

Fred's World

The Clerical Companion

being a compilation of information for the Cleric

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Proprietary Knowledge for the Cleric

Cleric Basic Skills Chart

<u>Level</u>	<u>THACO</u>	<u>PPD</u>	<u>PP</u>	<u>SW</u>	<u>DB</u>	<u>SPELLS</u>
1	19	10	13	14	16	16
2	19	10	13	14	16	16
3	19	10	13	14	16	16
4	18	9	12	13	15	16
5	18	9	12	13	15	16
6	18	9	12	13	15	16
7	17	8	11	12	14	15
8	17	8	11	12	14	15
9	17	8	11	12	14	15
<i>Note: beginning at 10th level, clerics deliver 2 attacks/round</i>						
10	16	7	10	11	13	14
11	16	7	10	11	13	14
12	16	7	10	11	13	14
13	15	6	9	10	12	13
14	15	6	9	10	12	13
15	15	6	9	10	12	13
16	14	5	8	9	11	12
17	14	5	8	9	11	12
18	14	5	8	9	11	12
19	13	4	7	8	10	11
20	13	4	7	8	10	11
21	13	4	7	8	10	11
<i>Note: beginning at 22nd level, clerics deliver 3 attacks/round</i>						
22	12	3	6	7	9	10
23	12	3	6	7	9	10
24	12	3	6	7	9	10

Notes: Here is an explanation of the above terms, and how to use this table

Level: Your current level.

THACO: This is an acronym for the words To Hit Armor Class zero. Simply put, your THACO is a way around all those wonderful tables and matrices. A function of your level and class, THACO gives you only one “to hit” number to deal with in combat situations. By subtracting the armor class you are attacking from your THACO, you determine your “to hit” roll on d20. As an example, Macduff is duking it out with a creature of AC 4 His THACO, on this table, would be 19 (he is 3rd level). $19-4=15$, the minimum number he would need to hit the enemy. A negative armor class works the same way, simply subtract a negative number: $19-(AC-5)=19+5=24$.

PPD: Your saving throw vs. Poison, Paralyzation, and Death.

PP: Your saving throw vs. Petrification and Possession

SW: Your saving throw vs. spells cast via Staves and Wands

DB: Your saving throw vs. for Dragon Breath

SPELLS: Your saving throw vs. Spells cast by a Magic User.

A word about multiple attacks: this is an expression of the number of times in a round you can land a barehanded or weapons/based attack. It does not mean that you can cast spells more than once per round.

ALL SAVING THROWS ARE 1d20

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Cleric Matrix for Turning Undead

<u>Undead Type</u>	<u>Cleric's Level</u>									
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
Skeleton	16	13	10	7	4	T	T	D	D	D
Zombie	19	16	13	10	7	4	T	T	D	D
Ghoul	20	19	16	13	10	7	4	T	T	D
Ghost	-	20	19	16	13	10	7	4	T	T
Wraith	-	-	20	19	16	13	10	7	4	T
Mummy	-	-	-	20	19	16	13	10	7	4
Spectre	-	-	-	-	20	19	16	13	10	7
Vampire	-	-	-	-	-	20	19	16	13	10
Lich	-	-	-	-	-	-	20	19	16	13
Death Knight	-	-	-	-	-	-	-	20	19	16
Black Rider	-	-	-	-	-	-	-	-	20	19
Purple Rider	-	-	-	-	-	-	-	-	-	20

	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>	<u>17</u>	<u>18</u>	<u>19</u>	<u>20</u>
Ghost	D	D	D	D	D	D	D	D	D	D
Wraith	T	D	D	D	D	D	D	D	D	D
Mummy	T	T	D	D	D	D	D	D	D	D
Spectre	4	T	T	D	D	D	D	D	D	D
Vampire	7	4	T	T	D	D	D	D	D	D
Lich	10	7	4	T	T	D	D	D	D	D
Death Knight	13	10	7	4	T	T	D	D	D	D
Black Rider	16	13	10	7	4	T	T	D	D	D
Purple Rider	19	16	13	10	7	4	T	T	T	D

Notes: These numbers give tell the amount you must roll to turn the indicated creature. For instance, Macduff, as a 3rd level cleric, needs a 20 to turn a Wraith, and he can't even touch a Mummy. At 7th level, he will be able to naturally Turn Skeletons and Zombies, and at 11th level, he can Dispel any undead creature wimpier than a Wraith, which he can naturally Turn. Notice that Purple Riders are very tough customers, indeed.

