

WHITE
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TOME
ARIOTH I

White Box Tome

Arioth I

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外伝

MAGUS NOR-NAIRA

“the jewels of spells
pleasure is the power
mighty is the flame
weak is the blade”

C. 372 - c. 101 B.C.

Adepts

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The Aethon

You are an Elementalist of unique sorts, forged by the fires of the Divine and cast onto the earth as a fallen star. As all Aethons say similar, you remember little of your origins in the firmament but know you possess great power to manipulate the fundamental building blocks of reality. Earth, Water, Air and Fire are powers you wield with repute.

Aethon Class Abilities

Weapon/Armor Restrictions

Aethons may only use staves and cannot use armor.

Spell Casting

Aethons cast arcane spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Aethon is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Aethons get +1 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Aethons possess an XP bonus like Clerics.

Elementalism

Earth, Water, Air and Fire

You can create, permute and destroy the 4 Classic Elements with might of willpower and design that of imagination. The power of your spells are determined by the referee.

Elementals

You possess the ability to create constructs composed of one, or a combination, of the four elements. They will do anything you command.

Legend and Lore

Some believe those that call themselves Aethons were once part of a vast hierarchy of Gods and Goddesses, the Higher Powers that rule the realms, and served as Divine Soldiers: Angels. It is said many of these lofty beings schemed on manipulating the fundamental constituents into a prison where they would wickedly cast their creator.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Craft Elemental Magical Item

You possess the ability of forging magical items with elemental uses of your own design, limited by your imagination and the homebrew rules of the referee. You can create one item per day per XP Level.

Identify Elemental Item

You can identify the element of magical, elemental items.

Elemental Commune

You can converse with elementals.

Aethon Mastery Abilities

Unbridled Power

When you have attained to a measure of power determined by the referee, your elemental magic rivals that of the Gods. This power is moderated by referee.

Elemental Form

By a measure of power, determined by the referee, you can assume a powerful elemental form of one or a combination of the elements of your own design.

The Aeva

You are a manifestation of Goddess, a mysterious Higher Power of the referee's design that embodies the theme of Sacrifice, Service and War. Endowed with potent Prayers, you will battle the enemy of this deity in fields of slaughter and die for those that worship her. Thereafter, as legend has it, you shall ascend to paradise.

Aeva Class Abilities

Weapon/Armor Restrictions

Aevas may only use staves and cannot use armor.

Spell Casting

Aevas cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Aeva makes a prayer and is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Aevas get +2 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Aevas possess an XP bonus like Clerics.

Prayers

Mass

This Prayer is whispered and can be used once throughout the day. When uttered, the Aeva and adventuring party are completely healed of all wounds.

Resurrection

This Prayer is whispered and can be used once throughout the day. When uttered, any slain members of the adventuring party are resurrected.

Legend and Lore

Some believe that the Aeva is said to be not a manifestation of Goddess, but a Cleric of the deity bound to serve her until the world is at its end. Regardless, those that know the history of the Aeva have intense love for her as she defines her existence by healing the injured and resurrecting the dead that are beloved by their brethren.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Meditation

Once seated, and comfortable, you can enter a trance like state of mind that will heal you of all damage you have sustained in one hour, provided you are undisturbed during time spent in this meditative state.

Identify Religious Item

With concentration on an object of unknown identity, for one hour, that truly is a relic from the faith that is Goddess (in all its varieties), you can identify its origin, purpose and monetary value.

Aeva Mastery Abilities

Divine

When you have attained to a measure of power determined by the referee, you can instantly heal any entity, with a mere touch, of all damage it has sustained.

Immortal

By a measure of power, moderated by the referee, you are endowed with eternal youth and immortality. You can live forever, should you not be slain.

The Alchemist

The Alchemist is a student of the occult mysteries that specializes in researching and applying the magical properties of water, harnessed by Words of Power, in all its aspects secret to the layman. Competent Alchemists have also recently discovered the propellant explosive known as Gunpowder. Additionally, they are adept spell-casters.

Alchemist Class Abilities

Weapon/Armor Restrictions

Alchemists may only use staves and cannot use armor.

Spell Casting

Alchemists cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Alchemist is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Alchemists get +1 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Alchemists possess an XP bonus like Clerics.

Concoctions

Elixir

You can create a magical potion by chanting over water within a small vial. One per day, per XP Level, may be created and have any effect desired, moderated by the referee.

Explosives

Once per day, with the requisite materials, you can create a sack of explosives that can be formulated into bombs or propellants for Gun-powder weapons.

Legend and Lore

It is said that Higher Powers entered a sun-drenched world, devastated by conflict that troubled the gods, and imbued herbs with magical properties variant supreme. According to this legend, the purpose being was in aiding the mortals that inhabited this said world, so that they can return to their origins as gods before their exile.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Herbal Blends

You possess extensive knowledge of Herbs and their properties in the crafting of potions. Although creating Elixirs is limited by the imagination, Herbal Recipes can be used when ones imagination is limited.

Craft Vial

You are skilled in the manipulation of molten glass for the creation of vials for Elixirs.

Identify Elixir

You can instantly identify a potion's use.

Alchemist Mastery Abilities

Elixir of Limitless Life

When you have attained to a measure of power determined by the referee, you can create an unlimited amount of Magic Healing Potions provided you possess vials of water.

Potions of Treasure

By a measure of power, determined by the referee, you can transmute a vial of water, once per day, into any potion listed in Table 31 of the First Print Edition Rulebook.

The Angel

You are a servant of the light; constituent of the mind of the Most High; one, in eternal spiritual union, with the ruler of the Metaverse in its entirety. You have been ordained to be born into the world of the referee's design; and arise to battle the oncoming forces of darkness that seek to destroy, and rule the world.

Angel Class Abilities

Weapon/Armor Restrictions

Angels are trained in combat and have no armor or weapon restrictions.

Spell Casting

Angels cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Angel makes a prayer and is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Angels get +3 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Angels possess an XP bonus like Clerics.

Divine Form

Angel

Angels stand nine feet tall, clad in plate mail and armed with a greatsword burning with divine fire. You can assume this form 1d4 times per day for 1 hour at a time.

Armor Class: 4[15]
Hit Dice: 6+1
Attacks: burning blade (3d6 + fire)
Special: divine fire, immune to pain
Move: 15

Legend and Lore

Occult authorities throughout the realms maintain that the Most High is the ultimate Higher Power and the most wicked entity throughout the realms. Many think this being is the creator of pain and sorrow. A sect of Merkava Mystics claim we cry and its source is obvious; we were given eyes to shed tears; skin to shed blood; and hearts to ache.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of angelic languages.

Divine Knowledge

You possess expert (unless otherwise determined by the referee) knowledge of the history, culture, and mythology of the wicked hierarchies of demons, devils, evil gods, and their minions and vice versa of the divine.

Denizens

You possess basic knowledge of the demon like inhabitants of the lower planes.

Divine Navigation

You do not get lost in the upper planes

Angel Mastery Abilities

True Angel

When you have attained to a measure of power determined by the referee, you can transform into your Angelic Form unlimitedly throughout the day.

Godlike Power

By a measure of power, moderated by the referee, you are endowed with the ability to become invincible 1d4 times per day, per level of XP for 1 hour at a time.

The Arcane

You are no ordinary Cleric, endowed whilst a child (by Higher Powers of the referee's designs) in the power and majesty of the Magic-users. Thereafter, you were kidnapped by black cloaked occultists and taken to a far away castle (of the referee's designs) for sacrifice. Surprisingly, you slayed the enemy cult with the power of the Arcane.

Arcane Class Abilities

Weapon/Armor Restrictions

Arcanes may only use staves and cannot use armor.

Spell Casting

Arcanes cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Arcane makes a prayer and is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Arcanes get +1 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Arcanes possess an XP bonus like Clerics.

Roets

Spell Mind

1d4 + 1 times per day, per level of Experience, you can cast any spell from the Magic-user's Spell List.

Absorb Spell

Any Spell cast with you as the intended target, can be "absorbed" into a Spellbook, within the mind of your character, that you can cast unlimitedly and without need for preparation.

Legend and Lore

Occult historians throughout the realms believe that the Arcane is a manifestation of a Higher Power that once was a synthesis of the Clerical and Magical Spell powers. Other students of the supernatural, maintain that the Arcane was born into the realms to fulfill a karmic debt that ends with the sacrifice of those of the class, at an early age.

Skills

Master Grimoire

Any Spellbook you possess, you can easily understand its secrets regardless of its language. You can cast any spell from the list without the need to prepare them as you would a standard Spellbook.

Sense Magic

You can sense if magic has been cast within 1d4 miles from your present location.

Create Spell

You can create Spells limited by your imagination that has been approved by the referee.

Commune Higher Power

You can converse with the Higher Powers.

Arcane Mastery Abilities

Arcane Archmage

When you have attained to a measure of power determined by the referee, you can cast any spell, from the Magic-user's Spell List, unlimitedly throughout the day.

Immortal Wizard

By a measure of power, moderated by the referee, you are endowed with eternal youth and can live forever, should you not be slain by the enemy.

The Bum

You are a dirty, piss stinking and rag clad individual. You possess no money or home of your own and survive off of the compassionate ones that fill your beggar's cup with copper pieces and the occasional gold. However, one evening you were contacted by a Higher Power of the referee's design and ordained to wield clerical spells and serve.

Bum Class Abilities

Weapon/Armor Restrictions

Bums can only wield daggers and wear leather armor.

Spell Casting

Bums cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Bum makes a prayer and is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Bums get +1 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Bums possess an XP bonus like Clerics.

Beggar Magic

Please! Help me!

You possess the ability to appeal to the compassion of anyone, 1d4 times per day. These individuals will give you anything you desire provided it does not threaten their wellbeing.

Shadow Hide

You possess the ability to conceal yourself within the confines of shadows 1d4 times per day for 1d4 hours. When hidden, you cannot be seen unless you move or cause sound.

Legend and Lore

Many occult historians believe all bums throughout the realms were once powerful and malevolent deities bent on slaying those that did not obey their decrees. Others maintain that these dregs of society were not deities but the minions of these Higher Powers and were cast into the world to envy the fortunate; men they were ordained to protect.

Skills

Bum's Tongue

You demonstrate expertise in the reading, writing and speaking of bums and beggars.

Rich Man's Passing

You possess knowledge of the location of Fortresses, Keeps, Headquarters of various Gangs, Guildhalls and Markets that are frequented by wealthy Nobles, Kings and Queens.

Street Charm

You can charm people you converse with and easily acquire information.

Prowl

You are skilled in stalking others.

Bum Mastery Abilities

Rich Man's Purse

When you have attained to a measure of power determined by the referee, you can manifest a small purse filled with infinite gold pieces.

Ville

By a measure of power, determined by the referee, a manse of the referee's design (and its location) can become your home unless it is destroyed by hostile forces.

The Champion

When a mere lad, you were approached by a gang of cloak and cowl clad individuals. Knocked on the head by one of these strangers, you blacked out. You awoke in a gladiator's arena a full grown, muscularly powerful individual holding a mace. You remember nothing of your childhood but that now you are capable of spell casting and melee battle.

Champion Class Abilities

Weapon/Armor Restrictions

Champions have no weapon or armor restrictions.

Spell Casting

Champions cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, Champions are endowed with the ability to cast selected spells from the standard list.

Saving Throw

Champions get +2 on saving throws vs. death, poison and disease.

XP Bonus for Strength

Champions possess an XP bonus like Fighters.

Champion Magic

Deathblow

You are capable of administering a killing blow to your enemy. 1d4 times a day, per level of XP, you can strike your foes down in an instant.

Rage

When injured, the sight of your own blood drives you into madness. You acquire a temporary 1d6 bonus to your Strength, Dexterity and Constitution ability scores for 1d4 hours.

Legend and Lore

It is believed that long ago, a cult of magic-users engaged in a mass kidnapping spree of youths who were beyond the power of the average individual. Some say further, that these children were the babes of a powerful and evil deity bent on destroying the world. More so, some believe this cult are the minions of this deities righteous brother.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Sense Bloodshed

Wherever there is war like carnage in the immediate area, you can sense and pinpoint its exact location.

Scale Wall

You can adeptly climb almost any surface that is set before you.

Weapon Power

You possess extraordinary skill in a weapon of choice. When holding said weapon, you acquire an additional attack per turn.

Champion Mastery Abilities

Battle Form

When you have attained to a measure of power determined by the referee, you can shape-shift into a powerful Iron Golem like humanoid.

