area of Effect: 10-foot radius **Saving Throw:** None

This spell protects the cleric and all within ten feet of him from undead. A maximum of 3 Hit Dice per caster level of undead are affected. Creatures with a hit point bonus of +3 or better are counted as having an additional Hit Die. In the case of attack by multiple creatures, the weakest foes (ranked by ease of turning per Table 12K: Turning Undead on page 140 of the Player's Handbook) are first repelled, up to the maximum efficacy of the spell. No undead creature protected against can penetrate the circle physically or magically in any way, but the person(s) inside can launch attacks (except melee attacks, of course) against any undead held at bay. The protection moves with the cleric.

The spell is effective against all undead against which the cleric's chance to turn is 11 or less. Therefore a 7th level cleric may only protect against Ghosts or weaker undead, while a 14th level cleric may use this spell to ward off all undead save Liches and special undead.

For example, a 7th level cleric casts Protection from Undead to hold off a swarm of nine Zombies and four Ghouls led by a wraith. The spell is effective up to 21 Hit Dice of creatures actively trying to breach the magical barrier. The Ghouls rush to attack, but are held at bay (there being a total of 8



FRAIM

Hit Dice of undead). However, the next round the Zombies reach melee and swarm the party. The spell wards them off first (18 Hit Dice worth) before considering the Ghouls. Only 3 Hit Dice of protection remain – sufficient to ward off one Ghoul. The remaining three can breach the protection and attack. The next round, the cleric turns two of the Zombies, leaving only seven actively warded by the Protection from Undead spell (14 Hit Dice worth). Two of the Ghouls who had previously breached the protective circle must now retreat, as the power of the spell can now repel them. The Wraith can freely approach the party at any time, however, because the cleric casting the spell is not high enough level to affect him.

Rain of Fire (Invocation)

Level: 6 **Sphere:** Combat, Elemental Fire
Range: 60 yards **Components:** V, S, M
Duration: 1 segment **Casting Time:** 9 segments
Area of Effect: 5-foot square per level **Saving Throw:** Half

When the gawds' wrath must be expressed against a group of sinners (or non-believers), many clerics call upon this old stand-by. The Rain of Fire brings divine wrath from the heavens down to earth, and leaves no doubt about the source of the devastation. This spell calls a hail of small balls of flame to fall from the clouds and fills the air with the distinct odor of brimstone. Creatures caught in this burning hail face 8d4 points of damage. Also, any flammable objects in the area must save versus magical fire at –5 or burst into flame. Typically, the spell leaves several charred corpses and some burning symbols of divine power. Powerful clerics like to use this spell to send a message to heretical villages.

The material components of this spell are a handful of sulfur, a half-pound of brimstone, the caster's holy symbol and some righteous anger.

Reattach Limb (Alteration, Necromancy)

Level: 5 **Sphere:** Necromancy
Range: Touch **Components:** V, S, M
Duration: Permanent **Casting Time:** 1 turn
Area of Effect: 1 creature **Saving Throw:** None

By means of this spell, the caster reattaches a creature's own severed limb to its appropriate position. The limb must have been separated less than one day per caster level before the reattachment. Once reattached, the limb can be used normally, albeit with a –3 penalty until all points of damage delivered when the limb was severed have been healed (magically or through natural recovery).

The severed limb must be in one piece for the spell to reattach it fully. Otherwise the spell fails. Once reattached and fully recovered, it is as if the limb had never been severed. Of course, it is subject to further damage and detachment...

The material components of this spell are the limb to be reattached, the individual to whom it will be reattached, a silver scalpel and a drop of blood from a regenerating creature.

Repair Strain or Sprain (Alteration)

Level: 1 **Sphere:** Healing
Range: Touch **Components:** V, S, M
Duration: Permanent **Casting Time:** 6 segments
Area of Effect: One creature **Saving Throw:** None

By means of this spell, the caster restores a target's sprained or strained muscles to normal working order, eliminating penalties associated with the injury. The area can be re-injured normally as soon as the segment immediately following the casting of this spell.

The material component of the spell is the caster's holy symbol.

Resist Acid and Caustic (Alteration)

Level: 3 **Sphere:** Warding
Range: Touch **Components:** V, S, M
Duration: 1 round/level **Casting Time:** 5 segments
Area of Effect: One creature **Saving Throw:** None

This spell toughens a creature's body so that it can withstand both strong acids and caustic lye. The spell grants the creature complete immunity to mild conditions (i.e. placing one's hand in a pool of acid). A massive application of corrosives, such as a Black Dragon's breath weapon, will overwhelm the buffering capacity of the spell and the recipient will be subject to damage, albeit to a lesser extent than without the protection of this spell.

The recipient of the spell gains a +3 bonus to saving throws against massive corrosive attack forms. In addition, the target reduces a certain amount of the damage received by 50% (rounded in the favor of the target). This spell will reduce 5 points of damage per caster level. For example, a fifth level zealot has cast this spell upon himself. His party encounters a Black Dragon, and he is foolishly in the area of effect of the creature's breath weapon. The GM announces that the breath weapon does 40 points of damage. The zealot fails his saving throw, meaning he suffers the full 40 points. However, his spell reduces the first 25 points of damage to 12 points, meaning he suffers a total of 27 points (12+15). If he had made his saving throw, he would have suffered only 10 points of damage, as the spell would have reduced all the initial damage. The spell protects the target creature for one round per caster level.

The material component of this spell is a pinch of baking soda.

Resist Electricity (Alteration)

Level: 2 **Sphere:** Warding
Range: Touch **Components:** V, S, M
Duration: 1 round/level **Casting Time:** 5 segments
Area of Effect: One creature **Saving Throw:** None

The creature targeted by this spell gains the benefit of a lessened electrical potential with respect to the ground he is standing on. Any electrical attacks (such as Shocking Grasp, a Blue Dragon's breath weapon or a Lightning Bolt) directed at the protected creature are reduced, as much of its current is dissipated into the ground.

The recipient of the spell gains a bonus of +3 to saving throws against such attack forms (if a save is allowed) and all damage sustained is further reduced by 50%. This magical grounding lasts for one round per caster level. Note that the protected creature must be in contact with the earth for the spell to be effective. Flying or levitating creatures forgo any protection while airborne.

The material component of this spell is a copper nail.

Resist Gas (Alteration)

Level: 2 **Sphere:** Warding
Range: Touch **Components:** V, S, M
Duration: 1 round/level **Casting Time:** 5 segments
Area of Effect: 1 creature **Saving Throw:** None

When a cleric places this spell upon a creature, he imbues it with resistance to noxious gases and airborne particulate matter. The spell affords complete protection against minor effects such as the blinding caused by a Dust Devil spell.

Against incapacitating or toxic gases, the recipient of the spell gains a +4 bonus to saving throws (if a save is allowed) or receives a save even if he ordinarily is not allowed one (as in the case of a low level creature encountering a Cloudkill spell). The spell reduces the duration of incapacitating agents by half and reduces any damage sustained by 50% (if applicable).

The material component of this spell is powdered charcoal.

Restore Movement (Alteration)

Level: 2 **Sphere:** Healing
Range: Touch **Components:** V, S, M
Duration: Permanent **Casting Time:** 6 segments
Area of Effect: Creature touched **Saving Throw:** None

This spell restores the original movement of a creature that has been injured temporarily by a critical hit or similar effect. The spell cures the affected area instantly and heals 1 hit point. The repaired area functions as if it had healed normally and the target suffers no movement penalties related to the damage. However, he can re-injure the area. Other damage to the area remains and the spell will not restore permanent movement penalties or penalties associated with severed limbs.

The material component is the caster's holy symbol and a splint fashioned from wood and gauze that is consumed in the spell.

Shock Therapy (Necromancy)

Reversible

Level: 3 **Sphere:** Healing
Range: Touch **Components:** S, M
Duration: Permanent **Casting Time:** 1 round
Area of Effect: 1 creature **Saving Throw:** Special

Clerics commonly use this severe therapeutic method to treat mental ailments. The cleric introduces a massive electrical current to the patient's nervous system that causes 1d4 points of damage per level of the caster. For every point of damage sustained, there is a 1% chance that a minor quirk will be cured (if the patient possesses multiple quirks, randomly determine which one is cured). Typically, many shock therapy sessions will be required to remedy a quirk. Many who undergo such therapy either die or come to the conclusion that their quirks aren't so bad after all...

The spell may be reversed and used as an effective form of attack. In this case, the spell remains in effect for one round per level of the caster or until it is discharged. The cleric must strike his opponent in combat to discharge the spell, but any defensive bonuses the target has that result from metallic armor or shield are ignored. The caster can use items or weapons that are entirely metal to touch the target if he is squeamish about actually touching the target. The shock inflicts 1d4 points of damage per level of the caster. Additionally, the creature struck must save versus spells or develop a minor quirk (roll on Table 6F: Quirks, Minor (Mental) of the HackMaster Player's Handbook).

The material components are an amber rod and a small piece of fur.

Spider Charm (Enchantment/Charm)

Level: 2 **Sphere:** Animal
Range: 30 yards **Components:** V, S
Duration: Special **Casting Time:** 5 segments
Area of Effect: 30-foot cube **Saving Throw:** None

When this spell is cast, it sets up a hypnotic pattern that causes one or more spiders to cease all activity except for a swaying movement that is reminiscent of a bobble head toy. If the spiders are charmed while idle, the duration of the spell is 1d4+2 turns; if the spiders are lively but not irritated, the charm lasts 1d3 turns; if the spiders are provoked or attacking, the spell lasts 1d4+4 rounds. The cleric casting the spell can charm spiders whose total hit points are less than or equal to those of the cleric.

On the average, a 1st level cleric could charm spiders with a total of 24 or 25 hit points; a 2nd level cleric could charm 29 hit points, etc. The hit points can be those of a single spider or those of several arachnids, but the total hit points cannot exceed those of the cleric casting the spell.

This spell is also effective against any partially arachnid monster, such as Driders, subject to magic resistance, hit points and so forth.

Spiritual Brigade (Invocation)

Level: 4 **Sphere:** Combat
Range: 10 yards + 1 yard/level **Components:** V, S, M
Duration: 2 rounds + 1 round/level (concentration) **Casting Time:** 7 segments

Area of Effect: 5-foot by 10-foot line **Saving Throw:** None

This spell creates a semi-transparent "gauntlet" of weapons (the preferred weapon of the caster's deity). The caster must concentrate for the duration or the effects of the spell dissipate. So long as he does concentrate, each round he rolls attacks for each weapon (two plus one per every five full levels). These weapons can attack any creature adjacent to them. Use the caster's to-hit matrix to determine the success of each strike. The weapons strike as if they were +1 weapons at 7th-11th level, as +2 weapons at 12th-16th, and as +3 weapons at 17th and higher levels.

The material components are the caster's holy symbol and a number of miniature weapon replicas equal to the number the Brigade will contain.

Staunch Bleeding (Alteration)

Level: 2 **Sphere:** Healing
Range: Touch **Components:** V, S, M
Duration: Permanent **Casting Time:** 6 segments
Area of Effect: One creature **Saving Throw:** None

The Staunch Bleeding spell ceases all of the target's bleeding, internal and external, profuse or otherwise (even if caused by a Sword of Wounding or similar magic). Any effects of the bleeding stop, though the target can still be wounded normally after the spell. The caster's holy symbol is the only required material component.

Stones to Spiders (Alteration)

Level: 4 **Sphere:** Animal
Range: 20 yards **Components:** V, S, M
Duration: 2 rounds/level **Casting Time:** 9 segments
Area of Effect: 1d4 stones + 1 stone/level **Saving Throw:** None
in a 10-ft. cube

By means of this spell, the caster can change 1d4 small stones, plus one additional stone per experience level, into spiders. Thus, a 9th level cleric can change 10-13 stones into an equal number of spiders. These arachnids attack as commanded by the cleric.

There must, of course, be small stones or similar pieces of gravel to turn into spiders. Such a stone cannot be larger than a man's fist. Magical items, such as Ioun Stones or a Gem of Seeing, are not affected by the spell but ordinary gemstones may be.

