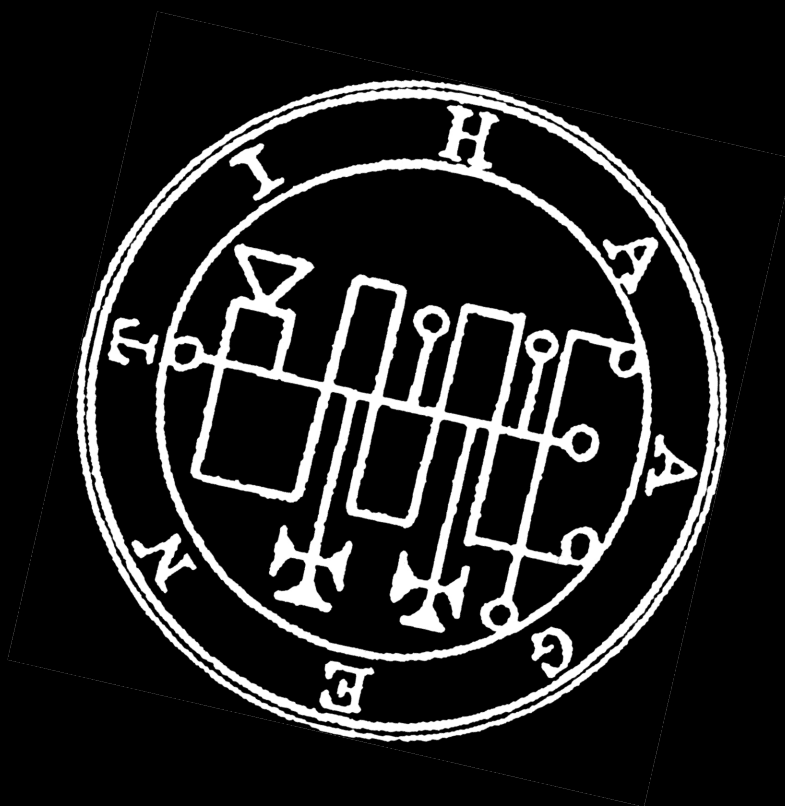


# BLACK BOX BOOKS

## TOME SEVEN: GOETICS AND GHOSTICS

Compatible with Swords and Wizardry WhiteBox



Written By Kirt A. Dankmyer

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# Goetic Mage

A Goetic Mage uses a dangerous shortcut to arcane power. By invoking various gods and spirits in a very particular way, a Goetic Mage uses divine and demonic power to achieve personal ends.

A Goetic Mage is exactly the same as a Cleric, except in seven respects. First, a Goetic Mage is not dedicated to any faith, instead “praying” to a variety of entities, often to force *other* entities (like Qlippothic demons) to provide them with spells. Second, instead of using the Cleric spell list, a Goetic Mage uses the Magic User spell list and can only use Magic User scrolls. Third, the Prime Attribute for a Goetic Mage is Intelligence. Fourth, a Goetic Mage cannot establish a temple. Fifth, only a Chaotic Goetic Mage can turn undead, using the alternate rule for Chaotic clerics. Sixth, Goetic Magi can never return from death by any means, not even the most divine magic.

Finally, whenever the Goetic Mage prepares spells, casts a spell, or turns the undead, there is a chance that something goes wrong and a Qlippothic Demon worms its way into reality, materializing next to and attacking the Mage. The demon appears 1d6 combat rounds after the action that accidentally summoned it.