Armor Class: 3[16]
Hit Dice: 4+2
Attacks: fist (1d6 + stun)
Special: none
Move: 14

The Claur

You are a terribly fragile, weak and pathetic Magic-user with an unknown racial identity (a silvery, crystal lattice woven throughout the skin, muscles and bones of your body). However, you possess the ability to call upon and wield powerful, arcane powers, once per day, that earn their repute from the legend that is the Claur.

Claur Class Abilities

Weapon/Armor Restrictions

Claur may only use staves and cannot use armor.

Spell Casting

Claur cast arcane spells from the Magic-user Spell List, as per the Adept Spell Advancement Table. Each day, the Claur is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Claur get +1 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Claur possess an XP bonus like Clerics.

Arcane Power

Spellmind

Once per day, you can enhance your spell casting powers by 1d4+1 Levels for one hour and wield spells from the Claur Spell Advancement Table as if you have attained to this level.

Archmage

Once per day, you can cast any 6th Level Magic-user spell from the Magic-user Spell List (regardless of your current level).

Legend and Lore

Holy books throughout the realms tell of a once powerful God that was murdered by its own creations. According to this legend, this God will be reborn with the markings of the Crystal Race, that will, if he desires, guide all throughout the world unto righteousness, compassion for all sentient beings and ultimately paradise.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Identify Magic Item

By holding an item, and meditating on it for several seconds, you can determine if it is magical or mundane. If it is magical, you can determine its origin, purpose and monetary value.

Scribe Scroll

You can create a one time use spell scroll, once per day, per papyri you possess.

Grimoire

You understand all varieties of spell books.

Claur Mastery Abilities

Crystal Warrior

When you have reached a level of power determined by the referee, you can assume a powerful battle form, of your design, once a day and for one hour per level of experience.

Armor Class: 4[15]
Hit Dice: 3+2
Attacks: talons (1d6 + 3)
Special: None
Move: 5

The Courier

During your youth, you became affiliated with numerous Gangs and Guilds throughout a city (of the referee's design) that you were born and raised in. One night, while selling various illegal materials, you were struck with a great orb of light. You then heard the voice of what claimed to be a Higher Power that endowed you with clerical spell casting.

Courier Class Abilities

Weapon/Armor Restrictions

Couriers can only wield daggers and wear leather armor.

Spell Casting

Couriers cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Courier makes a prayer and is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Couriers get +1 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Couriers possess an XP bonus like Clerics.

Smuggler Magic

Sub/urban Concealment

You can blend in with urban or suburban environs and become extremely difficult to detect. Hiding in alleys and the shadows that parallel the streets is easy for you.

Drug Hustle

You possess the ability to create, from nothingness, a small bag of an expensive drug of the referee's design, 1d4 times per day, per level of XP.

Legend and Lore

Students of the occult claim to have discovered a grimoire that tells of the Shadow Shades; sentient beings composed of shadows that can become corporeal and exist on the material planes. This text details a war within the plane of shadows that led to the death of millions of these entities. Were some of them possibly reborn?

Skills

Courier's Tongue

You demonstrate expertise in the reading, writing and speaking of Couriers and Thieves.

Conceal Illegal Materials

You are an expert in concealing contraband ranging from drugs to weapons. The referee will determine what type of concealment is accomplishable based on homebrew rules.

Street Charm

You can charm people you converse with and easily acquire information.

Silent Move

You move without making any noise.

Courier Mastery Abilities

Shadow Step

When you have attained to a measure of power determined by the referee, you can travel in and out of the shadow planes provided you do so in areas that you have previously visited and have engaged in illegal, smuggling activity. This ability is endowed to you by the Higher Power that turned you into a clerical spell caster. You can do this unlimitedly throughout the day and even escape from peril this way.

The Daemon

You are a student and researcher of the arcane science-like magic of Demons, the lower planes and their mysteries. Where others experience fear and helplessness, in the presence of the infernal, you see weak creatures of the lower planes, that should be bound to service. Once per day, you can summon a Baalrog to service you unto death.

Daemon Class Abilities

Weapon/Armor Restrictions

Daemons may only use staves and cannot use armor.

Spell Casting

Daemons cast arcane spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Daemon is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Daemons get +2 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Daemons possess an XP bonus like Clerics.

Summon

Demon, Baalrog

The Bull of Baal (baal-auroch) is a massive, minotaur-like, bat-winged, satyr footed, demon burning with the fires of hell and wreathed in flame.

Armor Class: 2[17]
Hit Dice: 9
Attacks: sword (1d6) or whip
Special: hellfire
Move: 6 (15 when flying)

Legend and Lore

It is believed the first Daemon was once a powerful Baalrog unlike others of its kind. A lord of many planes of hell and champion of the entirety of the Infernal Gods. However, this Daemon was seduced by its power and believed it could slaughter all of the infernal hosts. It was then, historians believe, mortalized and cast onto the earthly planes.

Skills

Demonic Language

You demonstrate expertise in the reading, writing and speaking of demonic tongues.

Infernal Knowledge

You possess limited (unless otherwise determined by the referee) knowledge of the history, culture, and mythology of the wicked hierarchies of demons, devils, evil gods, and their minions.

Denizens

You possess basic knowledge of the animal like inhabitants of the lower planes.

Demonic Navigation

You rarely get lost in the lower planes.

Daemon Mastery Abilities

Demonic Ascension

When you have attained to a measure of power determined by the referee, you can shape-shift into a Baalrog unlimitedly throughout the day.

Communion of Baal

By a measure of power, moderated by the referee, you can regularly speak with the God initiates and worshippers call Baal, an ancient and evil, pagan deity.

The Diviner

Since your youth, you have been obsessed with study of the occult and its mysteries. One evening, you were telepathically contacted by a Higher Power (of the referee's design) that endowed you with spell casting powers becoming a Cleric. You were also gifted with the ability to see the immediate to distant future via visions.

Diviner Class Abilities

Weapon/Armor Restrictions

The Diviner has no weapon or armor restrictions.

Spell Casting

Diviners cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Diviner is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Diviners get +1 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Diviners possess an XP bonus like Clerics.

Futures

What Will Be

You possess the ability to observe the immediate and distant future via the manifestation of visions. Once per day, per XP Level, you can determine what will come to be.

Blessing of Treasure

By gazing at the entrance to a dungeon, fortress or keep, you can determine if there is any treasure within and its exact whereabouts.

Legend and Lore

It is believed the Diviners are actually empowered by a Wicked God or Goddess, which is masquerading as a benevolent Higher Power for the sheer enjoyment of lying, one of its beloved penchants. Some say further, that this wicked being will one day attempt to "eat" the Diviner it endowed with clerical powers.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Runestones

Within a sack of silk, you possess thirteen sacred stones etched with the markings of the Higher Powers. When cast onto earthen soil, you can determine various possible futures, of which one is one's destiny.

Divine Commune

You can communicate with the Higher Power that endowed you with powers.

Clerical Tome

You possess knowledge of clerical grimoires.

Diviner Mastery Abilities

Constant Sight

When you have attained to a measure of power determined by the referee, you possess a constant and perpetual knowledge of your inevitable destiny.

Godlike Attainment

By a measure of power, moderated by the referee, you are no longer bound by a Spell Advancement Table and can cast an unlimited amount of spells throughout the day.

The God

You are a deity that hails from the En Sof, and have been cast to the depths of the Hells for a sin you do not truthfully remember. After many eternities battling the forces of darkness in Hell after Hell, you emerged from the abyss of the earth only to be suddenly stripped of the permanence of your invincibility and immortality.

God Class Abilities

Weapon/Armor Restrictions

The God has no weapon or armor restrictions.

Spell Casting

The God cast arcane spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, The God is endowed with the ability to cast selected spells from the standard list.

Saving Throw

The God gets +1 on saving throws vs. death, poison and disease.

XP Bonus for Intelligence

The God possess an XP bonus like Cleric's.

Divinities

Invincibility

Once a day, for one hour per XP Level, you are completely immune to all adverse phenomenon and cannot be harmed by anyone or anything.

Clairsentience

Once a day for one hour per XP Level, you are cognizant of the past, present and all possible futures moderated by the homebrew rules of the referee.

Legend and Lore

It is believed a righteous deity horrifically murdered, and cast into hell, one of his mortal creations because he was jealous of this created beings beauty. Those that study the sacred texts of the Higher Powers confirm that this deities consciousness was shattered into a multitude of conscious pieces. Thus, those that call themselves The God, are such.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Adept Skills

You are skilled in a multitude of disciplines at Gamestart (these skills can be anything the referee allows you to conceive of—they are limited by the imagination in their specifications). You also possess great genius, which is evident at your ability to cull knowledge from a multitude of sources efficiently and with great ease (this too is moderated by the referee).

Identify Magic Item

You can identify any magic item.

God Mastery Abilities

Ascension

When you have attained to a measure of power determined by the referee, you will ascend to the plane of the Higher Powers, return to Godhood and learn of your sin.

Almighty

By a measure of power, moderated by the referee, you can manipulate reality limited by your imagination and the homebrew rules of the referee.

The Hlasek

You are no ordinary student of the Arcane. With the flexing of your magical will, you can bring into manifestation, once a day, a powerful Gargoyle that will serve you, obeying your every command, even self-sacrifice. You are also a competent and impressive spell-caster, capable of wielding clerical magic.

Hlasek Class Abilities

Weapon/Armor Restrictions

Hlaseks may only use staves and cannot use armor.

Spell Casting

Hlaseks cast arcane spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Hlasek is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Hlaseks get +1 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Hlaseks possess an XP bonus like Clerics.

Summon

Gargoyle

This creature is a grey, nine foot tall, hands tipped with claws, winged humanoid with a long, sinuous tail. When animate, their skin has the texture of hard clay.

Armor Class: 5[14]
Hit Dice: 6+4
Attacks: claws/bite (1d6 + 2)
Special: Flight
Move: 6 (15 when flying)

Legend and Lore

Gargoyles bedeck, frozen in stone, the walls of the Aeyr Elves Hlasek Cathedrals that parallel the planes. Unfortunately, it is believed this elven race, or culture more so, disrespected their own Gods, the true source of their power, by abandoning them when the Aeyr discovered the might and power that is the Sacred Crystal.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Gargoyle Empathy

You can sense the core, and dynamic, emotional changes of any Gargoyle whether inanimate, frozen in stone, or animate (note that when Gargoyles are frozen, they can still feel and sense phenomenon.

Cathedral

You can sense if any structure is bedecked with Gargoyles.

Aeyr Elf Mythology

You understand the myths of the Aeyr Elves.

Hlasek Mastery Abilities

Legion

When you attain to a level of power determined by the referee, you can summon 1d4+1 dozen Gargoyles into your service. They will obey your every command.

Gargoyle Form

By a measure of power, determined by the referee, you can shape shift into a Gargoyle unlimitedly throughout the day, with the same stats as those you can summon.

The Hunter

You are a Hunter of demons, devils and all kin varieties of the Wicked. Unlike other Demon Hunters, you are demonically blooded, a descendant of generations of entities cruel in the manifestations of their mental and moral makeup. You are also a clerical spell-caster, and possess the ability to evoke, bind and command your wicked ancestors.

Hunter Class Abilities

Weapon/Armor Restrictions

Hunters have no weapon or armor restrictions.

Spell Casting

Hunters cast arcane spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, Hunters are endowed with the ability to cast selected spells from the standard list.

Saving Throw

Hunters get +2 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Hunters possess an XP bonus like Cleric's.

Ancestor Summon

Demon Mardumman

This wicked being is a muscular, black skinned, spike studded, thirteen foot humanoid burning with hell fire and wielding a rune emblazoned, serrated Hellblade.

Armor Class: 4[15]
Hit Dice: 3+2
Attacks: hellblade (2d6 + poison)
Special: hell-fire, poison
Move: 12

Legend and Lore

It is believed by many occult historians that the Hunters of the current day were once malevolent worshippers and servants of evil deities. Some believe they angered a powerful righteous God that murdered them and cast them into the realms, redesigned their psyche during birth and now they foolishly hunt their demonic brethren.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Infernal Knowledge

You possess limited (unless otherwise determined by the referee) knowledge of the history, culture, and mythology of the wicked hierarchies of demons, devils, evil gods, and their minions.

Demonic Empathy

You can feel the emotions of your demonic brethren regardless of their disguise.

Hellblade

You can wield greatswords from hell.

Hunter Mastery Abilities

Demon Magic

When you have attained to a measure of power determined by the referee, you can wield the magic of curses. Moderated by the referee, your curses are anything imaginable.

Legion of Dark Angels

By a measure of power, and constituent rules moderated by the referee, once per day, you possess the ability to summon an army of Dark Angels that will serve you unto death.