The spell typically creates Large Spiders (HF 1, EP VALUE 175 each, Int 0 (non), AL N, AC 8, MV 6", 15" web, HD 1+1, hp 25 each, SZ S, #AT 1, D 1 + class B poison (2d4/d4-1) save at +2, SA poison, SD n/a, TOP 12, Crit BSL: Def AC -1, FF 4, Reference HoB 7 p 97). However, there is a 2% chance per level of the caster for any particular spider to actually be a Giant Spider (HF 6, EP VALUE 420, Int 6 (low), AL CE, AC 4, MV 3", 12" web, HD 3+3, hp 37 each, SZ L, #AT 1, D 1d8 + class F poison (death/0), SA poison, SD n/a, TOP 18, Crit BSL: Def AC +2, FF 4, Reference HoB 7 p 97). Thus, a 10th level cleric has a 20% chance of any single stone becoming a Giant Spider instead of a Large Spider.

The spell lasts for two rounds per experience level of the spell caster. The material components of the spell are some dirt and a bit of cobweb.

Strength of Stone (Invocation/Evocation)

Level: 1 **Sphere:** Elemental Earth
Range: Touch **Components:** V, S, M
Duration: 3 rounds + 1 round/level **Casting Time:** 4 segments
Area of Effect: One creature **Saving Throw:** None

This spell infuses the recipient with the strength of the earth itself, raising his Strength score by 1d4 points, or to a minimum of 13/01. Both caster and target must be in direct contact with solid stone or earth when the spell is cast. The spell lasts for three rounds plus one round, or until the recipient loses contact with the earth. This can happen if he is picked up by a large, strong creature, knocked through the air by an impact or explosion, falls, or suffers some magical means of movement (such as Levitate or Telekinesis), among other means.

The material components of this spell are the caster's holy symbol, a chip of granite and a hair from a giant.

Summon Divine Lackey (Conjuration/Summoning)

Level: 1 **Sphere:** Summoning
Range: 0 **Components:** V, S, M
Duration: 1 hour/level **Casting Time:** 7 segments
Area of Effect: 30-foot radius **Saving Throw:** None

This spell allows a cleric to summon a minor force to help with menial tasks (polishing candlesticks, cleaning floors, etc.). Often it works alongside novices and Altar Boys-in-training. In fact, this force is a very minor minion of the cleric's gawd, sometimes even an entity being punished for some misdeed. It must obey the commands of the caster, but abuse of such a being will not go unnoticed by divine forces.

The entity does not fully enter the Prime Material Plane and thus can only move 15 pounds or slide/drag 30 pounds across a horizontal surface. It can move lids, undo clasps and the like, but cannot pick pockets. While the force understands commands, it cannot carry out complex tasks, it need not be directed at every moment. Told to "clean the sanctuary", it will do a reasonable job at what most rational people consider cleaning – scrubbing the floor, polishing pews, shining ornaments, etc. – but it would not, for example, paint the walls. (Invisible attendants can paint walls, but can only reach about as far as a normal human, thus if told to "paint the walls," it will need ladders and catwalks much like a living painter. In addition, it will not paint frescoes. Or at least if it tries, they will not be any good.)

The attendant cannot be made to fight. Though it cannot be truly killed, it can be dispatched with 9 points of damage from area effect spells or breath weapons or 12 points of damage from enchanted weapons.

Turn (Conjuration/Summoning)

Reversible
Level: 3 **Sphere:** Summoning
Range: 0 **Components:** V, S, M
Duration: 1 turn **Casting Time:** 8 segments
Area of Effect: Caster **Saving Throw:** None

This spell allows a cleric, usually one unable to turn undead at will, to call upon the power of a servant of his gawd. This spirit infuses the cleric so that he can turn undead as a standard cleric according to Table 12K: Turning Undead in the PHB. Use the caster's actual level, even for those zealots who turn undead as a lower or higher level cleric.

Vitality (Alteration, Necromancy)

Level: 3 **Sphere:** Healing
Range: Touch **Components:** V, S, M
Duration: 8 hours **Casting Time:** 6 segments
Area of Effect: 1 creature (man-sized or smaller)/3 caster levels **Saving Throw:** None

This spell was developed for battlefield clerics and is quite popular among adventurers. It counters exhaustion and fatigue, giving the recipient the equivalent of several days' full rest in a few hours. The recipient must be willing (or unconscious). The magic increases the natural healing capacity of the creature. On waking after 8 full hours of sleep, the recipient is fully refreshed

and has recovered from any exhaustion or fatigue and is able to fight or memorize spells. Vitality does not counter Hold effects, charms, paralysis, or other effects. It has no effect on undead, golems or creatures larger than Man-sized. The "effective days" are counted against duration of disease and poison, but any saving throws or checks are still required. The spell confers no direct bonuses to these checks.

This 8-hour period of rest is the equivalent of one day of rest per level of the casting cleric. A 9th level caster can give the recipient the equivalent of 9 days' complete bed rest. The recipient would heal 27 hit points (for complete rest) plus any hit point bonus for Constitution. Note that a character under the effects of a Vitality spell can be awakened before the full duration, but he will lose all benefits of the spell.

For someone who has suffered negative hit points, these effective days of rest count against the days normally needed for recovery. For example, if a fighter fell in battle and reached -5 hit points before his companions could treat him, the first 5 days of effective rest are used to recover from the near death experience. After that, each day of effective complete rest will allow him to heal 3 hp. If there are 7 or more effective days remaining, the character does get his Constitution bonus. For a 9th level caster, the character who reached -5 would awaken fully refreshed, with 12 hit points and no penalties to combat or checks and able to memorize spells.

If a 5th level caster uses the spell on a character who has reached -9 hit points, the character would receive 5 effective days of rest but still need 4 more for recovery. Vitality can be used in lieu of bandaging or cure spells – it will stop the continuing hit point loss incurred by characters at negative hit points.

The recipient will need to eat and drink twice as much as usual for each day of effective rest, starting the day he wakes. The character cannot benefit from another Vitality spell until that period is over, and in no case more than once per week.

Once asleep, a character under a Vitality spell radiates faint magic (if checked) for the full duration. The character is in a deep slumber and will not be awakened by normal or even very loud noises, but can be awakened by determined effort or wounds. A successful Dispel Magic will cancel all beneficial effects of a Vitality spell (again, even if it is almost at the end of the 8 hour duration), but will not necessarily wake the character.

The material component is the caster's holy symbol.

Weather Prediction (Divination)

Level: 3 **Sphere:** Weather
Range: 0 **Components:** V, S
Duration: Instantaneous **Casting Time:** 1 round
Area of Effect: The caster **Saving Throw:** None

This spell allows the cleric to accurately predict the weather conditions at his location for a period of time up to one day per level. The caster understand prevailing conditions, trends, precipitation and weather systems that may affect his present location. His accuracy is 100% for the first day, and falls by 5% per day for each day after that (95% the second day, 90% the third, 85% the fourth, and so on). If successful, it reveals any magical manipulation, though not who or what is responsible. Clerics often use this spell to determine the best time for certain observances and celebrations.

Whirlwind (Invocation/Evocation)

Level: 6 **Sphere:** Divination, Weather
Range: 50 yards + 5 yards/level **Components:** V, S, M
Duration: 1 round/level **Casting Time:** 9 segments
Area of Effect: Cone 10-ft. wide at base and 30 feet tall **Saving Throw:** Special

This spell creates a powerful cyclone of raging wind that moves under the control of the cleric. The Whirlwind moves in a zigzag fashion along the ground or over the water at a movement rate of 6". The Whirlwind always moves at the end of any round, and so many creatures can simply keep their

distance and avoid it. If the cyclone moves out of the spell's range, it moves randomly for 1d3 rounds and then dissipates.

Any creature of Large size or smaller that comes in contact with the Whirlwind must succeed at a saving throw versus breath weapon or suffer 2d8 points of damage. Man-sized and smaller creatures that fail their saving throw must attempt a second one. Failing this second save means the tempest picks up the creature and holds it in itself, pummeling the victim for 1-8 points of damage per round (no save). The caster can direct the Whirlwind to deposit the hapless thing wherever he wishes.

The caster must concentrate fully to maintain control of the Whirlwind; he cannot cast other spells, make attacks or use other skills or abilities. If his concentration is broken for any reason (as by successful attack or distraction), he loses control of the Whirlwind. It then moves randomly for 1d3 rounds before dissipating.

The material components are the caster's holy symbol and a handful of dust collected from a zephyr.

Wind Column (Invocation/Evocation)

Level: 1 **Sphere:** Elemental Air
Range: 0 **Components:** V, S
Duration: 2 rounds/level **Casting Time:** 2 segments
Area of Effect: The caster **Saving Throw:** None

This spell protects a cleric in the case of most falls, particularly if a strong breeze exists for him to manipulate. Such areas include mountainsides and ship masts, which are luckily places where falls seem a common occurrence. It is of less use in the stagnant air of a dungeon, but it is definitely better than nothing.

Using prevailing winds, the caster uses the motion of the air to slow his descent in the hopes of reducing or eliminating damage from a fall. Note that the caster cannot use this spell to gain height or even hover at the same altitude – he's going to fall, but he can slow down the rate of his descent and prevent acceleration. Table A2: Wind Column Falling Rates indicates to what falling rates the caster can reduce his descent. The caster can choose to allow himself to fall faster, in that case the GM must adjust the damage for falling appropriately. (Use the next higher category of damage, unless special conditions apply.)

Table A2: Wind Column Falling Rates

Wind Strength	Falling Rate	Damage Sustained on Impact ¹
Very Strong	2" (2 feet per second)	None
Strong	4" (4 feet per second)	None
Moderate	8" (8 feet per second)	1d4-3 per 10 feet ²
Light	16" (16 feet per second)	1d4-2 per 10 feet ³
None	32" (32 feet per second)	1d4-1 per 10 feet ⁴

¹ Minimum of 1 damage per die.
³ Maximum damage 12 dice.

² Maximum damage 10 points.
⁴ Maximum damage 15 dice.

New Druid Spells

Bloom (Alteration)

Level: 1 **Sphere:** Plant
Range: 10 yards **Components:** V, S, M
Duration: Fairly permanent **Casting Time:** 5 segments
Area of Effect: 10-foot cube **Saving Throw:** None

This spell causes a plant, that is not yet dead, to recover its health. Flowers bloom and stems with brown spots clear up and become bright green. The life of the plant is not extended beyond its natural span, but it does appear as one of the healthiest examples of its kind. The spell can clear up fruit and

can make plants edible so long as they are not completely rotted through already. The spell does causes about a day's worth of growth, an effect incidental to restoring the plant to health. Many tyrannical rulers, in their vanity, employ clerics with this spell to make their gardens bloom early or even in winter (when even healthy plants will quickly die anyway).

The material component is the caster's holy symbol.

Cause Lycanthropy (Necromancy)

Level: 4 **Sphere:** Animal
Range: Touch **Components:** V, S, M
Duration: Permanent **Casting Time:** 2 rounds
Area of Effect: 1 person **Saving Throw:** Negates

Except as noted this spell is the same as the 4th level cleric spell Cause Lycanthropy.

Conjure Demi-Elemental (Conjuration/Summoning)

Level: 2 **Sphere:** Summoning
Range: 0 **Components:** V, S, M
Duration: 2 rounds/level **Casting Time:** 7 segments
Area of Effect: Special **Saving Throw:** None

This spell allows a druid to summon a minor elemental power to serve him for a time. The material component of this spell is mistletoe and a sample of the element appropriate to that particular summoning (flame for a fire demi-elemental, water for a water demi-elemental, etc.).

Each demi-elemental is described below:

Fire: (AC 8, MV 12", hp 10, D 1-4, +2 weapon to hit). Fire demi-elementals appear as a flame approximately the size of one that might be created by a torch. They shed light in an equivalent distance.

Earth: (AC 8, MV 6", hp 10, D special, +2 weapon to hit). Earth demi-elementals appear as a chunk of rock about the size of a baseball. Though they cannot attack on their own, their master can hurl them as a weapon. (as a +2 weapon, range 2/4/6, D d4+2). The elemental suffers 1 hp of damage every time it is thrown.

Air: (AC 8, MV 36" flying, hp 10, D 0, +2 weapon to hit). Attack routine is equivalent to Gust of Wind Spell cast at a level equal the caster.