Additionally, beginning at 7th level, the creatures that are affected, either by a successful roll, or natural talent, give ground at the rate of 5 ft./level of cleric, a radius on the cleric. As an example, when Macduff reaches 7th level, the Skeletons and Zombies that he turns will stay at least 35 ft. away from him at all times, and so would a Spectre, on a roll of 16 or better. This enables him to extend protection to members of his party.

“-” Means “No Way” (barring of course, godly intervention. As they say in New Mexico, “With God, all things are possible.”)



Father Klutz
Church of the Peasnuts

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Proprietary Knowledge for the Cleric

Master Spell List

All known, non-restricted clerical spells are listed by level and in alphabetical order. Please consult your individual spell lists for information concerning each

1st level Spells

Bless, Create Water, Cure Light Wounds, Detect Evil, Detect Magick, Light, Protection from Evil, Purify Food and Drink, Sanctuary

2nd level Spells

Detect Charm, Find Traps, Hold Person, Speak with Animals

3rd level Spells

Animate Dead, Continual Light, Create Food and Water, Cure Blindness, Paralysis, Cure Disease, Locate Object, Negate Poison, Remove Curse, Speak With Dead

4th level Spells

Cure Serious Wounds, Detect Lie, Exorcism, Protection from Evil, 10 ft. Radius, Tongues

5th level Spells

Commune, Cure Critical Wounds, Dispel Evil, Flamestrike, Quest, Raise Dead, True Seeing

6th level Spells

Going Home, Heal, Part Water, Pathfinder, Speak with Monsters, Finger of Death, Regeneration, Remove Traps, Restoration, Sanctorum

1st Level Spells - 1 Spell Point per Casting

Bless

Range: 6"

Duration: 1 turn

Area of Effect: 5" x 5" square

Effect: For the duration of the spell, this adds 1 to the good guy's armor class, subtracts 1 from the bad guy's armor class, and adds 1 to the good guy's saving throws vs. everything.

Create Water

Range: None

Duration: Permanent

Area of Effect: 4 gallons water/level

Effect: Creates water that is pure in all respects. Couldn't you figure that one out?? Never hurts to have something to create the water in, now does it?



Athos Passive

High Patriarch of Ho-Hum

Cure Light Wounds

Range: Touch

Duration: Permanent

Area of Effect: 1 Creature

Effect: Per casting, this restores 1d8 in hit points to the creature touched. Reversible, to inflict a similar amount of damage with a touch.

Detect Evil

Range: 12"

Duration: 1 turn/level

Area of Effect: 1" wide path out to range

Effect: Detects evil, relative to the caster's alignment, out to range. The evil must have better than animal intelligence and/or be magical in nature.

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Detect Magic

Range: 3"

Duration: 1 turn

Area of Effect: 1" wide path out to range

Effect: Similar to the above, but this one detects magic regardless of alignment. It does not reveal the nature or purpose of the magic (what do you want for one spell point, anyway?)

Light

Range: 12"

Duration: 6 turns + 1 turn/level

Area of Effect: 2" r globe

Effect: Turns on the lights. This is not the same spell as the magic user's version of the same thing. Creates light equal to 1 torch without the nasty fumes and so on.

Protection from Evil

Range: Touch

Duration: 3 combat rounds/level

Area of Effect: Creature touched

Effect: When under the gentle influence of this spell, the bad guy's attack at -2, and the recipient gets +2 on all saving throws. Totally prevents bodily contact with magical creatures. Useful against Wraiths, yes? "Evil", in this case, is relative to the recipient.

Purify Food and Drink

Range: 3"

Duration: Permanent or until re-contaminated

Area of Effect: 1 ft.3

Effect: Removes all toxins, diseases, micro-organisms, etc. etc. Totally. Utterly fit for consumption. Doesn't improve the flavor, mind you, but that is why the gods gave us magic users. (In case you were wondering.)

