

TCR

Suitable For Use With
MANY
ROLE PLAYING SYSTEMS.

0004

HEAVEN



and
HELL

ENCOUNTER TABLES UPPER MULTIVERSAL HEMISPHERE

SEVENTH HEAVEN [The Throne of God]

Die Roll	Encounter
00-76	* Special
75-66	Greater Angel (1-4)
65-56	Lesser Angel (2-7)
55-31	Greater Cherubim (1-2)
30-11	Lesser Cherubim (1-4)
10-01	Souls of the most Righteous

- * **SPECIAL** may apply to:
- The Presence of the Throne of God
 - The Seraphim
 - The Elders
 - an Attendant to the Throne
 - a Prince of the Courts
 - an Authority of the Courts

SIXTH HEAVEN

Die Roll	Encounter
00-96	* Special
95-71	Greater Angel (1-3)
70-51	Lesser Angel (1-6)
50-46	Greater Cherub
45-31	Lesser Cherubim (1-3)
30-01	Souls of the fully Righteous

- * **SPECIAL** may apply to:
- Prince of the Sixth Court
 - an Authority of the Court

FIFTH HEAVEN

Die Roll	Encounter
00-98	* Special
97-81	Greater Angel (1-3)
80-61	Lesser Angel (1-5)
60-51	Greater Cherub
50-41	Lesser Cherubim (1-2)
40-01	Souls of the very Righteous

- * **SPECIAL** may apply to:
- Prince of the Fifth Court
 - an Authority of the Court

FOURTH HEAVEN

Die Roll	Encounter
00	* Special
99-86	Greater Angel (1-2)
85-61	Lesser Angel (1-4)
60-56	Greater Cherub
55-41	Lesser Cherub
40-01	Souls of the Righteous

- * **SPECIAL** may apply to:
- Prince of the Fourth Court
 - an Authority of the Court

THIRD HEAVEN

Die Roll	Encounter
00	* Special
99-86	Greater Angel (1-2)
85-71	Lesser Angel (1-3)
70-66	Greater Cherub
65-51	Lesser Cherub
50-01	Souls of the very Good

- * **SPECIAL** may apply to:
- Prince of the Third Court
 - an Authority of the Court

SECOND HEAVEN

Die Roll	Encounter
00	* Special
99-91	Greater Angel
090-71	Lesser Angel (1-2)
70-66	Greater Cherub
65-56	Lesser Cherub
55-01	Souls of the Good

- * **SPECIAL** may apply to:
- Prince of the Second Court
 - an Authority of the Court

FIRST HEAVEN

Die Roll	Encounter
00	* Special
99-96	Greater Angel
95-71	Lesser Angel
70-66	Greater Cherub
65-61	Lesser Cherub
60-01	Souls of the Saved

- * **SPECIAL** may apply to:
- Prince of the First Court
 - an Authority of the Court

PURGATORY [Ante-Heaven]

Die Roll	Encounter
00-91	* Special
90-86	Souls of the most Righteous
85-76	Souls of the fully Righteous
75-66	Souls of the very Righteous
65-56	Souls of the Righteous
55-46	Souls of the very Good
45-26	Souls of the Good
25-01	Souls of the Saved

- * **SPECIAL** may apply to (d %):
- 00-91.....Greater Angel (1)
 - 90-61.....Lesser Angel (1)
 - 60-01.....Lesser Cherubim (1-2)

PLANE OF LIGHT

Die Roll	Encounter
00-96	Greater Angel
95-76	Lesser Angel
75-71	Lesser Cherub
70-61	Celestial Horse
60-01	* Other

- * **OTHER:** use Any available **INNER PLANE Encounter Tables** (Good Beings Only).

ETHEREAL PLANE

Die Roll	Encounter
00	Greater Cherub
99-98	Lesser Cherub
97-95	Greater Angel
94-90	Lesser Angel
89-80	Guardian Angel
79-75	Celestial Horse
74-27	* Other
26-22	Locust-Demon
21-12	Demon Spirit
11-07	Lesser Demonic Being
06-04	Greater Demonic Being
03-02	Lesser Fallen Angel
01	Greater Fallen Angel

- * **OTHER:** use Any available **ETHEREAL/INNER PLANE/PSIONIC Encounter Tables**.

HEAVEN

and

HELL

For Role Playing Games

ROLE PLAYING
SUPPLEMENT

Volume IV

WRITING, EDITING, DESIGN, GRAPHICS and ILLUSTRATIONS
by Teddy C. Ryan III

ADDITIONAL GRAPHICS
by David J. Muniz

ADDITIONAL EDITING
by George E. Creswell III
by Gary M. Grigsby

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THE PROMISE OF THE COMFORTER

“Let not your heart be troubled; ye believe in God, believe also in me. In my Father’s house are many mansions...I go to prepare a place for you... I will come again, and receive you unto myself; that where I am, there ye may be also.

I am the way, the truth, and the life: no one cometh unto the Father, but by me. If ye had known me, ye should have known my Father also: and from henceforth ye know him, and have seen him. ...the words that I speak unto you I speak not of myself: but the Father that dwelleth in me, he doeth the works. Believe me that I am in the Father, and the Father in me...

Verily, verily, I say unto you, He that believeth in me, the works that I do shall he do also: and greater works than these shall he do; because I go unto my Father. And whatsoever ye shall ask in my name, that will I do, that the Father may be glorified in the Son. If ye ask anything in my name, I will do it.

If ye love me keep my commandments. And I will pray the Father, and he shall give you another Comforter, that he may abide with you for ever... If a man love me, he will keep my words: and my Father will love him, and we will come unto him, and make our abode with him... and the Comforter, which is the Holy Ghost, whom the Father will send in my name, he shall teach you all things, and bring all things to your remembrance, whatsoever I have said unto you. Peace I leave with you... Let not your heart be troubled, neither let it be afraid.

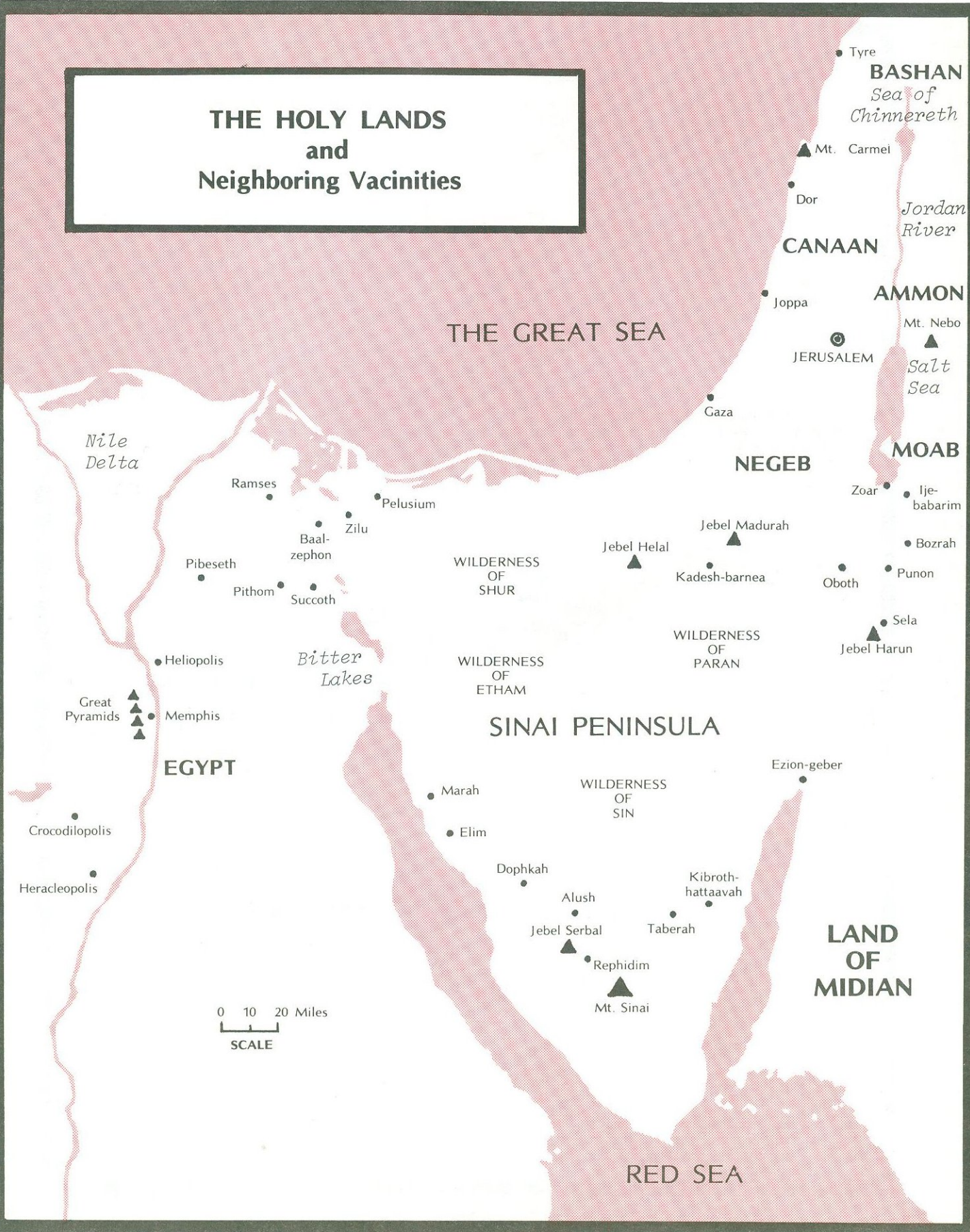
I am the true vine, and my Father is the husbandman. Every branch in me that beareth not fruit he taketh away: and every branch that beareth fruit, he purgeth it, that it may bring forth more fruit.

Now ye are clean through the word which I have spoken unto you. Abide in me, and I in you. As the branch cannot bear fruit of itself, except it abide in the vine; no more can ye, except ye abide in me... He that abideth in me, and I in him, the same bringeth forth much fruit: for without me ye can do nothing. If a man abide not in me, he is cast forth as a branch, and is withered; and they are gathered and cast into the fire, and they are burned.

If you abide in me, and my words abide in you, ye shall ask what ye will, and it shall be done unto you. Herein is my Father glorified, that ye bear much fruit; so shall ye be my disciples. As the Father hath loved me, so have I loved you: continue ye in my love.

If ye keep my commandments, ye shall abide in my love; even as I have kept my Father’s commandments, and abide in his love. These things I have spoken unto you, that my joy might remain in you, and that your joy might be full. This is my commandment, That ye love one another, as I have loved you.”

**THE HOLY LANDS
and
Neighboring Vacinities**



0 10 20 Miles
SCALE

Detail of THE HOLY LANDS



FORWARD

A discrepancy on the part of most Role Playing Authors has left the industry cluttered with a numerous amount of Mythologies and Pantheons of Dieties, as well as unlimited amounts of Devils and Demons to choose from.

Nowhere, has a truly accurate representation of the Hierarchy of Heaven and Hell (as applied to Role Playing Games) been available, until now.

The information in the following pages is derived from several versions of Biblical Reference. In no way should all the information be held as completely accurate, for no Mortal has the power to comprehend all there is to know about the supernatural, Heaven, and Hell. However, all the contents herein are based on Christian Doctrine and those that believe that Life is not restricted to merely the Material Planes will hold this information to be most enlightening.

SUGGESTIONS FOR GAMEPLAY

In lieu of the information herein, the Game Master must decide to conduct their Worlds in One of Two ways.

There is only One Omniscient, Omnipresent, Omnipotent, being; the One True God, the Creator of All that was, is, and will be. God is the King of All beings and the leader of all Good throughout the Multiverse.

Likewise, there is only One Supreme Evil Being (Satan) who is the Ruler of all Evil throughout the Multiverse.

If Other Dieties and Demigods are to be used in the World, they must be treated in One of these two manners:

* God is the One and Only Supreme Being above all other Creatures. All other Dieties, gods, etc. are False Gods and worship of such or their Idols shall be deemed Devil or Demon Worship, regardless of how they appear or what their alignment is supposed to be.

** Otherwise, God being Omnipresent, may choose in his infinite wisdom to reveal himself to different Peoples in various Personifications.

Each Mythos has a Supreme Ruler of that particular Pantheon that is the Father (Creator) of the Lesser Dieties therein. We might allow that this Ruler is merely One Personification of the One True God and all "lesser Dieties/Demigods" are either Angelic Beings or Devils/Demons.

The Personification of God is jealous and will not accept the worship of any "False Gods". Likewise, he will have no Idols dedicated to him. The various Personifications MUST acknowledge that they all are One in the Same, and if this is ever revealed to their True Worshipers, only they will be privileged to speak of him by the name that they know him as. Otherwise He shall be known as God ("He that is") and nothing else.

Angelic Beings (Good Beings of Diety/Demigod Status) may not be worshiped nor shall they encourage such worship. They MUST acknowledge One True God who is their Creator and to whom they worship.

All Other Creatures of Diety/Demigod Status that encourage Worship or have Idols dedicated to them, shall constitute the Host of Devils/Demons. These shall be "False Gods" and should not be confused with the True God and his Host of Angelic servants.

CELESTIAL CHRONOLOGY

In the Beginning there was Infinity and God in all his greatness. God desired to have something to Love as well as be Loved by such so He created the Host of Celestial Creatures and the Multiverse in which they would dwell.

One of these Creatures was the most exalted and the most beautiful of the Celestial Beings. He was the Arch-Cherub Lucifer, who was given the Rank of Ruler over the Multiverse. Being perfect, Lucifer began to compare himself with God. He desired to usurp God Almighty and place himself in the Throne above all Creation. Lucifer conspired with One Third of the Angels and War broke out in Heaven. Because of this, Lucifer and his followers were cast out of Heaven, never to dwell there again. The Majority of the Fallen Angels were sent to the Abyss prepared for them. Satan (Lucifer) and the remaining Fallen Angels were allowed to remain on the Inner Planes.

After the Worlds were Created, God Almighty filled them with Material Life. All Creatures lived in harmony and Death was not known. Mankind was the prize of God's Creation and was to have everlasting life with him. However, Satan saw that God was pleased with his Creation and decided to foul it. Satan came to Man in Paradise and Tempted him. The Fruit of the Tree of Knowledge was consumed against God's direct orders and Mankind was disgraced. Immortality had been lost and Man now had experienced Worldly Knowledge. Likewise Death was now known throughout the World.

God so Loved his Creation of Man that He promised that one day He would open the road to Salvation. This would open the Gates of Heaven and grant everlasting Life to all who endured and held their Faith.

Satan continued to corrupt Mankind and defile all within the Material Planes. Only a select few held true their Love for God. Satan was rejoicing for the World was almost entirely his. God's wrath then came and destroyed all life with a massive flood. The only creatures that were spared were the few true followers of God and as many pairs of creatures as they could put in their Ark. The flood waters subsided and the inhabitants of the Ark came out and began to replenish the World.

Many, many years passed, God having a few selected Prophets to spread His Word and Laws throughout the World. God promised that one day a Messiah would come to take away the Sins of All Mankind. That day finally arrived and God Incarnate was born into the World. As God Incarnate (Christ) grew, He preached his Words of Salvation to all that would follow. He was constantly persecuted and the forces of Evil tried to hinder his attempts, but to no avail. To fulfill His ultimate plan, the Lord allowed Mankind to crucify Him to the Death. At his Death He opened the Gates to Heaven by which all who truly believed in Him and His sacrifice for Mankind, would be able to have Everlasting Life. The Lord Resurrected appeared to his Apostles and told them their duties, instructing them to spread His Word and His plan for salvation for all to know.

Through Divine Prophecy the Future events were revealed to the Apostle John. A time would come when the Power of Satan would Dominate the World. Those who truly believed in God would be left in chaos with the Anti-Christ ruling over all the Nations. The Son of Satan and the False Prophet would deceive the World proclaiming themselves divine. For Seven Years they would Rule and persecute all the Unbelievers. Those not bowing down to the Anti-Christ would suffer agonizing Deaths; but anyone who accepted him as being supreme, would loose their chance of Everlasting

Life with the Lord God Almighty in the future.

At the end of the Years of Trials and Tribulation, God Incarnate would appear with the Host of Resurrected Believers and an Army of thousands of saints. Together they will wage War with the armies of the World and destroy them. The primary manifestations of Satan will be cast into the Lake of Fire for all Eternity and Satan himself will be imprisoned until the time he should be released again into the World. Judgement will then be passed over all of Mankind (both Dead and Present) and all the disobedient spirits of Mankind shall be cast into Hell to await their final judgement. Henceforth, God Incarnate and the Resurrected Believers and all those that were spared at the judgement, will dwell on the Material Planes and minister the Word of God to all the Generations to come.

FOR PURPOSES OF GAMEPLAY THIS WILL BE THE PRESENT TIME SCALE.

All the Generations born since that time must choose between Good and Evil for themselves. All activity on the Material Planes will be in preparation for the Day of the Final Rebellion and Final Judgement.

At that time, Satan himself will be released from his prison to enter the World. All that is Good and Evil throughout the Multiverse will take their sides. It is then that the Final Rebellion against God will occur. Before that Day shall come to an end, God himself and His Host of Celestial Creatures will defeat All of Evilkind. Then all creatures will receive their Final Judgement. Satan, his Followers, and all of Hell and the Abyss, will be cast into the Lake of Fire for all Eternity. As the Prophecy indicates, God will Purify the Multiverse with a blaze of Divine Fire, cleansing all of Creation.

God will then recreate everything to be in existence. There will be no Evil and no Death. All of God's Followers throughout History shall have Everlasting Life in the Glory of God and reside with Him for all Eternity.

At this time Mankind will be promoted above the Angels, each having Status according to their Good works while they were alive. Each person will have a Palace of Gems and Precious Metals which will be likewise measured in size.

Together all Beings will dwell in the City of God, the Light of His Glory and Love saturating all that is within. With the River of Eternal Life flowing throughout, they will live for All Time to Come.

THE BELIEVER

This is a Clerical Sub-Class designed especially for the use of Christianity in Role Playing Games. The Believer will have a more strict Code of Morals and because of their complete devotion and belief in God, they will never fight unless it is Totally Necessary (ie. in Self Defense, etc.).

Any Intelligent Race with a Soul can be a Believer but they must be of Good Alignment (unless an Anti-Believer). Those that do not Believe in Christianity will be Classified as Un-Believers. All True Believers will worship the One True God and of these 01% will be Resurrected Believers (Playing Characters) though more may exist as NPC's. Resurrected Believers will have Perfect Glorified bodies (all Attributes will be 18-20) and will glow with Clerical Light at all times. The degree of this Radiance can be varied by the Believer though. Resurrected Believers do not Age and can Teleport at will. If Destroyed, a Resurrected Believer will go

immediately to the Celestial Heaven and await disposition (possibly to be reassigned to the Material Plane). Resurrected Believers must be Lawful Good in Alignment.

There are also Anti-Believers which are the counterparts to the True Believers. These persons will believe in Christianity but will Worship Devils and Demons instead. They bitterly despise all those that worship the True God and will go out of their way to cause them trouble.

All Believers are strong in their Faith and will receive a +1/LVL EXP on Saving Throws vs. Fear/Horror. Believers will Save as for Clerics and when they Attack, they will do so as for Monk-Types.

True Believers will only use Staves and Slings for Weapons proficiently. Anti-Believers may use Any Weapon Type available without Penalty. Any Type of Armor may be used by Believers when necessary. True Believers will usually not have more than One of each Magic Item. Most of their Wealth will be donated to their Temple and/or Charity.

Anti-Believers are very selfish and will gather as much Wealth and Magic as possible hoping to increase their power likewise.

True Believers may be Multi-Classed but higher Levels of Experience will be unachievable (as Restricted by the Game Master). Anti-Believers on the other hand may be Multi-Classed without any restrictions.

All Christians will be Believers at a Minimum of 1st Level of Experience. Every True Believer has at least One Guardian Angel assigned to them. They will also have the ability to Pray for God's Angels to intervene in a Time of Need, to either aid or comfort them in some manner (as for 10th LVL Cleric Power-Summon Greater Being). This may be performed Once per Day with a -10% Success Modifier/each Additional Intervention within a Seven Day period. If the Percentile Roll is unsuccessful, the Angel will not show up.

Anti-Believers will have at least One Demon assigned to them to assure that they remain corrupted in their ways. They will also have the ability to Summon a Demon to cause Harm to or to Hinder Believers that they may feel threatened by. Anti-Believers are so consumed by their Evil and lust for Power that they Fear relatively nothing (except the Wrath of God).

True Believers can call upon the Holy Spirit to give them strong Faith in a situation of need. This may be done at any time and it will grant the Believer Strength and Will Power. However, the Believer must not falter or be inconsistent or they will loose the Strength of the Holy Spirit.

True Believers may also attempt to seek the lord's Direct Intervention in their Life. This is achieved through Fasting for seven full days (minimum); at which time the Character may start checking their Believability Factor (each day) until they are Graced.

True Believers can also call upon Spiritual Advice to aid in Decision Making Situations. This advice is usually Accurate but a Demon will always try to clutter the Believer's Mind with False Advice and try to confuse them. The Believer will need to make an Intelligence Saving Throw to discern which Advice is true and Accurate.

Believers will use an 8-sided Hit Dice.

All Believers have a Persuasiveness Factor that Increases with Ability. This will be used in Persuading Persons against doing something or even in Coverting Persons to their Faith (Save vs. Death Magic at a -1 penalty/every 3 LVL of Believer EXP - Magic Resistances having No Effect). Believers and Anti-Believers though will not be affected by this form of Persuasiveness.

BELIEVER EXPERIENCE TABLE

Experience Points	Experience Level	Level Title
0-2,000	1	Follower
2,001-4,000	2	Acolyte
4,001-7,500	3	Priest
7,501-13,000	4	High Priest 1st ^o
13,001-27,500	5	High Priest 2nd ^o
27,501-55,000	6	High Priest 3rd ^o
55,001-110,000	7	High Priest 4th ^o
110,001-225,000	8	High Priest 5th ^o
225,001-450,000	9	High Priest 6th ^o
450,001-675,000	10	High Priest 7th ^o
675,001-900,000	11	Disciple
900,001-1,500,000	12	Apostle
1,500,001-2,250,000	13	Saint 1st ^o
2,250,001-3,000,000	14	Saint 2nd ^o
3,000,001-3,750,000	15	Saint 3rd ^o
+750,000 per Level	16+	

BELIEVER SPECIAL ABILITIES

Level	*AC Adjust	**Special Ability
1	-1	25% Base Persuasiveness +05% per Level Hereafter.
2	-1	Detect Poisons 20% Base +03% per Level Hereafter.
3	-1	Learn One New Language every Three Levels EXP. Interpret Omens 20% Base +10% per Level Hereafter.
4	-1	Calm Animals 30% Base +05% per Level Hereafter. Detect Alignment Naturally.
5	-2	Create Food/Water once per Day for One Person/ Three Levels of Experience.
6	-2	All Blessings performed at Double Strength. 75% Find Way if Lost.
8	-2	100% Resistant to Paralysis/Petrification. Telepathy with Animals.
9	-3	All Blessings performed at Will (these may not be used cumulatively). Telepathy with Plants.
10	-3	True Sight at Will. Telepathy with Animals. Naturally Deflect Hostile Magics 10% Base; +05% every Two Levels Hereafter.
11	-3	Cure Disease or Heal Light Wounds Once per Day/5 Levels of Experience. Exorcise Lesser Demons and Evil Spirits 1/Day.
12	-4	100% Charm Proof. Banish Undead Creatures to Hell Permanently.