Water: (AC 8, MV 12", hp 10, D 0, +2 weapon to hit). Appears as one gallon of water. Being amorphous, it can alter shape. Cannot attack but may form puddle to hinder enemies (as Grease spell but opponents get +4 to saves).

Enstrangle (Alteration)

Level: 3 **Sphere:** Plant
Range: 80 yards **Components:** V, S, M
Duration: 1 turn + 1d4 rounds **Casting Time:** 7 segments
Area of Effect: 40-foot cube **Saving Throw:** See text

The druid uses this spell to bring the otherwise mundane plants to action to defend themselves. Grasses, weeds, branches, vines, bushes and any other type of (non-sentient) plant writhes and stretches to strangle all creatures within the area of effect. In addition to suffering as under the effects of the Entangle spell (held fast, save to move at ten feet per round – or half normal rate if that is below ten feet per round), creatures Man-sized and smaller are subject to the strangling effect (even those still able to move). The plants writhe to cut off a creature's air. Each round a creature spends within the area of the Enstrangle spell, it suffers 1d6-2 points of strangulation damage. Note that creatures only get one saving throw, to see if they can still move. They cannot escape the strangulation. However, for each point of AC (from armor, not shields, magic, Dexterity or other bonuses) below 5, it takes one round for the plants to sufficiently wrap a creature's neck to start strangling it.

Those entangled by this spell, if they choose to ignore the strangling and continue fighting, suffer a -8 penalty to all Dexterity checks and saving throws, as well as -4 penalty to all attack and damage rolls. Note that a creature cannot continue to fight AND try to escape the area at the same time.

As with Entangle, Large-sized and exceptionally strong creatures (GM's judgment) are not subject to this spell. The GM must determine if enough plants exist in the area to affect creatures trapped in the area. Generally, a plant stalk, leaf or branch can only stretch to one-third or one-half more than its original length to reach its victims. Creatures that do not breathe normally (such as undead and golems) obviously cannot be strangled, but can be entangled.

The material components are the caster's holy symbol and a single long blade of grass that has been tied into a knot.

Eternal Flame (Invocation)

Level: 3 **Sphere:** Elemental Fire
Range: Touch **Components:** V, S, M
Duration: 5 years per level **Casting Time:** 9 segments
Area of Effect: Up to 1 square foot **Saving Throw:** None

Critics persistently assault this poorly named spell as an example of what's wrong with "cleric types today." Though not truly eternal, the effects do last a very long time. The light cast by the Eternal Flame is as bright as a campfire (radius 35 feet). The flame gives off normal heat (equivalent to a hot torch) and anyone can use the flame to light other combustibles. Eternal Flame can only be cast on inanimate objects or locations, not on any type of creatures.

The material components are the caster's holy symbol and a flame of some kind.

Extinguish (Alteration)

Level: 2 (druid, zealot) 3 (standard clerics) **Sphere:** Elemental Water
Range: 5 yards + 1 yard/level **Components:** V, S, M
Duration: 1d4 segments **Casting Time:** 6 segments
Area of Effect: 10-foot cube **Saving Throw:** Special

Except as noted this spell is the same as the 3rd level cleric spell Extinguish.

False Dawn (Evocation)

Level: 7 **Sphere:** Sun
Range: 0 **Components:** V, S, M
Duration: 1 round/level **Casting Time:** 1 round
Area of Effect: 30-foot radius sphere **Saving Throw:** None

Except as noted, this spell is the same as the 6th level cleric spell False Dawn.

Focus (Invocation)

Level: 4 **Sphere:** Devotional
Range: 10 feet **Components:** V, S, M
Duration: Special **Casting Time:** 25 hours
Area of Effect: Special **Saving Throw:** None

Except as noted this spell is the same as the 4th level cleric spell Focus.

Ignite (Alteration)

Level: 2 (druid, zealot), 3 (standard clerics) **Sphere:** Elemental Fire
Range: 5 yards +1 yard/level **Components:** V, S, M
Duration: Instantaneous **Casting Time:** 6 segments
Area of Effect: Special **Saving Throw:** Special

Except as noted this spell is the same as the third level cleric spell Ignite.

Log of Everburning (Alteration)

Level: 1 **Sphere:** Elemental Fire
Range: Touch **Components:** V, S
Duration: 1 hour/level **Casting Time:** 4 segments
Area of Effect: Special **Saving Throw:** None

Except as noted this spell is the same as the 1st level cleric spell Log of Everburning.

Protection from Elementals (Alteration)

Level: 4 **Sphere:** Elemental
Range: 0 **Components:** V, S
Duration: 2 rounds/level **Casting Time:** 1 round
Area of Effect: 10-foot radius **Saving Throw:** None

This spell protects the druid and all within ten feet of him from both elementals and certain creatures originating in the elemental planes. A maximum of 2 Hit Dice per caster level of such creatures is affected. Creatures with a hit point bonus of +3 or better are counted as having an additional Hit Die. In the case of attack by multiple creatures, the weakest foes (in terms of Hit Dice) are repelled up to the maximum efficacy of the spell. No elemental protected against can penetrate the circle physically or magically in any way, but the person(s) inside can launch attacks (except melee attacks, of course). The protection moves with the druid.

The spell is effective against all elementals as well as Aerial Servants, Djinn, Invisible Stalkers, Wind Walkers, Xorn, Efreeti, Salamanders, Tritons and Water Weirds.

For example, a 11th level druid casts Protection from Elementals in order to avoid an encounter with three Xorn. Since these creatures have 7+7 Hit Dice, they count as 8 Hit Dice creatures for determining how many are kept at bay. The druid affects a maximum of 22 Hit Dice of creatures, so only two of the Xorn are repelled (the third exceeds the capacity of the spell). The two Xorn affected by the spell cannot approach closer than ten feet from the druid, even by surreptitious means such as tunneling, and can hurl no more than abusive insults.

Protection from Plants and Fungi (Abjuration)

Level: 4 **Sphere:** Plant
Range: 0 **Components:** V, S
Duration: 1 turn/level **Casting Time:** 1 round
Area of Effect: 10-foot radius **Saving Throw:** None

This spell creates a protective sphere ten feet in diameter centered on the druid. All forms of vegetable life (including fungi, slimes, molds and the like) are unable to penetrate the sphere. If the druid moves toward plant life capable of locomotion, the plant will be repelled. If the plant is immobile, such as a mature oak tree, the sphere cannot be moved through it or past it unless the druid has sufficient strength and mass to uproot the plant.

Protection from Water (Alteration)

Level: 4 **Sphere:** Elemental Water
Range: 0 **Components:** V, S, M
Duration: 5 rounds/level **Casting Time:** 6 segments
Area of Effect: 10-foot radius **Saving Throw:** None

This protection extends in a ten-foot diameter sphere centered on the druid. All forms of water (liquid, solid and vapor, ice, hail, snow, sleet, steam and so forth) are unable to penetrate the sphere of protection. If those protected come upon a form of water, the substance simply will not touch them.

The sphere provides traction and buoyancy with respect to icy or watery surfaces, so persons within the sphere may cross a frozen lake or an icy ledge at their normal movement rate with no chance of slipping. They may also walk across a liquid body of water.

Sink Into Earth (Alteration)**Level:** 5**Range:** Touch**Duration:** 1 day/level**Area of Effect:** Caster or one item**Sphere:** Elemental Earth**Components:** V, S, M**Casting Time:** 8 segments**Saving Throw:** Special

The caster of this spell can choose to sink himself or one non-living object into the earth. If the spell targets an item being held or used by someone else, the creature holding the item may make a saving throw vs. spells to resist the sinking. Items that are secured but not held receive no saving throw.

The target sinks up to 5 feet per level, measured from the point at which the object rests on the earth. The target so sunk can come back to the surface at will or will automatically do so when one day per level of the caster has past. While sunk, the target is completely safe from burrowing creatures or movements in the earth. In addition, the target enters a state of hibernation, requiring no food or water for the duration of the spell. If a cave or other opening lies beneath the object when this spell is cast, the object drops through the roof of the cave and lands on the floor, taking no damage, whereupon the spell continues where it left off. The height of the cave or opening is not counted against the distance limit of the spell.

The material components are a miniature shovel and a bit of earth.

Soften Stone (Alteration)**Level:** 2**Range:** 10 yards/level**Duration:** Permanent**Area of Effect:** 10-ft. cube/level**Sphere:** Elemental Earth**Components:** V, S, M**Casting Time:** 5 segments**Saving Throw:** None

When this spell is cast, all stone in the area of effect is softened. Worked or dressed stone can make a saving throw (as stone, small) against a normal

blow to resist the effect. The caster affects one 10-foot cube of stone per level. Magical or enchanted stone cannot be affected by this spell.

Stone softened into clay does not hinder movement, but creatures can cut, shape or excavate areas they may not have been able to affect before. The clay is not difficult to manipulate, but weighs the same as the stone it once was. For example, a party of PCs trying to break out of a cavern might use this spell to soften a wall.

Soften Stone can be used on vertical surfaces such as cliff faces or cavern ceilings. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face or roof and falls. A moderate amount of structural damage can be inflicted to man-made structures by softening the ground beneath a wall or tower, causing it to settle. However, most well built structures will only be damaged by this spell, not destroyed.

The material component is a bit of slip (wet clay) from the wheel of a master potter.

Spider Charm (Enchantment/Charm)**Level:** 2**Range:** 30 yards**Duration:** Special**Area of Effect:** 30-foot cube**Sphere:** Animal**Components:** V, S**Casting Time:** 5 segments**Saving Throw:** None

Except as noted this spell is the same as the 2nd level cleric spell Spider Charm.

Stones to Spiders (Alteration)**Level:** 4**Range:** 30 yards**Duration:** 2 rounds/level**Area of Effect:** 1d4 stones + 1 stone/level in a 10-ft. cube**Sphere:** Animal**Components:** V, S, M**Casting Time:** 7 segments**Saving Throw:** None

Except as noted this spell is the same as the 4th level cleric spell Stones to Spiders.

Staunch Bleeding (Alteration)**Level:** 2**Range:** Touch**Duration:** Permanent**Area of Effect:** One creature**Sphere:** Healing**Components:** V, S, M**Casting Time:** 7 segments**Saving Throw:** None

Except as noted, this spell is the same as the 2nd level cleric spell Stop Bleeding

Strength of Stone (Invocation/Evocation)**Level:** 1**Range:** Touch**Duration:** 3 rounds + 1 round/level**Area of Effect:** One creature**Sphere:** Elemental Earth**Components:** V, S, M**Casting Time:** 3 segments**Saving Throw:** None

Except as noted this spell is the same as the 1st level cleric spell Strength of Stone. The material components are mistletoe and a chip of granite.

Warp Stone or Metal (Alteration)**Level:** 4**Range:** 10 yards**Duration:** Instantaneous**Area of Effect:** 3 pounds/level**Sphere:** Elemental Earth**Components:** V, S, M**Casting Time:** 7 segments**Saving Throw:** Special

With this spell, the caster can warp and make useless up to 3 pounds of metal or stone per level. The magic can affect any number of objects that fall within that weight limit. Items affected each save against crushing blow (at



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+2); success indicates that they are unaffected. Magic items gain a +2 on the save, in addition to the highest associated combat bonus (thus a Long Sword +1, +3 versus regenerating creatures saves at +5). Failure indicates that the item has been warped and is useless. Metallic armor suffers damage (to its total armor points) equal to 10 minus its best AC. Thus, plate mail (best AC 3) would suffer 7 points of damage. The spell will affect studded leather armor. Casters can also use this spell to render locks useless or permanently "closed," as they can doors with metal hinges.

The spell does not affect artifacts. The material components are the caster's holy symbol and a piece of iron ore that he crumbles by hand.

Weather Prediction (Divination)

Level: 3 **Sphere:** Weather
Range: 0 **Components:** V, S
Duration: Instantaneous **Casting Time:** 5 segments
Area of Effect: The caster **Saving Throw:** None

Except as noted this spell is the same as the 3rd level cleric spell Weather Prediction.

Weather Stasis (Abjuration)

Level: 4 **Sphere:** Weather
Range: 30 yards **Components:** V, S, M
Duration: 1 hour/level **Casting Time:** 1 turn
Area of Effect: 10-foot cube/level **Saving Throw:** None

When cast, Weather Stasis maintains the weather conditions prevalent in the area of effect. The spell affects a cube whose sides equal the caster's level times 10 feet (a 10th level caster could affect a 100-foot by 100-foot by 100-foot cube).