Sanctuary

Range: Personal

Duration: 1 turn

Area Of Effect: Personal

Effect: The cleric may cast this only upon him or herself. Whilst under Sanctuary, the cleric cannot be attacked by the bad guys, unless A.) The cleric is the last survivor of a party (get that Finger of Death ready, bucko.) B.) The cleric casts offensive magic on the bad guys. Otherwise, total safety.

2nd Level Spells - 2 Spell Points per Casting

Detect Charm

Range: 3"

Duration: 1 turn

Area Of Effect: 1 Creature

Effect: This enables the cleric to detect the presence of a Charm spell on a monster or person. Doesn't do anything about it, but it may help in deciding whether or not you want to buy stocks from said individual.

Find Traps

Range: 3"

Duration: 3 turns

Area Of Effect: 1" wide path

Effect: Like the above, this detects the presence of something. In this case, traps. Whether mechanical or magical, concealed in any way, does not matter. The trap(s) become visible to the cleric and to him or her alone. Disarming and/or dispelling them is another story. And another spell.

Hold Person

Range: 6"

Duration: 1 turn/5 levels, 2 turns at 10th, etc.

Area Of Effect: 1 Creature

Effect: If the target unsuccessfully saves vs. spells (at -3), he/she/it is held for the above listed duration. The target cannot move any voluntary muscles. If speech is possible, it is permitted, however, but there is no guaranteeing it's veracity.

Know Alignment

Range: 1"

Duration: 1 turn

Area Of Effect: 1 Creature/rnd.

Effect: Enables the caster to assess precisely the alignment of anything within range that has an alignment to wonder about. The alignment is not relative to the caster, and is Lawful, Neutral, or Chaotic. And that is it.

Speak with Animals

Range: Personal

Duration: 2 rnd./level

Area Of Effect: 3" r. on caster

Effect: If you've ever wondered what those birds and puppies are saying about you, here is your big chance.

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You may speak with one and only one animal at a time, out to range. Mind you, this only works on non-magical creatures (otherwise use Speak with Monster), and no one said that they were A.) Bright or B.) Truth-loving. But you can talk to them, get ballgame scores, trade recipes, whatever.

3rd Level Spells - 3 Spell Points per Casting

Animate Dead

Range: 1"

Duration: Permanent or until destroyed

Area Of Effect: 1 creature/casting

Effect: This is a restricted spell, for use by Chaotic Clerics only. All this does is manufacture Zombies and Skeletons from dead bodies and skeletons. These undead creatures will follow the orders of their creators, as long as they are not too difficult. These things are mostly used as cannon fodder and guards, an application probably similar to their jobs in their previous lives.

Continual Light

Range: 12"

Duration: Permanent or until dispelled

Area Of Effect: 6" r. globe

Effect: This produces more and better light than the first level Light spell, above. Additionally, it will remain on until, A.) The caster cancels it, B.) It is hit with a clerical or magickal Darkness spell or C.) It is subjected to clerical or magickal Dispel Magic.

Create Food and Water

Range: Touch

Duration: Permanent

Area Of Effect: 1 meal for 3 persons or 1 horse/level

Effect: For a measly three spell points, this spell provides for the nutritional requirements as stated above. The meals created are sufficient to supply the day's needs for the recipient. Note that Klids and Centaurs, as well as anything else along these lines, count as a horse. This may be why so many Klids are named Ed. Then again, it may not.

Cure Blindness or Paralysis

Range: Touch

Duration: Permanent

Area Of Effect: Creature touched

Effect: Restores sight, or cures paralysis, whether magickally, medically, or mechanically (like a spear through the eye) induced. Reversible for a variety of reasons. Does one or the other per casting, not both. Specify prior to casting.

Cure Disease

Range: Touch

Duration: Permanent

Area Of Effect: Creature touched

Effect: This removes various diseases, whether magickally or medically induced. Doesn't cure wounds, but will disinfect them. Doesn't zap toxins, either. Doesn't restore sanity. Reversible.

