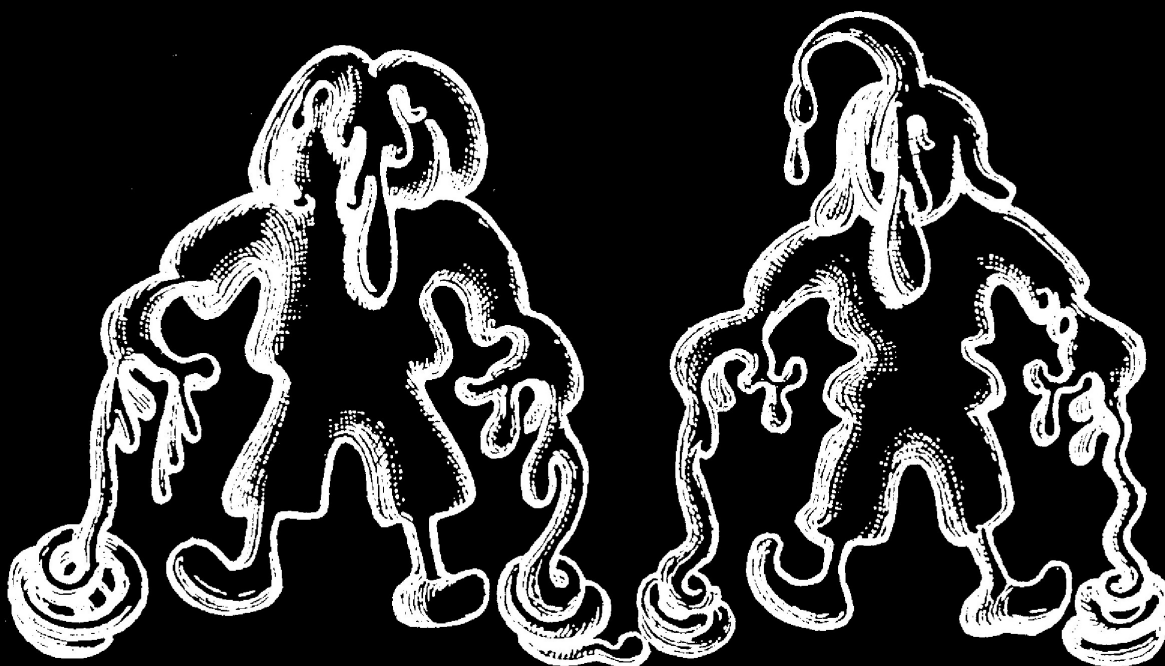


BLACK BOX BOOKS

TOME FIVE: ENCHANTMENTS AND EFFIGIES

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Written By Kirt A. Dankmyer

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The Pellar Class

For the common folk, they mostly encounter magic at its most malevolent, when an evil wizard or cult sets up shop near their village. The folk mage, the Pellar, may not have the flashy power of a wizardly Magic-User or a divine Cleric, but when it comes to protecting against magic and serving the needs of the peasantry, the Pellar is second to none. The calling is usually taken up spontaneously, usually by someone who feels an affinity for the old ways.

***Weapon and Armor Restrictions:* Pellar come from the peasant class themselves, and so don't have much in the way of training in both weapons and armor. They are, however, proficient in very small blades, like knives and daggers, as well as staves, crossbows, and one weapon of the player's choice that is derived from farm equipment, such as a pitchfork. They can use any armor so long as it is not mostly made of metal. Pellar use the same "to-hit" table as Magic-Users.**

***Detect Magic:* The foremost duty of the Pellar is to discover malign enchantments. As a natural ability, a Pellar can Detect Magic, as per the 1st level spell. A Pellar**

can do this a number of times a day equal to their level; this ability refreshes at dawn.

Finder: Secondly, peasants turn to the Pellar to find that which is lost, needed, or hidden. Starting at third level, a Pellar can, as a natural ability, cast Locate Object as if as by a Magic User the same level as the Pellar. A Pellar do this once a day at third level, and one more time a day for every odd-numbered level thereafter. The ability refreshes at dawn, and requires a dowsing rod to use. Starting at seventh level, instead of casting Locate Object, the Pellar can try to locate a person instead. They must have an accurate description of the person by someone who has met them, their full name, or something that was once a piece of them, such as their hair. This is then worked into a clay doll, and the spell is cast; a dowsing rod is still used to point the way. The ability works otherwise exactly like Locate Object, including range and duration, using up one of the daily Locate Object uses.

Lay on Hands: When there are no Clerics nearby, peasants turn to the Pellar for healing. A Pellar can “lay on hands” once per day to cure others of 2 hit points of damage per level of the Pellar, or to cure disease. If the

other person is afflicted by more than one disease, only one additional disease will be affected per two levels the Pellar has attained. At fifth level, instead of healing or curing disease, the Pellar can remove a curse. No matter how it is used, the power refreshes at dawn. While a simple touch is all that is actually needed, most Pellar make this part of a more elaborate ritual.