An area protected by Weather Stasis is unaffected by temperature variations in the surrounding environment. The spell also acts as a shield against rain, snow, sleet and hail, which cannot enter the protected area. However, if conditions of precipitation existed in the area of effect when the spell was cast, the identical weather continues for the duration of the spell. The spell protects against natural lightning, even natural lightning that is summoned magically, such as with a Call Lightning, as long as lightning was not present when the spell was cast. However, it does not protect against magical lightning, such as the magic-user spell Lightning Bolt.

For example, Weather Stasis is cast in an area where the temperature is 75 degrees Fahrenheit and no precipitation is falling. Half an hour later, the surrounding temperature drops to 60 degrees and rain begins to fall. The protected area remains dry and the temperature stays at 75 degrees. If the spell had been cast while rain was falling in the area of effect, rain would continue to fall for the duration of the spell, even after it stopped raining in the surrounding area.

All physical objects other than rain, snow, sleet, and hail can pass into the protected area. All creatures and characters can move freely into and out of the area. The spell does not prevent water-based spells or water-based creatures (such as Water Elementals) from operating in the area.

The spell protects against both natural and magically generated weather. Night and day pass normally in the protected area; although temperature variations associated with night and day do not occur.

The material components are the caster's holy symbol and a drop of rain-water.

Whirlwind (Invocation/Evocation)

Level: 6 **Sphere:** Divination, Weather
Range: 50 yards + 5 yards/level **Components:** V, S, M
Duration: 1 round/level **Casting Time:** 7 segments
Area of Effect: Cone 10-ft. wide at base and 30 feet tall **Saving Throw:** Special

Wind Column (Invocation/Evocation)

Level: 1 **Sphere:** Elemental Air
Range: 0 **Components:** V, S
Duration: 1 rd. + 2 rds./lvl. **Casting Time:** 2 segments
Area of Effect: The caster **Saving Throw:** None

Except as noted, this spell is the same as the 1st level cleric spell Wind Column.

Zone of Sweet Air (Abjuration)

Level: 4 **Sphere:** Elemental Air
Range: 10 yards/level **Components:** V, S, M
Duration: 1 turn/level **Casting Time:** 3 segments
Area of Effect: Cube with sides 10 ft. long per level **Saving Throw:** None

Zone of Sweet Air creates an invisible barrier around the area of effect that repels all noxious elements from poisonous vapors, including those created magically (such as a Stinking Cloud). The spell offers no protection against poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a Green Dragon). Noxious gases already within the area of effect when the spell is cast are not affected. Fresh air can pass into the area normally. If a poisonous vapor is created within the area of effect (for example, a Stinking Cloud is cast), the spell takes effect normally but dissipates in half the time normally required.

The spell affects a cube whose sides equal the caster's level times 10 feet (for instance, a 10th level caster could affect a cube whose sides are 100 feet long).

The material components are the cleric's holy symbol, a silk handkerchief and a strand of spider web.

Appendix B: Spell Components

Most of the creatures on Garweeze Wurld owe their existence to one or more gawds. As time has passed, some of these creatures have maintained a strong connection to their creating gawd, while others have let their association dwindle or die. For most creatures, this is an unconscious reverence they pay, derived more from instinct than knowing worship. Others actively pray or sacrifice to their patron gawd(s). Regardless of the type of homage, however, those creatures that have maintained some sort of connection to a deity often prove useful in the casting of certain spells.

Below is an extensively researched list of creatures useful to the casting of cleric and druid spells. And while this list is impressive, it is by no means exhaustive. As new creatures and new creature variations appear all over Aldrazar, intrepid adventurers may find new creatures to use for spells or previously unknown uses for current species. Such is the way of magic, ever changing and adapting. But since we are looking out for your welfare, gentle reader, we have printed only those creature parts that have been proven effective as material components.

There are three types of material components listed on this table. The first, referred to as enhancing components, are used in addition to the spell's normal components. When used to cast the spell, they increase the spell's effectiveness in some way. This may be an increase in a property of the spell, such as damage or area of effect, or it may be an alteration the way the spell behaves. Enhancing components, however, must always be used in addition to the spell's normal components. If the spell normally does not have a material component, using an enhancing component adds one.

The second type of component is a replacing component. Replacing components are used instead of one of the spell's other components, either material, verbal, or somatic. Some replacing components may also have enhancing effects, but a replacing component may only ever replace one of the normal requirements. Multiples of the same replacing component may not be used to replace more than one of the spell's original components. That's just not the way magic works, bub. Note that replacing components may never take the place of a cleric's holy symbol or a druid's mistletoe.

The final type of component is the standard component. This is a material component that is listed in a spell's description. They are required for the spell to function, and are listed here merely for your convenience.

Abbreviations:

AoFE = Area of Effect

CT = Casting Time

Dur = Duration

R = Range

Dmg = Modifier to spell damage

SV = Modifier to target's saving throw roll

Other (in parentheses)

Monster	HoB Volume Page #	Spell	Spell Level (cleric, druid)	Class	Spell Component (enhances/replaces)	Spell Component (standard/other)
Aardvarkians	I 10	Repel Insects	4	Druid		fur
Aarnz Hound	I 10	Animal Friendship	1	Druid	brain, SV -1 for Ape, Dog, or Aarnz Hound	
Ant Lion, Giant	I 20	Summon Insects	3	Druid	brain, Dur x2	
Ant Men	I 21	Creeping Doom	7	Druid	any body part, Dur x2	
Anthraxian	I 23	Cause Disease	3	Cleric, Druid	blood, replacement for Cause Disease (anthrax)	
Anti-Elemental, Air	I 24	Control Weather	7	Cleric, Druid	body, cast Control Weather (winds only) as a 5th level spell	
Anti-Elemental, Water	I 24	Part Water	6	Cleric	body, AoFE x2	
Armadillo, Dire	I 31	Cause Disease	3	Cleric, Druid	any part, replacement	
Armored Foliage Creeper	I 31	Speak with Plants	4	Druid	roots, effective on monstrous plants	
Avianderthal	I 38	Cloak of Bravery	4	Cleric		feather
Badger, Common	I 42	Animal Summoning I	4	Druid	fur, R +10%	
Badger, Dread	I 42	Diseased Animal Summoning I	4	Druid	fur, replacement	
Basilisk, Dracolisk	I 49	Protection from Petrification	5	Druid		powdered eyes
Basilisk, Greater	I 49	Protection from Petrification	5	Druid		powdered eyes
Basilisk, Lesser	I 49	Protection from Petrification	5	Druid		powdered eyes
Bat, Fire	I 51	Protection from Fire	3	Druid	intact body, double protection	
Beaked Horror	I 54	Cause Disease	3	Cleric, Druid	flesh, SV -1	
Bear, Black	I 55	Snare	3	Druid		sinew
Bear, Blizzard	I 55	Snare	3	Druid		sinew
Bear, Cave	I 55	Snare	3	Druid		sinew
Bear, Grizzly	I 55	Snare	3	Druid		sinew
Bear, Poisonous	I 55	Snare	3	Druid		sinew
Bear, Polar	I 55	Snare	3	Druid		sinew
Beast of Burden, Draft Horse	I 57	Snare	3	Druid		sinew
Beast of Burden, Donkey	I 57	Snare	3	Druid		sinew
Beast of Burden, Heavy Horse	I 57	Snare	3	Druid		sinew
Beast of Burden, Light Horse	I 57	Snare	3	Druid		sinew
Beast of Burden, Medium Horse	I 57	Snare	3	Druid		sinew
Beast of Burden, Mule	I 57	Snare	3	Druid		sinew
Beast of Burden, Ox	I 57	Snare	3	Druid		sinew
Beast of Burden, Pony	I 57	Snare	3	Druid		sinew
Beast of Burden, Riding Horse	I 57	Snare	3	Druid		sinew
Beast of Burden, Wild Horse	I 57	Snare	3	Druid		sinew
Beaver, Giant	I 60	Wood Shape	3	Druid		tail
Beaver, Great Red Marauding	I 61	Wood Shape	3	Druid		tail
Beetle, Common	I 65	Summon Insects	3	Druid	swarm, replacement	
Beetle, Giant Artillery	I 63	Protection from Fire	3	Druid	shell, SV -1	
Beetle, Giant Bombardier	I 63	Protection from Acid	5	Druid		shell
Boobie	I 89	Animal Growth	5	Druid	blood, Dur x2	
Carnagesaur	I 105	Animal Summoning III	6	Druid	talons, replacement	
Carriion Grub	I 107	Cause Disease	3	Cleric, Druid	body, replacement	
Carriion Pecker	I 108	Negative Plane Protection	3	Cleric	feet, spell also protects from Ghouls and Ghosts	
Cave Chameleon, Gargantuan	2 12	Detect Magic	1	Cleric, Druid	eye, replacement (verbal only)	
Cave Chameleon, Large	2 12	Detect Magic	1	Cleric, Druid	eye, replacement (verbal only)	
Cave Moray	2 14	Glyph of Warding	3	Cleric	body, replacement	
Centisteed	2 18	Gate	7	Cleric	hoof scraping, replacement for Gate to Asgard	
Cockroach, Carnivorous Giant	2 28	Giant Insect	4	Cleric	body, replacement	
Cockroach, Cheetah	2 29	Giant Insect	4	Cleric	body, replacement	