13	-4	Cure Blindness or Heal Serious Wounds Once per Day/6 Levels of Experience.
14	-4	Astral Project Once per Day/7 Levels of Experience. Remove Lesser Curses Once per Day/5 Levels of EXP. Exorcise Greater Demons Once per Day.
15	-5	Heal Critical Wounds Once per Day/7 Levels of EXP. Banish Lesser Demons (Save vs. Death at -1 Penalty/3 Levels of the Believer). +5 Save vs. Death Magics.
16	-5	Remove Greater Curses Once per Day/5 Levels EXP.
17	-5	Banish Greater Demons (Save vs. Death at -1 Penalty/5 Levels of the Believer).
18	-6	Immune to Life Drains. Summon a Lesser Angel Once per Week (Anti-Believers will Summon a Lesser Demon/Devil).
19	-6	Resurrect Once per Day.
20	-7	Summon a Greater Angel Once per Week (Anti-Believers will Summon a Greater Demon/Devil).
25	-7	Summon a ***Celestial Horse (Anti-Believers Summon a Demon-Locust) Once per Week that will Serve for One Hour/Level of EXP.

* This Armor Class Bonus will Apply when the Character is being Attacked by Creatures of Evil Alignment (Reverse for Anti-Believers).

** These Special Abilities will only be Granted if the Character has been Obedient and True to their Faith. Otherwise these Abilities will work only partially or perhaps Not at all.

*** Only Achievable by Resurrected Believers.

POWERS USABLE PER DAY PER LEVEL

EXP LVL	Power Level														
	1	2	3	4	5	6	*7	*8	*9	**10	**11	**12	***13	***14	***15
1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
3	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
5	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-
6	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-
7	3	3	1	-	-	-	-	-	-	-	-	-	-	-	-
8	4	3	2	-	-	-	-	-	-	-	-	-	-	-	-
9	4	3	3	1	-	-	-	-	-	-	-	-	-	-	-
10	4	4	3	2	-	-	-	-	-	-	-	-	-	-	-
11	4	4	4	3	-	-	-	-	-	-	-	-	-	-	-
12	5	4	4	4	-	-	-	-	-	-	-	-	-	-	-
13	6	4	4	4	1	-	-	-	-	-	-	-	-	-	-
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57	-	-	+1	-	-	-	-	-	+1	-	-	-	-	-	-
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59	+1	-	-	-	-	-	-	-	-	+1	-	-	-	-	-
60	-	+1	-	-	-	-	-	-	-	+1	-	-	-	-	-
61+	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

- (Continue As Indicated) -

TRUE BELIEVERS - will use Clerical Powers as Listed Above.

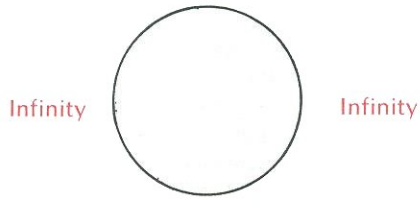
ANTI-BELIEVERS - will Interchange between Clerical and Druidic Powers as Listed Above.

Other **ANTI-BELIEVERS** - may elect to Interchange between Druidic and Magical Powers. These will be Classified as **WITCHES** and **WARLOCKS**

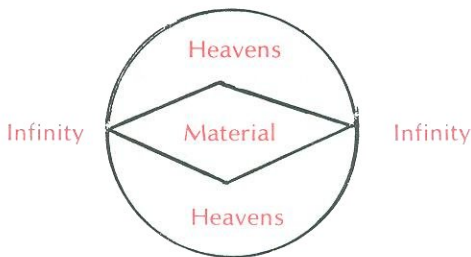
- * Usable Only by Characters of 16 or Better Wisdom.
- ** Usable Only by Characters of 17 or Better Wisdom.
- *** Usable Only by Characters of 18 or Better Wisdom.

THE MULTIVERSE IN PERSPECTIVE

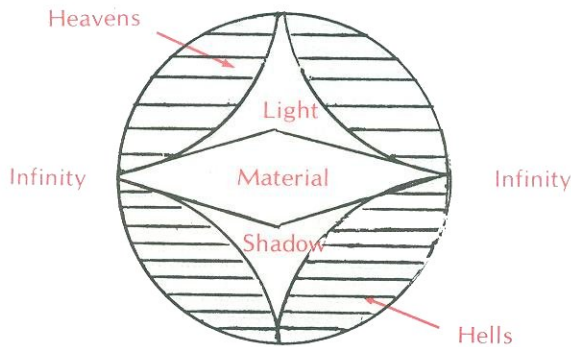
IN THE BEGINNING there was God and All Infinity...



ORIGINAL CREATION God created the Heavens and the Material Planes (consisting of the Elements and Worlds); and the Host of Celestial Beings that would dwell within.



War erupted in Heaven and Light was separated from Darkness; those that had been corrupted were forced to leave Heaven with their Leader.



At the Second Phase of Creation God began to refinish the Material Planes separating the Oceans and Skies.

At the Third Phase the Lands were formed and filled with Vegetation.

The Fourth Phase brought the birth of the Stars and Satellites which would give Day and Night to the Worlds of the Universe.

The Fifth Phase of Creation saw the Worlds filled with Creatures of every kind; in the Sea, the Air, and on the Land.

At the Sixth Phase God Created Intelligent Life in his own image to take a place at the height of all Creation.

And at the Beginning of the Seventh Phase, God rested.

THE INNER PLANES are surrounded by the Elemental Bands which form the Equator of the Multiverse.

The Primary Elemental Bands are those of **AIR / WATER / EARTH / FIRE**. These Planes overlap their respective Para and Quasi Elemental Inter-Dimensions. The Central Ring of the Elemental Bands (Plane of Crystal) properly divides the Upper Hemisphere and Lower Hemisphere of the Universe.

THE ETHEREAL PLANE penetrates all of the Material Planes and acts as a bonding agent to keep these areas intact. Its Boundaries extend to the Elemental Bands and to the edges of the Outer Planes (Upper and Lower Hemisphere).

There will be one Ethereal Inter-Dimension per Material Plane; but these cannot be traveled between except through their respective Material counterparts.

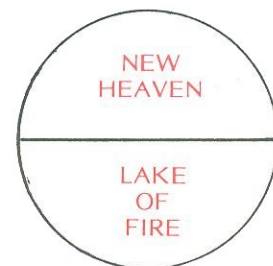
THE ASTRAL PLANE is a Plane of Thought which extends outward from the Material Planes, through the Inner Planes, and into the Outer Planes. When this media is used the Psyche will project outward into this realm. Higher Levels of Astral Travel will grant the user the ability to assume a Corporeal Form; but the User's Material Body will always remain on the Material Plane, being connected to the Astral Form by its Psychic Umbilical Cord.

THE MATERIAL UNIVERSE is the heart of the Inner Planes. It has two Poles where Stellar Masses are more densely concentrated. The populations of Stellar Masses decrease as the Equator is approached. Here, Dust and Nebulae Formations become more frequent and are filled with electro-magnetic disturbances. This area is commonly referred to as 'the Zone of Avoidance'.

The Poles of the Universe hold a common bond with all the Parallel Universes and Mirror Planes of such. These Poles are constant and one in the same in all of the Universes and Inter-Dimensions thereof. Thus, through such, All the Parallel Universes may be crossed.

* Our Galaxy is part of a small Galactic Cluster near the Equator of our Universe, wherein our Stellar System (Sol) and World (Earth) exist.

THE NEW CREATION- After the Final Rebellion, the Last Judgement of All Creation will occur. Evil and Good will be judged and separated for the Last time. The Creation will then be purified in Flame and the Lake of Fire expanded to accommodate Hell, and all of the Lower Planes; becoming their Prison and place of Eternal Punishment.



A New Heaven and a New Earth are then prepared. The Great City New Jerusalem shall come down from Heaven and establish itself on Earth. Here All Good Beings will dwell with the Lord for Eternity.

UPPER MULTIVERSAL HEMISPHERE

THE PLANE OF LIGHT stretches from the Material Plane (occupying the same space as the Ethereal Plane) up into the core of the Heavens. It is a vast Plane of Light and varying degrees of Positive Energy. Evil Beings are not usually resistant to this Energy and are therefore rarely found here. The outer edges of the Plane of Light grant access to the various Layers of Heaven but entry in this manner is not permitted unless properly authorized. Otherwise, all areas of the Inner Planes can be traveled to via the Plane of Light.

PURGATORY is the First Layer of the Upper Multiversal Hemisphere. This is a place for Good Souls that have passed beyond the Material Plane to prepare to enter the Heavens. Souls cannot enter Purgatory unless they have accepted Christ as their Savior. It is argued whether the Souls here are suspended in an emotionless state of rest or are active, while restoring themselves in the Seven Heavenly Virtues (Faith, Hope, Charity, Prudence, Temperance, Justice, and Fortitude). Either way, all Good Beings must pass through Purgatory before entering the Kingdom of Heaven. Here they will be Cleansed before their ascent into the Higher Planes.

An Artist's conception of Purgatory depicts it as a Mountain Island with seven Terraces. The Stream of Lethe runs down from the top of the Mountain and has the properties of obliterating the Memory of All Sin. Each of the Terraces of Purgatory is a place for restoring the different Theological and Cardinal Virtues and the atonement of Sins relating to such. At the center of the plateau is a Ring of Firey Waters flowing down out of Heaven. These are Known as the Eunoe and are the source of the Lethe Streams. The Eunoe Stream has the property of restoring Chastity and the Memory of Good Deeds.

Through the Ring atop the Mountain of Purgatory will be found the Place of Ascent. The Ring is always monitored by Angelic Beings as well as all other entrances into Heaven. None of the barriers between the successive divisions of Heaven may be crossed without proper authorization.

FIRST HEAVEN - This is a vast Sea of Light that forms a ring at the base of the Heavens. Its Sky is filled with the Light of the Heavens above.

This Layer is designated for the Good Souls who have accepted the gift of Life through Christ. These Souls have striven their Mortal Lives to overcome the Evil within them and are now thankful to be present. This and all successive divisions of Heaven will be fully aware of the Experiences of the layers of Heaven below them.

SECOND HEAVEN - The base of the Second Heaven forms a ring at the ceiling of the First Heaven. It has been described as a Sea of Shiny Glass with the Light of the Heavens showing through from above.

Here can be found the Souls of Good Beings fully appreciating and understanding the punishment they are spared. These Souls have striven towards the ways of the Most High the better part of their lives.

THIRD HEAVEN - The Skies of the Second Heaven form the base of the Third. This is a vast Plane of Glowing Mists and Light with the Radiance from the Heavens above showing through its Sky.

Righteous Souls here have found full appreciation of the Gift of Life and the Covenant with the Lord; being ones that followed the Ways of the Lord most of their Lives.

FOURTH HEAVEN - This is a vast Plane of Clouds and Lights with every color of the Rainbow shining throughout. Countless numbers of Crystal dwellings of all sizes, are found everywhere here. These Dwellings are made of unlimited varieties of all the precious Gems of the Universe and reflect the Glory of the Heavens above.

Found here are the Souls of those who have found favor in the Eyes of God. They will live here with their Guardian Angels and have full understanding of the gifts they have received. All will be filled with solemn joy and appreciation while they give constant praise to the Lord.

FIFTH HEAVEN - The Skies of the Fourth Heaven form a ring at the base of the Fifth Heaven. Here is a vast Sea of Light, scintillating in every color of the Rainbow. Bright Light shines down from the Heavens above and fills the Air with a glow.

This Layer houses the Souls of the strongly Righteous. Here they rejoice acknowledging the punishment they have been spared and inheriting a spacious liberty in their Immortality.

SIXTH HEAVEN - This is the Ante-Chamber to the Throne of God. It has been described as a Sea of scintillating Glass that reflects the radiance of the Throne of God above it. All the colors of the Rainbow brightly light up the air in this Plane. At the center of the Sixth Heaven is a column of Light (the Plane of Light) that stretches up to a point at the base of the Throne of God almighty.

The Souls here have been ultimately Glorified receiving status as for the Angels with like ability and radiance. All within this Plane are constantly singing praises to the Lord, with the Throne of God clearly visible high above.

SEVENTH HEAVEN - This is the Throne of God properly referred to as 'The Holy of Holies' or 'Heaven of Heavens'. The Throne itself is suspended high above the Sixth Heaven, and from which All the Heavens can be seen. The air here is filled with bright blinding light and only those who are purest in heart can even gaze upon such.

The Throne is constructed of all the precious gems in the universe and filled with a glow of divine energy. Before the Throne of God are the Seven Lamps of the Seven Spirits of God. Round about the Throne rest Four and Twenty Seats where the Four and Twenty Elders reside.

About the Throne of God will be found the Souls of the Most Righteous having received status above the Angels. Here they give constant praise while being allowed to confidently behold the sight of their Creator. In the midst of God's firey radiance are the Seraphim, who are ever busy tending to the Lord and giving praise to him. Otherwise, the only beings allowed to approach the Throne directly are the Attendants to the Throne and the Princes of the Court.

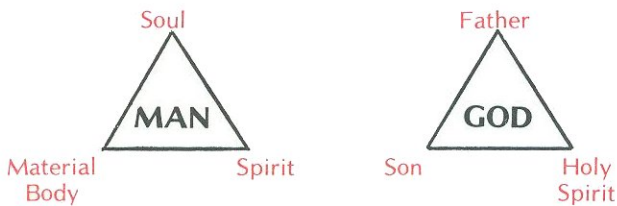
The Radiance of God referred to as **THE EMPYREAN** surrounds the Presence of God and the entire Throne. It almost fills all of the Seventh Heaven, and from here it stretches beyond all the Heavens into the Plane of Positive Energy. This is believed to be the manifestation of God's Divine Power.

PERSONALITY OF THE GODHEAD

The Presence of God is a brilliant blinding Light which engulfs the entirety of his Throne. This Presence is hotter than any Sun and the Empyrean about it is so hot as to cause anything to burst into flames. Thunderings of Voices proceed out of the Throne, the sound of many waters; this being the voice of God himself.

The Lord God Almighty is a Triadic Being consisting of the Father, the Son, and the Holy Spirit; and these three are All One God. Each is the same in substance and equal in power and glory. They are each both Subject and Object and not merely different modes of one personality.

Intelligent Life with a Soul (Mankind) was created in God's own image. It is not that we Physically look like Our Creator, but that we are also Triadic Beings.



BODY - The Embodiment of the Soul and Spirit.

SOUL - The Personality/Mind of the Spirit/Entity.

SPIRIT - The Life Essence of the Body and/or Soul.

The Angelic Beings that were created only have a Soul and Spirit. They have no true Embodiment although they can assume a Material Form if necessary. Angelic Beings will always remain as the Hosts of the Upper Planes. Fallen Angels have no hope of redemption since their Sin was original and self centered.

The other Created Creatures only have a Body and Spirit. They have no Soul and are therefore excluded from being able to enter the Kingdom of Heaven. Likewise they are also spared the torment of Hell and the Lake of Fire.

THE SEVEN SPIRITS OF GOD

The Seven Spirits of God are the manifestation of the Holy Spirit. He is a Power and Influence that dwells within all of Life signifying the completeness of God Almighty. In the form of the Seven Spirits, He is capable of Unlimited Power and Ability. In this manifestation they can assume gigantic proportions and dwarf the imagination with their abilities.

THE ANGEL OF THE LORD

This is the Glorified Personification of God the Son (CHRIST). In Old Testament times He was referred to only as The Angel of The Lord; but after his incarnation as a Man child He came to be known as Christ. Jesus sacrificed himself to take away the Sins of Mankind and provide a plan of Salvation for all. He was resurrected from Death and brought back up to Heaven with God the Father at the Throne. Christ, as the Angel of the Lord, appears as a Mighty Angel with a rainbow about His head. His face shines with the light of a sun and His legs are like pillars of fire. Christ will be man-sized most of the time, but at will He can change to

enormous proportions. Christ has unlimited power and is not restricted in any of His abilities.

At the time of Armageddon (after the seven years of Trials and Tribulations under Rule of the Anti-Christ), The Angel of the Lord (Christ) will lead an Army of Saints against the Forces of Evil. At their defeat, the Anti-Christ and False Prophet (two-thirds of the Satanic Trinity) are to be cast in the Lake of Fire until the Final Judgment. At this time Christ will establish Rule in Jerusalem and begin his Millennium Reign.

PRESENT + For Purposes of Game Play this will be the Time Frame we are working in:

The Primary Material Universe will be the Base of Christ's capital city, Jerusalem; on the planet Earth. Other Universes and Parrallel Earths will differ from this, and will not be affected as for the Holy Lands on Earth in the Primary Material Plane.

THE HOLY LANDS are the area of Land Promised to the Twelve Tribes of Israel by God (as described in the Old Testament). The heart of the Holy Lands being the Great City of Jerusalem.

* For Purposes of Game Play the Holy Lands will be on an entirely different Time Scale. Here, Time will pass at a 1:10 Ratio (one Year/Holy Lands = ten Years/elsewhere).

* Game Masters may wish to have just the Holy Lands affected in this way OR the entire Earth on the Primary Material Plane. Remember though, all areas beyond this Time Sync will be accelerated; including the Universe, all Material Dimensions, Parrallel Earths, etc.

* Millennium of Christ (approx 2000 A.D. +)

* Time Passed in Millennium (approx):

Holy Lands = 500th year +

elsewhere = 5000th year +

* PRESENT TIME = 7000 A.D. +

JERUSALEM will be the Capital City of the Holy Lands and the Seat of Power for Christ, here in the Material Universes. Christ will administer to the Universe through His Lords and Princes from the Throne here in the Holy City.

At the end of the Millennium of Christ will be the Final Rebellion. At this time Good and Evil throughout the Multiverse will wage War on the Material Planes. Satan and all his cohorts will be released upon the Worlds for this Final Battle. Before the end of that Day the War will be over and the Final Judgment will commence. Christ and God the Father will Judge all of Creation and divide Good from Evil for the last time.

After everything has been purified and a New Heaven and New Earth are created; Christ will reign in the Holy City of New Jerusalem with the Believers for All Eternity.

CELESTIAL ORDER

PRINCES OF THE COURT - These are positions held by the most powerful of the Angelic Host. These Creatures are the Administrators of God's Direct Will and are among the ranks of the few that may approach the Throne of God directly.

There are Seven Princes of Heaven; each having Control of a specific Layer of Heaven and Dominion over the divisions below such.

AUTHORITIES - These positions are held by the more important Angelic Beings of Power. The Authorities will each have their own specific duties and areas of influence. They

are in charge of attending to some of the more important Heavenly Duties.

POWERS - These are the more powerful Angelic Beings. The Powers will each have their own duties and areas of influence and will be headed by one of the Authorities of their respective group.

THRONES - These are powerful Angelic Beings that are given Authority over many Realms and Dominions.

MIGHTS - These are the more powerful Lesser Angelic Beings. They will each have their own specific duties and each of their Groups will be under the command of one of the Thrones.

DOMINIONS - These are Lesser Angelic Beings who are given authority over a specific subject or domain. They usually are Supervisors over the affairs of the more common Angelic Beings.

VIRTUES - These are the more common Angelic Beings who perform the majority of the work done in the Material Universe. Their ability will denote which of the Heavenly Virtues they will be classified under and duties will be assigned to them according to such.

ANGELS

Angels make up the majority of the Celestial Creatures of Heaven. They are the Administrators of God's Word in Heaven as well as on the Material Planes.

In Heaven, Angels are kept busy carrying out God's Will and giving Praise to Him. Those on the Material Planes will be performing tasks for the Lord and will constitute God's Army versus the Forces of Evil. Angels constantly War with Devils and Demons that try to thwart the efforts of Believers and likewise these Fallen Angels constantly try to hinder the progress of the Angels.

Angels are Invisible at all times and they usually prefer to travel about on the Ethereal Plane. They seldomly take on a Material Form but can do so if necessary. When they do appear Materially they will be like a Glorified Man with a white body in most cases but can assume other forms as the situation may require. Angels can Glow with Angelic Light at their own discretion as well as vary its intensity likewise. They have Everlasting Life and have no need for food or drink but have been known to accept such out of politeness. If an Angel is ever Destroyed He will return to the Celestial Heaven. All Angels have the Following Powers also:

- Command (No Save) lasting # Rounds = to Heavenly Status of Being (7 rnd. Max).
 - Comprehend (Hear/Speak/Read/Write) All Languages.
 - Detect Alignment (No Error).
 - Teleport (No Error).
 - Travel the Planes.
 - True Sight
 - Summon Similar and Lesser Beings.
- All performed at Will but not Constantly.
- Other Abilities:
- Fail to Save only on a Fumble.
 - Survive in Any Element/Environment.

Angels can also make a Personal Visitation to an individual or a group of persons in the midst of a crowd without being seen by any other creatures than those intended to receive the Visitation.

THE ARCHANGEL MICHAEL [Prince of All Heaven]

Frequency: unique

No. Appearing: 1

Armor Class: -20

Move: infinite

Hit Points: 700

No. of Attacks: up to 10

Damage/Attack: 1-4 or by weapon (+ 24)

Special Attacks: Humble Creatures

Special Defenses: + 5 or better Weapon to Hit

Magic Resistance: 100% (constant)

Alignment: Lawful Good

Size: L

Plane: Heaven of Heavens (7th)

Believer: 100th Level

Fighter: 30th Level Paladin

Magic-User: 30th Level

Bard: 20th Level

Psionic Ability: 1000

Attacks/Defenses: All

S: 30(+ 12, + 24) **I:** 30 **W:** 30 **D:** 100 **C:** 30 **CH:** 28

Michael is the Greatest of all the Angels. He has Full Power of Command (No Save) over all other Angelic Beings and is the Prime Minister in God's Administration of the Multiverse. The Archangel Michael is also the Greater Angel of Judgement and law.

All of the Archangel Michael's Abilities may be Performed at Will. The Archangel can Communicate Telepathically and Read Minds at Will. Even the Most powerful forms of Mental Shielding cannot prevent this. He is also able to Heal Creatures as well as use Regenerative Powers on such.

The Archangel can Glow with Angelic Light and use it to its fullest extent. The appearance of Michael is so impressive as to Humble any Lesser Creatures (No Save).

GREATER ANGEL

Frequency: rare

No. Appearing: 1 or any

Armor Class: -11 to -20

Move: infinite

Hit Points: 200-500

No. of Attacks: up to 10

***Damage/Attack:** 1-4 or by weapon (+ Bonus)

Special Attacks: Humble Creatures

Special Defenses: + 3 or better Weapon to Hit

Magic Resistance: 100% (constant)

Alignment: Lawful Good

Size: L

Plane: Celestial Heavens

Believer: 20th-70th Level

Fighter: 21st-30th Level Paladin

Magic-User: 11th-30th Level

Bard: 11th-20th Level

Psionic Ability: 200-700

Attacks/Defenses: All

***S:** 23(+6, +10) **I:** 24 **W:** 24 **D:** 50 **C:** 30 **CH:** 24

* These indicate Ability Score Minimums.

These are the more Powerful Angels of the Heavenly Host. All Greater Angels are similar but each has His own specific Duties and Responsibilities and Powers to accompany this likewise. The Greater Angels will constitute the Chief Administrators of God's will.

All Greater Angels can Communicate Telepathically and Read Minds at Will. Only extremely Powerful forms of Mental Shielding have even a Chance to prevent this. Greater Angels are also able to Heal and Regenerate Creatures of all kinds.

Greater Angels can Glow with Angelic Light at will and vary its intensity for different effects. Each Greater Angel has at Least one Primary Power which may be performed at Will.