The Monster

You are a horrific, mutant-looking, scarred humanoid with no memory of your former self or racial identity. For reasons unknown to you, a Deity of the referee's design has endowed you with the ability to cast clerical spells and grow in power consequently. You are also capable of manifesting certain Terrors of those that are the Monster.

Monster Class Abilities

Weapon/Armor Restrictions

The Monster has no weapon or armor restrictions.

Spell Casting

Monsters cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Monster is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Monsters get +2 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Monsters possess an XP bonus like Clerics.

Terrors

Fear Face

Your monstrous face must remain hidden and when seeable, will cause screaming madness to those that observe it, for 1d6 turns. You can expose your face one time per day.

Stalker

You can create an auditory illusion of a horrifying monster, growling, snarling and always behind your enemy once per day per level of XP.

Legend and Lore

Many believe The Monster, sighted more than once in different varieties throughout the realms by many, were once benign, ravishingly beautiful female Elves that were cursed by a Goddess, and forged into ugly and stank monstrosities, for attempting to use their supernatural beauty to seduce her many husbands.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Disguise

You possess the skill to mask your horrific face and features with extraordinary ability. With various cloth and a helm like mask (you begin the campaign with) you can conceal that which is your horrid self.

Monster Communication

You can understand the language of nearly all variety of monsters with little difficulty.

Lore

You possess knowledge of monster myths.

Monster Mastery Abilities

Gargantuan Beast

When you have attained to a measure of power determined by the referee, you can shape-shift into a thirty two foot tall, tentacle clad, mass of twisted, burnt flesh.

Armor Class: 4[15]

Hit Dice: 3+2

Attacks: tentacles (1d6 + poison)

Special: poison

Move: 14

The Morg

You were an immortal creature of the lower planes made flesh and mortal by a mysterious Higher Power of the referee's design. You will serve this deity or cease to exist by its divine like threat. With sincere, true to heart service you are endowed to wield magic and assume a powerful Demon Form once per day.

Morg Class Abilities

Weapon/Armor Restrictions

Morgs may only use staves and cannot use armor.

Spell Casting

Morgs cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Morg makes a prayer and is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Morgs get +2 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Morgs possess an XP bonus like Clerics.

Demon Form

Beast

Beasts stand thirty two feet tall and are composed of a chaotic assemblage of grotesque, talon tipped arms and slimy, tentacles in a state of putrefaction.

Armor Class: 4[15]
Hit Dice: 3+2
Attacks: talons (1d6 + paralysis)
Special: paralysis
Move: 6

Legend and Lore

Many say the Morgs were not typical, immortal creatures inhabiting the lower planes, but powerful devils or Higher Powers even more so. It is said they angered the true Higher Powers by amassing together in a massive army and conspiring to slay any denizen of the lower planes that did not pledge their loyalty to them.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Infernal Knowledge

You possess limited (unless otherwise determined by the referee) knowledge of the history, culture, and mythology of the wicked hierarchies of demons, devils, evil gods, and their minions.

Denizens

You possess basic knowledge of the animal like inhabitants of the lower planes.

Demonic Navigation

You rarely get lost in the lower planes.

Morg Mastery Abilities

True Demon

When you have attained to a measure of power determined by the referee, you can shape-shift into your Demon Form unlimitedly throughout the day.

Immortal

By a measure of power, moderated by the referee, you are endowed with eternal youth and immortality. You can live forever, should you not be slain.

The Nehkra

You are a student of the Clerical Mysteries and spell caster of arcane powers of the dead. With these powers, you can animate corpses and skeletons as your minions for whatever use you can imagine. Fighters, Magic-users and Clerics fear your might, as with your presence often comes an army of stank and rotten dead ones.

Nehkra Class Abilities

Weapon/Armor Restrictions

Nehkra may only use staves and cannot use armor.

Spell Casting

Nehkra cast arcane spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Nehkra is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Nehkra's get +2 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Nehkras possess an XP bonus like Clerics.

Deadmagic

Skull Gleaning

By holding a creature's skull, you can instantly learn the name, when and how the entity died, alignment, lifespan and anything the referee decides.

Legion of the Dead

Once per day, you can raise an army of the undead, as long as there are corpses to animate within 1d4 miles, which will do anything you command.

Legend and Lore

It is believed the Nehkra are descendants of a powerful Elder Liche that sired a multitude of children by engaging in romantic encounters with ghouls. Some say, thereafter, this Liche (many believe to be known as Mezogorah), purposefully delivered his offspring to the care of numerous cathedrals and orphanages throughout the realms.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Necromancy

You possess extraordinary knowledge of the myths, legends and folklore of the undead across numerous realms. When it comes to the subject matter of the unliving, the referee must disclose.

Sense Dead

You can determine where corpses can be found within a radius of 1d4 miles.

Identify Corpse

You can determine if a body is dead or alive.

Nehkra Mastery Abilities

Elder Liche

When you have attained to a measure of power determined by the referee, you can commit an act of ritual suicide and be reborn as a mighty Elder Liche.

Armor Class: 0[20]
Hit Dice: 12-18
Attacks: touch (1d6 + paralysis)
Special: paralysis
Move: 6

The Nighthawk

Your first memory is one of mystery. You remember floating in darkness already learned in the common tongue of a realm of the referee's design, and basic skills as if you were born normally and lived a normal life. You also possess in depth knowledge of how to murder humanoids, with a specialty in collecting the ears of Elves.

Nighthawk Class Abilities

Weapon/Armor Restrictions

Nighthawks have no weapon or armor restrictions.

Spell Casting

Nighthawks cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, Nighthawks are endowed with the ability to cast selected spells from the standard list.

Saving Throw

Nighthawks get +1 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Nighthawks possess an XP bonus like Clerics.

Nighthawk Magic

Night-eyes

You can see clearly in pitch black darkness. You need no light to move around. You can see this way once a day for 1d4 hours per XP Level.

Shadow Meld

You can become one with shadows and even enter them and emerge from different ones (range determined by referee). You can do this once a day for 1d4 hours per XP Level.

Legend and Lore

It is believed by many occult historians that the secret of the Nighthawks has its roots, its origins, in the Gods of Murder and Death (of the referee's design). Some claim these deities were not one but a pantheon and were slain by Jhaddoc, the God of Indignant Pain, and cast into the realms, only to now hunt each other in various guises.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Sense Death

You possess an intimate sense of when someone you have seen before is sure to die within the immediate hours. You can even determine their location with a moments focusing after the sense comes.

Scale Wall

You can adeptly climb almost any surface that is set before you.

Silent Death

The screams of those you kill cannot be heard.

Nighthawk Mastery Abilities

Master Assassin

When you have attained to a measure of power determined by the referee, you are exquisitely skilled in the art of administering death. During the act, you are rarely hurt.

Eternal Night

By a measure of power, determined by the referee, you can use both Nighthawk Magic abilities unlimitedly throughout the day, and as many times per day as you desire.

The Palimor

You are a manifestation of the epitome and essence of Higher Powers of the referee's design that embody the theme of War, Justice and Bloodshed. You will serve on the front lines, battling the enemies of these Gods and Goddesses. With a potent Battle Cry, you fell the masses of evil beasts and strengthen the adventuring party.

Palimor Class Abilities

Weapon/Armor Restrictions

Palimors are trained in combat and have no armor or weapon restrictions.

Combat Machine

Against foes one HD or less, Palimors get one attack per level each turn.

Stronghold

Palimors possess a small fort of their design.

Saving Throw

Palimors get +1 on saving throws vs. death, poison and disease.

XP Bonus for Strength

Palimors possess an XP bonus like Fighters.

Battle Cry

Judgement

This Battle Cry can be uttered 1d4+1 times per day. When shouted, the Palimor and adventuring party acquire a bonus of 3d6+3 temporary HP and +1 BHB.

Prayer

This Battle Cry can be uttered and used 1d4+1 times per day. When shouted, the Palimor and adventuring party are healed of all wounds.

Legend and Lore

Many believe that the first Palimor was once a warrior-cleric, with the ability to wield might and divine magic with awe inspiring ease and power, that angered the Higher Powers by coveting his brothers wife. Enraging the Gods and Goddesses, this Palimor was stripped of his magical capabilities and ordained to serve solely as a fighter.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Weapon Expertise

You are skilled in the use of any melee weapon from sword to sling.

Steed

You are skilled in riding animal mounts.

Medicine

You are skilled in the basic uses of bandages and disinfectants.

Climb

You are skilled in ascending structures.

Palimor Mastery Abilities

Battle Cry

When you have attained to a measure of power determined by the referee, you can use your Battle Cries unlimitedly throughout the day.

Grace of the Higher Powers

By a measure of power, determined by the referee, you can cast divine spells (from the standard list) from the Palimor Spell Advancement Table, after prayer.

The Prey

Although a weakling, you are no ordinary mortal. Before birth into the current world, there was an endless time before, without beginning; a mighty deity you were. For reasons determined by the referee, you were slain and mortalized by opposing Higher Powers. You are now limited to the weak, clerical spells of the mortal world and alone.

Prey Class Abilities

Weapon/Armor Restrictions

Preys may only use staves and cannot use armor.

Spell Casting

Preys cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Prey makes a prayer and is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Preys get +1 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Preys possess an XP bonus like Clerics.

Hunted Tactics

Flight

You possess the ability to escape danger successfully without fail (by disappearing and reappearing in a safe location) 1d4 times per day per level of XP.

Concealment

You are capable of hiding in such a way that you blend in completely with the background environment; the way a chameleon of earth can merge with the forest environ visually.

Legend and Lore

Scholars, occultists, clerics, wizards; many share a common belief that there exists an entity known as “The Prey” that committed an evil act by indulging in forbidden pleasures and was cast into the mortal planes to learn a divine lesson. It is said that when the Higher Powers have drunk full their cup of vengeance; the prey shall become predator.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Skill Set

You possess an extraordinary amount of skills relative to the mortals of the world of the referee’s design. The referee is encouraged to work with the player during character creation to build a set of skills.

Denizens

You possess basic knowledge of the animal like inhabitants of the mortal planes.

Mortal Navigation

You rarely get lost in the world of mortals.

Prey Mastery Abilities

Predator Form

When you have attained to a measure of power determined by the referee, you can shape-shift into a predatory animal permanently; should the need arise.

Armor Class: 4[15]

Hit Dice: 3+2

Attacks: talons (1d6 + stun)

Special: paralysis

Move: 6

The Prophet

You have felt a calling to a deity of the referee's design throughout your entire life. Recently, you have answered to this emotional and mental feeling by kneeling and professing love and honest intentions to this entity. Consequently, you have been blessed with the ability to wield clerical spells and Prophetic Magic.

Prophet Class Abilities

Weapon/Armor Restrictions

Prophets are trained in combat and have no armor or weapon restrictions.

Spell Casting

Prophets cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Prophet makes a prayer and is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Prophets get +1 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Prophets possess an XP bonus like Clerics.

Prophetic Magic

Divination

You possess the ability to ascertain the future with might of Volition. 1d4 times per day, per level of XP, the referee must inform you of considerable facts of what is to come.

It Shall Come to Pass

You possess the ability to significantly modify the future. 1d4 times per day, per level of XP, you can make moderate changes to the future of the game-world.

Legend and Lore

Priests and various mystics throughout the realms maintain that the prophets of most deities are truly, or were, Gods themselves that were slain and cast into the mortal worlds by their wicked brethren. Others claim the Prophets are here by their own sacrificial actions, with intentions to free mortals that were once their divine kin.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of religious tongues.

Divine Knowledge

You possess expert (unless otherwise determined by the referee) knowledge of the history, culture, and mythology of the wicked hierarchies of demons, devils, evil gods, and their minions and vice versa of the divine.

Preacher

You possess the ability to give speeches that kindle beliefs of your desire in the masses.

Scriptures

You are learned in holy books of the realms.

Prophet Mastery Abilities

God

When you have attained to a measure of power determined by the referee, you can take control of the adventure by becoming an assistant referee.

Holy Book

By a measure of power, moderated by the referee, you can ink a book of scriptures that those who read will believe is the unquestionable word of God.

The Raider

You worship and serve a deity of the referee's design that has ordained you to find one of her lost relics (of the referee's designs) that has been cast out of the heavenly planes and into one of the multitude of tombs, throughout the realms, by her jealous brother. Consequently, you are a clerical spell-caster and adept grave robber.

Raider Class Abilities

Weapon/Armor Restrictions

Raiders have no weapon or armor restrictions.

Spell Casting

Raiders cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Raider makes a prayer and is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Raiders get +2 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Raiders possess an XP bonus like Clerics.