**When preparing spells, the percentage chance of attracting Qliphothic attention is equal to the character's level. When casting a spell, the percentage chance of something going wrong is equal to the spell's level. When turning the undead, the percentage chance of Qliphothic danger equals the highest hit die of the undead affected.**

## **Gnostic Priest**

**A Gnostic Priest uses mundane ritual (arcane magic) to divine ends. It is a more difficult path than being a Cleric, but it is another way to directly experience the divine.**

**A Gnostic Priest is exactly the same as a Magic User, except in eight respects. First, instead of using the Magic User spell list, a Gnostic Priest uses the Cleric spell list, though spells are still recorded in a spellbook, a sort of formulaic prayer-book. Second, they may copy clerical scrolls (only) into their book, but can use both Cleric and Magic User scrolls. Third, every time a Gnostic Priest gains a level, they may add a spell to their book of a level they can currently cast. Fourth, a Gnostic Priest cannot progress past 10th level. Fifth, the Prime Attribute for a Gnostic Priest is Wisdom. Sixth, a Gnostic Priest has a percentage chance to resist any hostile divine magic equal**

to 3% times their current level. Seventh, a Gnostic Priest may found a temple, exactly like a Cleric. Finally, Lawful Gnostic Priests (only) can turn a Qlippothic Demon like a Cleric would turn an undead being of equivalent hit dice.

## Qlippothic Demons

The Qlippoth are a set of realms once animated by divine power, but no longer. Instead, these realms are empty husks. Quiet, still, and decaying.

Qlippothic demons hate anything that doesn't lie unmoving forever. Usually their wrath is directed at the living and even, on many occasions, at the undead. Qlippothic demons vary widely in appearance, power, and personality, though all are filled with undying hate. Roll 1d6 for the demon's personality. 1: Melancholic 2: Cruel 3: Deceptive 4: Berserk 5: Proud 6: Quixotic

Roll 1d20 to determine the power of any given demon, using the table on the next page. If a Qlippothic spirit is appearing due to the action of a Goetic Mage, add the Mage's level to the roll. The table on the next page gives base statistics for each power level. The second number for Move is for flight; all Qlippothic demons can fly, even if they have no wings. They must land in order to attack.

<b>d20</b>	<b>Hit Dice</b>	<b>AC</b>	<b>Attack Damage</b>	<b>Move</b>
<b>1</b>	<b>1</b>	<b>9 [10]</b>	<b>1d6</b>	<b>6 / 7</b>
<b>2</b>	<b>1</b>	<b>8 [11]</b>	<b>1d6</b>	<b>6 / 8</b>
<b>3</b>	<b>1</b>	<b>7 [12]</b>	<b>1d6</b>	<b>6 / 9</b>
<b>4</b>	<b>1</b>	<b>6 [13]</b>	<b>1d6</b>	<b>6 / 10</b>
<b>5</b>	<b>1</b>	<b>5 [14]</b>	<b>1d6</b>	<b>6 / 11</b>
<b>6</b>	<b>2</b>	<b>4 [15]</b>	<b>1d6</b>	<b>6 / 12</b>
<b>7</b>	<b>3</b>	<b>4 [15]</b>	<b>1d6</b>	<b>7 / 12</b>
<b>8</b>	<b>4</b>	<b>4 [15]</b>	<b>1d6</b>	<b>8 / 12</b>
<b>9</b>	<b>5</b>	<b>3 [16]</b>	<b>1d6</b>	<b>9 / 12</b>
<b>10</b>	<b>6</b>	<b>3 [16]</b>	<b>1d6</b>	<b>10 / 12</b>
<b>11</b>	<b>7</b>	<b>3 [16]</b>	<b>1d6</b>	<b>11 / 12</b>
<b>12</b>	<b>8</b>	<b>2 [17]</b>	<b>2d6</b>	<b>12 / 12</b>
<b>13</b>	<b>9</b>	<b>2 [17]</b>	<b>2d6</b>	<b>12 / 13</b>
<b>14</b>	<b>10</b>	<b>2 [17]</b>	<b>2d6</b>	<b>12 / 14</b>
<b>15</b>	<b>11</b>	<b>1 [18]</b>	<b>2d6</b>	<b>12 / 15</b>
<b>16</b>	<b>12</b>	<b>1 [18]</b>	<b>3d6</b>	<b>12 / 16</b>
<b>17</b>	<b>13</b>	<b>1 [18]</b>	<b>3d6</b>	<b>12 / 18</b>
<b>18</b>	<b>14</b>	<b>1 [18]</b>	<b>3d6</b>	<b>12 / 20</b>
<b>19</b>	<b>14</b>	<b>1 [18]</b>	<b>3d6</b>	<b>12 / 22</b>
<b>20+</b>	<b>14</b>	<b>1 [18]</b>	<b>3d6</b>	<b>12 / 24</b>