THE HERALDER GABRIEL [Prince of the Sixth Court]

Frequency: unique

No. Appearing: 1

Armor Class: -20

Move: infinite

Hit Points: 500

No. of Attacks: up to 10

Damage/Attack: 1-4 or by weapon (+20)

Special Attacks: +3 or better Weapon to Hit

Special Defenses: Awe Power

Magic Resistance: 100% (constant)

Alignment: Lawful Good

Size: L

Plane: Celestial Heavens (6th-7th)

Believer: 100th Level

Fighter: 24th Level Paladin

Bard: 30th Level

Psionic Ability: 750

Attacks/Defenses: All

S: 28(+10, +20) **I:** 30 **W:** 30 **D:** 100 **C:** 30 **CH:** 28

Gabriel is one of the Mightiest Angels being almost an Archangel in status. He is the Royal Herald of the Throne of God and likewise God's personal Messenger of Mercy and Promise.

Gabriel has all the Abilities of most Greater Angels as well as being able to Grant Visions with the full understanding of such.

The Angel Gabriel has a Great Horn that allows him to

transmit his Bardic Abilities with exceptional power. Also when blown, this Horn will call the Attention of all Creatures that can hear it; them giving Gabriel their undivided attention. When Gabriel presents himself, he will bring Messages of Monumental Importance. He always announces the will of God when the Lord wishes to directly intervene or act in a given situation.

THE CONQUERING ANGEL [Authority of Conquest]

Frequency: unique

No. Appearing: 1

Armor Class: -18

Move: infinite

Hit Points: 500

No. of Attacks: up to 10

Damage/Attack: 2-7 or by weapon (+18)

Special Attacks: overcome lesser creatures

Special Defenses: +3 or better Weapon to Hit

Magic Resistance: 100% (constant)

Alignment: Chaotic Good

Size: L

Plane: Celestial Heavens

Believer: 70th Level

Fighter: 30th Level

Magic-User: 25th Level

Bard: 20th Level

Psionic Ability: 600

Attacks/Defenses: All

S: 27(+9, +18) **I:** 30 **W:** 25 **D:** 100 **C:** 30 **CH:** 25

The Conquering Angel is one of the Four Riders of the Apocalypse. He has a White Celestial Horse at his disposal at all times which he can Summon from anywhere.

This Angel has all the Abilities of most Greater Angels as well as being able to always Overcome any Mortal Creature.

The Conquering Angel carries a Bow that is able to launch Lightning Bolts of any kind (as per different Lightning Spells) up to any distance. He also wears a Crown upon his Head that is Symbolic of his Status and Duties. The Crown will weigh the Odds in the favor of the Angel in any situation of Combat or Domination versus Minor Creatures from the Outer Planes and Mortals/Demi-Mortals.

THE ANGEL OF WAR [Authority of Battle]

Frequency: unique

No. Appearing: 1

Armor Class: -17

Move: infinite

Hit Points: 500

No. of Attacks: up to 10

Damage/Attack: 2-5 or by weapon (+16)

Special Attacks: cause Hatred

Special Defenses: +3 or better Weapon to Hit

Magic Resistance: 100% (constant)

Alignment: Chaotic Good

Size: L

Plane: Celestial Heavens

Believer: 70th Level

Fighter: 30th Level

Magic-User: 25th Level

Bard: 20th Level

Psionic Ability: 650

Attacks/Defenses: All

S: 26(+8, +16) **I:** 30 **W:** 25 **D:** 100 **C:** 30 **CH:** 25

The Angel of War is the second Rider of the Apocalypse. He has a Red Celestial Horse at his disposal at all times which he can Summon from anywhere.

This Angel has all the Abilities of most Greater Angels; as well as being able to cause Mass Hatred, and cause Mortal/Demi-Mortal Creatures to loose Peace and begin waring with one another.

The Angel of War carries a Sword of the Lord at all times. This Angel is sometimes used to instigate situations involving Nations where such is deemed necessary for the Lord's plans.

THE ANGEL OF JUDGEMENT [Authority of Justice]

Frequency: unique

No. Appearing: 1

Armor Class: -16

Move: infinite

Hit Points: 500

No. of Attacks: 2

Damage/Attack: 1-4 or by weapon (+12)

Special Attacks: Humble Creatures

Special Defenses: +3 or better Weapon to Hit

Magic Resistance: 100% (constant)

Alignment: Lawful Good

Size: L

Plane: Celestial Heavens

Believer: 70th Level

Fighter: 24th Level Paladin

Magic-User: 25th Level

Bard: 20th Level

Psionic Ability: 700

Attacks/Defenses: All

S: 24(+6, +12) **I:** 30 **W:** 30 **D:** 100 **C:** 30 **CH:** 25

The Angel of Judgement is the third Rider of the Apocalypse. He has a Black Celestial Horse at his disposal at all times which he can Summon from anywhere.

This Angel has all the Abilities of most Greater Angels as well as being able to cause events that will pass on God's Judgement into the Material Planes.

The Angel of Judgement will administer God's Judgement on the Material Planes either directly or under the instruction of the Archangel Michael.

THE ANGEL OF DEATH [Authority of Death]

Frequency: unique

No. Appearing: 1

Armor Class: -19

Move: infinite

Hit Points: 500

No. of Attacks: up to 10

Damage/Attack: 2-8 or by weapon (+14)

Special Attacks: Death

Special Defenses: +3 or better Weapon to Hit

Magic Resistance: 100% (constant)

Alignment: Lawful Good

Size: L

Plane: Celestial Heavens (Prime Material)

Believer: 70th Level

Fighter: 20th Level

Magic-User/Illusionist: 20th Level both

Assassin: 30th Level

Bard: 20th Level

Psionic Ability: 700

Attacks/Defenses: All

S: 25(+7, +14) **I:** 30 **W:** 25 **D:** 100 **C:** 30 **CH:** 25

The Angel of Death is the fourth Rider of the Apocalypse and has had work ever since Man was expelled from Eden. He has a Pale colored Celestial Horse at his disposal at all times which he can Summon from anywhere.

The Angel of Death has all the Abilities of most Greater Angels as well as being able to Cause a Situation of Death in any manner, shape, and/or form.

The Angel of Death can Summon a Sword of the Lord at any time for use in his Duties. He also has a Touch of Death (No Save) and can manifest himself in any form. Death is kept quite busy performing his Duties on the Material Planes. He will cause Death to occur in a Creature at its appropriate time being either Tragic or Peaceful, whatever the situation demands. After the Purification of the Creation Death will be retired for there will no longer be a need for these services.

RAPHAEL [Power of Intercession]

Frequency: unique

No. Appearing: 1

Armor Class: -15

Move: infinite

Hit Points: 400

No. of Attacks: 2

Damage/Attack: 1-4 or by weapon (+10)

Special Attacks: Humble Creatures

Special Defenses: +3 or better Weapon to Hit

Magic Resistance: 100% (constant)

Alignment: Lawful Good

Size: M

Plane: Celestial Heaven (6th)

Believer: 70th Level

Fighter: 21st Level Paladin

Magic-User: 11th Level

Bard: 20th Level

Psionic Ability: 400

Attacks/Defenses: All

S: 23(+6, +10) **I:** 26 **W:** 26 **D:** 75 **C:** 30 **CH:** 24

Raphael is the Angel of Intercession and Prayer. He is in charge of a good portion of the communications between the Material Planes and the Heavens.

Raphael has the standard powers as for other Greater Angels, as well as being able to transmit and receive communications regardless of range/distance.

When contacted, Raphael can boost the effectiveness of any Prayer or Verse by at least twice normal. Any communication sent via Raphael will be expedited at least two or three times faster.

URIEL

[Power of Inspiration]

Frequency: unique

No. Appearing: 1

Armor Class: -14

Move: infinite

Hit Points: 400

No. of Attacks: 2

Damage/Attack: 1-4 or by weapon (+12)

Special Attacks: Awe Power

Special Defenses: +3 or better Weapon to Hit

Magic Resistance: 100% (constant)

Alignment: Lawful Good

Size: M

Plane: Celestial Heaven (5th)

Believer: 70th Level

Fighter: 21st Level Paladin

Magic-User: 25th Level Illusionist

Bard: 20th Level

Psionic Ability: 400

Attacks/Defenses: All

S: 24(+6, +12) **I:** 25 **W:** 28 **D:** 50 **C:** 30 **CH:** 24

Uriel is the Angel of Inspiration, Visions, and Prophecy. It is his duty to convey Knowledge to those in the Material Universes when such information might be needed. He is also used to guide persons in the direction of a path to Knowledge, ultimately achieving the same purpose.

Uriel has all the standard abilities possessed by other Greater Angels. He can also perform all his Illusionary Powers at will, using them to help convey his messages.

Uriel has many times been used as an Astral Guide into the Planes of Thought. Here he will lead the Person(s) in question on lengthy journeys to portray entire situations and/or events.

LESSER ANGEL

Frequency: common

No. Appearing: 1-3 or any

Armor Class: -1 to -12

Move: infinite

Hit Points: 100-400

No. of Attacks: 2

***Damage/Attack:** 1-4 or by weapon (+ Bonus)

Special Attacks: Humble Creatures

Special Defenses: +2 or better Weapon to Hit

Magic Resistance: 100% (No Lower than 50% Constant)

Alignment: Good (varies)

Size: M to L

Plane: Heavens (Prime Material)

Believer: 20th-50th Level

Fighter: 11th-20th Level Paladin

Magic-User: 11th-20th Level

Bard: 5th-20th Level

Psionic Ability: 100-300

Attacks/Defenses: All

***S:** 20 (+4, +7) **I:** 20 **W:** 20 **D:** 25 **C:** 25 **CH:** 20

* These indicate Ability Score Minimums.

The Lesser Angels are responsible for carrying out God's Will on the Material Planes. They perform all the Duties and Tasks not specifically designated to the Greater Angels. A lot of their time is spent keeping all things in Balance on the Material Planes and preventing the Fallen Angels from causing more trouble than what they should. These Angels are also constantly aiding Believers either directly or indirectly in situations that might need such attention.

All Lesser Angels can Read Minds at will and Detect a Lie right from the start. These Angels are also able to Heal Creatures if necessary.

Lesser Angels can Glow with Angelic Light at their own discretion being able to vary it within the Lesser Degrees

If in a time of need, a Lesser Angel may also call upon the aid of other Lesser Angels or even a Greater Angel if the situation should require such.

GUARDIAN ANGEL

[Lesser Angel]

Frequency: common

No. Appearing: 1+

Armor Class: -7

Move: infinite

Hit Points: 250

No. of Attacks: 2

***Damage/Attack:** 1-4 or by weapon (+ Bonus)

Special Attacks: Cause Fear

Special Defenses: +2 or better Weapon to Hit

Magic Resistance: 100% (No Lower than 50% Constant)

Alignment: Good (varies)

Size: M

Plane: Heavens (Prime Material)

Believer: 10th-30th Level

Fighter: 5th-20th Level Paladin

Magic-User: 3rd-12th Level

Bard: 3rd-12th Level

Psionic Ability: 250

Attacks/Defenses: All

* **S:** 21 (+5, +8) **I:** 25 **W:** 20 **D:** 30 **C:** 25 **CH:** 20

* These indicate Ability Score Minimums.

Guardian Angels are Lesser Angels that are assigned to a specific person or group of people; to help improve their virtues and see that no tragic events occur likewise (unless destined to be as such). More than One Guardian Angel may be assigned to a Person as the need shall dictate. They will especially act against Evil Spirits that may try to hinder the efforts of the Believer in question.

All Guardian Angels have a unique bond with the Believer that they are assigned to giving them the Ability to predict how that Person may act in most given situations. Also like other Lesser Angels, Guardian Angels can Read Minds and Detect a Lie from the start. If necessary a Guardian Angel has the Ability to Heal Creatures as well as Comfort them in a time of need.

Guardian Angels can Glow with Angelic Light at their own discretion being able to vary it within the Lesser Degrees. They can even allow certain creatures to witness this effect without others nearby being affected as well. Guardian Angels do remain Invisible at all times as for all other Angels and they will rarely manifest themselves in a Material Form.

SERAPHIM

Frequency: very rare

No. Appearing: (4)

Armor Class: -20

Move: infinite

Hit Points: 500

No. of Attacks: 2

Damage/Attack: 1-3 (+7)

Special Attacks: Charm

Special Defenses: +5 or better Weapon to Hit

Magic Resistance: 100% (constant)

Alignment: Lawful Good

Size: M

Plane: Celestial Heaven

Believer: 100th Level

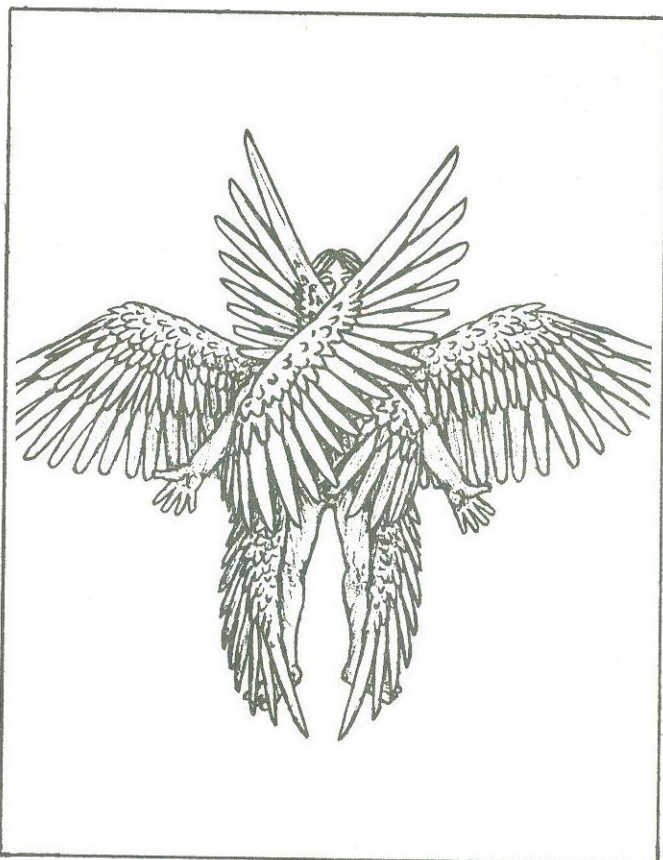
Bard: 30th Level+

Psionic Ability: 250

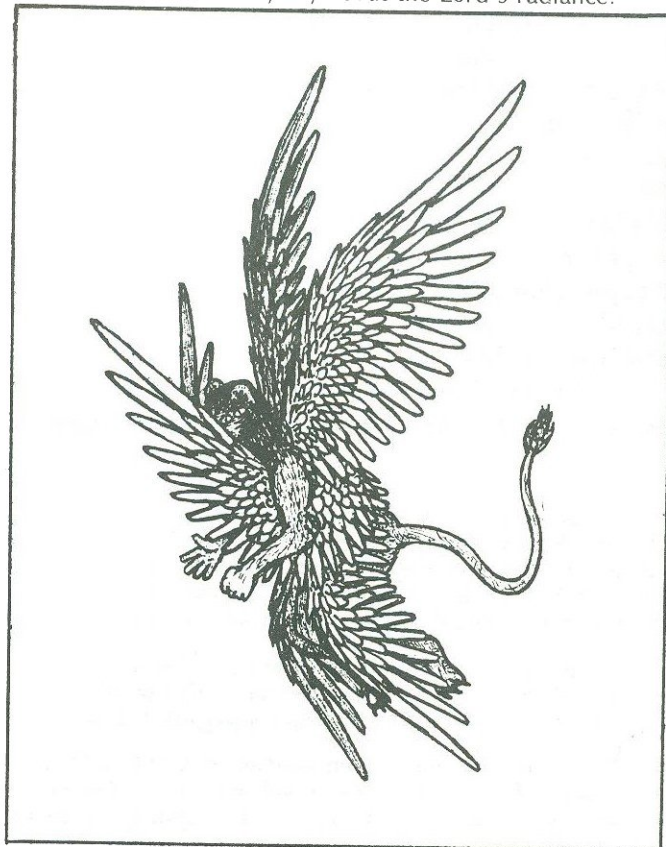
Attacks/Defenses: Nil/All

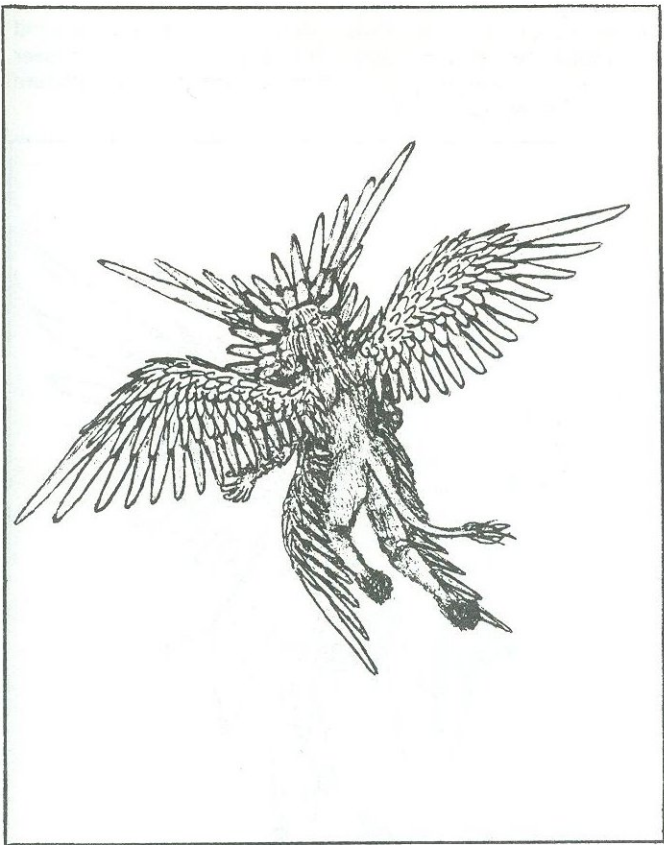
S: 20 (+4, +7) **I:** 30 **W:** 30 **D:** 50 **C:** 30 **CH:** 25

The Seraphim are Personal Attendants to God at His Heavenly Throne. There are four types of Seraphim known. One being like unto a Lion; the second being like unto a Calf; the third being like unto a Man; and the fourth being like unto an Eagle. All the Seraphim have the Face and Hands of a Man and three pairs of Wings. One pair of Wings covers their face (as they are not allowed to gaze upon God), another pair is used to cover their feet (for their feet may not touch the Throne of God), and the last pair of Wings is used to Fly



about the Throne of God while they sing and give constant praise to He that sits upon the Throne. This reflects their constant awe and reverence for God Almighty. Seraphims constantly glow with Angelic Light and are engulfed with a blaze of Fire while they Fly about the Lord's radiance.





Not much information is known about these Creatures other than the fact that they are always about the Throne of God giving Him constant Praise. The true number of these Creatures is also not known aside from the fact that there are four types.



Seraphims have Eyes all about their Head and can see with Clairvoyance and True Sight at all times. These Creatures also have the ability to Cleanse and Purify any servant of God. They can also Comprehend All Languages and Detect Alignment (No Error) at will. Seraphims only fail to Save on a Fumble and they will have a Saving Throw Granted in situations where none would be normally. Seraphims are Immune to Fire and Electricity and can Survive in Any Element/Environment.

CHERUBIM

The Cherubim are the Symbol of Heavenly things. Most classical Art and Literature depict the Cherubim (Winged Heavenly Creatures) and incorrectly refer to them as Angels. They are one of the Higher Orders of Angelic Beings but are not Angels per se.

Cherubim may be found beside the Throne of God as Attendants and Guardians as well as Guardians of the Gates to Eden (to prevent Mankind from entering). These Creatures are also used to bring God's direct Will and Word to the Material Planes and perform other very important tasks. They will hold positions in the Upper Ranks of the Angelic Orders.

All Cherubim have Life Everlasting and if Destroyed they will return to the Celestial Heaven. These Creatures can Travel the Planes and Teleport (No Error) at will. When on the Material Planes they have nearly Infinite Movement. Cherubim see with True Sight when they wish and their senses are all very keen. They also have the ability to do the Following at Will:

- Command (No Save) lasting for one round.
- Comprehend (Hear/Speak/Read/Write) All Languages.
- Detect Alignment (No Error).
- Summon similar and lesser Beings.

All of these Abilities may be performed at Will but do not function constantly.

Other Abilities:

- Fail to Save only on a Fumble.
- Saving Throw Granted where not Normally.
- Survive in any Element/Environment.

Usually when on the Material Planes these Creatures will travel in a Flaming Chariot of the Lord God.

GREATER CHERUB

Frequency: very rare

No. Appearing: 1-4 or any

Armor Class: -16 to -25

Move: infinite

Hit Points: 100-400

No. of Attacks: up to 10

* **Damage/Attack:** 2-8 or by weapon (+ Bonus)

Special Attacks: Lightning

Special Defenses: +5 or better Weapon to Hit

Magic Resistance: 100% (constant)

Alignment: Lawful Good

Size: M to L

Plane: Cenestial Heaven (7th)

Believer: 100th Level

Fighter: 11th-20th Level Paladin

Magic-User: 21st-30th Level

Bard: 21st-30th Level

Psionic Ability: 700+

Attacks/Defenses: All

* **S:** 20 (+4, +7) **I:** 22 **W:** 25 **D:** 50 **C:** 30 **CH:** 22

*These Indicate Ability Score Minimums.

These Cherubim have the body of a Man with four Feathered Wings. They also have four Heads; one being the Head of a Man, and one being the Head of a Lion on the right side; and on the left side one being the Head of an Ox, and one being the Head of an Eagle. Their Heads will all face different directions making it impossible to Surprise them. The Feet of a Greater Cherub will be like unto a Calf's colored as polished Bronze.

Greater Cherubim Glow with Angelic Light at all times and can vary the degree of its intensity. They also have Lightning that revolves around them that can be focused at a Creature to either Stun them or inflict Damage (as per Any of the Lightning Spells).

Greater Cherubim have access to almost an infinite amount of Knowledge and can Read Minds at Will. Even the most powerful forms of Mental Shielding cannot prevent this. They can also Communicate Telepathically. The Appearance of a Greater Cherub is so impressive as to Humble any Lesser Creatures (No Save).

LESSER CHERUB

Frequency: very rare

No. Appearing: 1- or any

Armor Class: -11 to -20

Move: infinite

Hit Points: 100-300

No. of Attacks: up to 10

* **Damage/Attack:** 2-5 or by weapon (+ Bonus)

Special Attacks: Stun

Special Defenses: +3 or better Weapon to Hit

Magic Resistance: 100% (constant)

Alignment: Lawful Good

Size: M

Plane: Celestial Heavens

Believer: 20th-70th Level

Fighter: 11th-20th Level Paladin

Magic-User: 11th-20th Level

Bard: 16th-25th Level

Psionic Ability: 200-700

Attacks/Defenses: All

* **S:** 20 (+4, +7) **I:** 20 **W:** 22 **D:** 30 **C:** 30 **CH:** 20

* These Indicate Ability Score Minimums.

Lesser Cherubim have the body of a Man with two Feathered Wings. They have two Heads; one being the Head of a Man and the other being the Head of a Young Lion.

Lesser Cherubim Glow with Angelic Light at all times. The Brilliance of this Light can be varied as to permit Creatures to gaze upon them without causing ill effects.

Lesser Cherubim can also Read Minds at will. Through this they have the ability to know all there is to know about a Creature and no form of Mental Shield will prevent such.

These Creatures can Comprehend all Languages and Communicate Telepathically. The appearance of a Lesser Cherub is so stunning as to Humble any Lesser Creature (Saving Throw applicable).