Raider Magic

Orb of Daylight

You can create a shimmering globe of light with a level of brilliance moderated by the referee. It will last for 1d6 hours and one can be created per level of XP.

Trap Killer

By focusing on a dungeon for a moment, you can thereafter instantly disarm traps and maintain this disarming ability for 1d4 hours a day per level of XP.

Legend and Lore

Many believe the Raider is not actually a mortal, but an incarnation of the brother of the same deity that empowered the individual that is seeking this Goddess' lost relics. Others believe that this incarnate God is not one, but a multitude of Angels that fell from grace and were exiled from the heavenly planes for embracing evil.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Detect Trap

You are trained in the detection of any variety of trap that may attempt to injure (naturally or supernaturally) or kill you and any fellow party members that are in your company.

Scale Wall

You can adeptly climb almost any surface that is set before you.

Silent Raider

You make little to no noise as you move.

Raider Mastery Abilities

Adept Raider

When you have attained to a measure of power determined by the referee, you are skilled in physical movements. Acrobatics is extremely, supernaturally, easy for you.

Raider Sight

By a measure of power, determined by the referee, you can engage in commune with your God and acquire information on the perils of the tomb you are in.

The Rann

You are unlike ordinary mortals and are indeed a manifestation of a Higher Power of the referee's designs. Possessing the mark of this faith, a rune of shimmering, silver light on your tongue, you are capable of affecting the world with the power of mantra: sacred words that affect reality as any God or Goddess can.

Rann Class Abilities

Weapon/Armor Restrictions

Ranns may only use staves and cannot use armor.

Spell Casting

Ranns cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Rann makes a prayer and is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Ranns get +1 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Ranns possess an XP bonus like Clerics.

Chants

Command

You possess the ability to command anyone you encounter unless the referee deems otherwise for reasons that are logical to the adventure and world the referee has designed.

Death Spell

Once per year, you are capable of slaying anyone with the power of merely uttering their name. In an instant, they will cease to breathe and die.

Legend and Lore

Many occult historians and occultists believe that those that deem themselves, The Rann, are in fact manifestations of the ultimate power that sustains all living things, the true Higher Power that is the One: God. Some say that these beings have created all that exists and are slowly returning to the realms they were exiled from because they were evil.

Skills

Divine Tongue

You demonstrate expertise in the reading, writing and speaking of the God's language.

Identify Religious Item

With concentration on an object of unknown identity, for one hour, you can identify its origin, purpose and monetary value.

Sense the Infernal

You possess the ability to feel when minions of the wicked Higher Powers are nearby and especially when they are seeking you for a quick slaughter and feast.

Divine Navigation

You do not get lost in the upper planes.

Rann Mastery Abilities

Mass Death

When you have attained to a measure of power determined by the referee, you can cease the life of entire villages, once per year, with a mere thought.

Heavenly Abode

By a measure of power, moderated by the referee, you are gifted with a sanctuary upon the clouds of a world of the referee's design that you can teleport to and from unlimitedly.

The Rat

You know the culture, denizens and exclusive locations people of the slums frequent. Brothels, Gang Headquarters and Guildhalls are your specialty. Unlike other “Rats”, you have been ordained by a God of the referee’s design to service a cause whether or not you believe in it. Pray and serve or be slaughtered. So this Deity has decreed.

Rat Class Abilities

Weapon/Armor Restrictions

Rats can only wield daggers and wear leather armor.

Spell Casting

Rats cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Rat makes a prayer and is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Rats get +2 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Rats possess an XP bonus like Clerics.

Rat Street Magic

Slick Tongue

You possess the ability to speak in any language of the slums once per day for 1d4 hours per day. When not active, you can only understand.

Copper Charm

You possess a small purse filled with infinite copper pieces. You can withdraw 32 copper pieces at once, unlimitedly. Good idea to keep this money pouch a secret!

Legend and Lore

Some of those who possess great knowledge of the slums of cities and villages say that the Rats were once powerful ganglords and kingpins that angered a malevolent deity by ordering a hit on one of his worshippers. Others believe these “street punks” were not gang leaders and are in fact the future leaders of the slums.

Skills

Rat’s Tongue

You demonstrate expertise in the reading, writing and speaking of Stealer Signs.

Street Knowledge

You possess knowledge of the location of Brothels, Headquarters of various Gangs, Guildhalls, Seedy Bars and Mercenary Camps throughout the popular villages and cities of the referee’s design.

Street Charm

You can charm people you converse with and easily acquire information.

Lockpick

You can easily pick simple locks.

Rat Mastery Abilities

Shadow Blend

When you have attained to a measure of power determined by the referee, you can, with a moments focus, blend into the darkness of shadows and are harder to detect.

Street Battler

By a measure of power, determined by the referee, you exhibit extraordinary skills in melee combat with or without weapons, having survived many street attacks.

The Renegade

You were once a powerful Devil (a leader of legions of Demons), and loyal to the evil Higher Powers that threaten the sanctity of the realms. However, you turned against your masters when ordained to slaughter your demonic mother (for reasons the Higher Powers refused to disclose) and was thus cast into the realms weaker; now a Demon.

Renegade Class Abilities

Weapon/Armor Restrictions

Renegades have no weapon or armor restrictions.

Spell Casting

Renegades cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, Renegades are endowed with the ability to cast selected spells from the standard list.

Saving Throw

Renegades get +2 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Renegades possess an XP bonus like Clerics.

Infernals

Torment

You possess the ability, unlimitedly throughout the day, to drive entities into complete fits of madness by whispering a word of your designs over and over again.

Soul Steal

Once per day, you can absorb the souls of creatures with no more than one hit die. Once consumed, you will gain one hit point which is added to your max.

Legend and Lore

Scholars of the Occult say prophecies of Renegades are writ in numerous scrolls and grimoires. These tomes all tell of a time when the Renegades will unite as one and slay the one true God of the realms by awakening him from a deep sleep that is its prison. Unfortunately, there is no absolute chance of victory, as many say they kill with thoughts.

Skills

Demon Runes

You demonstrate expertise in the reading, writing and speaking of Infernal Languages.

Infernal Lore

You possess in-depth knowledge (acquired via prayer) of the nature and culture of the demonic denizens of the realms.

Prey

You can sense creatures of prey (animals that are often hunted by predators throughout the realms) with great ease and are skilled in stalking, slaying and eating them raw.

Nightsight

You can easily see in pitch black darkness.

Renegade Mastery Abilities

Hell Champion

When you have attained to a measure of power determined by the referee, you can shape-shift into a muscular, spike studded, crowned with horns Demon.

Armor Class: 4[15]
Hit Dice: 4+2
Attacks: (1d6 + paralysis)
Special: paralysis
Move: 16

The Runner

You were created by a deity (of the referee's designs) long ago and wrought as a mortal of the Earth. Your sole purpose is to deliver messages from this Higher Power to those that love or fear them. Mysteriously, these commune (in the form of writ papyri) can only be delivered by long journey from village to village.

Runner Class Abilities

Weapon/Armor Restrictions

Runners have no weapon or armor restrictions.

Spell Casting

Runners cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Runner makes a prayer and is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Runners get +1 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Runners possess an XP bonus like Clerics.

Sprints

Quick Stride

You are faster than most when on the move and your character is endowed with a +6 Move Bonus when running from point of origin to the destination.

Battle Fast

Whilst running, you possess the ability to slay your enemies with amazing speed. Your character is endowed with one extra attack per turn.

Legend and Lore

Occult Scholars maintain that the Runners were actually submissive Angels ordained to serve a Higher Power that would communicate with mortals through the principle of that which is the Runner. Further, it is said these subservient divine beings turned against their God and were cast into the realms without memory to serve as a mortal.

Skills

Runner's Tongue

You demonstrate expertise in the reading, writing and speaking of Runner Signs.

Lore

You possess in-depth knowledge (acquired via prayer) of the area you will travel through when delivering a message.

Sense Trap

You are trained in the detection of any variety of trap that may attempt to injure or kill you whilst in transit from point of origin to your destination.

Nightsight

You can easily see in pitch black darkness.

Runner Mastery Abilities

Master Courier

When you have attained to a measure of power determined by the referee, you can shape-shift into a humanoid of your design with greater speed and hit dice.

Armor Class: 4[15]
Hit Dice: 3+1
Attacks: (1d6 + stun)
Special: None
Move: 16

The Sage

Ever since your early years of childhood, you have regularly been visited with visions of the future. As you matured, these visions became eerie forecasts of your future should tragedy occur. Indeed, you have survived numerous horrific deaths due to your knowledge of when and how it might occur. You can also commune with the Higher Powers.

Sage Class Abilities

Weapon/Armor Restrictions

Sages can only wield daggers and wear leather armor.

Spell Casting

Sages cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Sage makes a prayer and is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Sages get +1 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Sages possess an XP bonus like Clerics.

Visions

Sight of Tragedy

You possess the ability, 1d4 times per day per level of XP, to see into the various futures and ascertain if and when a tragedy will occur to you or others.

Wise Man

Once per day, per level of XP, you can enter a trance like state and acquire visions of wisdom from any deity, of the referee's design, that you choose.

Legend and Lore

Occult historians maintain that those who are visited with visions from the Higher Powers were once themselves mighty deities that were slain during a war that prequels the time of the current age. Other historical authorities claim that these "Sages" were minions of the wicked Gods and Goddesses and are soon to see a vision of their eternal death.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of ancient languages.

Runecraft

You possess a silk bag of runestones with a sacred and mysterious origin. After focusing for a moment and casting of the small, engraved rocks, you can predict when the next combat encounter will begin.

Sacred Texts

You can decipher the arcane languages used in scrolls and grimoires.

Healing Meditation

You gain 1d4 lost hit points per hour.

Sage Mastery Abilities

Divine Plan

When you have attained to a measure of power determined by the referee, you can permute the flow of events as they come to pass (moderated by the referee).

Godsight

By a measure of power, determined by the referee, you are regularly blessed with complex visions of the future pertaining to any quest you undertake.

The Shifter

You are one of the Changelings (a race of humanoids that can shape shift into any other physical form) that was cursed generations upon generations ago, for a long forgotten transgression. Now, you can only assume the shape of monstrous entities and animals of the wild. Horrific? Perhaps! However, each monster has an impressive ability.

Shifter Class Abilities

Weapon/Armor Restrictions

Shifters have no weapon or armor restrictions.

Spell Casting

Shifters cast arcane spells from the Magic-user Spell List, as per the Adept Spell Advancement Table. Each day, the Shifter is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Shifters get +2 on saving throws vs. death, poison and disease.

XP Bonus for Strength

Shifters possess an XP bonus like fighter's.

Shape-shifting

Monster Form

You can assume the form of any monster featured in the Swords & Wizardry: White Box First Print Edition Rulebook. You may shape-shift into this form once a day for 1d4 hours. Note, however, that you cannot shape-shift into any Infernal Form. Demons, devils and their kin variety are not truly monsters, but divine beings that have fallen to the lower planes from the heights of the celestial firmament. They were once Angels.

Legend and Lore

Many occult historians believe all monsters and some wild animals that inhabit the realms were once a race of beautiful humanoids that incurred the wrath of the nature deities when they began to feast on the raw flesh of corpses. As time passed, this race slowly evolved into predator like monsters. As often, what you eat yields its power of form.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Monster Empathy

You can feel the emotions of the monstrous denizens of the realms. Whether feelings regarding yourself or a monster's feelings regarding others (or any sentient being), you can sense and understand clearly.

Monster Communication

You can understand the language of nearly all variety of monsters with little difficulty.

Lore

You possess knowledge of monster myths.

Shifter Mastery Abilities

Monster Form Permanence

When you have attained to a measure of power determined by the referee, you can assume any Monster Form unlimitedly throughout the day.

Monster Army

By a measure of power, and constituent rules moderated by the referee, once per day, you possess the ability to summon an army of Monsters that will serve you unto death.

The Sion

You are a master of manipulating, creating and destroying the static realities that bind the Metaverse into what it currently is. Those who know of your power tread with fear in your presence. Even the Higher Powers stare in awe, from the beyond, as they observe you toy with that which they created, forged divine, long ago: reality.

Sion Class Abilities

Weapon/Armor Restrictions

Sions may only use staves and cannot use armor.

Spell Casting

Sions cast arcane spells from the Magic-user Spell List, as per the Adept Spell Advancement Table. Each day, the Sion is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Sions get +1 on saving throws vs. death, poison and disease.

XP Bonus for Intelligence

Sions possess an XP bonus like Magic-user's.