Monster	HoB Volume	Page #	Spell	Spell Level (cleric, druid)	Class	Spell Component (enhances/replaces)	Spell Component (standard/other)
Cockroach, Giant Dire	2	29	Giant Insect	4	Cleric	body, replacement	
Cockroach, Giant Hair-Lipped	2	29	Giant Insect	4	Cleric	body, replacement	
Cockroach, Lightning	2	31	Giant Insect	4	Cleric	body, replacement	
Cockroach, Short-Winged	2	30	Giant Insect	4	Cleric	body, replacement	
Cockroach, Winged Hissing	2	30	Giant Insect	4	Cleric	body, replacement	
Cockroach, Winged Oriental	2	30	Giant Insect	4	Cleric	body, replacement	
Confusion Beast	2	32	Confusion	7	Druid	fur, replacement	
Coatl	2	35	Plane Shift	5	Cleric	feathers, replacement for Plane Shift to Ethereal Plane	
Creeping Horror	2	39	Protection from Good	1	Cleric	blood, replacement	
Crocodile, Giant	2	41	Animal Growth	5	Druid	teeth, replacement	
Death Dawg	2	51	Animate Dead	3	Cleric	teeth, replacement	
Death Knight	2	53	Bestow Curse	3	Cleric	any part, replacement	
Death Weaver	2	54	Speak to the Dead	3	Cleric	body, replacement	
Denzelian	2	56	Stone Shape	3	Druid	body, replacement	
Dragonfish	2	104	Water Breathing	5	Druid	gills, Dur +50%	
Dragonfly, Giant	2	104	Giant Insect	4	Cleric	wing, (Dragonfly to Giant Dragonfly)	
Drelb	2	110	Gate	7	Cleric	essence, (replacement for Gate spell to Negative Material Plane)	
Dune Stalker	2	116	Dust Devil	2	Cleric	tongue, Dur x2	
Dwarf, Derro	2	118	Bestow Curse	3	Cleric	blood, SV -1	
Dwarf, Hill	2	121	Remove Curse	3	Cleric	blood, replacement	
Dwarf, Mountain	2	121	Remove Curse	3	Cleric	blood, replacement	
Dwarven Warhorse	2	124	Snare	3	Druid		sinew
Eagle, Gargantuan	2	125	Cloak of Bravery	4	Cleric		feather
Eagle, Giant	2	125	Cloak of Bravery	4	Cleric		feather
Eagle, Wild	2	125	Cloak of Bravery	4	Cleric		feather
Elemental, Air	3	8	Wind Walk	7	Cleric	body, replacement	
Elemental, Water	3	8	Water Walking	3	Cleric	body, replacement	
Elf, Aquatic	3	14	Water Breathing	3	Druid	gills, Dur x2	
Elven Wardawg	3	20	Pass Without Trace	1	Druid	teeth, replacement	
Enslaver Of The Deep	3	22	Water Breathing	3	Druid	slime, Dur x2	
Felarn	3	30	Invisibility to Animals	1	Druid	fur, Dur x2	
Festering Reaver	3	31	Cause Disease	3	Cleric, Druid	body, cast Cause Disease (Festering Reaver disease)	
Firedrake	3	33	Wall of Fire	5	Druid	blood, Dmg +1	
Firefly, Dire	3	34	Continual Light	3	Cleric	abdomen juice, AoE x2	
Firenewt, Cleric	3	35	Flameblade	2	Druid	tongue, replacement	
Firenewt, Common	3	35	Flameblade	2	Druid	tongue, replacement	
Firenewt, Elite	3	35	Flameblade	2	Druid	tongue, replacement	
Firenewt, Overlord	3	35	Flameblade	2	Druid	tongue, replacement	
Firenewt, Strider	3	35	Flameblade	2	Druid	tongue, replacement	
Flailing Wailer	3	37	Feeblemind	6	Druid	brain, replacement	
Flesh Thrasher	3	38	Animate Dead	3	Cleric	powdered bones, (+1 hp to animated creature)	
Fungroid	3	43	Confusion	7	Druid	Sv -4, (intelligent plants only)	
Giant, Fire	3	55	Resist Fire	2	Cleric	sweat, Dur x2	
Giant, Fomorian	3	56	Harm	6	Cleric	blood, (gives permanent deformity)	
Giant, Mist	3	60	Resist Cold	2	Cleric	sweat, replacement	
Giant, Prairie	3	62	Dust Devil	2	Cleric	eye, (summons dust devil 4HD, AC2)	
Giant, Stone	3	63	Stone Shape	3	Druid	sweat, AoE +1 cubic ft / level of caster	
Glow Worm	3	71	Continual Light	3	Cleric	light emitting gland, replacement	
Glow Worm	3	71	Faerie Fire	1	Druid	light emitting gland, replacement	
Glow Worm	3	71	Light	1	Cleric	light emitting gland, replacement	
Gnarl-Rons	3	72	Charm Mammal	2	Druid	fur, SV gnolls and canine-related creatures -2	
Gnoll, Desert	3	74	Charm Mammal	2	Druid	fur, SV gnolls and canine-related creatures -2	
Gnoll, Headhunter	3	74	Charm Mammal	2	Druid	fur, SV gnolls and canine-related creatures -2	
Gnoll, Standard	3	74	Charm Mammal	2	Druid	fur, SV gnolls and canine-related creatures -2	
Gore Monger, Insatiable	3	95	Invisibility to Undead	1	Cleric	flesh, replacement	
Hawk, large	1	76	Cloak of Bravery	4	Cleric		feather
Hippocampus	3	127	Cure Light Wounds	1, 2	Cleric, Druid	blood, (boosts spell by 1d4 points)	
Hoar-Daa Bull	4	8	Giant Insect	4	Cleric	ichor, AoE +1 additional hit die of insects	
Hoar-Daa Cow	4	8	Giant Insect	4	Cleric	ichor, AoE +1 additional hit die of insects	
Hoar-Daa Larvae	4	8	Giant Insect	4	Cleric	ichor, AoE +1 additional hit die of insects	
Hollyphant	4	11	Raise Dead	5	Cleric	fur, (-10% modifier to resurrection survival check)	
Horned Rager	4	14	Transmute Metal to Wood	7	Druid	horn, (-30% resistance for magical items)	
Hornet, Carnivorous	4	16	Insect Plague	5	Cleric, Druid	any part, Dmg x2	
Hound Of Ill Omen	4	17	Bestow Curse	3	Cleric	hair or blood of victim, SV -1	
Hulking Mound	4	19	Speak with Plants	4	Druid	brain, Dur +10%	
Hydra, Common	4	22	Sticks to Snakes	4, 5	Cleric, Druid	blood, (+1 hit point per snake)	
Hydra, Cryo	4	22	Resist Cold	2	Cleric	scales, replacement	
Hydra, Cryo	4	22	Sticks to Snakes	4, 5	Cleric, Druid	blood, (+1 hit point per snake)	
Hydra, Lernaen	4	22	Sticks to Snakes	4, 5	Cleric, Druid	blood, (+1 hit point per snake)	
Hydra, Medusa	4	22	Sticks to Snakes	4, 5	Cleric, Druid	blood, (+1 hit point per snake)	
Hydra, Pyro	4	22	Resist Fire	2	Cleric	scales, replacement	
Hydra, Pyro	4	22	Sticks to Snakes	4, 5	Cleric, Druid	blood, (+1 hit point per snake)	
Igneous Walker	4	25	Conjure Earth Elemental	7	Druid	dust, replacement	
Incinerator	4	29	Pyrotechnics	3	Druid	ash, SV -4	
Jellyfish, Common	4	46	Remove Paralysis	3	Cleric	SV +2	
Jellyfish, Dire Man O'war	4	46	Remove Paralysis	3	Cleric	SV +2	
Jellyfish, Flying Swamp	4	46	Remove Paralysis	3	Cleric	SV +2	
Jellyfish, Giant	4	46	Remove Paralysis	3	Cleric	SV +2	
Jellyfish, Mano'war	4	46	Remove Paralysis	3	Cleric	SV +2	
Kangaroo Flea, Giant	4	61	Giant Insect	4	Cleric	(cast two levels higher)	
Kuo-Toa, Common	4	68	Free Action	4	Cleric	slime, AoE 1 additional creature	
Kuo-Toa, Monitor	4	68	Free Action	4	Cleric	slime, AoE 1 additional creature	
Kuo-Toa, Shaman	4	68	Free Action	4	Cleric	slime, AoE 1 additional creature	
Lammasu, Greater	4	72	Unholy Rites	-	Cleric	heart, enhanced effects	
Lammasu, Common	4	72	Unholy Rites	-	Cleric	heart, enhanced effects	
Latrine Ambusher	4	75	Regenerate	7	Cleric	(+15% to system shock percentage)	
Lavaspawn, Fighter	4	75	Conjure Earth Elemental	7	Druid	dust, (reduces the chance of losing control to 1% per rd.)	
Lavaspawn, Multi-Classed	4	75	Conjure Earth Elemental	7	Druid	dust, (reduces the chance of losing control to 1% per rd.)	
Lavaspawn, Spell Caster	4	75	Conjure Earth Elemental	7	Druid	dust, (reduces the chance of losing control to 1% per rd.)	
Lemur, Common	4	82	Animal Summoning	4-6	Druid	fur, (increase chances of summoning [75% chance of attracting lemurs])	
Lemur, Feces-Flinging	4	82	Animal Summoning	4-6	Druid	fur, (increase chances of summoning [75% chance of attracting lemurs])	
Lemur, Flying	4	82	Animal Summoning	4-6	Druid	fur, (increase chances of summoning [75% chance of attracting lemurs])	
Lemur, Pygmy Mouse	4	82	Animal Summoning	4-6	Druid	fur, (increase chances of summoning [75% chance of attracting lemurs])	
Lemur, Ringtail	4	82	Animal Summoning	4-6	Druid	fur, (increase chances of summoning [75% chance of attracting lemurs])	
Lewd Beholder	KODT 63	32	Cause Serious Wounds	4	Cleric, Druid	eyestalk, (doubles caster level)	
Lobe-Footed Marsh Dweller	4	95	Symbol of Stunning	7	Cleric	vocal cords, replacement	

Monster	HoB Volume Page #		Spell	Spell Level (cleric, druid)	Class	Spell Component (enhances/replaces)	Spell Component (standard/other)
Locathah	4	96	Water Breathing	3	Druid	gills, Dur +2 turns per level	
Luck Eater	4	97	Bestow Curse	3	Cleric	fur, SV -1	
Marble Mugger	4	118	Animate Rock/ Stone Passage	7/4	Druid	Dur x2	
Marrow Mite	4	121	Symbol of Pain	7	Cleric	body, replacement	
Marsh Gibberer	4	122	Tongues	4	Cleric	tongue, Dur x2, (Dur x3 if reversed)	
Mer-Folk, Mermaid	5	16	Water Breathing	3	Druid	scales, Dur x2	
Mer-Folk, Merman	5	16	Water Breathing	3	Druid	scales, Dur x2	
Mer-Folk, Mershaman	5	16	Water Breathing	3	Druid	scales, Dur x2	
Mind Flayer, Arcane	5	20	Confusion	7	Druid	brain, SV -2	
Mind Flayer, Psionic	5	20	Feeblemind	6	Druid	brain, SV -1	
Mind Flayer, Psionic	5	20	Confusion	7	Druid	brain, SV -2	
Mind Flayer, Psionic	5	20	Feeblemind	6	Druid	brain, SV -1	
Moon Dawg	5	43	Gate	7	Cleric	hair, (to Elysium, without aging penalties)	
Mosquito, Ravenous	5	47	Bestow Curse	3	Cleric	(victim constantly hungry)	
Moss, Memory	5	47	Word of Recall	6	Cleric	CT 3 segments, (5% lower chance of being lost)	
Murk Slither	5	55	Regenerate	7	Cleric	blood, replaces holy water	
Nefarian: Bullweiller	5	118	Ward Off Good	3	Cleric	blood used in Ward Off Good spell	
Nefarian: Charonadaemon	5	66	Gate	7	Cleric	bones, (Gate or Plane Shift to any lower plane that connects to the River Styx)	
Nefarian: Dark Enchantress	5	86	Gate	7	Cleric	hair, Dur permanent, (to lower planes)	
Nefarian: Hell Cat	5	121	Anti-Animal Shell	6	Druid	fur, replacement	
Nefarian: Hordlings	5	87	Regenerate	7	Cleric	blood, replacement (25% chance the victim acquires a deformity)	
Nefarian: Impling	5	126	Ward Off Good	3	Cleric	blood, replacement	
Ocean Camel	6	17	Cure Disease	3	Cleric, Druid	fur, replacement (ocean and water-related gawds only)	
Owl, Common	6	49	Flutter Soft	1	Cleric		feather
Pan-Dimensional Rover	6	53	Plane Shift	5	Cleric	eyelash, replacement	
Panda Bear, Trans-Planar	6	53	Plane Shift	5	Cleric	fur, replacement	
Parasite, Voracious- Dire Pin Worm	6	57	Cause Disease	3	Cleric, Druid	body, replacement (specific infestation)	
Parasite, Voracious- Dreaded Tape Worm	6	57	Cause Disease	3	Cleric, Druid	Cleric, Druid	body, replacement (specific infestation)
Parasite, Voracious- Magus Ticks	6	57	Cause Disease	3	Cleric, Druid	body, replacement (specific infestation)	
Parasite, Voracious- Paralyzing Fleas	6	57	Cause Disease	3	Cleric, Druid	body, replacement (specific infestation)	
Piranha	6	75	Blade Barrier	6	Cleric	teeth, CT 4 segments	
Planetar	6	84	Resurrection	7	Cleric	feather, (+10% for good recipient and always failing for evil ones)	
Predacious Growler	6	92	Circle of Protection Against Werewolves	3	Cleric		blood, replacement as Ward Off Evil spell
Pudding, Black	6	98	Wood Shape	3	Druid		body
Rabid Hummingbird	6	107	Cause Disease	3	Cleric, Druid	CT +2 segments, SV -2, (rabies)	
Radiation Elemental	6	108	Heat Metal	2	Druid	(heating the wearer and not the metal)	
Revenant	6	126	Bestow Curse	3	Cleric	ashes used in Bestow Curse spell with -6 saving throw modifier	
Sahuagin, Common	7	22	Water Breathing	3	Druid	gills, AoFE 2 creatures, CT 7 segments, (5% chance of spell mishap)	
Sahuagin, Mutant	7	22	Water Breathing	3	Druid	gills, AoFE 2 creatures, CT 7 segments, (5% chance of spell mishap)	
Sandling	7	25	Dust Devil	2	Cleric	particles can be used to cast dust devil spell with 10% chance of mishap twice as strong three times duration	
Simurgh	7	62	Regenerate	7	Cleric	feather, replacement	
Sinewy Mugger	7	62	Wood Shape	3	Druid	sap, replacement (1% chance of mishap)	
Snake	7	84	Sticks to Snakes	4, 5	Cleric, Druid		scales
Snake	7	84	Snare	3	Druid		skin
Snake, Boalisk	7	87	Cause Disease	3	Cleric, Druid	eyes, SV -4, (5% chance of mishap)	
Sprite, Common	7	105	Faerie Fire	1	Druid	blood, replaces foxfire	
Sprite, Common	7	105	Faerie Fire	1	Druid	blood, replaces foxfire	
Stone Warbler	7	115	Animate Rock	7	Druid	powdered body, replacement for stone and caster's blood (AoFE 3 cu ft/level, CT 2 rounds)	
Tainter	7	128	Bestow Curse	3	Cleric	dust, (causes victim to rise as Tainter if killed while Cursed)	
Vulture, common	8	69	Cloak of Fear	4	Cleric		feather
Vulture, giant	8	68	Cloak of Fear	4	Cleric		feather
Walking Stick, Giant	8	72	Detect Evil	1	Cleric	antennae, (only detects evil Lycanthropes within 80 ft radius)	
Weasel, Extradimensional	8	78	Plane Shift	5	Cleric	fur, AoFE Astral, Ethereal, an elemental or Prime Material, CT 9 segments	
Weevil, Blood -Adult	8	81	Feign Death	3, 2	Cleric, Druid	body, CT 3 segments, Dur 1 hour plus 2 turns/caster level	
Woodland Fiend	8	95	Warp Wood	2	Druid	AoFE x2, R x2, (5% chance of spell mishap, 10% chance of making a Woodland Fiend out of wood affected by spell)	
Wyvern	8	106	Animate Dead	3	Cleric	teeth, replacement	
Wyvern	8	106	Control Weather	7	Cleric, Druid	blood, replacement	