THE FOUR AND TWENTY ELDERS

Frequency: unique

No. Appearing: 1-24

Armor Class: -7

Move: 12''

Hit Points: 250

No. of Attacks: 2

Damage/Attack: 1-3 (+7)

Special Attacks: Awe Powers

Special Defenses: +1 or better Weapon to Hit

Magic Resistance: 100% (No Lower than 50% constant)

Alignment: Good (varies)

Size: M

Plane: Heaven of Heavens (7th)

Believer: 50th Level

Fighter: (varies by individual)

Bard: 5th-20th Level

Psionic Ability: 250+

Attacks/Defenses: 1+ /All

* **S:** 20 (+4, +7) **I:** 24 **W:** 24 **D:** 24 **C:** 24 **CH:** 20

The Four and Twenty Elders are a Council of the Old Testament and New Testament Prophets and Saints. They are spokes of Power at the Throne of the Lord and work directly with His Ministry.

The council of Four and Twenty Elders are believed to be taken from the ranks of the Apostles appointed by the Lord, and some of the other more outstanding Prophets and Saints from Biblical Times.

APOSTLES:

[THE FOUR] 'The Fishers of Men'

Andrew - Brother of Peter and the first of Christ's Disciples. Suffered martyrdom being crucified in Achaia while conducting his ministry.

James - Younger brother of John. The first martyr among the Apostles being put to death about 44 A.D.

John - Most prominent of the Apostles and best loved by Christ. Graced by witnessing many of the Lord's miraculous works. Was tortured and exiled to the Isle of Patmos where he was inspired to write Revelations; shortly after which he passed away.

(Simon) Peter - One of the original Disciples under John the Baptist, later becoming one of the Apostles. The primary spokesman of the Apostles becoming the corner stone on which Christian doctrine was developed. Crucified in Rome 67 A.D.

[THE FOUR] were the primary recruiters for Christ and responsible for converting many of His followers.

Barnabus - Worked primarily with the poor. He was a good man of the faith being raised to early leadership. Was a chief spokesman with Paul to the Gentiles. Later went with Mark into Cyprus to conduct the ministry.

Bartholomew (Nathaniel) - Led to Christ by Philip. Suffered martyrdom in India while conducting his ministry.

Matthew (Levi) - Former Tax Collector that quickly dedicated his life to the ministry. Was known for his deep spiritual convictions. Died of natural causes.

(Saul) Paul - Raised a lot of controversy among the Jewish Temples proclaiming Christ's dietyship. Worked with the unification of the early Church. Paul was chosen as the True Twelfth Apostle after the departure of Judas. Responsible for establishing the Church in Rome where he was later beheaded under Nero in 67 A.D.

Philip - Was the contact for the Greek Empire and responsible for bringing the Gentiles to Christ. Performed Missionary work in Asia Minor and suffered martyrdom in Syria.

Simon (the Zealot) - Was member of the Jewish patriot party resisting Roman aggression. Ministered in North Africa in later years. Believed to have died of natural causes in Great Britian.

Thaddaeus (Jude) - Related to James. Suffered martyrdom while conducting his ministry in later years.

Thomas (Didymus) - Was a twin. One of the first Apostles to state he was willing to die at Christ's side. 'Doubting Thomas' had trouble believing in Christ's Resurrection until he was given proof. Ministered in Parthia, Persia, and finally suffered martyrdom in India.

MAJOR PROPHETS/SAINTS:

It is argued who the remaining Elders may be other than the fact that they each have earned a special place

with the Lord. Listed below are some of the more prominent figures of Biblical History:

Abraham - The progenitor of the People of Israel and the founder of Judaism. Was shown the Holy Lands in visions from the Lord. Here he was led to found the Hebrew Nation, in the 'Promised Land' of Israel. At the age of 175 years he died and was buried at Machpelah. Abraham has been held as an example of Faith at its best.

Daniel - Born of nobility and taken as a youthful hostage to Babylon. One of the more well known Prophets of the Old Testament. Daniel's illumination revealed meanings to a dream that Nebuchadnezzar (King of the Neo-Babylonian Empire) had; showing the import of four world empires and the introduction of God's Messianic kingdom. Later visions of Daniel reinforced the kings' dream as well as depicting events concerning Persia and Greece.

When Persia assumed control of Babylon, Daniel was to be granted position in the court by the new king. Jealous colleagues brought about his arrest and he was sentenced to the lions den. Here the Lord intervned and the lions would not harm Daniel, though they devoured his accusers, when condemned to a similar fate.

Near the close of the seventy years of Babylonian exile, Daniel's prayers were answered by the Angel Gabriel. At this time he received revelation of events from the rebuilding of Jerusalem, to the confirmation of the Gospel after the death of the Messiah.

One of the last known events in the life of Daniel took place around 536 B.C., when he was granted an overpowering vision of the Archangel Michael contending with the Demonic powers of Pagan society; and of the rise of the Anti-Christ, the resurrections, and God's final judgment. It is shortly after writing his books that he passed away.

David - Israel's greatest king ranking with Moses as one of the most commanding figures of the Old Testament. While still in his teens, David won national renown for his faith inspired victory over the Philistine Giant, Goliath. However, jealousy and rivalry in the court of Saul eventually led to David's exile.

When Saul was finally destroyed, David was declared king over Judah. It took five years for David to unite the remaining Tribes in the north and the east, finally bringing together all of Israel. The Philistines immediately undertook an all-out attack upon Israel. David, however, expelled the enemy in two divinely-directed campaigns.

David elevated Jerusalem to become the religious capital by installing Moses' Ark of the Covenant on Zion. Here he organized some 38,000 Levites granting them positions to honor and care for the sanctuary.

David was continually expanding Israel on all sides and in his later years was occupied with Philistine wars and military census. Because of David's pride, Plague resulted. The destroying angel, however, was halted just North of Jerusalem. This place became marked as David's Place of Sacrifice, and preparations immediately began to build the Lord's Temple here. David died in 970 B.C. giving final charge to his son Solomon who was to become the next King.

Ezekiel - A younger contemporary of the Prophet Jeremiah and of Daniel, who was also taken as a young man into Babylon. He was called to be a Prophet of the exiles and ministered for at least 22 years, from about 593-571 B.C.

Ezekiel was a powerful preacher and was responsible for the majority of the Jews being cured of their idolatry. His messages came directly from the Lord, being conveyed to him through the visitations of Cherubim. Ezekiel's ministry covered two periods. At first he conveyed the approaching destruction and condemnation of Jerusalem; while later he emphasized comfort and fortold the coming Kingdom of God.

Elijah - A well known prophet having influence in the areas east of the Jordan. He informed Ahab (King of one of the Northern Tribes of Israel) of a drought that would come and last for three years. Elijah was instructed by God to go eastward where he was sustained by gifts of food and water. Later finding lodging with a poor widow, he is responsible for the healing of her ailing boy. When the time for the drought to end had come, Elijah went back to meet Ahab. There he challenged the prophets of Baal to end the drought with the power of their god. Hundreds of the Baal priests called frantically all day to no avail. That evening Elijah prepared the sacrificial animal and his offering was burned to dust by Heavenly Fire. Looking over the skies on the seventh look, rain clouds were seen.

Elijah was then forced to flee fearing the vengeance of Ahab's queen. He was again sustained while he traveled to Mount Horeb. Here the Lord commissioned him to anoint Hazael king over Syria and informed Elijah that his son, Elisha, would be his successor as prophet.

Elijah finally convinces Ahab to repent and is not noted again until Ahaziah (son of Ahab) receives a message of impending death from the prophet. Ahaziah sends a squad with 50 men to take Elijah, but he calls down fire from Heaven and destroys them. A second squad meets the same fate until the third peacefully escorts him to Ahaziah. The message is repeated and Ahaziah dies.

Elijah traveled with his son toward Bethel where they are separated by a chariot of Flaming Horses. Elijah is taken up leaving his Robe for his son. Elisha goes to the river Jordan and applies the power of Elijah's Robe. The Waters part and Elisha heads to Jericho to consult with the prophets.

Enoch - Son of Jared and father of Methuselah. Enoch and Noah alone are referred to as having walked 'with God'; where as others have been referred to as having walked 'before God'. This is reflective upon the first paradise when men walked with God in holy familiarity, and is in anticipation of a new paradise. Enoch could only achieve this through his faith which was built on the grounds of his persistence in 'pleasing God'. Enoch typifies the Saints living at Christ's coming who will be removed from mortality to immortality without passing through death. His translation into Heaven is testimony of this truth.

Isaac - The son of Abraham and the second of three Hebrew patriarchs who were the progenitors of the Jewish race. Isaac's birth was a miracle being the advanced ages of his parents would not normally have allowed conception.

Of the three patriarchs, Isaac traveled the least, and lived the longest. He was free of violent passions being more a man of thought than one of action. He is joined in equal honor with Abraham and Jacob.

Isaiah - Dealt with prophetic ministry and preeminently the Prophet of Redemption. Little is known about him except what his writings reveal. Isaiah was quoted by name numerous times in the New Testament; more so than all the other prophetic writings taken together.

Isaiah primarily wrote of the greatness and majesty of God: His holiness and the hatred of sin and idolatry; His grace, mercy, and love; and the blessed rewards of obedience. These seem to constantly recur as well as promises of the Messiah.

Jacob - Also one of the primary progenitors of the Jewish people. He was the son of Isaac and constantly opposed by his rival twin brother. Having cheated his brother out of his birthright, Jacob was sent away for his own protection. While in route he received a vision that the Lord would give him all the land around him as well as many children.

At his destination he selected his wife and labored under her father for seven years times two. At that time he would return to home. His brother Esau was to meet him with force but the Lord told Jacob that all would be well. Being alone that night, Jacob rested with the Angel of the Lord and secured the new name of Israel. He met with his brother the next day and all turned out good.

Jacob was blessed with twelve children, soon to become the Tribes of Israel. His last act was to call his sons and prophesy regarding the future of each one's offspring. When he had bestowed his blessing he passed away.

Jeremiah - One of the greatest Hebrew prophets being called to the ministry about 626 B.C. Throughout his long ministry of more than 40 years his preaching reflected the judgment of the Lord. The Lord had moved early in the hearts of the prophets but the people of Israel would not listen. Jeremiah predicted the capture of Judah by Babylon and how it would be better for the people to surrender and so to save their lives. Even though he spoke the truth, the people desperately clung to their nationalism and rejected Jeremiah.

Jeremiah also brought a message of hope and it is through such that he endured the many years of rejection and persecution. He emphasized the inner spiritual character of true religion and how it should be applied to the religious condition of his peoples. Reform under Josiah became primarily an upsurge of Nationalism but Jeremiah paved the way for a new covenant in which God's law would be written in men's hearts. Through his ministry on this subject, Jeremiah unfolded the depth of human sin and predicted the intervention of divine grace.

Job - In his writings and teachings he applied foundational Mosaic revelation to the problems of human existence and conduct, as they were being formulated in the philosophical circles of the world.

Job epitomizes the fulfillment of God's evangelical decree. He vindicated the veracity of God as the author of redemption and the sovereignty of the Lord. Job is tested by Satan suffering what he felt to

be an unjust divine sentence. Job, however, still turned to God repentantly and is made ready by God's grace to carry on the Lord's work.

Job's primary purpose was to present the concept of the covenant in current discussions of the eastern sages and point out the direction of faith. He portrayed insights on the role of God as the heavenly vindicator, and spoke of the framework of hope through the resurrection of the dead and the final redemptive judgment.

John (the Baptist) - The immediate forerunner of Christ, sent by God to prepare the way for the Messiah. John was of priestly descent on both sides of his family. An angel had come to John's father (Zacharias) in answer to his prayer for a child. John was born six months before Jesus and it was foretold that he would prepare the way for the coming of the Messiah.

John's early ministry was in the wilderness of Judaea and in the Jordan valley. The main theme of his preaching was about the need for adequate preparation for the coming of the Messiah, so that when Christ made His appearance His followers would recognize Him. John taught of how Christ's good servants would be separated from the bad, casting into the fire anyone who did not bring forth good (the Promise of the Comforter). Many Jews, including the Pharisees, thought that because they were physically descended from Abraham they were guaranteed entrance to the kingdom of God. John taught that this was not so and that they had to repent sincerely of their sins and be Baptised. Baptism by the water is symbolic of the break away from sin and the preparation for a new condition. In the new condition Baptism of the Spirit could be achieved through the Messiah.

Jesus and John were cousins and it was not until Jesus came to John to be Baptised, that John saw the Holy Spirit descend upon Christ, then realizing that this was the Messiah. Jesus insisted that John baptize Him (though He had no sin of which to repent) in order to fulfil all righteousness. As Jesus departed John proclaimed, 'Behold the Lamb of God, which taketh away the sins of the world'. At this time two of John's disciples (Andrew + Simon Peter followed Christ later to become Apostles. Gradually all attention was shifted, to follow the course of events, from John to Jesus.

John was imprisoned for his religious influences and convictions around the time Christ began his ministry in Galilee. Within that same year he was put to death by Herod, but died with the comfort that he had paved the way for the Messiah.

Joshua - Was appointed Moses' commander shortly after Israel's exodus and accompanied him to Sinai (Horeb). God had designated Joshua as Moses' successor and he was charged to faithfulness.

Joshua was in his nineties when Moses passed away and he was warned by God of coming religious unrest. However, he was invested with the ability to triumph over such and was swift with his enforcement of divine judgment remaining ever faithful. He was responsible for proclaiming the Law of Moses to the whole Israelitish assembly at Ebal. Joshua displayed much energy in the fights against the Canaanites and within six years he had reclaimed all of the land as ascribed by Moses.

As death finally approached Joshua he gathered Israel's leaders and urged them to faithfulness and charged them to renew their covenant with the Lord. Shortly thereafter he died at the age of 110 having maintained Israel's faithfulness throughout his life.

Moses - The national hero who delivered the Israelites from Egyptian slavery and established them as an independent nation. Moses was born about 1520 B.C. of Israelite parents in the land of Egypt. Pharaoh made a decree to insure Israel's bondage having all male children executed at birth. Moses was hidden near the river's bank and later found and adopted by Pharaoh's daughter. He was raised here at the royal court for the first 40 years of his life where he was well instructed in all the arts and sciences.

Moses' first attempt to help his people ended in disaster with him having to flee for the murder of an Egyptian. In the lands of Midian he found work with a shepherd named Jethro and eventually married his daughter. Moses was to remain in exile here for 40 years. One day while at Sinai, Moses was confronted by a burning bush and commissioned to deliver Israel from Egypt.

Moses went to Egypt and with divine power contended against the Egyptian gods. Openly he displayed the power of God in the court of Pharaoh and introduced a series of ten plagues that would sweep through all of Egypt. The last plague ending in the Angel of Death taking away all the first born of Egypt, including Pharaoh's own. Israel was spared this plague at the 'Passover' having marked their doors with the sacrificial blood. Then being allowed to part from Egypt, Moses led near a million people away and when they had reached the Red Sea the waters were parted through the grace of the Lord. Egyptian armies threatened the Israelites from the rear and divine protection was provided through Moses by creating a pillar of fire that barred the Egyptians temporarily. As the peoples were just reaching the far shore the armies were hot on their trail. At that time the Sea closed up sending the Egyptian armies to a watery grave.

Moses then led the people through the wilderness of Shur where they were refreshed by 12 springs of water and 70 palm trees. In the wilderness of Sin daily manna was provided during their years of desert wandering until Canaan was reached. In his administrative duties Moses appointed 70 elders to serve under him. The Israelites having settled in lands around Mt. Sinai, Moses became their lawgiver. It is here that he received the Laws of God (Ten Commandments) and detailed instructions for the building and erection of the Tabernacle which he carefully executed. Guidance and protection were provided for his people by the ever visible cloud of fire representing God's presence.

While at Kadesh, Moses was approached with unrest and two of his companions (Joshua and Caleb) were almost stoned. Because of their disbelief, the People there who were 20 or older at the time of the exodus were doomed to die in the wilderness. Joshua, Caleb, and Moses being the only exceptions. In the course of these rebellions that ensued some 14,000 people perished in divine judgement.

The Israelites wandered some 38 years in the wilderness eventually to end up in the Arnon Valley. Here they were confronted by two Amorite Kings whom they defeated, then claiming their territory east of the Jordan River. The Israelites then temporarily settling in the Plains of Moab, north of the Arnon River. Balak, king of Moab, enlisted a prophet to curse the peoples, but every time he spoke blessings came forth. Punitive wars against the Midianites left them badly damaged.

Moses, anticipating Israel's occupation of Canaan, appointed 12 Tribal leaders to divide the land among them instructed them to provide 48 cities throughout this area. Joshua was also appointed and consecrated as the successor of Moses. Moses warned the people of Idolatry and told them to be true to God. After giving his last account of the decalogue at Mount Sinai and the order of civil and religious regulations, Moses departed for Mount Nebo where he was privileged to view the Promised Land before he died.

Noah - Tenth in the line of descent from Adam in the line of Seth (Adam's third son). His father, Lamech, foresaw that through Noah God would comfort the race and partially alleviate the effects of the Curse from banishment out of Eden.

Noah was a uniquely righteous man in a totally corrupt age. When he was 480 years old God warned him that the world would be destroyed by water. He was given exact instructions for the building of an Ark that would hold those who were to be spared the inevitable death. While engaged in this colossal task, Noah preached of the coming catastrophe, while God waited for men to repent.

The Flood was not to come until Noah was in his 600th year. The week prior to the rains, Noah led his family into the Ark, and then, supernaturally directed the animals to come in pairs into the Ark also. The doors were shut and the rains began steadily for 40 days. After which the water remained for 110 days before subsiding sufficiently for the passengers to disembark. Noah determined this by sending forth birds who eventually brought back a freshly plucked olive branch. Once landed, Noah built an altar and made an offering to the Lord. The Lord then promised to never again destroy the world with water. God blessed Noah and his family and commanded them to multiply and fill the earth. The animals were henceforth to fear man and were given as his food supply. Sinful human nature was still with mankind but they at least had a fresh start again. Noah lived for 350 years after the Flood, dying at the age of 950.

Samuel - The last of the judges and the first of the prophets. Samuel's parents were a devout couple. His mother prayed for a child and for granting such, she gave Samuel up to the priesthood in honor of the lord. Samuel grew up in the ministry but the times reflected immorality. The Lord called to Samuel one night and revealed to him doom of the house of Eli (members of the priestly office). Samuel was received as a prophet of the Lord. Shortly after Eli's death, Samuel challenged the people to put away foreign gods and to serve the Lord only.

Samuel as judge and priest, made his home at Ramah, where he conducted his administration. The people of Israel had requested a King, so the Lord

told Samuel to grant their request and to warn them of the ways of a king. Through the instruction of the Lord, Saul was anointed. Samuel, now being advanced in age, reviewed the Lord's dealings with the people and reminded them of their duty to serve God. Samuel called on the Lord to bear witness to His prophet's words by sending a thunderstorm, which soon arrived. The people were humbled by this appearance and requested Samuel to intervene in their behalf, which he did.

Later information shows Samuel in conflict with Saul for his foolishness and disobedience. Samuel reminded Saul of the necessity of absolute obedience and that God had now rejected him to remain as king. Samuel was then commissioned by the Lord to go to Bethlehem to anoint a young shepherd, David, as Saul's successor.

In his later years Samuel dedicated many gifts for the house of the Lord and was diligent in the Lord's service. He was the most credited prophetic writer of his time. Samuel passed away shortly before Saul left his throne, and was buried solemnly at Ramah.

OTHER PROPHETS/SAINTS:

- | | |
|--------------|--------------|
| - Amos | - Malachi |
| - Elisha | - Saint Mark |
| - Ezra | - Micah |
| - Habakkuk | - Nahum |
| - Haggai | - Nehemiah |
| - Hosea | - Obadiah |
| - Joel | - Timothy |
| - Jonah | - Zechariah |
| - Saint Luke | - Zephaniah |

* These are some of the many other Prophets and Saints out of Biblical History. There are many other names not mentioned here that are equally as deserving (all having played their own unique role in the Lord's work), but are too numerous to mention.

ELDERS - The members of the Elder Council will also have the following additional powers:

- Comprehend (Hear/Speak/Read/Write) All Languages.
- Detect Alignment (No Error).
- Teleport (No Error).
- Travel the Planes.
- True Sight.

All these abilities are performed at Will but not Continuously.

Other Abilities:

- Fail to Save only on a Fumble.
- Survive in Any Element/Environment.

OTHER SAINTS - Those that do not reside with the Elder Council will be assigned a rank/status according to their achievements.

These individuals will have the following Power Restrictions:

- Magic Resistance (24%-100% standard).
- Believer MAX LVL (25th).
- Bard MAX LVL (10th).
- Psionic Ability (100+).
- No more than One Third of their Ability Scores

may be Higher than (20).

* There may always be exceptions to these Restrictions; whatever the situation may require.

The following Elder Powers are also usable by Lesser Saints:

- Comprehend All Languages.
- Detect Alignment (No Error).
- True Sight.
- All these abilities performable at Will but not Constantly.

Other Abilities:

- Fail to Save only on a Fumble.
- Survive in most Elements/Environments.
- + Any other Standard Resurrected Believer Abilities.

The Hierarchy of Lesser Saints ranges from the middle to upper ranks of the Resurrected Believers, all the way to the Lords and Saints that are just below the members of the Elder Council.

CELESTIAL HORSE

Frequency: rare

No. Appearing: 1 or any

Armor Class: -5

Move: infinite

Hit Points: 100

No. of Attacks: up to 10

Damage/Attack: 3-12 (Head) / 1-8 (Hooves) / 1-3 (Tails); (+ Bonus)

Special Attacks: Blindness/Breath Weapon

Special Defenses: +1 Magic Weapon to Hit

Magic Resistance: 75%

Alignment: Lawful Good

Size: L

Plane: Plane of Light

Psionic Ability: 150

Attacks/Defenses: 1-3/All

S: 20 (+4, +7) **I:** 20 **W:** 18 **D:** 25 **C:** 30 **CH:** 20

These are large Horse-like Creatures filled with Positive Energy. Angels use them as steeds as well as some of the more fortunate Believers. Celestial Horses can be Summoned to any place from their Plane of Origin. They appear like a large Horse with the Head of a Great Lion. At their rear is a Tail of Seven Serpents which they can also Attack with. Celestial Horses can come in a variety of colors.

Celestial Horses can Attack with their forward Hooves, Bite with their Head, and strike with their Tails all in the same round. The Serpent Tails of these Creatures have a Poison that will cause excruciating pain to any creature that does not Save. Those making a successful Save will still feel nauseated. When a Celestial Horse charges, they emit a Bright Flash of Light that will cause Blindness to any creature that gazes upon such. Only creatures riding the Celestial Horse will be Saved from this effect. These Horses also have a Breath Weapon that is usable once per round. When used, Fire, Smoke, and Lava will spew forth out to a distance of 30 feet. This attack will inflict 5-20 points of damage and Half that amount if a successful Save is made.

Celestial Horses are able to Fly Mentally at any speed with the utmost maneuverability. They also have the ability to Teleport (No Error) and Travel the Planes at Will. These Creatures have very keen Senses and can never be Surprised.

The most dramatic sighting of these Creatures occurs at the Battle of Armageddon where along with their Riders, Two Hundred Million of them appear in the Sky and lay waste to One Third of the Armies of the World.



ANGELIC LIGHT

Angelic Light is a form of Divine Radiance that most Celestial Creatures have the Power to employ. It is a scintillating Glow that has all the colors of the Rainbow with different effects for various degrees of intensity.

1st^o - (**VIRTUES/DEMI-MORTALS +**) Basic form of Angelic Light with Regenerative Properties as follows:

- Princes of the Court/Elders (7 hp/round).
- Attendants to the Throne/Authorities (6hp/round).
- Powers (5hp/round).
- Thrones/Major Saints (4hp/round).
- Mightes (3hp/round).
- Dominions/Minor Saints (2hp/round).
- Virtues/Demi-Mortals/etc. (1hp/round).