Illusions

Permutation

You can permute the very nature of reality in any way limited by the imagination (remember, however, that these alterations are not real and temporary). Your measure of power (complexity of the illusion, its strength, its genius) is determined by the referee. False images, untrue sounds, touches to the body with no true physical source, all is possible. Generally, the higher the XP Level, the more powerful the illusion.

Legend and Lore

Many believe the first Illusionists were Gods exiled from the divine abode of the one true God, the ultimate source of the Higher Powers. It is said that these Sions were, or are (if they still live this very day) servants of the Eternal Hierarchies, known to others as Angels of the Most High (more so Archangels). Some say they shall soon siege reality.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Identify Illusions

You possess the ability to sense illusions in any of their guises. Whether an illusion of earth, water, air or fire, you can (after several seconds of focusing on the suspected illusion) determine if it is fact or fiction.

Hypnotism

You possess the ability to limitedly control another's mind after focusing on it for one minute (for an amount of time determined by the referee). Thereafter, they must obey your commands (moderated by the referee).

Sion Mastery Abilities

Illusionary Being

When you have attained to a measure of power determined by the referee, you will become a living illusion. In this form, you are pure consciousness yet can interface with the corporeal world as if you were physical. In this form, only energy (of a variety determined by the referee) can damage or hurt you. You can assume this illusionary form (more so an essence) once per day for one hour per XP Level.

The Stealer

You were once a demon that served a malevolent deity. With prayers, you were endowed with Clerical Spells that empowered you to battle the Angels. Unfortunately, however, you were slain and reincarnate in the mortal worlds. You are now questing for a red gem that contains your true power and are empowered like the thieves to find it.

Stealer Class Abilities

Weapon/Armor Restrictions

Stealers can only wield daggers and wear leather armor.

Spell Casting

Stealers cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Stealer makes a prayer and is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Stealers get +1 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Stealers possess an XP bonus like Clerics.

Stealer Magic

Infinity-pick

You can conjure a mystical lock-pick, once per day, that will open any type of lock you encounter. This pick will remain material for 1d4 hours and cannot be lost.

Shadow Master

You can enter shadows and become one with them. During this time, you cannot sustain damage but in turn cannot harm anyone. You can do this for 1d4 hours, once per day.

Legend and Lore

It is believed those that live their lives in the manner of the first, legendary thief, the Stealer, are not demons cast into the mortal worlds, as many occult historians have said, but a clique of thieves tricked into seeking and acquiring a red gem that endows one with immortality for one other than themselves, by a malevolent and powerful deity.

Skills

Stealer's Tongue

You demonstrate expertise in the reading, writing and speaking of Stealer Signs.

Detect Trap

You are trained in the detection of any variety of trap that may attempt to injure (via natural means—not supernaturally) or kill you and any fellow party members that are in your company.

Pick Lock

You can adeptly pick any variety of locks with a lock-pick, once procured.

Silent Stealer

You make little to no noise as you move.

Stealer Mastery Abilities

Master Thief

When you have attained to a measure of power determined by the referee, you can wield Shadow Master and Infinity-pick Stealer Magic unlimitedly throughout the day.

Demon Form

By a measure of power, and constituent rules moderated by the referee, you possess the ability to transform into a demon of the referee's design.

SEN ARA-MAIR
“the jewels of wisdom
pleasure the mind
as the diamond
to the elites of the greedy”
C. 879 - c. 102 B.C.

Relics

Chapter Two

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ARMORS

BONEGOD

Forged from the bones of a slain Necromantic God, this suit of plate mail armor endows the wearer the ability to control 1d4 undead creatures per level of experience. All undead remain bound until death.

THUNDERLIGHT

Forged from the Light of a Thunder & Storm God, this suit of plate mail armor endows the clad the ability to control 1d4 thunder claps and lightning storm streaks per level of the wearer's level of experience.

ICELIGHT

Forged from magical ice crystals, this suit of plate mail armor endows the wearer the ability to survive in all variety of freezing conditions. Subzero temperatures that would kill any other, one finds themselves quite comfortable in.

FIREFURY

This suit of plate mail armor constantly burns with scarlet flames, protects the wearer from all extremely hot temperatures and causes 1d6 points of elemental fire damage to those that come into contact with its blaze.

TWISTED SCREAMS

This suit of plate mail armor constantly emits the sounds of screams and causes fear to those the wearer comes into contact with at the Referee's discretion. If it is destroyed, the wails, believed to be those that died at the hands of the previous owner, cease to be.

BLADEBLOOD

This suit of armor is studded with three inch, razor sharp blades that cause a constant bloodletting of 1HP per turn to all those who are cut by it. This wound can only be healed by a competent cleric.

LEAFMETAL

This suit of armor is chiseled with the shapes of the leaves of various forest trees. Upon touch of one of these leaves, the wearer will blend into a forest environment, as if becoming invisible. The carved leaves morph to those of the wearers surroundings.

DEADWIND SUIT

Wrought from the skins of the undead ghouls, this suit of plate mail armor renders the wearer immune to the fear factor of the unliving. It also effects invulnerability to damage inflicted by any creature of the zombie type.

DRAGON BLOODFLAME

Forged in the fires of the Dragon Depths, this suit of armor burns with the fire of the Red Dragons. When clad, the wearer is capable of wielding a thirty foot breath weapon of scintillating flame that inflicts 1d6 of fire classed damage.

LIFESUCKER

This suit of leather armor, crafted with the petrified blood of Vampire Demons, renders one invulnerable to all damage classes but the slow depletion of 1HP to the wearer per turn. When the individual clad in this suit dies, their body ceases to be and vanishes.

STARSHINE

This suit of armor, forged from the light of countless suns, blazes with brilliant white light at the mental command of the wearer. All those chosen that are within forty feet of the clad are blinded at the referee's discretion.

THIEFSTEP

This suit of plate mail armor, bathed in the darkness of the shadows of thieves, silences all noise the wearer makes. Anything touched (various equipment, items and also NPCs) also cease to emit perceptible sound.

GODDESS

This suit of leather armor was forged by Amana, Goddess of Ariel. It increases the HP of the wearer by 3d6 points per level of the individual. Once removed, this increase accumulated over levels, ceases but returns if re-clad.

IRON CHAMPION

This suit of armor, wrought from pieces of slain, Iron Constructs, enhances all rolls made by the characters player by +1, increases HP by 1d6, and enables the wearer to survive in all extreme hot and cold temperatures indefinitely.

SWIFTFOOTED

This suit of armor, crafted from the consecrated bronze of the Alritium Artifacts, quickens the speed of the character by increasing the dexterity by +3 points. It also adds an additional 1d4 attacks per turn with any weapon the wearer may be wielding.

BLOODSTEP

This suit of leather armor adds 1HP to the wearer per mile of land walked. If removed, however, all of the accumulated HP is lost and can only be regained, clad once again, by walking the same distance.

HELLFURY

Forged from the fires and steel of the Hell Realms, this suit of plate mail armor renders the wearer invulnerable to damage from Devils and Demons. It also increases HP by 3d6 when within the environs of the damned.

NIGHTMARE STEED

Wrought of the Spirit Fire of the realms of dreams, this suit of armor when worn, summons a loyal and obedient Nightmare Horse (a steed burning with scarlet flames at the hooves, neck and tail). It possesses the statistics of the Horse featured in S&W White Box.

BOWS

SCREAMER

Wrought from screams, from the Planes of Madness, the arrows from this longbow emit a deafening and frightening screech to all those that can possibly hear it. The deafness and feelings of fear are temporary and last 1D4 hours or unless dispelled by magic.

DRAGONSCALE

Forged from the Tristilirian Artifacts', shot arrows from this shortbow will instantly disintegrate one scale of any type of dragon or dragon like creature. It also inflicts an additional 1D6 points of damage to dragons and kin creatures.

BREATHKILLER

Initiates of the mysteries claim this longbow was forged by a Red Dragon, a traitor to his race, that desired the love of one of his married kin. Flit the arrow into the maw of any dragon and it will extinguish the breath weapon immediately and for 1D6 turns thereafter.

ARROW EVERMORE

Said to have been created by the Champion Hunters of Alastara'rae, when the string of this longbow is drawn, it can conjure any type of magic arrow (thus acquiring its magical attributes) the wielder is knowledgeable of.

FIRESHOT EVERTRUE

Retrieved from the Pits of Flaming Burn, this shortbow will create a flaming arrow once the string is drawn, inflicting +1D6 of elemental fire classed damage. Additionally, this missile weapon will never run out of these searing arrows.

ASHFLIGHT

Wrought from the Halls of Hallowed Illusions, by the Higher Powers of Insanity, this arrow causes whatever it impacts to disintegrate into a thumb sized pile of black ash. Oddly, these projectiles cannot penetrate dragon scales.

TRUE THIEF

Prized by the Thieves of Belundir, forged within the fire of shadow, this shortbow endows the wielder the phenomenon of a silent stride, the ability to cast Invisibility 1D4 times per day and yields an AC bonus of -2.

BLOODSTAIN

Wrought from the bone of a slain, once mighty Higher Power, the arrows from this longbow do not inflict damage when they strike their target. Instead, these medieval missiles cause illusionary blood to flow for 1D4 hours.

HARPY

Crafted by the Harpy Sisters of Thuria, within the clouds of Adn'thel, this shortbow will spawn a Harpy wherever the arrow strikes true. This creature is bound to the wielder of the bow and will obey all commands (even unto death).

CANDLES

BLOODWAX CHARM

The Bloodwax Charm is a Red Candle crafted with the blood of a decapitated Ghoul. When lit, it enables the possessor the ability to commune with any deceased individual of choice provided they are not reincarnate.

BLACK CANDLE OF NEVERLIGHT

Said to be the creation of an evil Higher Power that desired to engulf the world in complete darkness, the Black Candle of Neverlight, will smite the stars and sun from the skies of any world when lit for 1d4 hours.

DEADLIGHT EMBER

The Deadlight Ember is a Gray Candle wrought by Mad Liche Mezogorah before his onslaught of Ghouls that devastated the Village of Iceshire. When lit, it endows the possessor the ability to see through the eyes of any Ghoul one raises.

SILVERLIGHT CANDLE

Silverlight Candle is a glowing, Silver Candle that endows the possessor the ability to cast the Level 1 Magic-user spell, Light I, without limit and without need of preparation. It must, however, be completely burned to acquire this spell casting ability.

STRONGLIGHT

This White Candle is believed to have been crafted by a powerful Magic-user with amazing enchanting skills. When completely burned, the lighter of the Candle will acquire a temporary 1d6 bonus to their Strength Ability Score.

REDBURN BLADE

This Red Candle, wrought in the shape of a short sword and crafted by an elemental Higher Power, that seeks to reacquire it, will slowly transform into a flaming, short sword that deals 1d6+1 damage when lit.

TITANLIGHT FISTSMITE

This White Candle is said to have been forged by a powerful Fighter that began to successfully dabble in the art of the Magic-user (enchanting in particular). When burned, undisturbed, the owner will acquire a bonus of +1d6 damage with melee weapons.

BLACKBLOOD NIGHT

This Black Candle is believed to have once been part of a ritual, performed by a powerful Liche, that caused a terrible storm to manifest and destroy the Drow city of Hlaund Melana. While burning, the possessor is capable of controlling weather in a 1d4 mile radius.

DRAGONLIGHT CANDLE

This Red Candle is said to have been created by a powerful, evil Red Dragon that was bent on slaying his entire family after forging a pact with a powerful demon. While burning, all Dragons within a 1d4 mile radius will fall from the sky and die.

POTIONS

OOZE BLOOD

This brew, the concoction of a blind witch, enables the imbiber the ability to become an adult human sized ooze for 1d4 hours per level of experience. If depleted of HP, the one that has drunk this potion will return to their normal form with one point of health remaining.

BITTER HATRED

This concoction, created by the Alchemists of Roharra, will kindle a feeling of hatred towards dragons and their kin if the potion is consumed. This anger and venom towards dragons is permanent and cannot be negated.

LOVE OF LIFE

This potion kindles a powerful feeling of love towards all sentient beings in the imbiber. Even enemies of the one that has drunk this elixir will be seen in a new light (replaced by feelings of love and worship).

SILVERDEATH BLOOD

This silvery potion will replace the veins of the imbiber with boiling hot, silvery light. The consumer acquires 1d4 + 4 points of HP and is endowed with the ability to levitate, and fly at the running speed of an average human.

ENCHANTED MISTRESS

This sweet smelling elixir, boiled in the planet sized cauldrons of the Wiccan Nightmares, will turn the imbiber into an alluring, ravishingly beautiful, white woman. This effect lasts 1d4 hours per level of experience.

STANKFACE

This potion is a brew consisting of a stinky, old hag's saliva. When imbibed the consumer is invulnerable for 1d4 hours per level of experience. This effect is tentative and cannot be negated by any means.