Locate Object

Range: 6" + 1"/level

Duration: 1 round/level

Area Of Effect: 360; circle out to range

Effect: This is a little bit of presto-detecto for the cleric. Enables the cleric to find tools, weapons, clothing, stairs, and bottles of cognac, if you like. The cleric must be a bit familiar with the specific object, as this is not a generic detection spell. But with a bit of practice, you can probably get some very useful and interesting results from this one.

Negate Poison

Range: Touch

Duration: Permanent

Area Of Effect: Creature touched

Effect: This is just like the previous two, except that this one nails poisons. All poisons. Period.

Remove Curse

Range: Touch

Duration: Permanent

Area Of Effect: Object or creature touched

Effect: This is an old clerical favorite. This removes cast curses, and wipes curses from artifacts, if applied before the curse is triggered. Once the curse is activated, it will enable the victim to remove the cursed item. Another casting would then clean it up. Will also toast Quest (except when it won't), and Geas (ditto).

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Speak With Dead

Range: 1"

Duration: Special

Area Of Effect: 1 dead thing

Effect: Truthful answers from beyond the grave, what a deal! Like most deals, this has a down side. First, the cleric must have been able to communicate with the corpse in its pre-corpse state. Second, the creature can only tell you what it knew. Third, the longer the corpse has been that way, the better the cleric has to be to get anything at all. Here is a helpful table:

<u>Cleric Level</u>	<u>Max Time Since Death</u>	<u>Number of Questions</u>
7th or under	1 week	2
7th-8th	1 month	3
9th-12th	1 year	4
13th-15th	10 years	5
16th-20th	100 years	6
21st and over	1000 years	7

4th Level Spells - 4 Spell Points per Casting

Cure Serious Wounds

Range: Touch

Duration: Permanent

Area Of Effect: Person or creature touched

Effect: Cures serious wounds, restoring up to 2d8+1 hit points. Reversible to inflict the same amount of damage with a mere touch.

Detect Lie

Range: 3"

Duration: 1 round/level

Area Of Effect: 1 creature

Effect: Suspect that someone isn't quite coming clean? Cast this on yourself or someone else, and know whether or not the speaker speaks accurately. This will tell the listener whether or not the speaker is being truthful, regardless of whether or not the speaker believes it him(her)self. This does not compel truthful speech, it simply indicates absolute veracity.

Exorcism

Range: 1"

Duration: Permanent

Area Of Effect: 1 Creature or object

Effect: When encountering things possessed by

demons, or under the influence of magickal Charm spells, and similar unhappy situations, you have a base chance of 5%/level (30% @ 6th, 60% @ 12th, etc.) of eliminating the source of the problem. Useable once per day, regardless of available spell points.

Protection from Evil, 10 ft. Radius

Range: Touch

Duration: 1 turn/level

Area Of Effect: 20 ft. diameter sphere, with target as ground zero

Effect: Just like the first level protection, except this one has a radius that moves with the person cast upon. When under the gentle influence of this spell, the bad guy's attack at -2, and the recipient(s) get(s) +2 on all saving throws. Totally prevents bodily contact with magickal creatures. Useful against Wraiths, yes? "Evil", in this case, is relative to the recipient.

Tongues

Range: Personal

Duration: 1 turn

Area Of Effect: 6" d circle

Effect: Within the area of effect, this allows you to speak with any living or undead creature. A sort of clerical universal translator. Reversible to provide a certain degree of secure communication, within the area of effect.

5th Level Spells - 5 Spell Points per Casting

Commune

Range: Personal

Duration: Special

Area Of Effect: Personal

Effect: This is a communications patch-through to your god, or one of his numerous assistants. You may ask one question per level of experience. It will be answered absolutely truthfully, "Yes", "No", or "Mu". A "Mu" answer indicates that the answer is neither yes nor no, and you are probably asking a question that cannot be answered truthfully with that much brevity. Or you are asking the wrong question. Useable once per month by characters 7th-12th level, and twice per month by characters 12th-25th level.

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Cure Critical Wounds

Range: Touch

Duration: Permanent

Area Of Effect: Creature touched

Effect: Like its predecessors, this cures wounds, albeit with a tad more oomph. Restores up to 5d10 in hit points. Also reversible.