2nd^o - (**DOMINIONS/MINOR SAINTS +**) At this degree Angelic Light has an effect as to Humble any Mortal and/or Demi-Mortal creature (No Save).

3rd^o - (**MIGHTS +**) Any creature gazing upon such must Save or become Stunned for the duration of the sighting.

4th^o - (**THRONES/MAJOR SAINTS +**) At this degree Angelic Light will cause any creature that does not Save to be overcome with Fear and Flee.

5th^o - (**POWERS +**) This will cause any creature that does not Save to loose the Majority of their Strength for the duration of the sighting.

6th^o - (**ATTENDANTS/AUTHORITIES +**) At this degree Angelic Light will cause temporary Blindness (No Save), lasting for the duration of the visitation.

7th^o - (**PRINCES/ELDERS +**) This is the most intense degree of Angelic Light and will cause Permanent Blindness (No Save) to any creature that glances at such.

Degrees of Angelic Light that require a Saving Throw, must be checked every Melee Round.

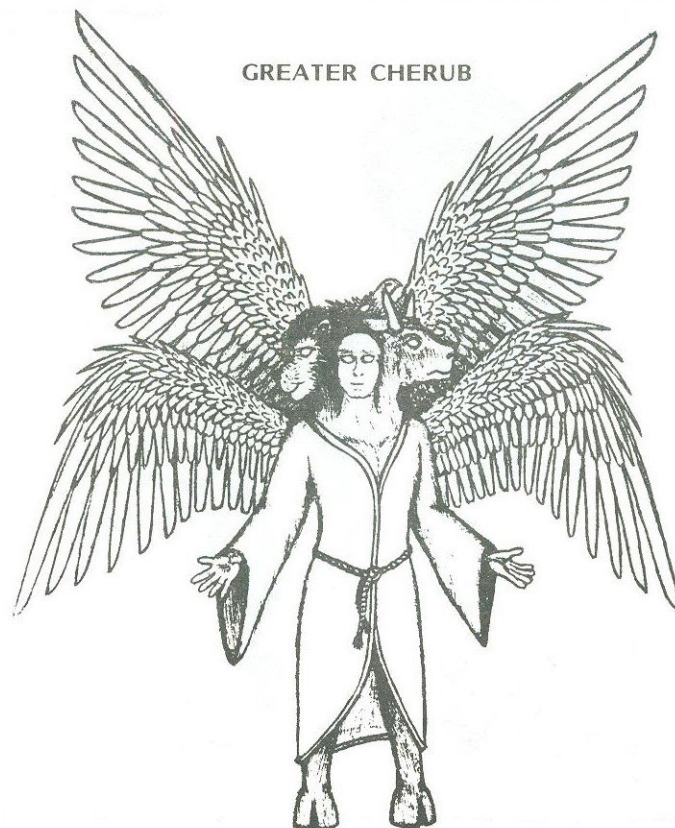
Varying Degrees of Angelic Light can be used to affect Different Creatures simultaneously (ie. Visitation to one Person that becomes Humbled; while other Persons nearby are frightened and run away). Any Creature affected by Angelic Light, other than the Creature(s) being Visited, will have no recollection of being affected or what they were affected by.

THE SWORD OF THE LORD

This is a powerful Sword comprised of Intense Divine Energy. Most Angelic Beings have the Ability to call forth one of these Swords if it should be deemed necessary.

A Sword of the Lord is permanently positioned at the Gates to Eden to prevent any Creature from entering.

This Weapon appears as a Sword of Bright White Flames and has an Intelligence of its own. Any unauthorized Creature touching one of these Swords will take Full Damage from its Flame; otherwise the wielder being protected from such. The Sword will cause Death (No Save) to any Creature that it touches plus Normal Damage from a strike and 10-40 points of Damage from the Flame. If a Creature is Granted a Saving Throw they will still take Damage equal to Half their Life Energy Levels (Life Protections Notwithstanding) even if they successfully Save. The Sword can be wielded Mentally and will be able to strike up to one time per Segment in this manner. For all other purposes a Sword of the Lord will be treated as +10 Flaming Vorpal.



AWE/HORROR POWERS

Charisma Score	Reaction Adjustment	Power Effects
-10	-90%	Horror/up to 16 HD
-9	-85%	Horror/up to 14 HD
-8	-80%	Horror/up to 12 HD
-7	-75%	Horror/up to 10 HD
-6	-70%	Horror/up to 8 HD
-5	-65%	Horror/up to 6 HD
-4	-60%	Horror/up to 4 HD
-3	-55%	Horror/up to 3 HD
-2	-50%	Horror/up to 2 HD
-1	-40%	Horror/up to 1 HD
0	-30%	Horror/under 1 HD

19	+35%	Awe/under 1 HD
20	+40%	Awe/up to 1 HD
21	+45%	Awe/up to 2 HD
22	+50%	Awe/up to 3 HD
23	+55%	Awe/up to 4 HD
24	+60%	Awe/up to 5 HD
25	+65%	Awe/up to 6 HD
26	+70%	Awe/up to 8 HD
27	+75%	Awe/up to 10 HD
28	+85%	Awe/up to 12 HD
29	+95%	Awe/up to 14 HD
30	+100%	Awe/up to 16 HD

* These Powers and Effects will not Grant a Saving Throw of any kind.

DEMONIC DARKNESS

This is a form of Complete Darkness that will render all forms of Sight impossible. The only form of Vision that can penetrate Demonic Darkness will be True Sight and similar forms of seeing. Most Greater Demonic Creatures can use this ability at their own discretion.

Demonic Darkness also affects all Creatures within causing them to Save versus its various effects each Melee Round. Creatures may try to move out of the Darkness but Saves must be checked until they do so or the Darkness dwindles away.

Creatures must first Save versus Paranoia or be overcome with an uneasy feeling.

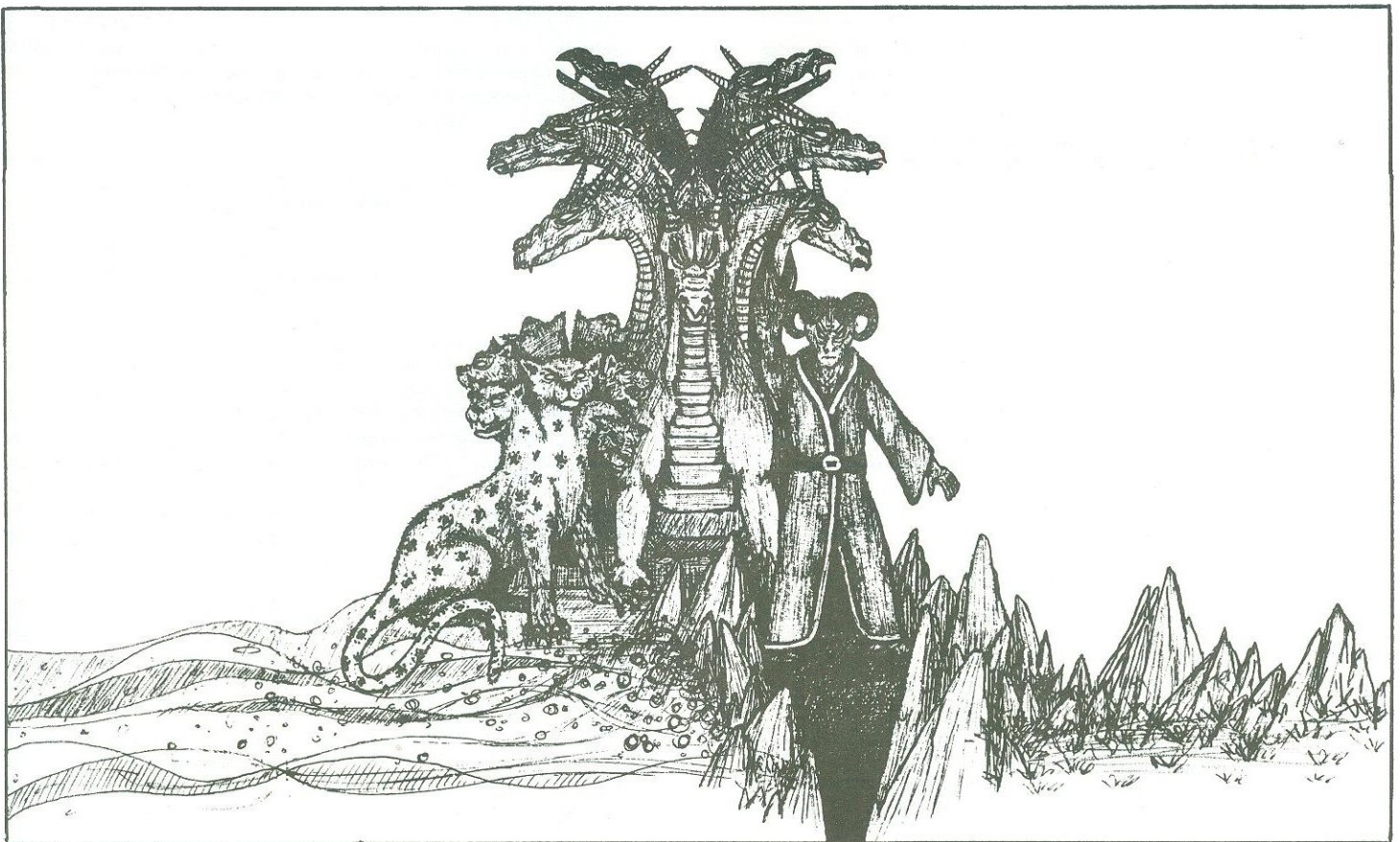
If that Creature is unsuccessful they will be Paranoid for the Duration of the Darkness or until they can exit. The Following Melee Round they must then Save versus Confusion or succumb to its effects.

Once Confused, that Creature must Save on the next Melee Round versus Fear or become Petrified with Terror.

Likewise once filled with Fear, the Creature must again Save on the following Melee Round versus Panic or succumb to this effect.

Finally, once Panic stricken, the Creature must Save on the next Melee Round or go utterly Mad (this Effect is Permanent).

These effects are cumulative and Saving Throws must be checked accordingly. All effects will last until the Darkness is either Dispelled, wears off, or the Creature can find their way out of the area. The Darkness will have a 5'-30' Radius and Magical Resistances will not work against its effects; although Immunities to these Effects will work normally. The Darkness will last for a number of Melee Rounds equal to the Hit Dice of the Demonic Being using it.



LOWER MULTIVERSAL HEMISPHERE

THE PLANE OF SHADOW stretches from the Material Plane (occupying the same space as the Ethereal Plane) down into the core of the Hells where it meets the edges of all the Abyssal Layers. It is a vast Plane of Darkness and varying degrees of Negative Energy forming a mask that fills the skies of Hell with eternal darkness. The outer edges of the Plane of Shadow grant access to all the various layers of Hell but entry in this manner is not usually permitted. Normally, to travel the various depths of Hell, one must pass through the successive layers in the proper order and at the prescribed locations. Use of the Plane of Shadow to bypass these proceedings is usually reserved for the more powerful beings and other exceptional creatures. Creatures that exist primarily on the Plane of Shadow can only enter the Hells if they are Gated. All areas of the Inner Planes can be traveled to via the Plane of Shadow.

ACHERON (ANTE-HELL) is the First Layer of the Lower Multiversal Hemisphere. It is a place of transition for all the unsaved Souls after they pass over beyond the Material Plane.

Acheron is like a massive ring shaped river (The River of Death) with the smell of death running rampant in its waters. The River spirals, eventually winding towards the core of this layer where it drops off into the depths of Hell. Acheron flows into all the Rivers of Hell, which together they fill the Cocytus Pool in the lowest depths.

Acheron is monitored by Charon, 'The Boatman of the Lower Planes, who transports anyone entering to the other side. At the core of Acheron are the Abyssal Falls dropping down into the mists of Limbo.

LIMBO - This is the first division of the Hells. It is a vast Plane of sombre vapors with silence permeating throughout.

Limbo is the place for heathen Souls who remained unbaptised in Christ throughout their entire lives. For not accepting Christ they could not enter Heaven; and for not committing entirely to Satan they are spared the Lower Hells. * Souls here are filled with shame having realized the errors of their way.

Limbo is ruled by the Queen of Evil Dragons. At its farthest edges are the Gates into 'Hell Proper' where great thunderings can be heard.

* This and all other sensations that are experienced will be cumulatively compounded as greater levels of punishment (Lower Layers of Hell) are assigned.

TARTARUS - This is the second layer of Hell. It marks the beginning of 'Hell Proper' and is the edge of the Abyssal Depths. It is a vast Plane of stormy clouds filled with screams of sorrow and pain.

The Souls of carnal sinners are forever blown about in these winds. * Here they experience the previous Hell as well as being tormented with ultimate sorrow.

Tartarus is ruled by the 'Faceless Lord of Demons' who commands all of the elements of this Plane. The lower depths of Tartarus form parts of the skies of the Third Plane of Hell. Here the storms react violently on the lands below.

HADES - This is the third layer of Hell. It is a vast Plane of Dark shadowy lands covered with muddy water and snow. A bad smell seems to fill the air all throughout Hades.

The entire place is very cold. Freezing Acid Rains and Hail Storms constantly bombard the Souls that are trapped here.

Hades is a place for the punishment of Gluttony. Souls here lay groveling in the mud as they are hopelessly battered till they cannot even move. * They are tormented here fully realizing that they now have no chance of ever repenting.

Hades is watched over by Cerberus its supreme guardian. At the farthest side of this Plane is a rough descent with jagged outcroppings. There are winding Roads that can be found that will lower down into the edge of the Fourth Plane of Hell.

PLUTUS - This is the fourth layer of Hell. It is a Plane of smooth brimstone with mass confusion permanently embodied throughout the realm.

Here greedy Souls endlessly toil and labor moving large rocks about; stopping only long enough to exchange some choice words with one another.

* The Souls here experience the previous Hells as well as regretting the gift of eternal life which they cannot have.

Plutus is ruled by the gods of envy and greed. Near the core of its ring are Springs of boiling dark purple water. The Springs have long eroded passages through the canyon walls on the inner side of Plutus' ring. These springs form small rivers that wind down through the caverns to empty into the massive Swamps below.

STYX - This is the fifth layer of hell. The area is a vast swamp of decay filled with a rotten stench. It has also been called the 'Black Fen' for its dark slimy vegetation that lifelessly lingers in the sewage. Any creature that touches this muck will become Permanently Stuck there. The air here is hot and dry and helps to compound the aroma of the swamp.

Styx is a place for the punishment of Pride and Self Righteousness. Souls here are packed tightly together being partially submerged in the filth. They are all stuck together and constantly claw and bite at one another. * Here they are forced to endure each other's misery while compounded with hatred for the same.

Styx is Ruled by Phlegyas atop his massive barge that he plows through the wasteland from one shore to another. At the inner ring of Styx, the swamp's waters bubble down into sinkholes at the base of the Walls of Dis. As the waters touch the Wall, boiling vapors rise up into the air. Along the Walls are series of Towers that mark the Gates into the Sixth Plane of Hell.

DIS - This is the sixth layer of Hell. Dis is surrounded by an enormous wall that rises hundreds of feet into the air. The walls are made of iron that has been heated to the point that they are glowing red. Flames and boiling vapors dance about the foundation of the wall on its outer side. Various Towers with gatehouses are spaced along the perimeter which allow passage to the Hells within. The Walls of Dis mark the Boundary of the Lower Hells and beyond its vast wastelands lie the depths of the 'Bottomless Pit'.

Beyond the Walls of Dis stretches a barren wilderness. Outcroppings of rock are riddled throughout the land which expose numerous tombs and grave pits. These Pits are filled with flames being the prisons of the Souls that are to be tormented here. Dis is the prison of traitors and arch-heretics; those persons that were filled with a lust for power. * These Souls are forever burning in their graves filled with complete misery. They have now come to fully realize the torments that lie ahead in the end.

Dis is ruled by a joint staff of Arch-Devils at the capital city for which the Plane was named. The City of Dis lies at the core of the Plane and stretches around the entire inner rim. Hecate, the Queen of Dis, rules over the capital city and is the supreme representative to the Lower Courts. At the inner rim of the City of Dis are jagged cliffs forming an almost vertical drop. These drop to almost incomprehensible depths stopping at the first of the lowest layers of Hell. Rocky caverns of brimstone and fire are riddled deep within the cliff walls. These caverns are similar to the flaming tombs above and intertwine with the overflow of the Styx; both to remerge below at the edges of the Seventh Plane of Hell.

PHLEGETHON - This is the seventh layer of Hell. At its edge is the outer shore of the Phlegethon River. This River is filled with boiling Blood bubbling up from the depths above. The shores here are guarded by Centaur-Demons, commanded by their Minotaur-Demon captains. They constantly patrol the area and keep the Souls trapped in the River retained in their place. A terrible fetid stench steams up from the waters at all times.

Across the Phlegethon River lies the Wood of Suicides. Outlets of the River wind through these poisoned Woods feeding the withered trees. Some Souls escape the Rivers into this area, only to be hunted down by Harpies and Hell Hounds.

On the far side of the Woods of Suicide lies the Burning Desert. Here the last remaining branches of the Phlegethon River wind off into the sands. Flaming Rains fall down on the desert and create a poisonous smoke that rises up into the air. The banks of the Phlegethon Streams steam at the edges of the sand, finally to pour into depths below.

Phlegethon is the place for the punishment of Anger and Fury. Fradulent Souls linger throughout its waters being forced back into its torment whenever they try to escape. * The Souls here are constantly reminded of the rewards and gifts of Heaven; tortured with the desire to have these things which they cannot.

Phlegethon is ruled by Geryon who resides in the firey clouds above the Burning Desert. At the far edge of the Desert is a straight drop where the Phlegethon Streams drain into the chasms of the Eighth Plane of Hell.

MALEBOLGE - This is the eighth layer of Hell. It consists of a series of ten ring shaped Chasms (Malebolges) that spread inward to the core of the Plane. The Plane is divided into ten ring divisions (Bolgia) that flank either side of the Chasms. From the Bolgia the Chasms drop many hundreds of feet. There is a series of Bridges that link the Bolgia and somewhat form spokes leading in towards the core of Malebolge.

Greater Malebranche dwell throughout Malebolge and torture the deserving Souls who have performed treacherous acts against God and Nature. Each Bolgia descends slightly deeper and reflects the degree of punishment to be suffered.

The First Bolgia is reserved for the Panderers. Here they wander aimlessly in a circle around their ring.

The Second Bolgia is for the Seducers who wander in the opposite direction as their fellows on the previous ring. These two reflect the endless 'March of the Lost Souls'.

The Third Bolgia is where the False Priests and Prophets are kept. Here they are stuck upsidedown with their heads imbedded in the stone. Their feet ablaze with fire as they painfully endure their punishment.

The Fourth Bolgia is for the Sorcerers and evil Magicians. Here they are forced to endlessly meander with their heads twisted backwards so as to allow them never to

see what is ahead.

The Fifth Bolgia is where the Prostitutors are punished. Here they are forced to march in a canal of boiling pitch.

The Sixth Bolgia is for the Hypocrites. These Souls are forced to pace back and forth in pools of molten lead.

The Seventh Bolgia is where the Souls of Thieves and Criminals are forever tormented by serpents. These snakes wrap themselves around their prey and disrupt causing their victim to be disintegrated also. Immediately the victims are reformed and undergo the same torments again.

The Eighth Bolgia is for all the Evil Counselors. Here they are imprisoned in spheres of flame forever burning in misery.

The Ninth Bolgia is reserved for the punishment of the War Mongers. Here these Souls are tortured with battle and forced to suffer endless mutilations.

The Tenth Bolgia is where the cardinal Falsifiers are tormented. They are forced to remain here helplessly inert and stricken with loathsome diseases.

* In all these divisions, the Souls being tormented are filled with the agony of the previous Hells as well as being able to fully understand the final punishment to come for them all.

Malebolge is ruled by Mephistopheles and his armies of Malebranche. The Chasms of Malebolge are filled with the run off of the Phlegethon Streams. The bottom of these Chasms are connected by small canals in which the waters flow. At the last Bolgia of this Plane these openings form waterfalls which drop down into the bottom most depths of Hell.

PANDEMONIUM - This is the ninth and last layer of Hell. The watery run off from Malebolge drains down past the Towers of the Giants and into the Cocytus Pool at the bottom of the pit. These Towers are the Keeps of the Lords and Dukes of Pandemonium and stretch from the base of the last Bolgia (Malebolge) down to the outer shore of the Cocytus Pool. The Cocytus Pool is frozen solid and has the property of Petrifying anything that comes in contact with it. At the center of the Pool is an island where the Dark Palace towers high above the floor of Pandemonium. This emense Palace is formed in the likeness of Satan and it is from here that he controls all of Hell. The Palace also has the ability to draw upon the life force of all the Souls trapped in the waters of Hell.

Pandemonium is the place for the punishment of the worst forms of all sin. The Souls here are completely frozen in the waters of the Cocytus Pool. The surface of Cocytus displays infinite faces having been melted together and frozen in their place. These faces are petrified with looks of terror and agony.

The Cocytus Pool has four primary divisions.

Caina - for the punishment of Souls who had performed violence to their own kin, etc.

Antenora - Prison for the worst of the Betrayers, etc.

Ptolomea - for the torment of the treacherous Murderers. Some of these Souls will have their Material Body stolen away by Demonic Beings when they pass on into death.

Giudecca - The prison for the worst of the Traitors and the most evil of all Souls, etc.

* All the Souls here will have sensations of the torments from all the previous Hells. They will also be filled with complete misery and hopelessness having all these torments compounded severely. Here they will waste away in confusion and shame, ultimately fearing the Final Judgment

to come.

Pandemonium is governed by a council of Arch-Devils and Princes which Asmodeus resides over. He is primarily the Prince of Pandemonium and the direct spokesperson of Satan himself. The two other thirds of the Satanic Trinity (the Beast / the False Prophet) have already been removed from their position in Hell and banished to the Lake of Fire for all eternity (since the End of Armageddon). Satan has been confined here in his Palace since the time of the First Judgment (separation of the Satanic Trinity). This is his seat of power and control center over the host of Fallen Angels.

GEHENNA (LAKE OF FIRE)- This is a vast area at the lowest extreme of the Multiverse. It lies at the pole of the Lower Multiversal Hemisphere below the depths of Hell. Gehenna is surrounded by the raw Negative Energy that stretches up around the exterior of the Lower Multiversal Hemisphere.

Gehenna is a vast Plane of Firey Energy. Everything within this area is continuously consumed by the blaze and reformed again. This is a never ending cycle in Gehenna. Any creature within this Plane, will experience the full sensations of this cycle beyond the threshold of any discomfort and agony ever imagined.

Gehenna can only be Gated into by Greater Superpowers. This Plane always draws in towards itself and there is No Way Possible to create an Exit.

Gehenna is the Place of final punishment and retribution for all of Evilkind. Since the First Judgment at the end of Armageddon, the False Prophet and Anti-Christ have been imprisoned here. At the end of the Last Rebellion the Final Judgment will occur. The Lake of Fire will be expanded to accommodate its new mass. Satan and all the evil beings in the Multiverse will be cast into the Lake, as well as Hell, death, and all of the Abyss. Here they will remain under the wrath of God's Judgment for all eternity.

FALLEN ANGELS

The Fallen Angels are the disobedient Celestial Creatures that were cast from Heaven when Lucifer rebelled against God. These Greater Beings of evil choosing, constitute the Host of Devils and Demons. They are the Administrators of Satan's will on the Material Planes as well as in Hell and the Abyss.