BLOODSPIT OOZE

This hot, bubbling, red potion is said to have been created from the scum of tens of thousands of oozes. When imbibed, the player will secrete a thin slime from the pores of their body for 1d4 hours per level of experience. This goo provides invulnerability against oozes.

GREATLIGHT SUNBLADE

This elixir is said to have once been a mighty greatsword that was permuted into a potion shimmering with yellow brilliance. The imbiber of this concoction can conjure a powerful, indestructible greatsword of the referee's designs for 1d4 hours per level of experience.

KNIGHTKILL MIGHT

This sizzling, hot potion, when poured onto the right hand of the possessor will morph the hand into a three foot, indestructible blade for 1d4 hours per level of experience. This weapon inflicts 3d6 + 3 damage.

RINGS

RING OF FIRE

The wearer of this ring is immune to all fire classed damage throughout the entire day. The magical effect of this ring lasts for as long as the individual wears the ring and cannot be negated.

RING OF ICE

The wearer of this ring is immune to all ice classed damage throughout the entire day. The magical effect of this ring lasts for as long as the individual wears the ring and cannot be negated.

FIRERUBY

The wearer of this ruby studded ring is endowed with the ability to cast the following spells unlimitedly throughout the day: Fireball. Additionally, the wearer of this ring is immune to fire classed damage as long as it is worn.

RING OF LIFE

The wearer, and three other selected by touch individuals, regenerate one hit point per combat round. The effect of this ring is everlasting until the ring is removed or the body of the wearer is burned.

HOLY METEOR

This one use ring is capable of summoning a massive meteor the size of a castle from the depths of space that will hurtle upon the populace causing screams and mania. It inflicts an amount of damage determined by the Referee and logic of the narrative.

BRIGHTLIGHT SHINE OF GODDESS

This diamond ring when raised into a dark sky, causes brilliant white light to radiate which causes blindness in all creatures of chaotic alignment that surround the wearer and are intent on harming him or her.

DUNGEON QUESTOR

When clad in this ring, the wearer acquires an additional twenty percent bonus to every experience point total acquired. This ring also reveals to the wearer where the nearest stash of treasure is.

RING OF TORMENT

This cursed ring, once clad on the foolish adventurer's finger, will cause one point of HP loss per hour until it is removed and destroyed in the fires of any Magic-user's conjured flame. The pain that is a consequence of the HP loss is perceived as an agonizing headache.

DELIGHTFUL LIGHT

This ring is known for creating a dazzling display of colored and multi-colored orbs of light that whirl and spin around any fiery blaze within 1d4 miles of the one who possesses and is wearing the ring. These lights cease if removed from the owner's finger.

SCROLLS

LURIANA'S SCROLL OF LIFE

This Scroll enables the owner the ability, when read, to cast Cure Wounds I 1d6 times a day without the need of preparing the spell. If the Scroll is burnt with a black candle, the owner will lose the ability.

DEMARA'S LIGHT OF RESURRECTION

Demara's Light of Resurrection Scroll endows the reader the ability to return from death 1d4 times a day. Once read, the Scroll is engulfed in flames and is burnt to ashes. The effect of the Scroll is permanent.

BLESSING'S OF THE LOVE GODDESS

The Blessing's of the Love Goddess Scroll endows the reader with the ability to talk their way out of trouble with guaranteed success if they read and then hold the Scroll. The possessor can do this 1d6 times a day.

TRAPKEEPER SCROLL

When read and then burnt to ashes with a green candle, the Trapkeeper Scroll will alert the reader of any traps within one hundred feet. This effect lasts permanently but ceases if a Dispel Magic spell is cast.

COMMUNION OF THE ONE

This Scroll enables the owner, once read, the ability to Commune with a Higher Power unlimitedly throughout one's lifetime. This effect lasts permanently but ceases if a Dispel Magic Spell is cast.

NEGATION OF THE DEAD POWER

Once owned by a Necromancer of considerable repute, this Scroll will animate all corpses within 1d4 miles of the reader. However, these Ghouls will attack the executor of the Scroll and will not obey any commands.

FEAST OF THE GODS

This Scroll, believed to be created by the Gods for an army of their champions, creates a seven day supply of edible delicacies (cheese, lamb chops, breads) and wine for thirty two men. It is indestructible and can be cast once a day.

GREATER PAIN OF MIND

The canticle of this scroll is endless. As one begins to read the script, it begins to scroll and scroll, seemingly, for eternity. Those that read this cursed scroll find themselves transfixed and cannot stop reading unless they are robbed of the scroll from their hands.

ENDLESS FLAMES OF WRATH

This scroll conjures a continuous fiery blaze around the reader. This flame will render the owner of the scroll impervious to fiery damage classes for 1d4 hours per level of experience of the caster. Those that are touched by this fire sustain 1D6 damage.

SHIELDS

GOBLI HORDE

This shield was once in the possession of a mighty fighter known for spending many days within the forests of Rhyn battling hordes of Goblins. Those that wield this shield acquire an AC bonus of -2 when fighting these creatures.

QUESTOR

Those that possess this shield are always under the watchful eyes of Amana, Goddess of Ariel. For every creature slain in battle, the wielder of this shield acquires a bonus +50 Experience Points.

BASHBRIGHT

This shield emits a brilliant flash of light when struck (with any type of melee or missile weapons) that will cause immediate, temporary blindness to any creatures within seven feet of the shield.

DRAGONWARD

This shield, wrought from the hot bones of slain Dragons, creates a sizzling, shimmering orb of translucent light around the wielder that effectively prevents dragons from utilizing their breath weapons against the clad.

SCREECHER

This shield emits a deafening scream when hit (with any type of melee or missile weapons) that will cause immediate, temporary deafness to those that have struck the shield and any enemies within seven feet of the wielder.

BASHER

This shield is capable of bashing and thereby destroying any wood, stone or steel door like structure by the wielder. It also grants the possessor an AC bonus of -2 against all creatures made of wood, stone or steel (golems, constructs or like entities).

FLAMEFORGE

This shield causes those that strike it (with any type of melee or missile weapons) to ignite into flames and burn until death or until the flames are extinguished. It also endows the wielder with an AC bonus of -2.

BLOODSTAIN LIGHT

This shield, studded with red gemstones, and forged in the fires of the Bloody Ones, endows the equipped the ability to shield himself from paralytic gazes and brilliant light that would blind others.

ORCKILL SMASHER

Heroes that possess this shield, when equipped, can block the blows of any Orcish melee weapon and consequently destroy the said instrument of death with one blow to the buckler at arms.

STAFFS

LICKING

The possessor of this staff is endowed with the ability to wield the following spells once per day per level of experience: Raise Dead, Cause Dead and Animate Dead. It is always active when held and does not require the use of charges.

ALMIGHTY WRATH

The wielder of this staff can call forth a storm of 3d6 fist sized meteors from the depths of space. Each meteor inflicts 3d6 points of elemental fire classed damage to the target. This staff holds ten charges.

RAISE THE HORDE

The wielder of this staff strikes the ground and can thereafter animate 3d6 dead bodies (corpses). The area of effect is anywhere within sight of the possessor. This staff holds ten charges.

SPELLSTAFF

This staff is capable of absorbing the prepared spells in the mind of any magic user it touches. Absorbed spells are cast as in the manner of a normal staff. The staff can also inflict 2d6 points of damage with a successful hit. This staff holds ten charges.

MASS HEAL OF THE CRUXIFIXION

This staff cures 1d6+1 hit points of damage per charge to every member of the adventuring party. It is also capable of casting light (no charge) and turning the undead (no charge). This staff holds ten charges.

ALARIEL'S STAFF

The possessor of this staff is endowed with the ability to wield the following spells once per day per level of experience: Cure Wounds I, Detect Magic, Fireball and Teleport. It is always active when held and does not require charges.

ALMIGHTY POWER

This staff casts Light (no charge used), Fireball (4d6 damage/no charge used), cold as a Wand of Cold, Lightning Bolts (4d6 damage/ no charge used), acts as a Ring of Telekinesis (no charge used) and hits for 2d6 damage (no charge used).

STAFF OF LIGHT AND DARK

This staff imbues any man or woman of good with +1d4 to all ability scores when held and +1d4 to all ability scores to any man or woman of evil. If destroyed, the owner suffers -1d4 to all ability scores.

GODDESS MIGHT OF DEATH

This staff endows the owner and wielder the ability to raise, bind and command 1d4 undead demons as long as their corpses are within 1d4 miles around the user. If destroyed, the demons will turn upon the one that raised them.

SWORDS

GREATLIGHT KILLER

Said to be forged by the Higher Powers, this greatsword shimmers with brilliant light when unsheathed. Any undead within 1D4 miles of this blade sustain 1HP of damage and cannot approach the wielder (will always remain at least ten feet away).

BANEbone SACRIFICE

Created by the Pantheon of Bone and wrought from the tooth of a monolithic Space Dragon that was slain by a bloodied hero that then vanished from the realms, this greatsword endows the wielder the ability to raise 1D4 Zombies per level of experience.

HELLBOUND MASTER

This greatsword is said to have been wrought upon the Mantle of Pain within the depths of the most horrific hell. The one who wields this blade acquires +3D6 to their Maximum HP and the ability to bind 1D4 Demons for 1D4 hours.

WIELDER FAE

The Fae of Elrumir Woods created this short sword for “a stranger clad in lilies” that visited their sacred glen many cycles ago. When gripped by the owner, 1D4 Faeries will materialize into service and obey all commands (even unto death).

THEIVES OF THIEVES

This small dagger was forged by a mighty God of Thievery (a Higher Power so barely visible socio-politically that none know his or her name). The wielder is endowed with the ability to successfully pick any lock, move silently and become invisible for 1D4 hours per day.

SLASHTHROAT KILLER

Believed to be wrought by a powerful murderer and used as his signature weapon against his prey, this greatsword endows the wielder the ability to battle immune to fear and phobias of any kind. It additionally yields +3 to ones Strength ability score whilst equipped.

HELLFURY FIRE

Forged upon the Mantle of Pain and before the Lords of Everlasting Hatred (a pantheon of Higher Powers that have enslaved their angel like enemies throughout the once heavenly realms) this greatsword endows the wielder with +1D4 to all ability scores.

LIFESPIRIT

Initiates of the Mysteries of the Higher Powers claim this Longsword was evoked from the Planes of Spirit Fire. Owners of this blade can communicate with any deceased entity throughout the realms and are endowed with the ability to enter and exit the planes of the dead.

ABYSSMAL BERSERKER

Wrought by the Higher Powers, within the Planes of Pain and Fury, this greatsword endows the wielder the ability to battle without the consequence of pain. As long as the owner grips the hilt, their will be no sensation of pain of any type inflicted.

BLOODLETTER

Wrought by the Higher Powers of the Bloodied Fist (a pantheon of cruel deities that inhabit the Planes of Blood), this short sword will constantly deplete -1HP per turn (unto death) to those cut by it, until healed by a cleric.

GOBLIN WRATH

Initiates of the Mysteries claim this greatsword was forged by the Goblin Hunters of Maet'tar (a powerful group of drow hunters). When battling Goblins, the wielder acquires an AC bonus of -2 and +1D4 attacks per turn.

FLAMELORD

Worshippers of Rhynoth (a pantheon of burning gods that inhabit the Planes of Fire) claim this blade was forged upon the Fiery Anvils of Burn. Whilst wielding, the owner deals +1D6 elemental fire classed damage, is immune to fire and burns with scarlet flames.

MACE OF ALL

Crafted by the Goddess, Amana, this weapon is capable of turning into any other magical mace (and thus acquiring its magical attributes) present within the realm the wielder is in. The only requisite is that the owner of this mace possess knowledge of said magical mace.

ICEKILLER

Created by the burning Rhynoth, this short sword is capable of shattering, with a single blow or parry, all swords that deal elemental ice classed damage. It also renders the wielder immune to elemental ice.

DEATHRAT TOUCH

Forged upon the Anvil of Disease and Pestilence, this ivory dagger (adorned with the skull of a rat at the hilt), inflicts an additional +1D6 of damage against rats and ratkin creatures (ratmen, wererats, et cetera) Wielders are also immune to disease and poison.

PLAGUE

Wrought by a ratman Shaman, this dagger causes disease to those that are cut by it. It also inflicts +1D6 damage and endows the wielder the ability to cast the Cause Disease spell 1D4 times per day.

BURNFIST

Retrieved from the Lake of Fire, within the Burning Lands of Heated Flame, this greatsword vanishes once held at the hilt and is replaced with scarlet fire that burns from the fists of the wielder (inflicting +1D6 elemental fire classed damage).