Dispel Evil

Range: Personal

Duration: 1 round/level

Area Of Effect: Creature touched

Effect: This one sends the bad guy's a packin'. Summoned creatures of various types and unpleasant disposition are shipped back to their home territory, plane, circle of hell, whatever. Bad guys in the area encompassed by a 10 ft. radius around the cleric attack at -7 for the duration of the spell. As usual, "Evil" is relative to the caster.

Flamestrike

Range: 6"

Duration: instantaneous

Area Of Effect: 1" diameter column going up to the limit of sight

Effect: Yes, the cleric gets to have a bit of fun with the bad guys. Call down a blast of fire from heaven. Precisely targetable, anything that fails to save vs. spells will take 6d8 in damage from magickal fire. Made saves take the traditional one half damage.

Quest

Range: 6"

Duration: Until fulfilled

Area Of Effect: 1 Creature

Effect: Wouldn't it be swell to have someone run a little errand for you. Like topple a government? Here is the ticket! The target that fails to save vs. spells will do whatever you ask of it, or die trying, or die not trying, at the rate of 1d6/day in damage that does not heal. If backsliders see the error of their ways whilst still among the living, that damage repairs at the same rate until normal levels are reached. Once dead, the Quest spell is broken. You could always cast Speak with Dead, and ask them why they were such a dummy, I suppose.

Raise Dead

Range: Touch

Duration: Permanent

Area Of Effect: Creature touched

Effect: This brings 'em back in whatever condition they were in when they left. Any missing limbs (hands, toes, heads, etc.) will stay that way. The cleric is limited to one day dead for each level of experience. The raised person will require one day of bed rest for each day dead, and any wounds will have to be separately dealt with.

True Seeing

Range: Personal

Duration: 1 round/level

Area Of Effect: 12" visual range

Effect: A spell of uncommon power, True Seeing cuts the crap and allows the cleric to see what is really going on. All invisible objects are visible, whether magickally, mechanically, or naturally contrived. Polymorphs are nailed, illusions and phantasms broken, hallucinations unmade.

6th Level Spells - 6 Spell Points per Casting

Going Home

Range: Personal

Duration: Instantaneous

Area Of Effect: caster plus weight of 250GP/level

Effect: Something of a bargain basement Teleport, this enables a cleric to be transported to a predetermined, prespecified place of safety; his church or abbey, like that. It is a one way spell, and is untraceable. Magical restraint will not prevent its operation. Helpful for the unjustly imprisoned. Assuming they haven't chained you to the wall, of course.

Heal

Range: Touch

Duration: Permanent

Area Of Effect: Creature touched

Effect: Restores all damage, short of 1d4, from any and all sources. Dispel's Feeblemind, and cures blindness. Does not regenerate missing limbs.

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Part Water

Range: 2"/level

Duration: 1 turn/level

Area Of Effect: creates a trench 3"d× 1"w×2"l/level

Effect: Parts the water to the above specs. Can be switched off. What more do you need to know? Hint: there is no saving throw vs. drowning.

Pathfinder

Range: Personal

Duration: 1 turn/level

Area Of Effect: Personal

Effect: This allows the cleric to find the shortest, most direct route to a destination, be it in to, or out of, something, no matter how convoluted or confusing. Great for leaving mazes, dungeons, and political rallies.

Speak with Monsters

Range: Personal

Duration: 1 round/level

Area Of Effect: 3" r circle, with caster as ground zero.

Effect: Allows the caster to speak with monsters, regardless of their origin, or linguistic barriers. Be aware that this doesn't compel truth or speech, but if they are dumb enough to talk to just anyone, well!

Finger of Death

Range: 12"

Duration: Permanent

Area Of Effect: Target selected

Effect: Kills things. Some things do get a saving throw vs. Spells. There are devices that absorb this spell, as well. Just thought you'd like to know.

Regeneration

Range: Touch

Duration: Permanent

Area Of Effect: Creature touched

Effect: If they're not dead yet, this will repair all damage. Includes wounds, and the renewing of severed limbs. Restores all hit points, with the exception of damage resulting from loss of life levels. Unlike the magic user's version(s) of this, this will regenerate damage from fire and acid, whether magickally or technologically induced.