The Fallen Angels constantly keep busy hindering the performance of God's Angels on the Material Plane. They also try to thwart the progress of Believers through Seduction and Temptation, testing their Faith at any sign of weakness. The Fallen Angels are allowed to act freely against unbelievers and wicked persons, performing their Master's will in any way they so desire.

All Fallen Angels are Invisible at all times and usually prefer to travel about on the Ethereal Plane. They seldomly take on a Material Form but have the Ability to enter and Control Animals and Creatures with a very low Intelligence Rating. Sometimes Fallen Angels are even allowed to enter the Children of the Wicked to chastise their Parents. All in all their primary duty being to bring about the devastation of Nations and the lives of the people therein. Fallen Angels have everlasting life for the time being and if destroyed they will return to their Home Plane until they may enter the Material Planes again. All Fallen Angels have the Following Powers also:

- Comprehend (Hear/Speak/Read/Write) All Languages.
- Detect Alignment (No Error).

- Teleport (No Error).
- True Sight and Infravision.
All performed at Will but not Constantly.

Other Abilities:

- Saving Throw Granted where not Normally.
- Survive in Any Environment.

Fallen Angels are also able to empower Demonic Darkness a number of times per day as their Status shall allow.

THE ARCH-CHERUB LUCIFER [Satan]

Frequency: unique

No. Appearing: 1

Armor Class: -25

Move: infinite

Hit Points: 666+

No. of Attacks: up to 10

Damage/Attack: 3-12 or by weapon (+22)

Special Attacks: see below

Special Defenses: +5 or better Weapon to Hit

Magic Resistance: 100% (constant)

Alignment: Lawful Evil

Size: L

Plane: Hell (Pandemonium)

Anti-Believer: 100th Level

Fighter: 30th Level Anti-Paladin

Magic-User/Illusionist: 50th Level both

Assassin: 25th Level Bard

Psionic Ability: 1000+

Attacks/Defenses: All

S: 29(+11, +22) **I:** 30 **W:** 30 **D:** 100 **C:** 30 **CH:** 30+

Satan is the most beautiful and brilliant of all the Beings from the Original Creation. Because of his splendor, he became filled with pride and reflected only upon his own glory. This led to his apostasy and self-exaltation against God. Satan was Prince of Heaven until he and his loyal Angels conspired against God, then having to leave Heaven with one third of its population (Fallen Angels). Satan was then demoted to the 'Prince of the Power of the Air', becoming the head of his own organization of Spirits and Beings. Satan is the father of all evil and sin, and it is from him that all sin is derived.

When God created Mankind, Satan was responsible for introducing Man to Sin and thus causing Man to be expelled from Paradise. He has ever since been engaged in an age-long struggle against God which encompasses all the Universes. He constantly seeks to defeat the divine plans for grace towards Mankind and to seduce men to evil and their ruin ('the deceiver of the whole world'). Through his subordinates he makes his influence left throughout the Universe. Satan was judged in the cross but is still permitted to carry on his conflict. He is aware of the ultimate doom that faces him, but wishes to have as many people fall with him as he can. At the time of Christ's return (Armageddon), Satan will be confined to the 'Bottomless Pit' for the duration of Christ's Millennium Reign. (THIS WILL BE THE PRESENT TIME FOR PURPOSES OF GAME PLAY) Satan will be able to still use his influences through his Spirits though. At the end of the Millennium, Satan will be released for one Season. At the end of this time, good and evil throughout the Multiverse will take sides for the last time and the Final Rebellion will occur. After the Final Judgment, Satan and all

of his followers will be cast into the 'Lake of Fire' for all eternity to suffer everlasting doom.

Satan has been called by many names (Abaddon, Apollyon, the Dragon, the Serpent, etc.) and is known by many titles ('the god of this world', 'the great deceiver', 'the Prince of Darkness', etc.). All in all, he is the Master of all Evil and the origin of such from the beginning. Satan is extremely powerful and a formidable foe to the Archangel Michael. He is not an independent rival of God though. He is a subordinate, able to go only as far as God permits. Satan's primary powers are through deception; about himself, his purpose, his activities, and even his coming defeat. He also causes physical affliction, financial loss, and sends counterfeit Christians out into the world; blinding the minds of men to the Gospel and inducing them to accept his lies. Satan often transforms himself into an 'Angel of Light' and presents his apostles of falsehood as messengers of truth. Satan and his Fallen Angels are constantly in conflict with the Angels and Saints, directly and indirectly throughout the Universes.

Satan can Communicate through Multi-Telepathy with all the other Fallen Angels at will. He has the ability to use any of his Powers at his own discretion.

Satan has all the Abilities of Standard Fallen Angels as well as:

- Command (No Save) lasting 10 rounds.
- Travel the Lower Planes.
- Summon any Fallen Angel or Lesser Evil Beings.

All of these are performed at will but not continuously.

Other Abilities:

- Fail to Save only on a Fumble.
- Survive in any Element/Environment.

Satan can also employ Angelic Light to its fullest extent and use every degree of Awe and Horror Powers. He can Read Minds and even the most powerful forms of Mental Shielding cannot prevent this. Satan is a Master Deceiver and his appearance is so impressive as to Humble any creature (No Save).

Satan has the ability to draw upon the power of Hell through his Palace in Pandemonium. This Palace draws in the energy from the Waters of Hell and transmits them to Satan. This allows him to increase his Hit Points by One Hundredth of a Point/666 Souls in Hell (roughly 15 hp/One Million Souls). At this point in time Satan's working Hit Points are well over a Thousand. This same process also allows Satan to effectively increase his own power, as well as the amount of power that he can convey to his followers. All the Fallen Angels and False Gods acknowledge Satan as their Supreme Ruler.

GREATER FALLEN ANGEL

Frequency: very rare

No. Appearing: 1

Armor Class: -11 to -20

Move: infinite

Hit Points: 200-500

No. of Attacks: up to 10

* **Damage/Attack:** 2-5 or by weapon (+ Bonus)

Special Attacks: corruption/deception

Special Defenses: +3 or better Weapon to Hit

Magic Resistance: 50%-100% (constant)

Alignment: Lawful Evil

Size: L

Plane: Hells

Anti-Believer: 20th-70th Level

Fighter: 21st-30th Level Anti-Paladin

Magic-User/Illusionist: 11th-30th Level both

Assassin: 11th-16th Level

Bard: 5th-20th Level

Psionic Ability: 200-500

Attacks/Defenses: All

* **S:** 23 (+6, +10) **I:** 24 **W:** 20 **D:** 50 **C:** 30 **CH:** 20(-10)

* These indicate Ability Score Minimums.

These are the more Powerful Devils and Arch-Demons. All Greater Fallen Angels are similar to some degree but each has its own Responsibilities and specific Powers. They are the Chief Administrators of Satan's will in Hell and on the Material Planes.

Greater Fallen Angels can Communicate Telepathically and Read Minds at will. Only very powerful forms of Mental Shielding have even a chance of preventing this. These Creatures can cause Devastation through Disease, Earthquakes, Fire, Flood, Havoc, Pestilence, Sickness, and Storms, all at will. They have all the Abilities of other Fallen Angels as well as those Listed Below:

- Command (No Save) lasting for 1 round.
- Travel the Planes.
- Summon Lesser Fallen Angels and other Evil Spirits.

All of these performed at Will but not continuously.

Other Abilities:

- Fail to Save only on a Fumble.
- Survive in Any Element/Environment.

Greater Fallen Angels can assume a Material Form either as a Man or a Woman. They can attempt to Possess Intelligent Creatures through Temptation and Seduction causing that Creature to open itself up from within to the Fallen Angel's deception (Base 25% Chance / +10% cumulative each time Successful thereafter). Once they have achieved 100% Success, the Fallen Angel can come and go at will or introduce other Demonic Companions. Through this they will cause Moral Uncleanliness and eventually Madness and Suicide. Greater Fallen Angels can also perform the Following Abilities at Will:

- Animate the Dead
- Suggestion
- Charm Creatures
- Basic Illusions

Greater Fallen Angels may employ Demonic Darkness at their own discretion. They also have the ability to reduce their Charisma to Negative Factors that will cause Fear and Horror in Creatures that gaze upon such.

BAALZEBUB

[Prince of Material Affairs]

Frequency: unique

No. Appearing: 1

Armor Class: -19

Move: infinite

Hit Points: 466

No. of Attacks: 2

Damage/Attack: 2-7 or by weapon (+14)

Special Attacks: corruption

Special Defenses: +3 or better Weapon to Hit

Magic Resistance: 100% (constant)

Alignment: Lawful Evil

Size: L

Plane: Hell (Pandemonium)

Anti-Believer: 100th Level

Fighter: 30th Level Anti-Paladin

Magic-User/Illusionist: 30th Level both

Assassin: 13th Level

Bard: 15th Level

Psionic Ability: 480

Attacks/Defenses: All

S:25(+7, +14) **I:** 30 **W:** 30 **D:** 100 **C:** 30 **CH:**23(-10)

Baalzebub is chief administrator of Demonic affairs on the Material Planes. He is also figuratively referred to as "the Lord of the Flies".

Baalzebub can Communicate with all Demons through his Multi-Telepathic Abilities. He can Read Minds at will and only the most powerful forms of Mental Shielding can prevent this.

The Abilities of other Greater Fallen Angels will likewise apply to Baalzebub. He is able to perform all of his Illusions at will. Baalzebub also has the Ability to Summon any of the Demon-Types, as well as their respective Arch-Demon Lords; to come before him at any time. Baalzebub has the power of Command over all Demonic creature types (No Save) and greater Demonic Beings respect his authority to the highest degree.

GERYON

[Prince of Phlegethon]

Frequency: unique

No. Appearing: 1

Armor Class: -17

Move: infinite

Hit Points: 433

No. of Attacks: 3

Damage/Attack: 2-5/2-5/1-4 (+12)

Special Attacks: poison tail stinger

Special Defenses: +3 or better Weapon to Hit

Magic Resistance: 95% (constant)

Alignment: Chaotic Evil

Size: L (10' tall, 30' long)

Plane: Hell (Phlegethon)

Anti-Believer: 50th Level

Fighter: 25th Level Anti-Paladin

Magic-User/Illusionist: 20th Level both

Assassin: 11th Level

Bard: 20th Level

Psionic Ability: 320

Attacks/Defenses: All

S: 24(+6, +12) **I:** 24 **W:** 24 **D:** 75 **C:** 30 **CH:**20(-8)

Geryon is the Ruler of the Seventh Plane of Hell. He is the embodiment of Fury and Rage and it is through such that he achieves his stronger powers.

Geryon can Communicate to all Demonic Beings on his Plane as well as being able to Summon the same. He can

Read Minds at will and only very powerful forms of Mental Shielding can prevent this.

Geryon has the standard abilities of most Greater Fallen Angels. He can also become so enraged as to increase his Strength to twice normal. He is very hot tempered most any time. Geryon can also use his offensive Spells at twice their destructive power while he is enraged.

Geryon's Manor lies in the fiery clouds above the Burning Desert. From here he can fly forth and keep a watchful eye over all of Phlegethon.

PHLEGYAS

[Prince of Styx]

Frequency: unique

No. Appearing: 1

Armor Class: -15

Move: infinite

Hit Points: 375

No. of Attacks: 2

Damage/Attack: 2-5 or by weapon (+14)

Special Attacks: Emotional Influence

Special Defenses: +3 or better Weapon Hit

Magic Resistance: 90% (constant)

Alignment: Lawful Evil

Size: L (10' tall)

Plane: Hell (Styx)

Anti-Believer: 66th Level

Fighter: 20th Level Anti-Paladin

Magic-User/Illusionist: 20th Level both

Assassin: 16th Level Assassin

Bard: 15th Level

Psionic Ability: 280

Attacks/Defenses: All

S:25(+7, +14) **I:** 25 **W:** 23 **D:** 60 **C:** 30 **CH:**20(-7)

Phlegyas is the Ruler of the Fifth Plane of Hell. He is the embodiment of Pride and Anger and epitomizes the extremes of both.

Phlegyas has control over all the Souls in the Styx Marsh as well as command over their Demonic tormentors.

Phlegyas has all the abilities of most Greater Fallen Angels as well as being able to alter the Emotional Feelings of all Creatures within a 10' radius. Phlegyas also has the ability to cause creatures to be filled with self-righteous indignation, pride, and anger (No Save) merely by the touch.

Phlegyas travels about the Styx in his gigantic Royal Barge plowing through the filth below. The Barge is his Manor House as well as his means of traveling the swamp. Phlegyas' Barge and the smaller boats of his servants are the only means to travel the surface of the Styx without being overcome by its powers.

MINOS

[Dispenser of Souls]

Frequency: unique

No. Appearing: 1

Armor Class: -13

Move: infinite
Hit Points: 200
No. of Attacks: 2
Damage/Attack: 2-8 (+14)
Special Attacks: paralysis
Special Defenses: +3 or better weapon to hit
Magic Resistance: 75% (constant)
Alignment: Lawful Evil
Size: L (15' tall)
Plane: Hells (Proper)
Anti-Believer: 50th Level
Fighter: 21st Level Anti-Paladin
Magic-User/Illusionist: 11th Level both
Assassin: 11th Level
Bard: 20th Level
Psionic Ability: 200
Attacks/Defenses: All
S: 25 (+7, +14) **I:** 24 **W:** 20 **D:** 50 **C:** 30 **CH:** 20(-6)

Minos is the Guardian of the Gates of Hell Proper. He is in charge of the dispensation of all Souls that are to be sentenced to the layers of the Abyss (Hell Proper). All the Souls that are brought to Hell are escorted to Limbo where they will await Minos to carry them to their proper place of punishment. Those Souls that are not truly Evil (Merely unsaved), will remain in Limbo. Lesser Judgment having already been passed on the Souls to enter; Minos delivers them to their respective Planes. Minos can be found at the entrance to all of the Abyssal Planes conducting his duty, but is more frequently found at the Gates of the Second Plane which he guards.

Minos has the powers of most Greater Fallen Angels as well as being able to cause Paralysis (No Save) by the glance or by touching his opponent.

Minos has the power of opening and closing the Gates to Hell Proper. There is no other way into the Abyssal Layers (aside from the Plane of Shadow) and only Beings that are more powerful than Minos can attempt to open the Gates otherwise.

LESSER FALLEN ANGELS

Frequency: rare
No. Appearing: 1
Armor Class: -1 to -12
Move: infinite
Hit Points: 100-300
No. of Attacks: up to 8
***Damage/Attack:** 1-4 or by weapon (+ Bonus)
Special Attacks: Disease/Pain/Sickness
Special Defenses: +2 or better Weapon to Hit
Magic Resistance: 35% - 90% (constant)
Alignment: Evil (varies)
Size: M to L
Plane: Hells
Anti-Believer: 20th-50th Level
Fighter: 11th-20th Level
Magic-User/Illusionist: 11th-20th Level both
Assassin: 5th-10th Level

Bard: 5th-10th Level
Psionic Ability: 100-300
Attacks/Defenses: All

***S:** 20 (+4, +7) **I:** 20 **W:** 20 **D:** 25 **C:** 25 **CH:** 20(-6)

* These indicate Ability Score Minimums.

These are Devils and Demons of reasonable power. The Majority of them are restricted to the Demonic Abyss, but some do manage to escape to the Material Planes.

Lesser Fallen Angels can Communicate Telepathically and Read Minds at Will. These Creatures can Cause Disease, Pain, and Sickness at their own discretion; and Wither things by the Touch. They have the Abilities of other Fallen Angels as well as those Listed Below:

- Animate the Dead.
- Travel the Planes.
- Gate other Demons or Evil Spirits.
- Suggestion.

All of these performed at Will but not continuously.

Lesser Fallen Angels can assume a Material Form either as a Man or Woman. They can attempt to influence a Creature through Temptation and Seduction causing that Creature to open up to the Fallen Angel's deception (Base 10% Chance/+10% cumulative each time Successful thereafter). Once they have achieved 100% Success, the Fallen Angel will cause Moral Uncleanliness and Mental Instability. Lesser Fallen Angels may also use each Illusion Spell Once per Day. Their Demonic Darkness is usable Once per Hour and they are able to reduce their Charisma to Negative Degrees to Cause Fear in Creatures that look upon them.

CHIRON

[Demon Lord of Centaurs]

Frequency: unique
No. Appearing: 1
Armor Class: -6
Move: 24''
Hit Points: 175
No. of Attacks: 4
Damage/Attack: 2-5 (claws); 1-8 (hooves), (+9)
Special Attacks: trample
Special Defenses: +2 or better weapon to hit
Magic Resistance: 75% (constant)
Alignment: Neutral Evil
Size: L
Plane: Hell (Phlegethon)
Anti-Believer: 35th Level
Fighter: 20th Level Ranger
Magic-User/Illusionist: 13th Level both
Assassin: 6th Level
Bard: 6th Level
Psionic Ability: 100
Attacks/Defenses: All
S: 22 (+5, +9) **I:** 23 **W:** 20 **D:** 30 **C:** 30 **CH:** 20 (-3)

Chiron is Lord of all Centaur-Demons and evil Centaurs on the Material Planes. He can appear as a glorified Centaur with large claws or reduce his Charisma to that of a loathsome creature of similar build. Chiron attacks by using his claws and forward hooves and if possible he will try to

trample his opponent gaining four hoof strikes at double damage.

Chiron has the standard abilities of Lesser Fallen Angels as well as full Command over all Centaur-Demons (No Save).

Chiron lives in the Woods of Suicide within Phlegethon. He is a subordinate of Baphomet who commands all of the Minotaurs and Centaur-Demons of this Plane.

GREATER DEMONIC BEINGS

Frequency: rare
No. Appearing: 1
Armor Class: -1 to -8
Move: 18'' to 48'' +
Hit Points: 100-200
No. of Attacks: up to 8
***Damage/Attack:** 1-4 or by weapon (+ Bonus)
Special Attacks: Temptation
Special Defenses: +2 or better Weapon to Hit
Magic Resistance: 20%-50% (constant)
Alignment: Evil (varies)
Size: M to L
Plane: Hells
Anti-Believer: 10th-30th Level
Fighter: 11th-20th Level
Magic-User/Illusionist: 5th-20th Level
Thief/Assassin: 5th-10th Level
Bard: 2nd-8th Level (50%)
Psionic Ability: 50-200
Attacks/Defenses: 2-5/2-5

***S: 20 (+4, +7) I: 18 W: 18 D: 20 C: 20 CH: 16 (-5)**

* These reflect Ability Score Minimums.

These are Demonic Beings of average power and status. They are the Minions of and personal servants to the Lords and Dukes of Hell. These Beings are rarely encountered outside of Hell unless their Master's bidding requires such. When on the Material Plane, they are usually sent in command of a group of Lesser Beings.

Greater Demonic Beings can Communicate through Telepathy and Read Minds at will. They can also use Temptation as for Lesser Fallen Angels. The following Abilities are also usable by these Beings:

- Comprehend all Languages.
- Detect Alignment (No Error).
- Teleport (No Error).
- True Sight and Infravision.
- Animate the Dead.
- Charm Creatures.
- Gate similar and Lesser Beings (66%).

All of these performed at will but not continuously.

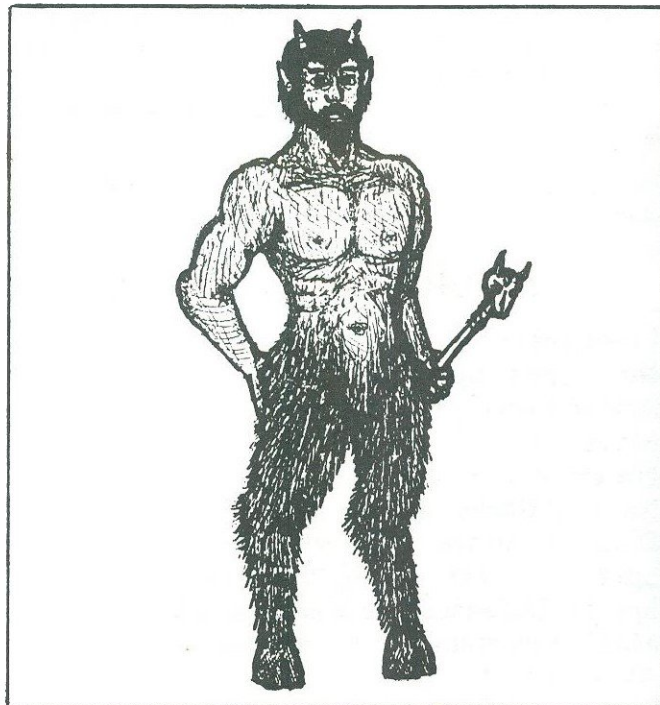
Greater Demonic Beings are able to assume a Material Form if necessary and most prefer to remain in such. They may use Demonic Darkness once every three hours and can reduce their Charisma to Negative Degrees to cause Fear in any onlookers. They are Immune to Fire, Poison, Gasses, Cold; and only take 1/2 Damage from Electricity.

SAIRIM [He-Goat]

Frequency: rare
No. Appearing: 1
Armor Class: -6
Move: 18''
Hit Points: 200
No. of Attacks: 2
Damage/Attack: 1-4 or by weapon (+7)
Special Attacks: Fear and Beguilement
Special Defenses: +2 or Better Weapon to Hit
Magic Resistance: 50% (constant)
Alignment: Neutral Evil
Size: M
Plane: Hells (Prime Material)
Anti-Believer: 30th Level
Fighter: 11th Level Ranger
Magic-User/Illusionist: 20th Level both
Bard: 8th Level
Psionic Ability: 200
Attacks/Defenses: All

S: 20 (+4, +7) I: 20 W: 20 D: 30 C: 30 CH: 20

Goat-Devils or Sairim, are Lesser Devils who spend the majority of their time working in the Material Planes. When in a Material Manifestation they will usually appear as a He-Goat, having the upper torso of a Man and the lower torso of a Goat. As such they will usually dwell in deserts and other similar remote areas.



Sairims have all the Abilities of other Greater Demonic Beings as well as being able to Cause Fear and use Beguilement whenever they so desire. They are Masters of deception being able to use each of their Illusions Three times per Day. However, unlike other Lesser Fallen Angels, they are only able to employ Demonic Darkness Three times per Day and do not have any Horror Powers.

LESSER DEMONIC BEINGS

Frequency: uncommon
No. Appearing: 1-6
Armor Class: -1 to -6
Move: 12'' to 36'' +
Hit Points: 60-150
No. of Attacks: up to 6
***Damage/Attack:** 1-4 or by weapon (+ Bonus)
Special Attacks: (varies)
Special Defenses: +1 or better weapon to hit
Magic Resistance: 20%-80%
Alignment: Evil (varies)
Size: M to L
Plane: Hells (Prime Material)
Anti-Believer: 11th-20th Level
Fighter: 11th-20th Level
Magic-User/Illusionist: 5th-20th Level
Thief/Assassin: 2nd-8th Level (75%)
Bard: 1st-6th Level (35%)
Psionic Ability: 50-100
Attacks/Defenses: 1-4/1-4
***S: 18 (+3, +6) I: 18 W: 18 D: 20 C: 20 CH: 10 (-4)**

* These reflect Ability Score Minimums.

These are the more average Demonic Beings. They constitute the armies of the more powerful Beings of Hell as well as being an important part of the forces of Evil on the Material Planes.

Lesser Demonic Beings can Communicate through Telepathy and use ESP at will. They are able to empower Temptation as for most Demonic Beings as well as the following Abilities:

- Comprehend all Languages.
- Detect Aignment.
- Teleport.
- Infravision/Ultravision.
- Animate the Dead.
- Charm Creatures.
- Gate similar and Lesser Beings (33%).