Index

9th Level, Cleric Followers at, Table 3B: 86

A

A Disclaimer, Reality Check 3
 Abundance, Blessed (Conjuration) 103
 Accoutrements, Religious, Table 2F: 69
 Acid and Caustic, Resist (Alteration) 112
 Acquired, Skills, Table 2H: 69
 Adjustable Light (Alteration) 102
 Advanced Training 71
 Advancement Within The Church 83
 Advancement, Level 52
 Afraid of the Dark 56
 Aging, Rapid 55
 Air and War, Enlil, Gawd of, Zealots of 26
 Aklys 99
 Aknar, Gawd of Stealth and Wolves, Zealots of 30
 Alcohol, Low Tolerance for 55
 Allowed, Spells 101
 Alu the Locust Lord, Zealots of 34
 Amazon 59
 Angels, Guardian 10
 Appendix A: Spells 101
 Appendix B: Spell Components 119
 Appendix C: Spell Planner 123
 Appendix D: Spell Spheres 128
 Appendix E: Chosen One Spell Selection 132
 Appendix F: Deities' Favored Weapons 134
 Arnuya, Gawd of Vengeance, Zealots of 48
 Art and Literature, Deneir, Gawd of, Zealots of 25
 Astral Traveler, Join With (Alteration) 110
 Atheist 56
 Attach Limb (Alteration, Necromancy) 102
 Aura of Comfort (Evocation) 103
 Awaken (Alteration) 103

B

Barbaric Cleric 60
 Bast, Gawddess of Felines, Zealots of 38
 Battle, Clerics in 89
 Beginnings, Lathander, Gawd of, Zealots of 28
 Benyar, Gawd of Empire, Zealots of 12
 Beyond Level Twelve 87
 Bigotry and Hate, P'Rakeke Emperor of Scorn, Gawd of, Zealots of 36
 Bill 99
 Birth and Love, Sumar-Fareen, Gawd of, Zealots of 14
 Blacksmiths and Fate, Skraad, Gawd of, Zealots of 19
 Bladder, Shy 56
 Bladder, Shy 56
 Bladder, Weak 56
 Bleeding, Stop (Alteration) 113, 117
 Blessed Abundance (Conjuration) 103
 Blessed Warmth (Alteration) 103
 Blood Turning 73
 Blood, Thick 75
 Bloom (Alteration) 115
 Bola 99
 Bonus Spells 102

Bonus, Death Magic 73
 Bonus, Paralyzation 74
 Bonus, Poison 74
 Braggart 56
 Brigade, Spiritual (Invocation) 113
 Broken Bone, Mend (Alteration) 110
 Building Prices, Sample, Table 3D: 86
 Buildings 86
 Bullet, war, Sling 100
 Burst of Speed 73
 But Are They Right? 81

C

Call Upon Faith (Invocation) 103
 Call, The 67
 Call, The, Table 2B: 67
 Calling for a Holy War 96
 Camaxtli, Gawd of Fate, Zealots of 31
 Campsite, Create (Conjuration/Summoning) 104
 Care, Emergency Medical 89
 Casting, Precision 74
 Casting, Quick 75
 Casting, Sleep 56
 Cause Lycanthropy (Necromancy) 103, 115
 Changing Personality Types 78
 Chaotic Evil Zealots 48
 Chaotic Good Zealots 38
 Chaotic Neutral Zealots 44
 Character Classes 6
 Character Sheet, Recording Packages on the 58
 Characters, Dual-Class, Cleric Packages and 58
 Characters, Multi-Class, Cleric packages and 58
 Charm, Spider (Enchantment/Charm) 113, 117
 Chosen One Progression Table, Table 1A: 6
 Chosen One Spell Progression, Table 1B: 6
 Chosen One Spell Selection, Appendix E: 132
 Chosen Ones 6
 Church Hierarchy, Experience Levels and 84
 Church Lands 88
 Church Trial 82
 Church versus the Crown, The 88
 Church, Advancement Within The 83
 Classes, Character 6
 Classing, Dual 52
 Clergy Headgear, Zelerian, Figure ZG1: 43
 Clergy, Rights of the 82
 Cleric Followers at 9th Level, Table 3B: 86
 Cleric Group Packages 57
 Cleric Group Packages and Individual Classes 58
 Cleric Group Personalities 76
 Cleric Group Priors, Particulars and Options 55
 Cleric Lifestyle Selection, Table 3A: 85
 Cleric Packages and Dual-Class Characters 58
 Cleric packages and Multi-Class Characters 58
 Cleric Quirks and Flaws 55
 Cleric Spells 123
 Cleric Spells, New 102
 Cleric STPs 72
 Cleric, Barbaric 60

Cleric, Duties of the	79
Cleric, Nobleman	62
Cleric, Outlaw	63
Cleric, Pacifist	63
Cleric, Peasant	64
Cleric, Prophet	65
Cleric, Savage	65
Cleric, Scholar	65
Clerics	7
Clerics in Battle	89
Clerics, Stronghold Income for, Table 3C:	86
Color Blindness, Cure (Abjuration)	105
Column, Wind (Invocation/Evocation)	115, 118
Combat Rules, New	89
Combat, Improved Unarmed	72
Comfort, Aura of (Evocation)	103
Competency of Reverend Superior, Table 2D:	68
Components, Spell, Appendix B:	119
Concentration	73
Conception, Lathander, Gawd of, Zealots of	28
Conditions, Other School	70
Confirmations, Other	82
Conjure Demi-Elemental (Conjuration/Summoning)	115
Consecrate Holy Symbol (Invocation)	104
Construct Temple (Conjuration/Summoning)	104
Constructed Undead	92
Contents, Table of	5
Control Winds (Alteration)	104
Control, Emotion (Alteration, Enchantment/Charm)	106
Convictions, Unusual	57
Convictions, Unusual, Table 2A:	57
Coronation	82
Counselor, The Sage	78
Courage	73
Cover, Improve	72
Create Campsite (Conjuration/Summoning)	104
Create Holy Symbol (Conjuration)	104
Credits	3
Critical Hits, Dealing With	89
Crowd, Hold (Enchantment/Charm)	109
Crown, The Church versus the	88
Crusader, The	76
Crushing Missile Weapon Ranges, Table 5C:	99
Cure Color Blindness (Abjuration)	105
Cure-All (Necromancy)	104
Curing in Melee	89
Curing Lycanthropy	90
Curse Resistance	73

D

Dark Knights	8
Dark, Afraid of the	56
Dawn, False (Evocation)	107, 116a
Dawn, Lathander, Gawd of, Zealots of	28
Days, Seminary	66
Dealing With Critical Hits	89
Dealing With Lycanthropy	90
Dealing With the Uncooperative	88
Dealing With Undead	91
Death Magic Bonus	73
Death Wish	56
Death, Grawdyng, Gawd of, Zealots of	35
Deities' Favored Weapons, Appendix F:	134

Demi-Elemental, Conjure (Conjuration/Summoning)	115
Deneir, Gawd of Art and Literature, Zealots of	25
Devils and Oppressive Contracts, Druaga, Gawd of, Zealots of	21
Devotions	79
Diagnose Injury (Divination)	105
Die Roll by Class, Fractional Ability, Table 1G:	53
Dinner, Gourmet (Alteration)	108
Direction, Know (Divination)	110
Disease, Mangrus, Gawd of, Zealots of	44
Distraction	72
Divination	73
Divine Inspiration (Divination)	105
Divine Miracle (Invocation)	105
Divine Shield	73
Divine Smite	74
Divine Temp, Summon (Conjuration/Summoning)	114
Draper, Gawd of Stealth and Cunning, Zealots of	44
Draw Upon Holy Might (Invocation)	105
Druaga, Gawd of Devils and Oppressive Contracts, Zealots of	21
Druid Spells	126
Druid Spells, New	115
Druids	8
Dual Classing	52
Dual Classing, Requirements for, Table 1F:	53
Dual-Class Characters, Cleric Packages and	58
Duties of the Cleric	79

E

Earnest Novice, The	76
Earth, Francor'Dieus, Gawd of, Zealots of	22
Earth, Sink Into (Alteration)	117
Easy March (Invocation)	105
Ecclesiastic Results, Final	71
Ecclesiastical Training, Type of, Table 2C:	69
Education	83
Electricity, Resist (Alteration)	112
Elemental Resistance	74
Elementals, Protection from (Alteration)	116
Emergency Medical Care	89
Emotion Control (Alteration, Enchantment/Charm)	106
Empire, Benyar, Gawd of, Zealots of	12
Enabler	56
Enhanced Turning	74
Enlil, Gawd of Air and War, Zealots of	26
Enmity Versus a Gawd	57
Enstrangle (Alteration)	116
Eternal Flame (Invocation)	116
Eternal Youth, Lathander, Gawd of, Zealots of	28
Everburning, Log of (Alteration)	110, 116
Exemption, Tax	88
Exorcism (Necromancy)	106
Experience Levels and Church Hierarchy	84
Extinguish (Alteration)	107, 116

F

Facing, Reduced	75
Faith, Call Upon (Invocation)	103
Faith, Hierarchy of the	83
Faith, Little	57
Faith, Non-Clerics Working for the	87
Faith, Separation from the	82
Falchion	100

Falling Rates, Wind Column, Table A2:	115
False Dawn (Evocation)	107, 116
Famine, Alu the Locust Lord, Gawd of, Zealots of	34
Fast Turning	74
Fate, Camaxtli, Gawd of, Zealots of	31
Favored Terrain, Types of	8
Favored Weapons	134-136
Favored Weapons, Deities', Appendix F:	134
Feign Life (Necromancy)	107
Feint	72
Felines, Bast, Gawddess of, Zealots of	38
Fighting Monk	61
Figure ZGI: Zelerian Clergy Headgear	43
Final Ecclesiastic Results	71
Final Results, Quality of Education, Table 2G:	70
Fire, Poison and Disease, Pyremius, Gawd of, Zealots of	37
Fire, Rain of (Invocation)	112
Flame, Eternal (Invocation)	116
Flaws, Cleric, Table 6O:	55
Flaws, New	55
Focus (Invocation)	107, 116
Focused Spell Effects, Table AI:	108
Follow-through Healing	74
Followers at 9th Level, Cleric, Table 3B:	86
Fractional Ability Die Roll by Class, Table 1G:	53
Francor'Dieus, Gawd of Earth, Zealots of	22
Frigid/Impotence	57