Remove Traps

Range: Personal

Duration: 1 round/level

Area Of Effect: 1" w x 3" long path

Effect: This enables the cleric to neutralize traps. Causes all traps, whether magickal, technological, or other, to be safely disengaged.

Restoration

Range: Touch

Duration: Permanent

Area Of Effect: Creature touched

Effect: Mixed it up with a wraith, or some other form of bad news? Through the use of Restoration, the stolen levels of life energy can be restored, at the rate of one level per casting. This spell must be applied to the victim within one day of the problem per level of caster. As an example, a fourteenth level cleric can restore 1 level of lost life energy up to 14 days after the loss. Reversible, to drain 1 level/casting. This is usually only done by Chaotic clerics. Clerics of other alignments should approach this sort of thing with extreme caution, and had best have an awfully good reason for doing it.

Sanctorum

Range: N/A

Duration: Permanent

Area Of Effect: 100 yds2/ level

Effect: This allows a cleric to secure a consecrated area, such as a grave, church, etc. Any person of alignment equal to the caster must know the password, or save vs. spells, or access will be prevented. A person removed 1 step in alignment will take 2 d6/level of caster in damage (save vs. spells), and be denied access, unless they make their saving throw, in which case they can get in, but still take damage. A person 2 steps removed in alignment will receive 4 d6/level of caster in damage (successful save is half damage), and be denied access to the area. For each of the 3 alignments, there exists 3 Staffs of Passage, which will negate the protection field for a limited time. See your church for further information. Note that areas so protected give off a distinct glow, white for a lawful field, purple for chaotic, and grey for neutral.

The above spells, while sixth level, are restricted in use to clerics of 20th level or greater.

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Proprietary Knowledge for the Cleric

Know Thy Enemy

There are many creatures populating Fred's World. Some of these, a cleric may be reasonably expected to have some passing familiarity with. Here is a list of these, with occasional suggestions concerning what to do about them.

<u>Type</u>	<u>A.C.</u>	<u>Speed</u>	<u>Hit Dice</u>	<u>Damage</u>
Death Knight	0	12	9d10	by weapon

The Death Knight is an extremely unpleasant fellow, usually employed by Chaotic types. Immune to Charm, Hold (Person or Monster), Cold, and Death spells, including Finger of Death. He uses magic as a 20th level mage, and generally prefers enchanted weapons of the sort that knights usually use. They are created from fallen Paladins. The best defense is an Exorcism spell. Avoid bodily contact, as they can remove one life level with each hit.

Demon, Type 1	0	12/18	8d8	1d20+10
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Not a big worry. Their primary attribute is that they can gate in more of their kind at will, one at a time. Realize that several of these fellows can easily split their duties, some kicking your fanny, and others gating in more to join the party. Hit them hard, and first. Exorcism again is suggested.

Demon, Type 2	-2	6/12	9d8	3d8
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As above. Slower, but better protected and with more hit points.

Demon, Type 3	-4	9	10d8	4d8
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A little wrinkle here. This chap can gate in not only Type 3's, but 2's, and 1's as well.

Demon, Type 4	-1	9/12	11d8	2d8
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This is where it starts to get interesting. He can only be hit by +1 or silver weapons, and that is only the beginning! They also use magic, albeit to a limited ability. You can bet he won't cast Sleepytime Comfort on you, even if you ask politely. Finger of Death, Exorcism, and Flamestrike come to mind, or you can let the fighters worry about it.

<u>Type</u>	<u>A.C.</u>	<u>Speed</u>	<u>Hit Dice</u>	<u>Damage</u>
Demon, Type 5	-5	12	8d8	7d6

You should have stayed home to-day. Silver or +2 is the minimum to hit, and this one is a better magic user than Type 4's, think of him as at least a fifth level mage; with poorer manners.

Demon, Type 6	-2	6/15	10d8	5d10
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Guess what! Only silver or +3 weapons for this one. While he cannot gate in a few buddies, he doesn't have to. Additionally, he employs magic (surprised?), that can also be clerical (how about now?).

Ghost	0	9	10d8	special (!)
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Only responsive to silver or magical weapons, Ghosts are among the least of your professional concerns. This is not to suggest that they be taken lightly, however, as their touch ages the touchee by 10 years/touch. Utilize your natural ability as a cleric to send them packing.

