

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 Qliphothic 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 Quippothic Demon like a Cleric would turn an undead being of equivalent hit dice.

Lippothic Demons

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

Qliphothic demons hate anything that doesn't lie
moving forever. Usually their wrath is directed at the
living and even, on many occasions, at the undead.
Qliphothic demons vary widely in appearance, power, and
personality, though all are filled with undying hate. Roll
d6 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 Qlippotic 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 Qlippotic demons can fly, even if they have no wings. They must land in order to attack.

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

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Example of use of appearance table: Referree roll 4 times. Rolls 4d20: 18, 13, 3, 19. Rolls 5, Cross referencing each d20 with a corseid yields "hypodermic claws", "self-inflicted wound of laser light", and "perfect illusions". This suggests an intriguing, bumming humored holograms, and its laser-claws to inject lethmorphone into its victims, including them to crestrigmas. It uses its laser-fresh to crestrigmas. It uses its laser-fresh to crestrigmas.

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 the 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 or being, and whether any of these factors add to the demons' 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 something else.

Glippotthic Demon Appearance Table