Hexes and Charms: Once per day, with the right materials, a Pellar create a minor magic item, called a Charm or a Hex. This is a one-use magic item created by the Pellar. One has to be a Pellar of a certain level to be able to create a particular Charm. A Pellar starts out knowing one Charm that can be created by a 1st level Pellar, and every three levels thereafter, they may learn any Charm that can be cast by a Pellar of their new level or lower. A Pellar can also learn a Charm from another Pellar, though this usually involves a trade of secrets. A Pellar can only create a Charm they know how to make, only one per day and only with the right materials. Creating a Charm takes about one hour.

Saving Throw: Pellar get a +2 bonus to saving throws involving spells, poisons, or diseases.

Experience Bonus for Intelligence and Wisdom: The Pellar's Prime Attribute is Intelligence, but the character only gets a 5% experience bonus if their Intelligence is 15 or higher AND their Wisdom is 13 or higher.

Pellar Advancement Table

Lvl	XP	HD (d6)	Save	Notes
1	0	1	15	Detect Magic, 1x day per level Lay on Hands Knows 1 Charm and/or Hex
2	1,250	2	14	
3	2,500	3	13	Locate Object, 1x day
4	5,000	4	12	Knows 2 Charms and/or Hexes
5	10,000	5	11	Locate Object, 2x day Lay on Hands can Remove Curse
6	20,000	6	10	
7	40,000	7	9	Locate Object/Person, 3x day Knows 3 Charms and/or Hexes
8	60,000	8	8	
9	90,000	9	7	Locate Object/Person, 4x day
10	120,00	10	6	Knows 4 Charms and/or Hexes

Charms and Hexes

Below is an alphabetical list of Charms and Hexes for use by a Pellar. The term "Charm" and "Hex" are used interchangeably. Each entry lists the name of the charm, the minimum level the Pellar has to be in order to create the Charm, materials are needed to make the charm, how to activate the charm, the "Smoulder Duration" and "Burn Duration," and the effects of the charm. A charm can be used by anyone, so long as they know how to activate it. The Smoulder Duration is how long the charm's enchantment lasts if it is never activated, and the Burn Duration is how long the charm lasts once it's activated. Once either duration is up, the charm becomes useless and non-magical. If there is a conflict between durations after activation, always use the Burn Duration. This list is rather small, intended as a starting point for the referee.

***Blessed Hex.* Level 1. Materials Needed: Wood and paint. Occult symbols are drawn upon a pieces of wood. Activation: Attach to building to be blessed, no bigger than**

a barn. Smoulder Duration: One week. Burn Duration: A year and a day. Effect: Everyone in the building the Hex is attached to that is friendly to the building's owner gets +1 to all attack rolls, an improvement to morale, a +1 to saving throws, and an immunity to non-magical diseases if and only if exposure to disease was while in the building.

***Healing Hex.* Level 10. Materials Needed: Rare herbs and beer. The herbs usually cost about 1000 gp, but at least an ounce of the corpse of a plant monster, dried, will also suffice. The herbs are mixed with the beer. Activation: Drink the beer. Smoulder Duration: One week. Burn Duration: Once the character is cured, the Hex becomes non-magical. Effect: Cure 4d6+4 HP of damage. Drinking more than one of these a day does 5d6 damage per drink.**

***Love Charm.* Level 4. Materials Needed: Hair, fingernail clippings, or some other part of the person to be affected. Clay or straw, which is fashioned into a doll. Activation: Burn or kiss the Charm. Smoulder Duration: 25 hours. Burn Duration: A year and a day. Effect: This can only affect the single person it is prepared to affect. Upon activation, subject is affected as per the *Charm Person* spell, except the duration and the fact that for every day**

that passes, there is a 5% cumulative chance that they will fall in love with the one who used the Charm. How this manifests depends on the personality and sexual preference of the character, and depending on circumstances, the love can strengthen or fade as under more normal circumstances, though so long as the duration has not passed or the effect has not been dispelled, the victim will always consider the "caster" to be a friend. At the referee's option, the effects may linger long past the duration of the Charm.

Protection Charm. Level 7. Materials: Clay and string. Occult symbols are embossed in the clay and it is baked into a talisman. Activation: Rub Charm while within sight of a dangerous Chaotic monster. User does not have to know monster is there. Rubbing without a monster nearby doesn't activate. Smoulder Duration: A year and a day. Burn Duration: Until dawn. Effect: Except for duration, same as *Protection From Chaos 10' Radius*, centered on the Charm.

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