Ghoul	6	9	10d8	3d4
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Immune to sleep and Charm spells, ghouls are capable of paralyzing by a mere touch. The paralysis lasts until dispelled, either by the ghoul, or someone else. This can be tricky. Whomp him good. The first time. Hint: they cannot touch you if they got no hands! A Protection from Evil or Sanctuary are adequate defenses.

Hellhound	4	12	7d8	1d10
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Judging from the name, one might guess that the Hellhound is immune to fire-based attacks. Since fire doesn't hurt them, they are fond of a fire based breath weapon that does 1d10/use, lest you save vs. Dragon Breath, in which case the victim is unharmed. By the breath weapon. Think of them as a rabid dog, and hit them accordingly. They generally appear in groups of less than 10.

Lich	0	6	11d8	1d10/special
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An undead mage, the Lich can only be hit by magical weaponry, and they cast magick at least as a 20th level mage. The 1d10 is what they do bare handed. They get nastier when armed, and carry the usual magick user weapons, dagger, staff, and whatnot.

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Type **A.C.** **Speed** **Hit Dice** **Damage**
Mummy **3** **6** **6d8** **1d12**

Everyone's favorite, Mummies are immune to Cold, Hold, Sleep, Charm, and Slow spells. They can only be hit by magical weaponry (no silver here), they automatically exude a Fear spell. Persons in the vicinity (3" r) must save vs. Staves and Wands, each turn, or pay the consequences. The touch of a mummy causes a rotting disease, that can be nailed with your trusty Cure Disease spell. Fire based attacks will spoil his day.

Shadow Demon **1** **12** **7d8** **2d10**

Magic users hate these things, as they are immune to Fire, Cold, and Lightning based spells. They are +2 on their attacks after sunset. Normal demon zapping procedures here.

Skeleton **7** **12** **6 points** **1d6**

Yet another favorite, they are not affected by Charm, Cold, Hold, Sleep, or Death spells. Additionally, bladed weapons do half damage unless specifically used with the flat of the blade. Let the fighters worry about this minor annoyance, and magic users enjoy Magic Missile. If pressed, use your staff or mace, and try not to hurt yourself or your comrades.

Spectre **2** **15/30** **7d8** **1d8**

Sure, he doesn't seem to hit very hard. But they do move very briskly, and are immune to Charm, Cold, Hold, Sleep, or Death spells. They drain 2 life levels per touch (plus 1d8), and can only be hit by silver or magical weapons. Run away. Failing that, pray. As a last resort, engage them. Exorcism works.

Vampire **1** **12/18** **8d8** **1d10**

Immune to the same things as a Spectre, the vampire is very rare. Cold and Lightning based spells only do half damage. Magical weapons of at least +1 are needed to even get their attention, and they also drain 2 life levels/touch, along with that pesky 1d10. Keep a holy symbol between it and you, and you are reasonably safe. Protection from Evil might not be a bad idea, as it prevents unwelcome contact, and an Exorcism wouldn't hurt, either.

Wraith **4** **12/24** **5d8** **1d6**

Silver or magical weapons again. In addition to their 1d6, they drain 1 life level/touch. Treat as a wimp Spectre.

Zombie **8** **6** **2d8** **1d8**

Another task for the fighters, Zombies are a low grade annoyance. Skeletons with smelly skin. Treat as skeletons, but the blades work on these guys.

Type **A.C.** **Speed** **Hit Dice** **Damage**
Black Riders **-4** **24** **10d10** **10d10**

Take a look at that speed, armor class, and damage, and ask yourself "Why the hell am I here?". Immunities abound. Try Cold, Fire, Lightning, Sleep, Charm, Hold, and Death spells. Sorry yet? Okay, weapons must be at least +5, and they cast as a 24th level mage. Hot line to the High Lord of Chaos (and he always answers on the second ring, with a smile on his face). If possible, run, run, run. Holy hand grenades will snuff them, albeit at enormous cost. What do you value more, hm? 911 calls come to mind, as does Finger of Death. Run, run, RUN!