All of these abilities may be performed at will but do not operate constantly.

Lesser Demonic Beings are able to assume a form which they will usually remain as. They may use Demonic Darkness once/six hours and can use weaker forms of Horror to affect onlookers. They are immune to Fire, Poison, Gasses, Cold; and only take 1/2 Damage from Electricity.

DEMON SPIRITS

[Evil Spirits/Undead/etc.]

Frequency: common
No. Appearing: 1+
Armor Class: 3 to -6
Move: 9'' to 30'' +
Hit Points: 1-20 HD
No. of Attacks: up to 4
***Damage/Attack:** 1-3 or by weapon (+ Bonus)
Special Attacks: (varies)
Special Defenses: silver weapon to hit
Magic Resistance: 01%-20%
Alignment: Evil (varies)
Size: S to L
Plane: Lower Multiversal Hemisphere
(Plane of Shadow/Prime Material)
Anti-Believer: 5th-20th Level
Fighter: 1st-20th Level
Magic-User/Illusionist: 3rd-18th Level
Thief/Assassin: 1st-6th Level (50%)
Bard: 1st-4th Level (25%)
Psionic Ability: (25% chance)
***S: 6 I: 3 W: 3 D: 6 C: 6 CH: 3(-3)**

* These reflect Ability Score Minimums.

These are the most common of the Demonic Creatures and Evil Spirits. The host of Demon Spirits include Undead Creatures, lesser Evil Spirits, glorified Evil Souls, etc. They come in a wide variety of shapes, sizes, and colors.

Demon Spirits are able to use limited forms of Telepathy and Empathy at their own discretion. They will use their powers to try and influence mortal creatures to go astray. Demon Spirits also have the following Abilities:

- Comprehend all Languages.
- Infravision.
- Immune to Poison, Gasses, and *Fire.
- 1/2 Damage from Cold.

* Undead Creatures will be highly vulnerable to Fire while they still have a Material Form; otherwise being very resistant to such.

Demon Spirits may employ Demonic Darkness once per day. There will be times when the Stars and Seasons are right, that the powers of these Spirits may be amplified. Most Demon Spirits are between a state of death and damnation and are quite loathsome in appearance. Those Demon Spirits that achieve exaltation, will be raised to the status of lesser Demonic Beings and so forth.



LOCUST-DEMON [Lesser Demon]

Frequency: rare

No. Appearing: 1 or any

Armor Class: -5

Move: 48''

Hit Points: 100

No. of Attacks: 4

Damage/Attack: 2-12 (Head) / 2-8 (Hooves) /
1-4 (Tail)

Special Attacks: Poison Stinger

Special Defenses: +1 Magic Weapon to Hit

Magic Resistance: 75%

Alignment: Chaotic Evil

Size: M

Plane: Abyssal Depths

Psionic Ability: 100

Attacks/Defenses: 1-2/All

S: 20 (+4, +7) **I:** 20 **W:** 18 **D:** 25 **C:** 25 **CH:** 18 (-5)

These Lesser Demons appear as Horses adorned with Plate Scales. They have large Locust like Wings, and when they fly, it is like the Sound of Thunder. These Creatures have the Head of a Man with long Hair, and the Tail of a Great Scorpion capable of lashing out in a number of different directions. The Stinger on the Tail of a Locust-Demon does Hit Point Damage as well as affecting the Central Nervous System. This Poison grants No Saving Throw and will cause excruciating Pain lasting for 2-5 Hours. The Head of a Locust-Demon is like that of a Man except that its mouth has large gaping teeth. Its Teeth are coated with a similar Poison as to what is found in the Tail Stinger. The only difference being that this will only cause Pain for a period of 2-5 Turns.

Locust-Demons are Immune to the effects of Fire, Poison, Acid, and Gasses. They will only take Half Damage from the effects of Cold and Electricity.

Locust-Demons enjoy causing Pain to any Good Creature. The first time these Creatures are made reference to, is when a Multitude of Locust-Demons are released into the World to torture those not bowing to Satan, during the time of Trials and Tribulations.

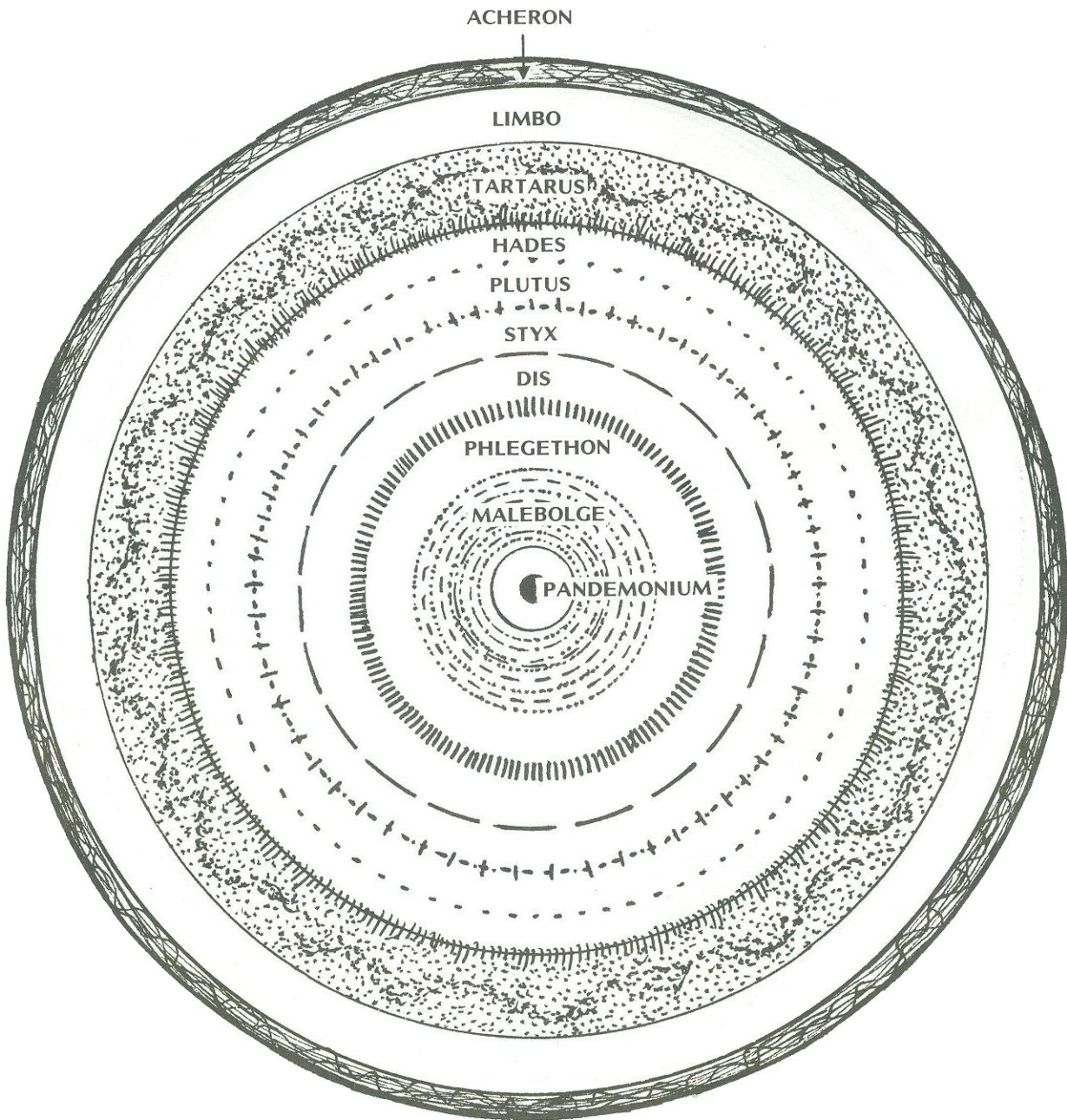


Artist's Interpretation of

THE PLANES OF HELL

according to

Dante's Inferno



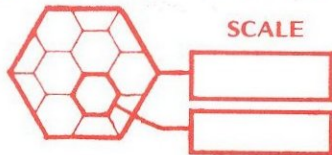
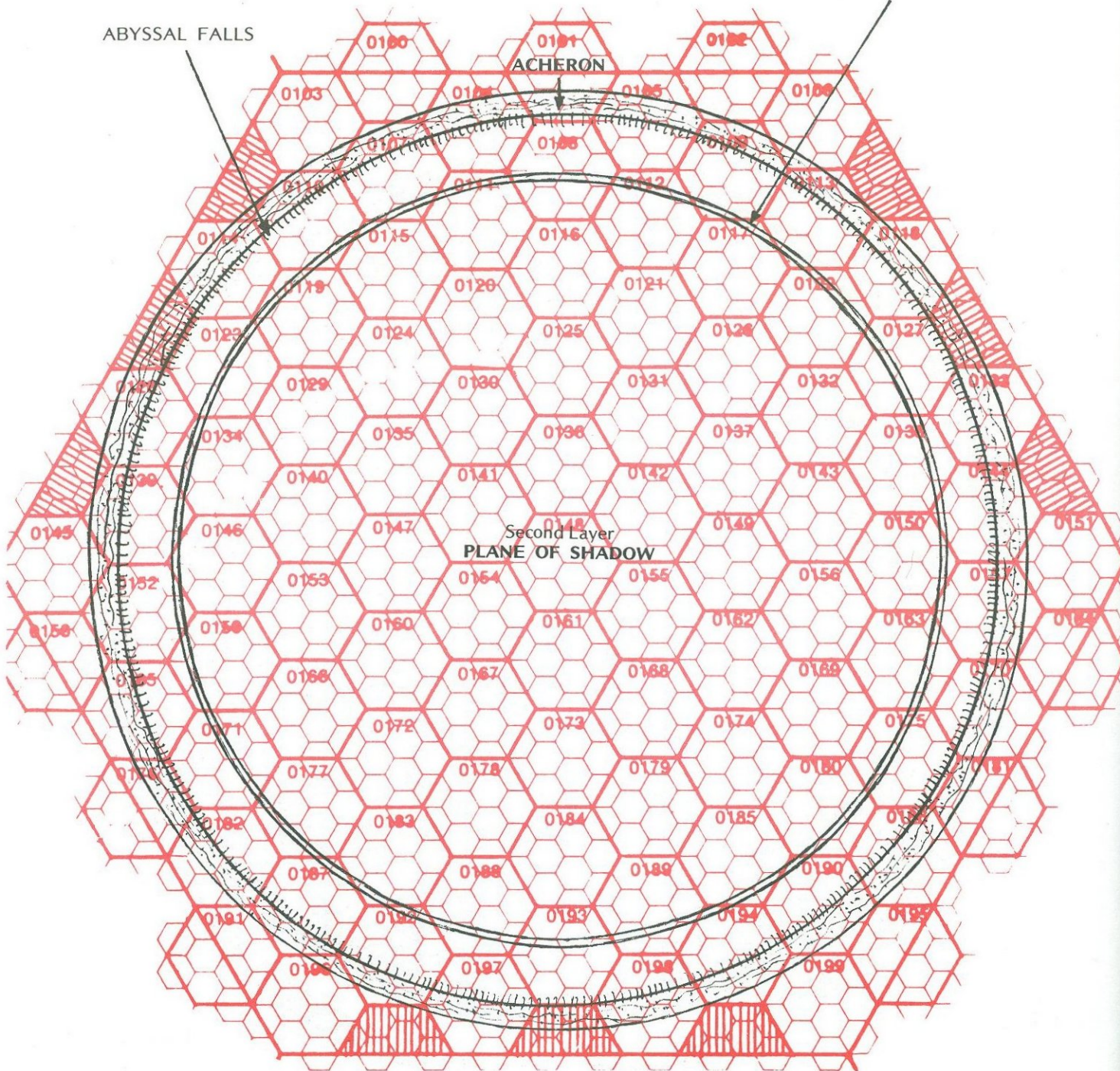
LIMBO

BOUNDARY OF HELL PROPER

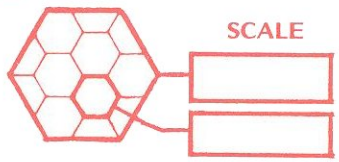
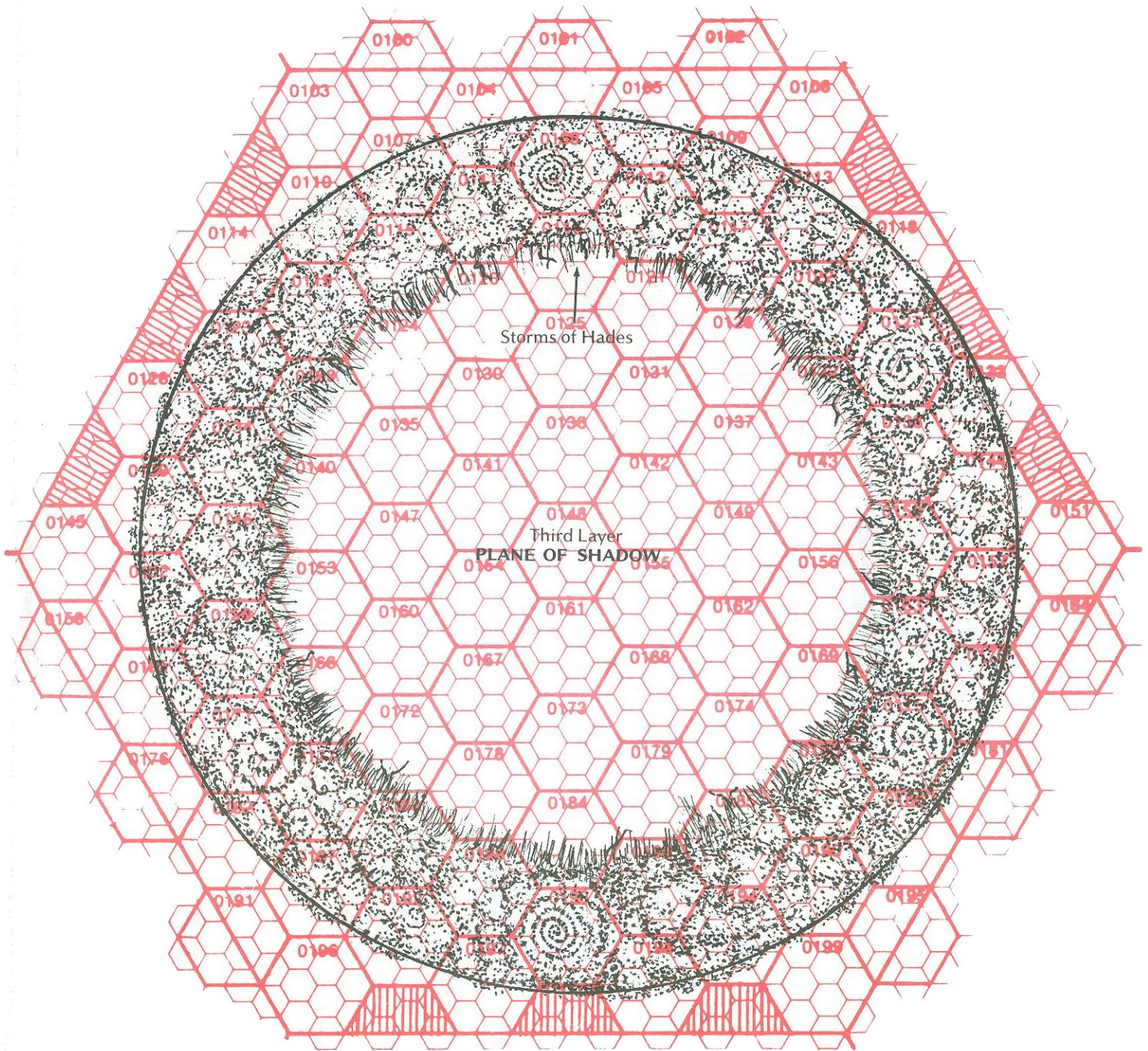
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ACHERON

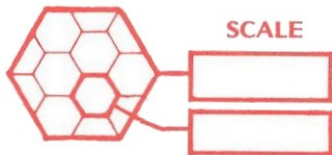
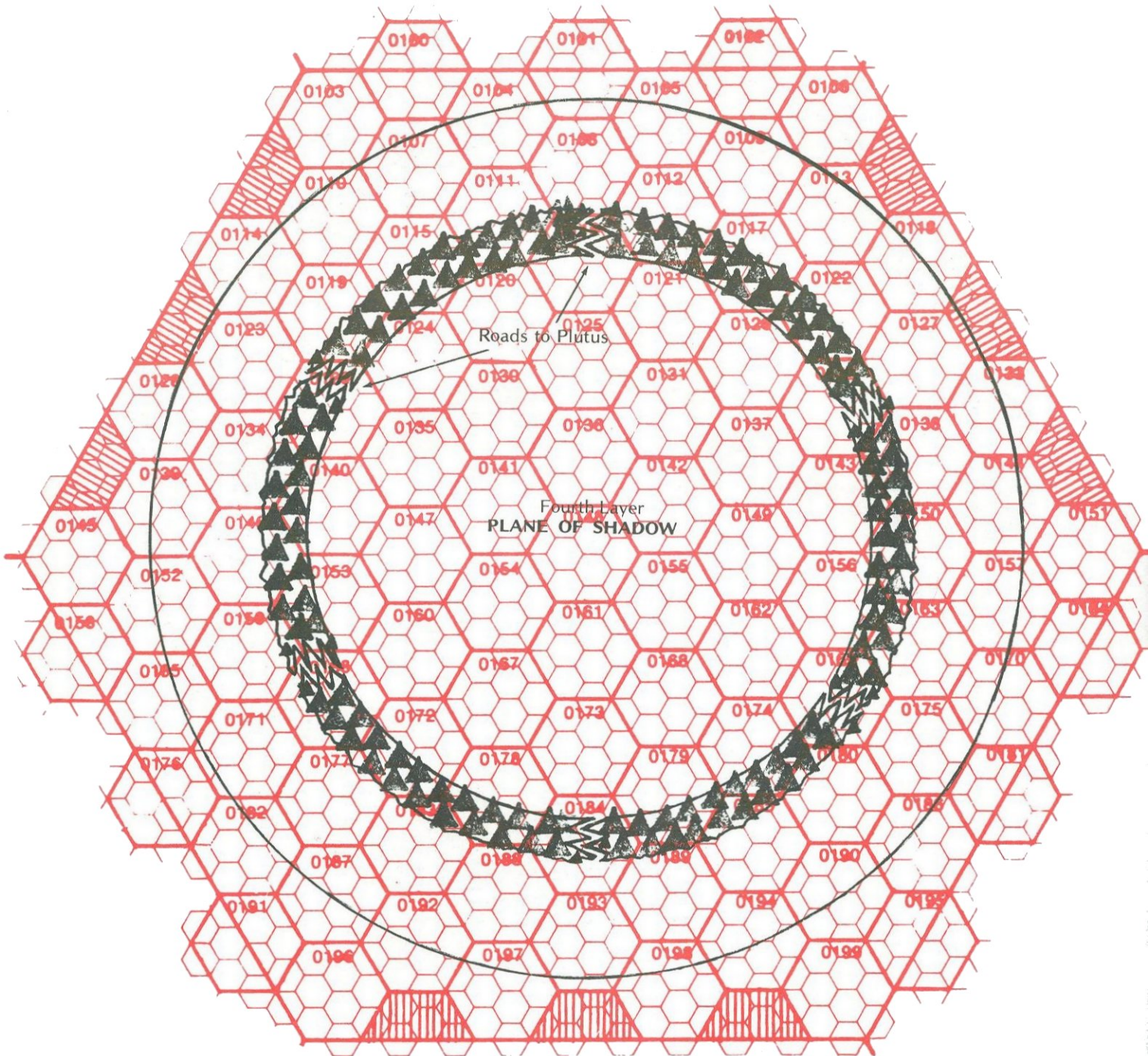
Second Layer
PLANE OF SHADOW



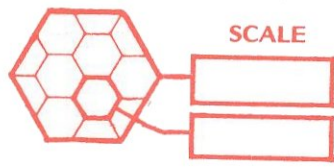
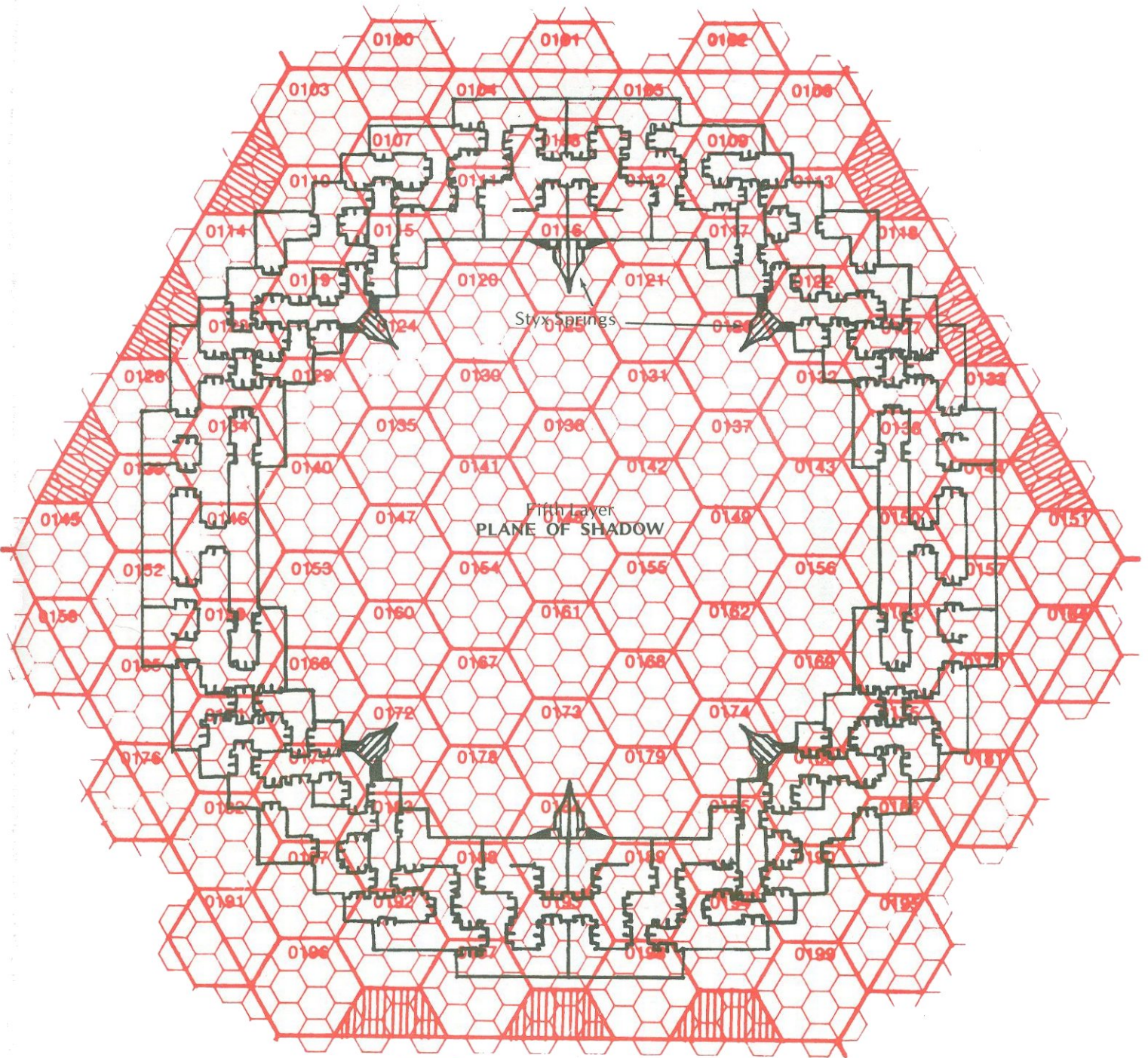
TARTARUS