HELLMIGHT PLAGUE

Woven from filaments of Hellfire and tempered on the Fiery Anvils of Burn, this longsword inflicts +1D6 elemental fire classed damage, renders one immune to the element of flame and endows one the ability to read, speak and write demonic languages.

WANDS

GLASSCOLD

This Wand of shimmering, white crystal, forged by the Ice Maidens in the forest of Winterlight Valley, can project a shard of magically cold glass up to a distance of 120 ft. These bolts inflict 3D6 points of elemental cold damage. Holds ten charges.

TIMESCAPE

Wrought from the hallowed halls of the Temple of Fractured Time, this Wand endows the possessor the ability to cast the Alter Time Spell once per day, per level of experience. Holds ten charges.

CLERICAL

Forged from the Divine Fire within the Temple of Goddess, this Wand endows the wielder the ability to cast any level one Cleric Spell once per day, per level of experience. Holds thirty two charges and is indestructible.

WIZARD'S MIGHT

This Wand, a twisted rod of oak wood, enchanted by the Initiates of Belundir, enables the possessor the ability to cast the following spells once per day, per level of experience: Cure Wounds, Detect Magic, Remove Curse and Fireball. Does not require the use of charges.

WAND OF THE UNLIVING

Worshipped by the Undead School of the Unliving, after its creation by the Necromancer Xughora, this Wand empowers the owner with the ability to cast the following spells once per day, per level of experience: Raise Dead, Cause Dead and Animate Dead. Holds ten charges.

HADRON'S ALMIGHTY

Wrought from the bones of the giant Magic-user, Hadron, and enchanted by his soul after-death, this Wand endows the possessor the ability to cast the following spells: Death Spell, Control Weather, Move Earth and Fireball. Holds thirty two charges.

SPELLFIRE

Prized by the Magic-user Hs'kar and forged from the Fiery Pits of Thusl'gor, within the Planes of Elemental Magic, this Wand endows the possessor the ability to cast the Magic-user, level three Spell: Fireball. Holds ten charges.

INFERNAL

Wrought by the Higher Powers and thereafter liberated from the Lords of the Ninth Hell, this Wand of petrified demon blood, endows the wielder the ability to control demons, devils, their kin and any other infernal creature, unlimitedly throughout the day.

WIZARD'S REIGN

This Wand of glowing, indestructible, black crystal, wrought by the Gods and Goddesses of Magic, for their champion, endows the possessor the ability to cast all level one, Magic-user Spells unlimitedly and unconditionally.

BLADEMASTER DON-HARA

“the blade is blood

The body is the thirst of the sword

the letting a thrill

yet the might is the mind of the grip”

C. 572 - c. 304 B.C.

Spells
Chapter Three
Pg.51

LEVEL 1

WITCH BLOOD

Clerics throughout the realms, endowed with this debilitating Spell by the Higher Powers, will cause the blood of any witch to burn with scarlet flame for one hour, inflicting 1D6 points of damage (even if negated).

KNOW THE HEX

Gifted to the Clerics throughout the realms, with a mere thought and attentive listening to a Witch or Demon, as they chant the mantra of their magic, this Spell enables Clerics the ability to know the hex that is being cast and its metaphysical underpinnings.

CEASE THE CHANTING

As taught by the Clerics of Lohr, this prayer will cause any Witch, Demon or Dark Cleric, to abruptly come to a pause (and cause a Spell Cast Failure) in the midst of their utterance of the requisite Words of Power that manifests and fuels their unholy Spell.

SCAR OF THE WITCH MARK

Wrought into a Spell Pattern by the Demoness of Lorloc, this Prayer endows the Cleric the ability to etch a scar upon any Witch they encounter, causing the servant of darkness to be incapable of casting Spells or uttering Words of Power for 1D4 hours or until the scar vanishes.

FAMILIAR'S BLOOD

A creation of a maddened Witch, this Spell causes the blood of the Priest and Familiar to become as one. Consequently, the familiar will obey any and all commands of the Priest unless they conflict for 1D4 hours per level of experience.

DEMON'S BLIGHT

Crafted into a Spell Pattern by the Renegade Demons of the Hellish Legions, this curse like Spell will inflict +1D6 points of damage to all Demons within 1D4 miles of the Cleric. Unfortunately, it will also reveal the caster's location to infernal entities.

HURT THE DEMON

Wrought into a Spell Pattern by the Higher Powers of Athna and gifted to the Priests of the Grey Pearl, this Prayer will inflict +1D6 points of damage to any Demon within sight of the Cleric.

HURT THE WITCH

Gifted to the Priests of all realms under the dominion of the Divine, and wrought into a Spell Pattern by the Goddess of Athna, this Prayer will inflict +1D6 points of damage to any Witch within sight of the Cleric.

HURT THE DARK CLERIC

Wrought into a Spell Pattern by Cleric Lohkom before his demise at the mercy of a powerful Priest of Darkness, this prayer will inflict +1D6 points of damage to any servant of the infernal hierarchies.

HUNTER FRIGHT

Wrought by the Higher Powers that govern the Realm of Athana, this Spell cloaks the Demon or Witch Hunter in preternatural fear. All infernal and witch-like entities will fear the hunter for 1D4 hours per level of experience.

REMOVE WITCH MARK

Like the Witch's of Eastmook, servants of the arcane possess a scar or third nipple on their chest. With the casting of this Spell, this mark is instantaneously removed and will remain as such for 1D4 hours per level of experience.

PROTECTION FROM WITCHES AND DEMONS

Wrought into a Spell Pattern by the Consortium of Salem, this Spell will keep all Witch's and Demons that inhabit the realms away from the Cleric. Once cast, the servant of the Divine will be protected for 1D4 hours per level of experience.

BLESS WATER

Gifted to the Priests of Thanora during the Times of the Black Moon, Clerics that cast this spell upon any type of water, whether purified or toxic, will transform the liquid into a potion like drink that increases the Strength Ability Score by 1D4 points permanently.

BANISH DEMON

Woven into a Spell Pattern by the Higher Powers of the Realms of Tatanus, the chanting of the canticle of this prayer will cast a Demon back to the Hell Realm from whence it came. This infernal entity cannot return for 1D4 hours.

LESSER DIVINE SMITE

Gifted to the denizens of the realms by the Pantheon of Jorgonis, this powerful Spell will inflict 1D6 points of damage to any infernal entities within 1D4 miles of the Cleric that utters the canticle of this prayer.

COMMAND FAITH

Blooming from the heart of the faithful, this Spell Pattern endows the Cleric with the ability to enlist any benign servant of the Higher Powers, as if they were that worshippers God or Goddess, for 1D4 hours per level of experience.

BLESS BATTLE

Gifted to the Priests of the realms by the Higher Powers of the Jhadyr Rhyn pantheon, this Spell yields a blessing of +1D6 points of Health to all combatants of the Cleric's party for 1D4 hours per level of experience.

BLESS ARMOR

Wrought into a Spell Pattern by the Paladins of Arnothok, this Spell bathes any suit of armor, of any material, in radiant glowing light. Those that are clad in this spiritually enhanced armor acquire a +1 to their Strength, Constitution and Dexterity.

WITCH'S BREW

Wrought into a Spell Pattern by the Higher Powers of the Limitless Realms, this Prayer endows the imbiber of any black colored liquid with the ability to know the thoughts and emotions of any Witch within 1D4 miles.

WITCH'S FURY

Gifted to the Clerics of all realms by the Witches of the Silver Pearl, this Spell maddens any Witch within 1D4 miles of the caster, causing them to scream and chant in insanity whilst they endure 1D4 minutes of 1D6 points of pain.

CURE HEX OF BONES

The Spell Pattern of a benign Higher Power, this prayer remedies the Hex of Bones curse many Witches are proficient in. Once cast, this Spell will cease the weakening of one's bones and heal all points of health the hex caused.

SILENCE THE SCREAMS

Wrought by the Higher Powers of the Celestial Academies, this Spell will cease the insane screaming and chanting of infernal mantras of the possessed for 1D4 hours per level of experience of the Cleric.

SENSE DEMON KIN

Taught to Clerics of the Silvery Sun, this Spell enables the caster to sense the location of any Demonic entity, and any of their kin related by blood, that lurk within 1D4 miles per level of experience of the caster.

ILLUMINE PRIEST

Gifted to the Clerics that worship any benevolent Higher Power, this Spell endows the priest the ability to learn and master 1D6 Prayers, of any level similar to their own, from this and any other Codex or Spellbook.

DIVINE LIGHT

Wrought into a Spell Pattern by the entirety of the Divine, and gifted to all Clerics, this Spell will illuminate the darkness of any area (within 1D4 miles per level of experience), as well as inflict 1D6 points of damage to any entity within such confines.

ENHANCE HOLY WEAPON

Woven into a potent, Divine Spell by the Higher Powers of the realm of Athna, this enhancement to the Holy Weapon prayer, adds an additional +1D6 points of damage to the said weapon (whether flail, club or mace).

PRAYER OF CONSTITUTION

This Spell Pattern was woven into a potent Prayer by the Priests of the Limitless Realms. When cast, the Cleric gains one permanent point of the Constitution ability score for 1D4 hours per level of experience.

DETECT FAMILIAR

Witch's throughout the realms often possess a Familiar that follows and serves them faithfully. Wrought by the Consortium of Demon Hunters, this Spell endows the Cleric the ability to sense if any person has a servant of sorts for 1D4 hours per level of experience.

COMMUNE WITH WITCH AFAR

Said to have been woven into a Spell Pattern by the Clerics of the ancient times, this Prayer endows the priest the ability to telepathically communicate with any Witch provided they are within 1D4 miles of the caster.

NEGATE WITCH'S HATRED

The Higher Powers speak of a Hex a Witch can cast that kindles hatred in the hearts of her victim's families. With this Spell, this foul emotion and its consequences can be negated and consequently cease to be.

NEGATE DEMON TONGUE

The Clerics of Athna tell of a Demonic power that will shape shift the tongue of anyone into that of a Demon, thus sufficing as some type of infernal mark or evidence of dabbling in Demonology. This prayer will cease the power of this magic of the fallen permanently.

BLESS THE POSSESSED

Wrought by the entirety of the Divine, this Spell will cease the pain and seizures of those that are afflicted with possession. For 1D4 hours per level of experience, those experiencing an exorcism will seem without inhabitation.

QUIET DEMON ANGER

Often, as writ in the Sacred Texts of Illuminus, the possessed exhibit great rage, its source the Demon or Demoness that is inhabiting its victim. With the utterance of this prayer, the wrath of the infernal is quieted for 1D4 hours per level of experience.

GREATER BLESSING OF THE ADEPT

Gifted to the Champions of Luria, and in turn shared with all Clerics that worship the righteous Higher Powers, this Spell will yield a boost in all Ability Scores by 1D4 points permanently. Unfortunately, once cast, this Prayer vanishes from the mind and cannot be cast again.

PRAYER OF PROTECTION

Wrought into a Spell Pattern by the Initiates of the Holy Light, this Prayer will surround those the Cleric has deemed worthy with the protective powers of the Divine. For 1D4 hours per level of experience, no harm can come to these protected...nor can they harm others.

BLESS WISDOM

An empowering Spell gifted to the Clerics of Sordanna, this Prayer will increase the Priests of all realms Wisdom Ability Score by 1D4 points permanently. Like the 'Greater Blessing of the Adept' Spell, once cast, the caster ceases the ability to cast it again.

NEGATE EVIL EYE

As the repentant Witches of Mohk fable, the Evil Eye is one of their most powerful metaphysical weapons capable of inflicting great harm to their victims. Fortunately, this Spell will terminate the effects of this Witch Power.

SPEAK WITCH'S TONGUE

Gifted to the Priests of Goddess by the Higher Powers, this Prayer endows the Cleric with the ability to speak in the secret language of the Witches and their pet familiars. For 1D4 hours per level of experience, the caster is fluent in this magical language.

BOOK OF SHADOWS

Wrought into a Spell Pattern by the Higher Powers of the realms, and gifted to the Priests of Arloria, this Prayer enables the Cleric to cast any Witch Spell provided it is equal or lower to the experience level of the caster.

CURE POSSESSED WOUNDS

Often afflicted by twists of the neck and contortion of the body, by the Demon that inhabits the possessed, these unfortunate souls are badly hurt by pangs of great agony. Fortunately, this Prayer, a gift of Goddess to Clerics throughout the realms, heals +1D6 points of health.