G

Games and Ritual Combat, Shona, Gawddess of, Zealots of	18
Garrote	100
Gas, Resist (Alteration)	112
Gawd, Enmity Versus a	57
Gawds of Twilight Last Reorganization	52
Gourmet Dinner (Alteration)	108
Granted Powers, Zealot	11
Grawdyng, Gawd of Death, Zealots of	35
Greater Restore Movement (Alteration)	108
Grenade-like Missiles	75
Gronfyr, Gawd of War and Grevans, Zealots of	49
Gruumsh, Gawd of Orcs, Zealots of	23
Guardian Angels	10
Guidance	79

H

Habits of the Undead	93
HackPrayer	89
Hand, Helping (Evocation)	108
Harming Undead	92
Headache, Repair (Alteration)	112
Headgear, Zelerian Clergy, Figure ZGI:	43
Healer, Receptive	75
Healing, Follow-through	74
Healing, Nudor, Gawd of, Zealots of	29
Healing, Veterinary	72
Helping Hand (Evocation)	108
Hierarchy of the Faith	83
Hierarchy, Church, Experience Levels and	84
Hokalas the RiftMaster Gawd of Magic, Zealots of	32
Hold Crowd (Enchantment/Charm)	109
Hold Person (Enchantment/Charm)	109
Hold Persons (Enchantment/Charm)	109

Holy Knights	9
Holy Might, Draw Upon (Invocation)	105
Holy Symbol, Consecrate (Invocation)	104
Holy Symbol, Create (Conjuration)	104
Holy War, Calling for a	96
Holy Water Sprinkler	100
Honor Modifier, Starting, Table 2K:	71
Honor, Zelaure, Gawd of, Zealots of	42
Hunger, Alu the Locust Lord, Gawd of, Zealots of	34
Hypocrite, The	77

Ignite (Alteration)	109, 116
Ikka Pataang, Gawd of Nature, Zealots of	33
Ill-informed	57
Impotence/Frigid	57
Improve Cover	72
Improved Overbearing	72
Improved Subdual	72
Improved Unarmed Combat	72
Indulgence (Alteration)	109
Injuring Lycanthropes	91
Injury, Diagnose (Divination)	105
Inquisitor	61
Inspiration Divine (Divination)	105
Intelligent Undead	92
Intolerant	57
Items, Religious, Table 5A:	97

Join With Astral Traveler (Alteration)	110
Justice, Luvia, Gawd of, Zealots of	13

K

Kazaar-Freem, Gawd of Peace and Tranquility, Zealots of	12
Keeping the Adventure Alive, PC Clerics and the Hierarchy	87
Kishijoten, Gawddess of Luck, Zealots of	27
Knights, Dark	8
Knights, Holy	9
Know Direction (Divination)	110
Knowledge, Oghma, Gawd of, Zealots of	33
Kuchooloo, Gawd of Wanton Destruction, Zealots of	50

L

Lands, Church	88
Lasso	100
Lawful Evil Zealots	21
Lawful Good Zealots	12
Lawful Neutral Zealots	16
Legacy	74
Level Advancement	52
Level Twelve, Beyond	87
Life Smite	74
Life, Feign (Necromancy)	107
Lifestyle Selection, Cleric, Table 3A:	85
Light, Adjustable (Alteration)	102
Lighten Load (Alteration)	110
Lightning, Zeus the Diminished, Gawd of, Zealots of	15
Limb, Attach (Alteration, Necromancy)	102
Limb, Mend (Alteration)	110
Limb, Reattach (Alteration, Necromancy)	112

Little Faith	57
Living With Lycanthropy	91
Load, Lighten (Alteration)	110
Location of Residency, Table 2I:	69
Log of Everburning (Alteration)	110, 116
Love and Eunuchs, Navinger, Gawd of, Zealots of	40
Loviatar, Gawddess of Pain and Torment, Zealots of	23
Low Tolerance for Alcohol	55
Luck, Kishijoten, Gawddess of, Zealots of	27
Luvia, Gawd of Justice, Zealots of	13
Lycanthropes, Injuring	91
Lycanthropes, Protection from (Alteration)	111
Lycanthropy, Cause (Necromancy)	103, 115
Lycanthropy, Curing	90
Lycanthropy, Dealing With	90
Lycanthropy, Living With	91

M

Magic, Hokalas the RiftMaster Gawd of, Zealots of	32
Mancatcher	100
Mangrus, Gawd of Disease, Zealots of	44
March, Easy (Invocation)	105
Markovia, Gawd of Oceans, Zealots of	39
Marlog, Gawd of Sailing and Sailors, Zealots of	17
Marriage	79
Mass Turning	74
Maul	100
Medical Care, Emergency	89
Melee, Curing in	89
Memory, Photographic	74
Mend Broken Bone (Alteration)	110
Mend Limb (Alteration)	110
Mend Tendon (Alteration)	110
Miracle Divine (Invocation)	105
Missile Weapon Ranges, Crushing, Table 5C:	99
Missiles, Grenade-like	75
Missions	79
Mixed Undead, Turning	96
Monk, Fighting	61
Motivator, The	77
Movement, Restore (Alteration)	113
Multi-Class Characters, Cleric packages and	58
Mysteries, The Feeble Gawd, Gawd of, Zealots of	16

N

Nature,, Ikka Pataang, Gawd of Zealots of	33
Navinger, Gawd of Love and Eunuchs, Zealots of	40
Necrophobia	57
Nefarians, Protection from (Abjuration)	111
Nephthys, Gawddess of Tombs, Zealots of	40
Net	100
Neutral Evil Zealots	34
Neutral Good Zealots	25
Neutral Zealots	30
New Cleric Spells	102
New Combat Rules	89
New Druid Spells	115
New Flaws	55
New Quirks	56
New Skills	72
New Table 6A	55
New Talents	73

New Weapon Proficiencies (Cleric Group Only)	75
Night, Set, Gawd of the, Zealots of	24
Nobleman Cleric	62
Non-Clerics Working for the Faith	87
Novice, The Earnest	76
Nudor, Gawd of Healing, Zealots of	29
Nunchaku	100

O

Oceans, Markovia, Gawd of, Zealots of	39
Odin, Gawd of War, Zealots of	45
Oghma, Gawd of Knowledge, Zealots of	33
Omen-Reading	80
Ones, Chosen	6
Options, Cleric Group	55
Orcs, Gruumsh, Gawd of, Zealots of	23
Original Undead	92
Other Confirmations	82
Other School Conditions	70
Outlaw Cleric	63
Overbearing, Improved	72

P

P'Rakeke Emperor of Scorn, Gawd of Bigotry and Hate, Zealots of	36
Pacifist Cleric	63
Packages and Individual Classes, Cleric Group	58
Packages on the Character Sheet, Recording	58
Packages, Cleric Group	57
Packages, The	58
Pain and Torment, Loviatar, Gawddess of, Zealots of	23
Paladins	9
Pangrus, Gawd of War (gnomish), Zealots of	46
Par'Kryus, Gawd of Wind, Zealots of	47
Paralyzation Bonus	74
Particulars and Options, Cleric Group	55
PC Clerics and the Hierarchy – Keeping the Adventure Alive	87
Peace and Tranquility, Kazaar-Freem, Gawd of, Zealots of	12
Peasant Cleric	64
Person, Hold (Enchantment/Charm)	109
Personalities, Cleric Group	76
Personality of Reverend Superior, Table 2E:	68
Personality Types, Changing	78
Persons, Hold (Enchantment/Charm)	109
Philosopher, The	77
Photographic Memory	74
Planner, Spell, Appendix C:	123
Plants and Fungi, Protection from (Abjuration)	116
Poison Bonus	74
Politician, The	77
Possession, Protection from (Alteration)	111
Potions of Undead Control	93
Powers, Zealot Granted	11
Precipitation (Alteration)	110
Precision Casting	74
Prediction, Weather (Divination)	114, 118
Prices, Sample Building, Table 3D:	86
Prime Requisites, Zealot	11
Priors, Particulars and Options, Cleric Group	55
Proficiencies, New Weapon	75
Progression Table, Chosen One, Table 1A:	6
Progression Table, Shaman, Table 1C:	9
Progression Table, Zealot, Table 1E:	11

Prophecy	75
Prophet Cleric	65
Proselytizer, The	78
Protection from Elementals (Alteration)	116
Protection from Lycanthropes (Alteration)	111
Protection from Nefarians (Abjuration)	111
Protection from Plants and Fungi (Abjuration)	116
Protection from Possession (Alteration)	111
Protection from Undead (Abjuration)	111
Protection from Water (Alteration)	117
Prudish	75
Puritanical	75
Pyremius, Gawd of Fire, Poison and Disease, Zealots of	37

Q

Quality of Education Final Results, Table 2G:	70
Quick Casting	75
Quirks and Flaws, Cleric	55
Quirks, Cleric, Table 6P:	55
Quirks, New	56

R

Rain of Fire (Invocation)	112
Rangers	9
Ranges, Crushing Missile Weapon, Table 5C:	99
Rapid Aging	55
Reality Check, A Disclaimer	3
Reattach Limb (Alteration, Necromancy)	112
Receptive Healer	75
Recording Packages on the Character Sheet	58
Reduced Facing	75
Religion, The State	83
Religious Accoutrements, Table 2F:	69
Religious Items, Table 5A:	97
Renewal, Lathander, Gawd of, Zealots of	28
Reorganization, Gawds of Twilight Last	52
Repair Headache (Alteration)	112
Repair Strain or Sprain (Alteration)	112
Requirements for Dual Classing, Table 1F:	53
Requisites, Zealot Prime	11
Residency, Location of, Table 2I:	69
Residency, Results of, Table 2J:	71
Resist Acid and Caustic (Alteration)	112
Resist Electricity (Alteration)	112
Resist Gas (Alteration)	112
Resistance, Curse	73
Resistance, Elemental	74
Restore Movement (Alteration)	113
Restore Movement, Greater (Alteration)	108
Restoring Undead	93
Results of Residency, Table 2J:	71
Results, Final Ecclesiastic	71
Results, Seminary	71
Reverend Superior, Competency of, Table 2D:	68
Reverend Superior, Personality of, Table 2E:	68
Reverend Superior, The	70
Rights of the Clergy	82
Road, Rules of the	79
Roll Modifiers, Starting Money, Table 2L:	71
Rule	83
Rules of the Road	79
Rules, New Combat	89

S

Sage Counselor, The	78
Sailing and Sailors, Marlog, Gawd of, Zealots of	17
Sample Building Prices, Table 3D:	86
Savage Cleric	65
Scholar Cleric	65
School Conditions, Other	70
Scoliosis	55
Scythe	100
Second Sight	75
Selection, Cleric Lifestyle, Table 3A:	85
Self-perfection, Lathander, Gawd of, Zealots of	28
Seminary Days	66
Seminary Results	71
Separation from the faith	82
Set, Gawd of the Night, Zealots of	24
Shaman	9
Shaman Progression Table, Table 1C:	9
Shaman Spell Progression, Table 1D:	10
Shang-Ti, Gawd of the Sky and Agriculture, Zealots of	17
Shield, Divine	73
Shock Therapy (Necromancy)	113
Shona, Gawddess of Games and Ritual Combat, Zealots of	18
Shy Bladder	56
Shy Bladder	56
Sight, Second	75
Sink Into Earth (Alteration)	117
Skills Acquired, Table 2H:	69
Skills, New	72
Skraad, Gawd of Blacksmiths and Fate, Zealots of	19
Sky and Agriculture, Shang-Ti, Gawd of the, Zealots of	17
Slayer, Undead	66
Sleep Casting	56
Sling bullet, war	100
Smite, Divine	74
Smite, Life	74
Soften Stone (Alteration)	117
Speed, Burst of	73
Spell Components, Appendix B:	119
Spell Effects, Focused, Table A1:	108
Spell Planner, Appendix C:	123
Spell Progression, Chosen One, Table 1B:	6
Spell Progression, Shaman, Table 1D:	10
Spell Selection, Chosen One, Appendix E:	132
Spell Spheres	130
Spell Spheres	131
Spell Spheres, Appendix D:	128
Spell Vulnerability, Undead, Table 4A:	94
Spelljacking, Zealot	11
Spells Allowed	101
Spells, Appendix A:	101
Spells, Bonus	102
Spells, Cleric	123
Spells, Druid	126
Spells, New Cleric	102
Spells, New Druid	115
Spheres	101
Spheres, Spell	130, 131
Spheres, Spell, Appendix D:	128
Spider Charm (Enchantment/Charm)	113, 117
Spiders, Stones to (Alteration)	113, 117
Spiritual Brigade (Invocation)	113