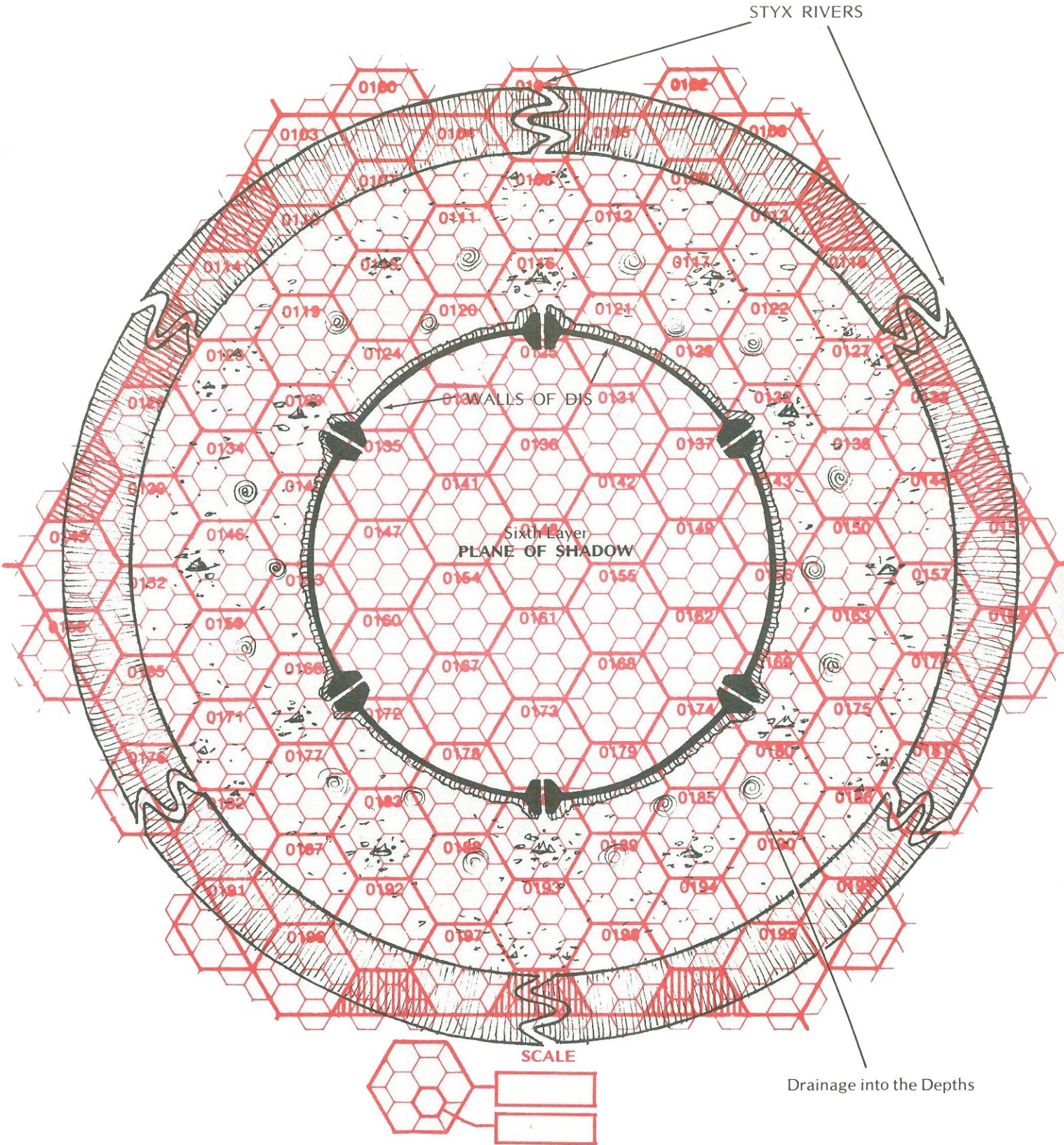
HADES



PLUTUS



STYX



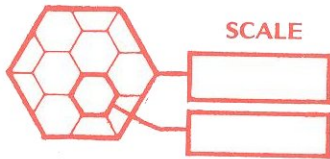
DIS

BOUNDARY OF LOWER HELLS

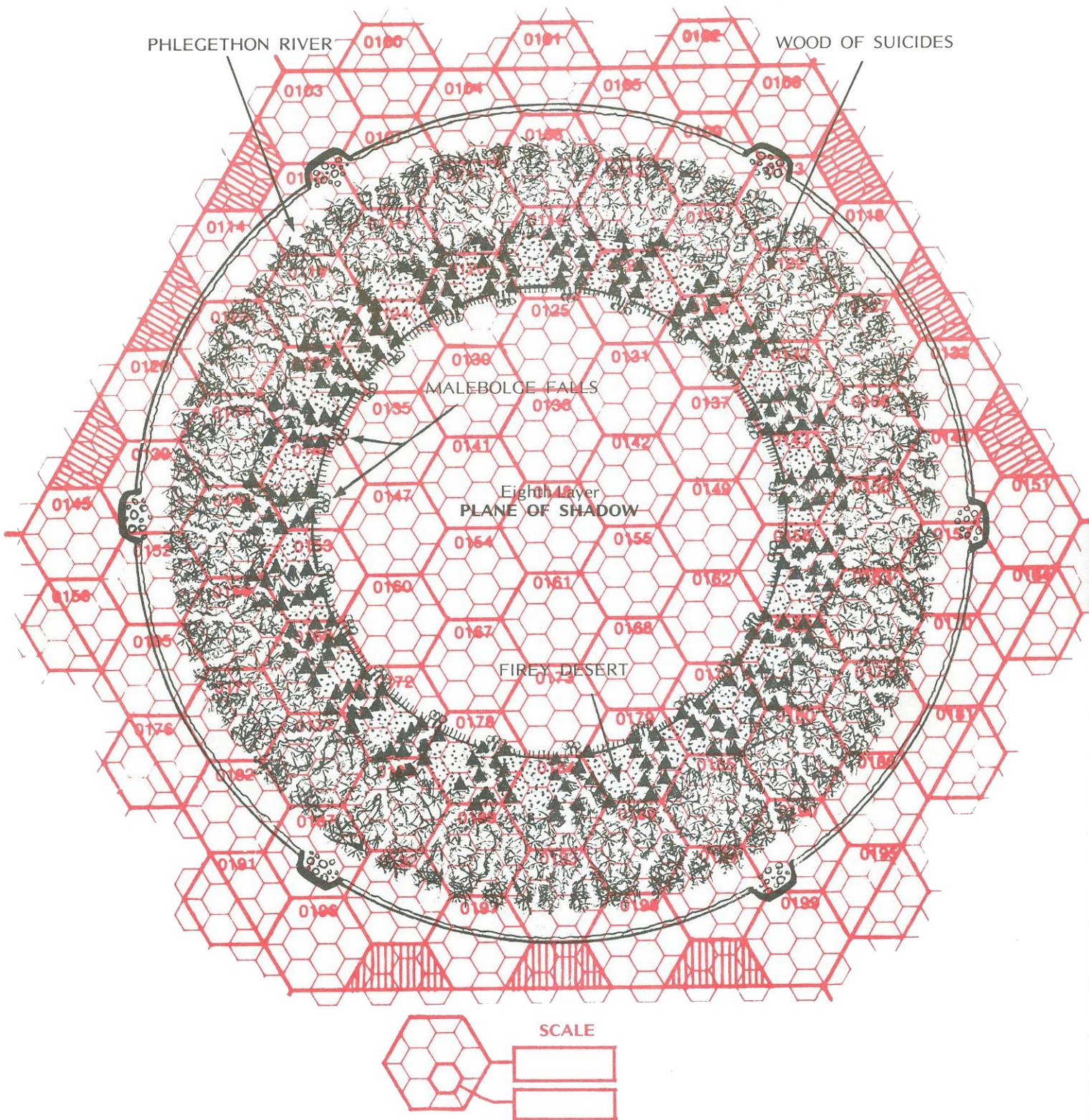
CITY OF DIS

Seventh Layer
PLANE OF SHADOWS

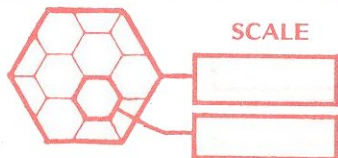
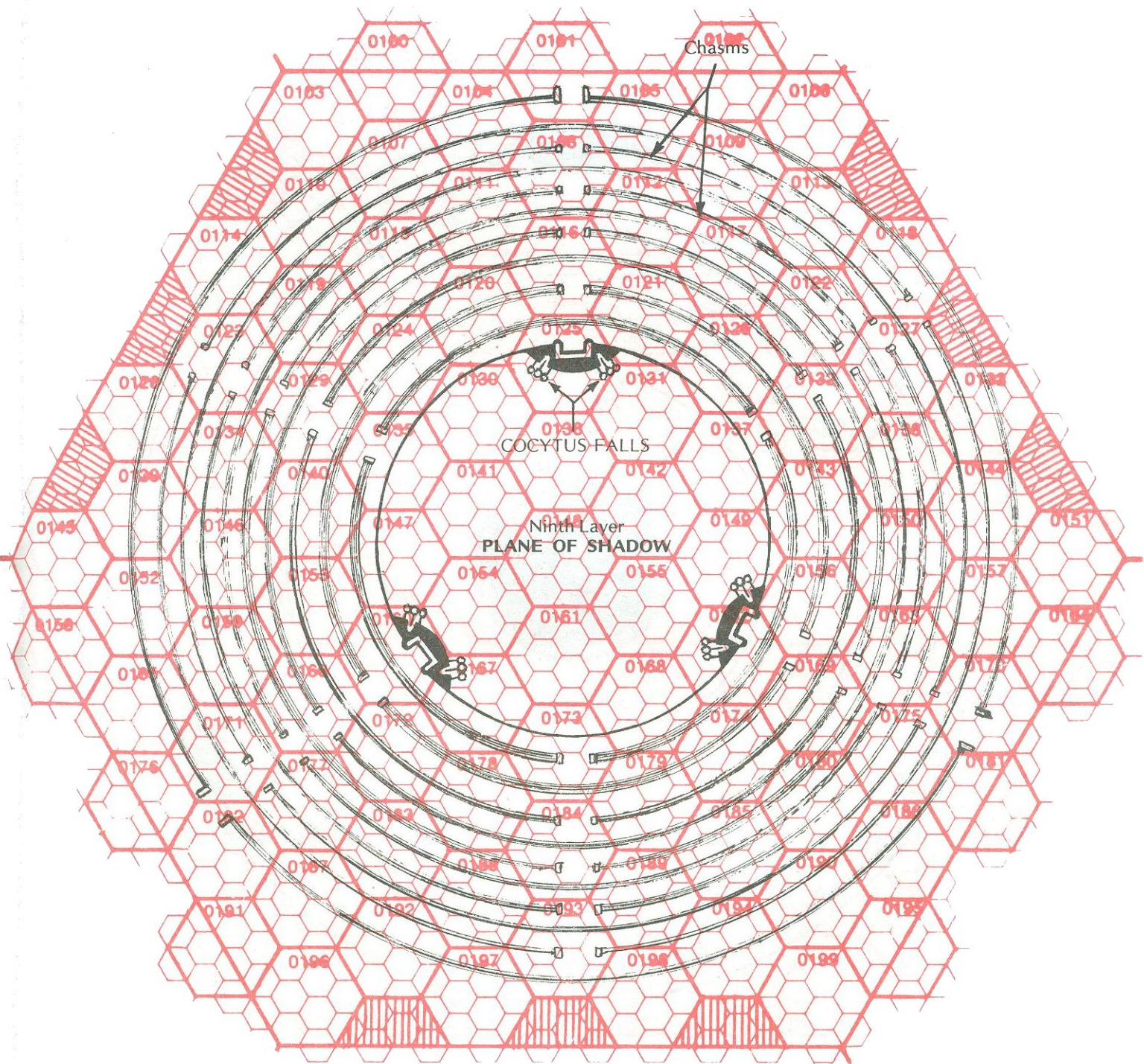
SCALE



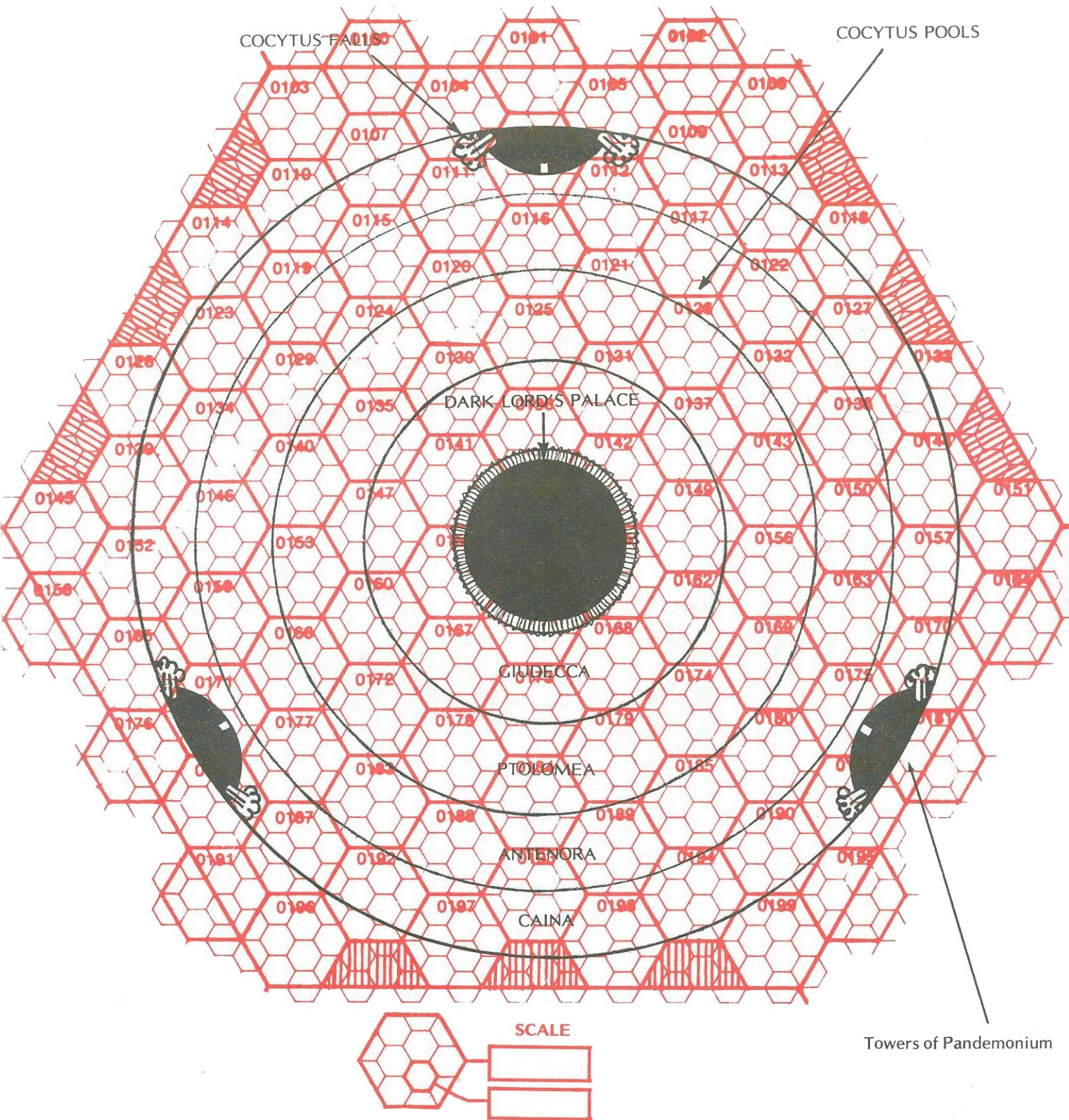
PHLEGETHON



MALEBOLGE



PANDEMONIUM



All of the Writings contained herein are the Author's Conception of the Multiverse we live in as influenced by:

- "666", by Salem Kirban; (Salem Kirban, Inc.), 1980.
- "1000", by Salem Kirban; (Salem Kirban, Inc.), 1980.
- "ANGELS - GOD'S SECRET AGENTS", by Billy Graham; (Pocket Books), 1975.
- "THE APOCRYPHA" (New Oxford Annotated Bible), 1977.
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- "INFERNO" (The Divine Comedy), by Dante Alighieri, 1321; (Viking Press), 1969.
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- "SPIRITISM and the FALLEN ANGELS", by James M. Gray, DD; (Fleming H. Revell), 1920.

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- The Angel of the Lord - Genesis 16:7, 18, 19, 21:27; Numbers 22, 23; Judges 2, 13:3; II Samuel 24:16; I Chronicles 21:16; Daniel 8:16, 9:21, 10:11; Matthew 1:20, 28:2-5; Mark 16; Luke 1, 2; Acts 5:19, 8:26, 10:3, 12:7, 27:23; Revelations 10:1-8, 13:6-8, 20:12.
- The Angelic Host - II Samuel 14:20; I Kings 19:5; Nehemiah 9:6; Job 25:3, 38:7; Psalms 68:17, 91:11, 103:20, 104:4, 148:2; Revelations 4-10.
- Archangel - Daniel 8:16, 9:21; Luke 1:19, 1:26; Jude 9; Revelations 12:7.
- Angel of Death - Exodus 11:1-7, 21:12; Job 1:21; Proverbs 10:7, 14:12; Luke 20:36; Romans 6:9; II Thessalonians 1:7; Revelations 6:7-8, 9:14-15.
- Four Riders of the Apocalypse - Revelations 6:1-8, 9:14-15.
- Seraphim - Isaiah 6:2; Revelations 4:6-9.
- Cherubim - Genesis 3:24; Exodus 25:18, 37:7; I Kings 6:23; II Chronicles 3:10; Ezekiel 1:4-14, 41:18.
- Elders - Revelations 4:4, 7:11, 14:3.
- Celestial Horse - Revelations 9:16-19.
- Antichrist - I John 2:18; II John 7; II Thessalonians 2:9; I Timothy 4:1; Revelations 4-20.
- Baalzebub - 11 Kings 1:2.
- Sairim - Leviticus 17:7.
- Demons - Matthew 13:38; Acts 13:10; II Corinthians 11:14; Colossians 2:18; II Peter 2:4; I John 3:10; Jude 6; Revelations 19:10, 22:9.
- Locust-Demon - Revelations 9:1-11.

* All Subjects Not Listed will be found in abundance throughout the Old and New Testaments OR in the other manuscripts listed above.

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ENCOUNTER TABLES

LOWER MULTIVERSAL HEMISPHERE

PLANE OF SHADOW

Die Roll	Encounter
01-60	* Other
61-80	Demon Spirit
81-90	Lesser Demonic Being
91-95	Greater Demonic Being
96-00	Lsr/Ctr Fallen Angel

* **OTHER:** use Any available **INNER PLANE Encounter Tables** (Evil Beings Only).

ACHERON [Ante-Hell]

Die Roll	Encounter
01-40	Lesser Demon Spirit
41-70	Greater Demon Spirit
71-90	Lesser Demonic Being
91-00	Greater Demonic Being
*	The Boatman (Charon)

* The Boatman will arrive within 1-6 turns.

LIMBO [First Hell]

Die Roll	Encounter
01-60	Unsaved Souls
61-80	Demon Spirit (8-48)
81-85	Lesser Demonic Being
86-90	Greater Demonic Being
91-95	Lesser Fallen Angel
96-99	Greater Fallen Angel
00	* Special

* **SPECIAL** may apply to:
 - Demon Lord
 - Queen of Limbo

TARTARUS [Second Hell]

Die Roll	Encounter
01-55	Souls of the Unrighteous
56-79	Demon Spirit (7-42)
80-84	Lesser Demonic Being
85-89	Greater Demonic Being
90-94	Lesser Fallen Angel
95-98	Greater Fallen Angel
99-00	* Special

* **SPECIAL** may apply to:
 - Demon Lord
 - Guardian of Hell Gate (Minos)
 - Prince of Tartarus

HADES [Third Hell]

Die Roll	Encounter
01-50	Souls of the very Unrighteous
51-78	Demon Spirit (6-36)
79-83	Lesser Demonic Being (1-2)
84-88	Greater Demonic Being
89-93	Lesser Fallen Angel
94-97	Greater Fallen Angel
98-00	* Special

* **SPECIAL** may apply to:
 - Demon Lord
 - Guardian of Hades (Cerbeus)
 - Prince of Hades

PLUTUS [Fourth Hell]

Die Roll	Encounter
01-45	Evil Souls
46-75	Demon Spirits (5-30)
76-82	Lesser Demonic Being (1-3)
83-87	Greater Demonic Being (1-2)
88-92	Lesser Fallen Angel
93-96	Greater Fallen Angel
97-00	* Special

* **SPECIAL** may apply to:
 - Demon Lord
 - Duke of Hell
 - Prince of Plutus

STYX [Fifth Hell]

Die Roll	Encounter
01-40	very Evil Souls
41-70	Demon Spirits (4-16)
71-77	Lesser Demonic Beings (1-4)
78-84	Greater Demonic Beings 1-3)
85-90	Lesser Fallen Angel (1-2)
91-95	Greater Fallen Angel
96-00	* Special

* **SPECIAL** may apply to:
 - Demon Lord (Lesser Boatman)
 - Duke of Styx (Boat Master)
 - Royal Barge of Styx (Phlegyas)

DIS [Sixth Hell]

Die Roll	Encounter
01-35	Souls of the Wicked
36-62	Demon Spirits (3-12)
63-75	Erynnas (2-5)
76-82	Greater Demonic Beings (1-4)
83-88	Lesser Fallen Angel (1-3)
89-94	Greater Fallen Angel (1-2)
95-00	* Special

* **SPECIAL** may apply to:
 - Demon Lord
 - the Three Furies
 - Arch-Devil
 - Queen of Dis

PHLEGETHON [Seventh Hell]

Die Roll	Encounter
01-30	Souls of the very Wicked
31-56	Harpy/Hell Hound (2-8)
57-72	Centaur-Demon (2-7)
73-79	Minotaur-Demon (2-5)
80-86	Lesser Fallen Angel (1-4)
87-93	Greater Fallen Angel (1-3)
94-00	* Special

* **SPECIAL** may apply to:
 - Demon Lord
 - Duke of Hell
 - Arch-Devil
 - Prince of Phlegethon

MALEBOLGE [Eighth Hell]

Die Roll	Encounter
01-25	Souls of the extremely Wicked
26-48	Demon Spirits (2-5)
49-69	Maralith (2-8)
70-77	Greater Demonic Beings (2-7)
78-84	Greater Malebranche (2-5)
85-92	Greater Fallen Angel (1-4)
93-00	* Special


* **SPECIAL** may apply to:
 - Demon Lord
 - Duke of Hell
 - Arch-Devil
 - Prince of Malebolge

PANDEMONIUM [Ninth Hell]

Die Roll	Encounter
01-20	Souls of the most Wicked
21-40	Demon Spirits (1-4)
41-64	Locust-Demons (3-12)
65-73	Greater Demonic Beings (2-8)
74-82	Lesser Fallen Angels (2-7)
83-91	Greater Fallen Angels (2-5)
92-00	* Special

* **SPECIAL** may apply to:
 - Demon Lord
 - Duke of Hell
 - Arch-Devil
 - Prince of Hell
 - the Arch-Cherub Lucifer (Satan)



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