# Qlippothic Demon Appearance Table

d20/d6	1	2	3	4	5	6
1	human baby head	mantis arms	wheeled limbs	covered with eyes	toaster for head	kitten head
2	emits bees	ultraviolet colored	tobacco smell	extra heads	<b>faceless</b>	face in chest
3	covered in mouths	mouths replace eyes	robotic glass	poison flowers	made of laser light	sensual tentacles
4	spider for head	spiders replace hands	non-Euclidian body	covered in lichen	made of song	sweats gold
5	emits angst	literally a shell	made of roaches	priestly garb	castrato voice	paints with bone marrow
6	can possess trash	always behind you	made of ant shadows	serves as termite nest	airplane wings	plastic angel wings
7	TV for head	TV in chest	<b>no skin</b>	<b>rust eater</b>	frustrated poet	flat insect body
8	mismatched bird wings	elephant head	addictive bite	blue skeleton woman	<b>snake-like</b>	snakes for eyes
9	anesthetic saliva	triangular dog head	language eater	<b>viral</b>	brown juice of oblivion	necrotic buboes
10	anesthetic blood	voice is child chorus	beautiful human face	transparent	vertical maw	septic gaze
11	detachable body parts	<b>bleeds LSD</b>	lays eggs in flesh	lays eggs in memories	eats emotion	chainsaw claws
12	emits broken glass	reeks of sugar	compound eyes	smell of baby powder	covered in fish-hooks	all eyes gouged out
13	covered in razorwire	ovipositor tongue	self inflicted wounds	wreathed in flame	wreathed in regret	<b>emits love</b>
14	built-in speakers	rotting touch	explosive healer	exhales bronze	smells of rain	emits chlorine
15	power tools for hands	scent of petrol	exhales natural gas	exhales gunpowder	shattering silent scream	mithril gills
16	neon scorpion stinger	crimson vines	purple veins	<b>luminous</b>	seaweed touch	rubbery and lithe
17	emits tarot cards	exposed brain	made of salt crystals	exhales seasalt	boneless and crusty	lavender-scented spit
18	laudanum sweat	caustic fluids	undulating face	hypodermic claws	made of paper	childlike weeping
19	emits ultrasound	burning halo	quicksilver armor	<b>sonic claws</b>	perfect illusions	decaying illusions
20	alcoholic sweat, toxic	anachronistic weaponry	half displacer beast	half owlbear	half woman, half beast	vampiric psionics

**The table on the previous page should be used to determine the demon's appearance and/or nature. For each roll, roll a d20 to determine the row and a d6 to determine column. The Referee rolls at least twice, but is encouraged to roll several more times than that. The Referee will decide how to combine these various descriptors into one being, and whether any of these factors add to the demon's powers and/or whether the damage level for the creature should be increased. A vaguely humanoid shape is assumed by default, but the rolled results may inspire or demand something else.**

**Example of use of appearance table: Referee decides to roll 4 times. Rolls 4d20: 18, 13, 3, 19. Rolls 4d6: 4, 3, 5, 5. Cross referencing each d20 with a corresponding d6, yields "hypodermic claws," "self-inflicted wounds," "made of laser light," and "perfect illusions." This suggests to the Referee an intangible, burning humanoid with razor stigmata. It uses its laser-flesh to create perfect holograms, and its laser-claws to inject lethal doses of morphine into its victims, inducing them to stillness.**

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