Spring, Lathander, Gawd of, Zealots of	.28
Sprinkler, Holy Water	.100
Staff, Talon	.100
Staffsling	.100
Starting Honor Modifier, Table 2K:	.71
Starting Money Roll Modifiers, Table 2L:	.71
Starvation, Alu the Locust Lord, Gawd of, Zealots of	.34
Stasis, Weather (Abjuration)	.118
State Religion, The	.83
Stealth and Cunning, Draper, Gawd of, Zealots of	.44
Stealth and Wolves, Aknar, Gawd of, Zealots of	.30
Stomach, Weak	.56
Stone or Metal, Warp (Alteration)	.118
Stone, Soften (Alteration)	.117
Stone, Strength of (Invocation/Evocation)	.114, 118
Stones to Spiders (Alteration)	.113, 117
Stop Bleeding (Alteration)	.113, 117
STPs, Cleric	.72
Strain or Sprain, Repair (Alteration)	.112
Strength of Stone (Invocation/Evocation)	.114, 118
Strength, Yiders, Gawd of, Zealots of	.50
Stronghold Income for Clerics, Table 3C:	.86
Subdual, Improved	.72
Sumar-Fareen, Gawd of Birth and Love, Zealots of	.14
Summon Divine Temp (Conjuration/Summoning)	.114
Superior, The Reverend	.70
Sweet Air, Zone of (Abjuration)	.118

T

Table 1A: Chosen One Progression Table	.6
Table 1B: Chosen One Spell Progression	.6
Table 1C: Shaman Progression Table	.9
Table 1D: Shaman Spell Progression	.10
Table 1E: Zealot Progression Table	.11
Table 1F: Requirements for Dual Classing	.53
Table 1G: Fractional Ability Die Roll by Class	.53
Table 2A: Unusual Convictions	.57
Table 2B: The Call	.67
Table 2C: Type of Ecclesiastical Training	.69
Table 2D: Competency of Reverend Superior	.68
Table 2E: Personality of Reverend Superior	.68
Table 2F: Religious Accoutrements	.69
Table 2G: Quality of Education Final Results	.70
Table 2H: Skills Acquired	.69
Table 2I: Location of Residency (3d6)	.69
Table 2J: Results of Residency	.71
Table 2K: Starting Honor Modifier	.71
Table 2L: Starting Money Roll Modifiers	.71
Table 3A: Cleric Lifestyle Selection	.85
Table 3B: Cleric Followers at 9th Level	.86
Table 3C: Stronghold Income for Clerics	.86
Table 3D: Sample Building Prices	.86
Table 4A: Undead Spell Vulnerability	.94
Table 5A: Religious Items	.97
Table 5B: Weapons	.98
Table 5C: Crushing Missile Weapon Ranges	.99
Table 6A, New	.55
Table 6O: Flaws, Cleric	.55
Table 6P: Quirks, Cleric	.55
Table A1: Focused Spell Effects	.108
Table A2: Wind Column Falling Rates	.115
Table of Contents	.5
Talents, New	.73

Talon Staff	.100
Tax Exemption	.88
Temple, Construct (Conjuration/Summoning)	.104
Tendon, Mend (Alteration)	.110
Terrain, Types of Favored	.8
The Call	.67
The Call, Table 2B:	.67
The Church versus the Crown	.88
The Crusader	.76
The Earnest Novice	.76
The Feeble Gawd, Gawd of Mysteries, Zealots of	.16
The Hypocrite	.77
The Motivator	.77
The Packages	.58
The Philosopher	.77
The Politician	.77
The Proselytizer	.78
The Reverend Superior	.70
The Sage Counselor	.78
The State Religion	.83
Therapy, Shock (Necromancy)	.113
Thick Blood	.75
Thor, Gawd of Thunder, Zealots of	.42
Thrain, Gawd of Wisdom and Mountaineering, Zealots of	.20
Thunder, Thor, Gawd of, Zealots of	.42
Tithes	.82
Tobadzistini, Gawd of Warriors, Zealots of	.37
Tolerance for Alcohol, Low	.55
Tombs, Nephthys, Gawddess of, Zealots of	.40
Tools of the Trade	.97
Torch	.100
Trade, Tools of the	.97
Training, Advanced	.71
Training, Type of	.67
Traits, Undead	.91
Treachery, Yi'gor, Gawd of, Zealots of	.51
Trial, Church	.82
Turn (Conjuration/Summoning)	.114
Turning Mixed Undead	.96
Turning Undead	.93
Turning, Blood	.73
Turning, Enhanced	.74
Turning, Mass	.74
Twelve, Beyond Level	.87
Twilight Last, Gawds of, Reorganization	.52
Type of Ecclesiastical Training, Table 2C:	.69
Type of Training	.67
Types of Favored Terrain	.8
Types, Changing Personality	.78

U

Unarmed Combat, Improved	.72
Uncooperative, Dealing With the	.88
Undead Control, Potions of	.93
Undead Slayer	.66
Undead Spell Vulnerability, Table 4A:	.94
Undead Traits	.91
Undead, Constructed	.92
Undead, Dealing With	.91
Undead, Habits of the	.93
Undead, Harming	.92
Undead, Intelligent	.92
Undead, Original	.92

Undead, Protection from (Abjuration)	111
Undead, Restoring	93
Undead, Turning	93
Undead, Turning Mixed	96
Unusual Convictions	57
Unusual Convictions, Table 2A:	57

V

Vengeance, Arnuya, Gawd of, Zealots of	48
Versus a Gawd, Enmity	57
Veterinary Healing	72
Vigor	75
Vitality (Alteration, Necromancy)	114
Vitality, Lathander, Gawd of, Zealots of	28
Vulnerability, Undead Spell, Table 4A:	94

W

Wanton Destruction, Kuchooloo, Gawd of, Zealots of	50
War (gnomish), Pangrus, Gawd of, Zealots of	46
War and Grevans, Gronfyr, Gawd of, Zealots of	49
War, Calling for a Holy	96
War, Odin, Gawd of, Zealots of	45
Warmth, Blessed (Alteration)	103
Warp Stone or Metal (Alteration)	118
Warriors, Tobadzistini, Gawd of, Zealots of	37
Water Sprinkler, Holy	100
Water, Protection from (Alteration)	117
Weak Bladder	56
Weak Stomach	56
Weapon Proficiencies, New	75
Weapons	99
Weapons, Favored, Deities', Appendix F:	134
Weapons, Table 5B:	98
Weapons, Zealot	11
Weather Prediction (Divination)	114, 118
Weather Stasis (Abjuration)	118
What Else is Left?	72
What They're Doing	80
Whirlwind (Invocation/Evocation)	115, 118
Who Can Receive Prophecies?	81
Wind Column (Invocation/Evocation)	115, 118
Wind Column Falling Rates, Table A2:	115
Wind, Par'Kryus, Gawd of, Zealots of	47
Winds, Control (Alteration)	104
Wisdom and Mountaineering, Thrain, Gawd of, Zealots of	20
Wish, Death	56
Within The Church, Advancement	83
Working for the Faith, Non-Clerics	87
Worshippers	84

Y

Yi'gor, Gawd of Treachery, Zealots of	51
Yiders, Gawd of Strength, Zealots of	50

Z

Zealot Granted Powers	11
Zealot Prime Requisites	11
Zealot Progression Table, Table 1E:	11
Zealot Spelljacking	11
Zealot Weapons	11
Zealots	10

Zealots of Aknar, Gawd of Stealth and Wolves	30
Zealots of Alu the Locust Lord, Gawd of Famine	34
Zealots of Arnuya, Gawd of Vengeance	48
Zealots of Bast, Gawddess of Felines	38
Zealots of Benyar, Gawd of Empire	12
Zealots of Camaxtli, Gawd of Fate	31
Zealots of Deneir, Gawd of Art and Literature	25
Zealots of Draper, Gawd of Stealth and Cunning	44
Zealots of Druaga, Gawd of Devils and Oppressive Contracts	21
Zealots of Enlil, Gawd of Air and War	26
Zealots of Francor'Dieus, Gawd of Earth	22
Zealots of Grawdyng, Gawd of Death	35
Zealots of Gronfyr, Gawd of War and Grevans	49
Zealots of Gruumsh, Gawd of Orcs	23
Zealots of Hokalas the RiftMaster Gawd of Magic	32
Zealots of Ikka Pataang, Gawd of Nature	33
Zealots of Kazaar-Freem, Gawd of Peace and Tranquility	12
Zealots of Kishijoten, Gawddess of Luck	27
Zealots of Kuchooloo, Gawd of Wanton Destruction	50
Zealots of Lathander, Gawd of the Spring	28
Zealots of Loviatar, Gawddess of Pain and Torment	23
Zealots of Luvia, Gawd of Justice	13
Zealots of Mangrus, Gawd of Disease	44
Zealots of Markovia, Gawd of Oceans	39
Zealots of Marlog, Gawd of Sailing and Sailors	17
Zealots of Navinger, Gawd of Love and Eunuchs	40
Zealots of Nephthys, Gawddess of Tombs	40
Zealots of Nudor, Gawd of Healing	29
Zealots of Odin, Gawd of War	45
Zealots of Oghma, Gawd of Knowledge	33
Zealots of P'Rakeke Emperor of Scorn, Gawd of Bigotry and Hate	36
Zealots of Pangrus, Gawd of War (gnomish)	46
Zealots of Par'Kryus, Gawd of Wind	47
Zealots of Pyremius, Gawd of Fire, Poison and Disease	37
Zealots of Set, Gawd of the Night	24
Zealots of Shang-Ti, Gawd of the Sky and Agriculture	17
Zealots of Shona, Gawddess of Games and Ritual Combat	18
Zealots of Skraad, Gawd of Blacksmiths and Fate	19
Zealots of Sumar-Fareen, Gawd of Birth and Love	14
Zealots of The Feeble Gawd, Gawd of Mysteries	16
Zealots of Thor, Gawd of Thunder	42
Zealots of Thrain, Gawd of Wisdom and Mountaineering	20
Zealots of Tobadzistini, Gawd of Warriors	37
Zealots of Yi'gor, Gawd of Treachery	51
Zealots of Yiders, Gawd of Strength	50
Zealots of Zelaure, Gawd of Honor	42
Zealots of Zeus the Diminished, Gawd of Lightning	15
Zealots, Chaotic Evil	48
Zealots, Chaotic Good	38
Zealots, Chaotic Neutral	44
Zealots, Lawful Evil	21
Zealots, Lawful Good	12
Zealots, Lawful Neutral	16
Zealots, Neutral	30
Zealots, Neutral Evil	34
Zealots, Neutral Good	25
Zelaure, Gawd of Honor, Zealots of	42
Zelerian Clergy Headgear, Figure ZG1:	43
Zeus the Diminished, Gawd of Lightning, Zealots of	15
Zone of Sweet Air (Abjuration)	118



Your gawd and your superiors constantly look over your shoulder.

You're surrounded by heretics and sinners.

You can't fight as well as a fighter.

You can't cast spells as well as a magic-user.

Everyone's your buddy only after a battle when they need healing.

In short, you're a medic who's a second rate combatant, a second-rate spellslinger, and who has to follow a rigid set of rules.

But in the end, it'll all be worth it when you get your eternal reward.

You just need a little help getting there. Finally, help arriveth:

The Zealot's Guide to Wurld Conversion: Securing the Throne in the Afterlife.

Whether you profess to be the greatest preacher in the Wurld, or need to gird yourself for battle with such a dangerous conduit of divine wrath and retribution, this book is for you! What you hold in your hands is the codex that will guide your quest for saving the souls of millions like a brilliant beacon amidst a coastal storm. This tome will assist your rise above the petty rabble of thieves, thugs and bookworms otherwise known as everyone you've ever met. This thoroughly researched and finely detailed reference work includes everything you ever wanted to know about the masters of divine providence. Here's just a sampling of the inventory of secrets revealed herein:

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- And much, much more!