Purple Riders **-6** **24** **20d20** **10d10**

These make Black Riders look like a basket of kittens. RUN RUN RUN. Failing such wiser alternatives, try the same things you did with Black Riders. WHY ARE YOU WITHIN RANGE OF THOSE TECHNIQUES??? LEAVE!! Feed them the Fighters while you go for "help". Careful the magic users don't beat you to this fine, lifesaving idea. Fighters aren't smart, but they aren't that dumb.



Gregory XII
 High Patriarch of Law

Fred's World

Proprietary Knowledge for the Cleric

Information That Clerics Often Know:

Here are a few general tips, and bits of information of varying degrees of usefulness. Use them as you see fit, or ignore them at your peril. Your choice.

The three gods are George Law, Lester Hohum, and Quasimodo Qhaos. They control, respectively, the powers of Law, Neutrality, and Chaos.

Each of the three gods has a sort of alter ego. George Law is also Zeus, Lester is Odin, and Quasi is Seth. The gods will not tolerate the worshipping of false gods, but they don't mind at all if someone wishes to worship one of the alter egos. Zeus is playful (though absolutely lawful) and is favored by mages, Odin favors fighters, and the Thieves are fond of Seth.

Your individual god requires you to tithe 10% of your holdings to the church. A little extra can't hurt. Don't think for a second that you can save money by skipping from god to god, and welching. This is one of the few areas that the gods are constantly in total agreement with one another.

Clerics get their best experience points by killing the creatures on the above list. They are also rewarded for using their clerical powers to help others, at the rate of 1 Experience Point/spell point expended. Additionally, each GP donated to your church above the 10% minimum results in 1 XP.

Anything with a little numeric keypad is best left to the Thieves.

Let the magic users refer to Swenson as "Swenney". You can pick up a few XP by healing them. Or Resurrecting them! But don't tell the uppity weasels about that.

Speaking of Swenson! He isn't terribly fond of magic users, but he will offer instruction to clerics in the use of the staff and mace. Usually at a slight increase in cost, but it is worth it.

And speaking of healing and resurrection! You have 10 minutes for each level of your experience to apply healing magick to someone that is dead (-1 hit points or less). If you do not beat that time limit, only a Resurrection or similar spell will do the trick. You only have to get them to zero hit points with this technique, so use the lowest spell you can, there may be several people who need it. In the case of poisoning, a person can be sustained, but not cured, through this technique. The poison must be neutralized, magickally or chemically, to fully cure the afflicted party.

When your back is against the wall, any cleric, regardless of level, may cast Finger of Death. It must be the only answer to the problem. Attempting frivolous use of this is not looked kindly upon. Remember the little cleric who called 911 too many times.

To call 911, tell the referee that you are placing the call. He or she will guide you from there. Don't abuse it. It isn't 100% reliable, and don't ever hang up on a god. Remember that Odin likes to see people get it in combat, so you may wish to try Someone else.

If Valkyrie show up on winged horses (Pegasai), it means that someone is going to have one hell of a fight, and there will be casualties. Not necessarily the bad guys, either.

Remember that Ethelbert has no business in church affairs. Return the courtesy, and let him run his fiefdom as he sees fit.

A relationship with Ethelbert, however, is something to be cultivated, as he and Lester Hohum are on a first name basis.

Holy hand grenades can be found at The Magic Shoppe, but the church's are usually a better value, and the instructions are clearly written.

Ted and Avatar sell the best cloaks money can buy.

Treat the puppies well, but remember that they are spies for Ethelbert. It is something of a secret. Using Speak with Animals may help you get rid of them if need be, by coming up with a good story to make them want to go away. If for some reason you must kill the puppies, make sure that it is non traceable, and non resurrectable. Do not kill them (or anything else) without a powerfully good reason. Financial gain is not, generally, one of the good reasons.

Your clerical garb may ensure your safe passage through Peasantowne, but don't bet your tithe. Carry a stout mace (or a silenced submachine gun) to show the proper respect. And a few fighters for cannon fodder, too.

Don't go around capriciously making trouble for the other churches. We all have to share the same planet.

You can get more and better results with a wineskin of holy water than you can with just the holy water.

You can get free lodging for yourself (not your party) at your church.