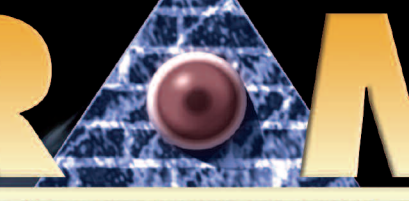


PYRAMID[®]



Issue 3/19 May '10

TOOLS OF THE TRADE: CLERICS

AURAS OF POWER



by Antoni Ten Monrós

THE SIN EATERS

by J. Edward Tremlett

SANCTUARY AND RIGHT OF CLERGY

by Stephen Dedman

TEMPLARS

by Graeme Davis

THREE HOLY ARTIFACTS

by Steven Marsh

THE TRICKS OF THE SHAMAN

by Alan Leddon

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Article Colors

Each article is color-coded to help you find your favorite sections.

Pale Blue: In This Issue

Brown: In Every Issue (letters, humor, editorial, etc.)

Dark Blue: GURPS Features

Purple: Other Features

COVER ART

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INTERIOR ART

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Nikola Vrtis

IN THIS ISSUE

This month's issue is devoted to tools and tricks a cleric needs to make it in this sinful world. Here at *Pyramid*, we definitely believe in higher powers: you – the magazine-buying public! So, what do we have to placate our PDF-purchasing pantheon this time?

There's *something* about some clerics . . . it's like they radiate divine energy. Perhaps it's one of the *Auras of Power*, a new form of clerical aid that can buff up allies or smite foes. You'll get complete *GURPS* stats for divine abilities – especially suitable for *Dungeon Fantasy!* – that gods can give to their most devoted followers, plus a mighty new “meta-enhancement” that makes these auras possible.

Sometimes mortal souls pass to the great beyond with unresolved matters still staining their souls; rather than allowing them to rise to their reward, this weight drags them back to our realm, as members of the undead. *The Sin Eaters* do their part to help because their hidden history compels them. In this systemless article, learn the secrets of one of the more unsavory and unpopular types of clerics, and why they are so important.

Using a real-world holy martial organization as a template, *Templars* offers insight into how to add a company of fighting priests to a fantasy setting. Although suitable for any system, this article by Graeme Davis (author of *GURPS Middle Ages 1*) is especially useful to *GURPS* players.

While many clerics truly have gifts from the gods, some folks resort to more earthly methods. *The Tricks of the Shaman* reveals the basics of how to convince others you can channel spirits, useful for faking it or making sure customers get their money's worth when you're dealing with invisible forces.

There are often perks to being part of the clergy (or pretending to be!), including a more lenient judicial system. *Sanctuary and Right of Clergy* offers an overview of the rise and fall, uses and abuses of such worldly benefits, providing systemless inspiration for adding such laws to your own fantasy campaign.

We explore the depths of *Warehouse XXIII* (as it might have been known in times of old) to reveal *Three Holy Artifacts*. Discover the ways that these seemingly mundane items can unleash some of the most amazing effects that faith can power.

As ordained by prophecy, this issue is rounded out with a system to track holy events and obligations (*Miraculous Events!*), *Odds and Ends*, *Random Thought Table*, and *Murphy's Rules*. May the forces of good gaming be with you!

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ABOUT *GURPS*

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more. To discuss *GURPS* with SJ Games staff and fellow gamers, come to our forums at forums.sjgames.com. The *Pyramid* web page is pyramid.sjgames.com.

Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases are available on our website – see above.

GURPS rules and statistics in this magazine are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book.

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