DEMONIC THOUGHTS

Woven into a Clerical Spell by the renegade Gazer Sohmka, this Prayer endows the caster with the ability to hear and understand the thoughts of any of the fallen, in any Demonic dialect of the infernal, anywhere within 1D4 miles of the Priest for 1D4 hours per level of experience.

HOLY SCRIPTURES

Written into the Holy Books, by the High Priestess of the Fabled Moon, these sacred verses endow the Cleric with the ability to cast any tenth level Cleric Spell once. Thereafter, this Prayer can never be uttered again by the caster.

DETECT DARK KNIGHT OF THE FAITH

The Dark Knight Priests of Athna are known for their ability to masquerade as commoners, their identity and immortality concealed. However, this Prayer enables the caster the ability to identify any of these infernal Paladins with a mere glance for 1D4 hours.

READ SACRED TEXTS

Guarded within the Vault of the Mythic Lords, this Holy Book contains the secret of the mysteries of Magical Energy. Once read, the Cleric can always inflict one point of damage with a mere thought for 1D4 hours per level of experience.

SENSE INFERNAL MAGIC

Wrought into a Spell Pattern by the Essence of the Mistress Cult, this Prayer will endow the caster the ability to sense the casting of any infernal spell within 1D4 miles per level of experience of the caster.

BURN BOOK OF SHADOWS

The fear of Witches that know of this Spell (the Prayer wrought by the Paladins of Merconaris), this Prayer once uttered, will ignite any Witch's Spell Book in scarlet fire and consume the text in a mere second.

PROTECTION FROM FAMILIAR

Gifted to the Paladins of Nohk during the Cataclysm of Sarius, this Spell will ward any Witch's familiar from assaulting or harming the caster for 1D4 hours per level of experience. During this time, the familiar cannot inflict any damage on the Cleric or cast any Spell.

SMITE WITCH'S BREW

Known for their potent concoctions which yield great power when imbibed, this forthcoming Spell gifted to the Clerics of all realms, this Prayer endows the Cleric with the ability to destroy any one potion or drinkable substance a Witch has created in her cauldron.

PROTECTION FROM PAIN

Wrought into a Spell Pattern by the Holy Lords of Beluviria, this Prayer will protect any Cleric from feeling any form of pain whatsoever. Although the caster can still sustain damage, they will not feel the pain it causes.

SILENCE DEMON SCREAM

When possessed, as taught to the Clerics of the Faith, a Demon that inhabits the victim will often scream maniacally and kindle fear in those that hear it. However, this Prayer will cease the screaming of the infernal permanently.

CHARM DEMON

Gifted to the Clerics of the Sacred Order of the Holy Light, this Prayer endows the caster with the ability to kindle benevolent thoughts in the mind of any infernal target be it Demon, Witch or Unholy Higher Power for 1D4 hours per level of experience.

NEGATE DEMON TRANCE

Gifted to the Clerics throughout the realms, this Spell Pattern will cease the Demonic Trance that the possessed experience when inhabited by any infernal entity. This negation is permanent and the hypnotic like state of mind will not and cannot return.

CURE WOUNDED DEMON

During the crisis throughout the Heavens of Auluria, the brother of Goddess wrought a powerful Spell Pattern that enables Clerics that have bound a Demon to their service, to heal their unholy, infernal minion of 3D6 points of damage it may have sustained.

PROTECTION FROM INFERNAL LORDS

The Higher Powers of the Hell Realms, having succumbed to an internecine conflict, are said to possess a debilitating Spell Pattern that will protect the caster from any evil Spell an Infernal Lord may possess mastery of, for 1D4 hours per level of experience.

HEAL WITCH

During the end of Gorun's Campaign to destroy the Kingdom of Alrelia, the injured Witch Moira that was traitorous to her own coven, demanded recovery of health. Thus, woven into a Spell Pattern by the Cleric's of Gorun, this Prayer will heal Witches of all damage sustained.

CHARM COVEN

The Paladin Sheldon, said to possess a mesmerizing charm that he would greet his enemies with, is believed to have woven this Spell Pattern. Once cast, the Cleric will find that the members of any target coven will be temporarily benign to him/her for 1D4 hours.

CURSE BOOK OF SHADOWS

This Spell Pattern is feared by all Witches throughout the realms. Once cast, the victim of this Prayer will eventually discover that any Spells it casts will be reflected unto themselves until negated by a Higher Power.

PROTECTION FROM DEMONIC MADNESS

Wrought into a Spell Pattern by the Priests of Lavius, this Prayer will shield the caster with a shimmering Orb of Light and protect the Cleric from evil thoughts that invade the mind, and cause insanity to those that meddle with Demons within 1D4 miles around the caster.

PRAYER OF HOPE FOR THE POSSESSED

The Clerics of Thron wrought a Spell Pattern for those that are afflicted with the madness of the infernal when possessed. When cast, those whose mind and body are inhabited with Demons will find respite for 1D4 hours. During this time, the Demon will cease to exhibit itself.

COMMUNE WITH DEMON KIN

During the siege of Lord Aldru's Citadel, the Clerics of his court forged a pact with the infernal that threatened outside the castle walls and enabled Aldru's Clergy to communicate telepathically from afar. Once cast, a Cleric can speak with Demon Kin within 1D4 miles.

DIVINE BODY OF HOLY WAR

Wrought into existence by the holy Higher Powers that guard the realms, this Prayer will endow the Cleric with a powerful battle form they can assume when battling the infernal. For 1D4 hours per level of experience, all Ability Scores increase by 1D6+2 points.

KNIGHT OF THE FAITH

The Mystics of Athna wove a Spell Pattern and gifted it to the Clerics that inhabit any and all realms throughout the Metaverse. Once cast, the Priest can summon 1D4 (per level of experience) Paladins (of the referee's design) that will serve the Priests unto death.

BLESSING OF THE DEXTROUS

An empowering Spell gifted to the Clerics of Sordanna, this Prayer will increase the Priests of all realms Dexterity Ability Score by 1D4 points permanently. Like the 'Bless Wisdom' Spell, once cast, the caster ceases the ability to cast it again.

HEX SHIELD OF ROT

This Spell Pattern was woven by Goddess during her plight in the Hell Realm of Midia. Once cast, a Cleric is temporarily protected from any Witch's Hex that would endeavor to afflict one with any poison, plague or disease.

DETECT INVISIBLE WITCH

The Blighted Witches of Slaughter are known for their ability to walk amongst others invisibly so. Thus, the Cleric of the Witch Slicers cult wove a Spell Pattern that will enable the caster with the ability to sense or see any Witch that is invisible within eyesight.

WITCHLIGHT ARROW

The Bow of Loron is rumored to be capable of slaying a Witch from any distance or realm into another. Fortunately, this Bow's effects were woven into a Spell Pattern that, once cast, will conjure a magical arrow that can hit any Witch, regardless of where they are.

NEGATE POSSESSED TEARS

Those who have survived the possession of the Demon Alaharra, claim to have experienced severe pain that caused them to shed agonizing tears. Consequently, the Priests of Athna wove a Spell Pattern that ceases the pain and tears one might experience when possessed.

PREDICT POSSESSION

The Clerics of Nurianna were gifted this Prayer during a spiritual holocaust that culminated in numerous Paladins of the Athna Kingdom succumbing to possession. Once cast, this Spell will endow the caster the ability to sense and predict the next possession nearest to s/he.

PURIFY CURSED FOOD AND DRINK

Long ago, during the Age of Hallowed Evils, a Dark Cleric cursed the foodstuff and waters throughout the entirety of the realms. Consequently, the Higher Powers wrought a Spell Pattern that, once cast, will purify any tainted or toxic food or drink.

HOLY CHARGE

Woven into a Spell Pattern by the Higher Powers that ordain the Clerics of Astoria to a righteous manner of living, this Prayer will endow all the Cleric deems worthy with a bonus +3 to initiative rolls.

SHIELD THE WEAK AND INNOCENT

Wrote to have been woven into a Spell Pattern by the Heart of Tears that is Goddess, this Prayer will create a shimmering orb of radiant white light around any entity (preventing the sustenance of damage) the referee deems weak and innocent for 1D4 hours per level of experience.

CURSE INFERNAL CHAMPION

The Higher Powers warn of a mighty infernal Demon that wields a fearsome Hellblade that is said to kill anyone, even Higher Powers, with a single slash or stab. Thus, the Higher Powers have wrought a Prayer that will destroy this weapon upon casting and within sight of the caster.

PALIMOR GALIND

“blade is might

goddess is true

evil

I bleed in prayer”

C. 635 - c. 206 B.C.

Quests
Chapter Four
Pg.61

MOANS OF DEAD

A Short Adventure for 2 to 6
First Level Characters

CREDITS

Lotheras of Gaiden
Additional Content by AOTSN

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Citizens of the small Village of Iceshire claim they can hear what they believe sounds like the moaning of dead humans from the snow capped Elrumir Woods north of their tiny civilization. And as the cycles of time pass, so does the closeness and number of the wailing increase. It is believed by the villagers that once benign Wizard Craedric, now a constantly cackling and screaming Liche, has plans to unleash a horde of undead upon the populace and throughout all of Winterlight Valley. Further ascertaining these fears is the Cleric of the Gray Pearl Moon's frequent Nightmares of "flesh rippers" eating the villagers by the darkness of a "soon to come" morning.

This adventure is part one of a three part campaign (each a separate publication): *Shadow of the Corpse Tree* and *Ascent to Heaven* are acts 2 and 3 respectively. *Moans of Dead* is an Adventure for 2 to 6 *Swords & Wizardry White Box* characters at first level. After arriving at Iceshire, player's characters are hired by the Cleric of the Gray Pearl Moon to Quest to cease the wailing heard at night from the Elrumir Woods. However, before their departure, the Liche attacks Iceshire with a small army of undead as they prepare to venture into the snow laden Woods from Iceshire's Hallowed Halls.

“Aiyeeee! Flesh Rippers! They eat in the sunlight of the soon to come night! They feast on the Children of Bloodied Light!”

Erera Liliwan
Cleric of the Gray Pearl Moon

ICESHIRE

The small Village of Iceshire, nestled south of the snow laden Elrumir Woods of Winterlight Valley, is home to dozens of human mystics that spend much of their time in deep meditation pondering verses of the Til-Gara, a holy book that details the wonders and mysteries of the Gray Pearl, a legendary relic which provides the villagers all their needs.

When not meditating, Iceshirians spend their time worshipping the Gray Pearl by chanting in the ancient language of the Aeyr Elves and dancing in front of the Hallowed Halls, a temple located southeast of the village that enshrines the Gray Pearl.

At nightfall, the villagers retreat to their manses, bar their doors and engage in sleeping meditation. Unfortunately, however, such privilege may soon be a thing of the past, as the moans of the dead are now heard from the woods .

ERERA LILIWAN

A 3rd level, lawfully aligned, Cleric of the Grey Pearl Moon, Erera Liliwan, is a gnarled old believer in the faith of the Aeyr Elves Anr Pantheon (a group of gods associated with wisdom, nature, magic and the ability to manifest miracles with the use of the Gray Pearl). An Aeyr Elf herself, she is a descendant of the Clerics of the Anr Pantheon Bloodline (she is, however, unaware of this). She offers the player’s characters 720 Gold Pieces to cease the wailing heard at night from the Elrumir Woods. She is certain it is the sounds of the undead, raised by an Insane Liche that hails from the Ashen Spire, a Tower of Bone located on the Cold Mountains that surround the Valley.

MISCELLANEOUS

As the Gray Pearl provides all of Iceshire their needs (food, water and clothing), the denizens of Iceshire have no need of farming or procuring foodstuffs in the traditional manner of hunting and fishing. If desired, the player’s characters can acquire equipment from Erera before embarking on their Quest. Any non-magical item found in the *Swords & Wizardry White Box* rulebook can be created by the Gray Pearl.

**LOCATION #1
HALLOWED HALLS
SHRINE**

The Hallowed Halls is a large Temple wrought of ivory stones. It stands thirty two feet into the air and its intricate and fine craftsmanship is easily recognized to be that of the Aeyr Elves of antiquity. It is located aside the snowy Iceshire Fields that surround the southeastern walls of the Village. At the base of the building is the main gate into the temple. In the barren depths of the structure is the Gray Pearl, a shimmering pearl about the size of a human fist and blazing with white, brilliant light. It floats above a pool of icy, clear water set in a recess and spins slowly clockwise.

The Shrine is where the adventure begins. After speaking with Cleric Elera Liliwan, acquiring the GP for the Quest and any items that she may yield (the items are created by the Gray Pearl in an instant), the moaning of three Ghouls is heard from around the area of the main gate. As the player's characters become aware of the undead, the entrance behind the living dead collapses. The only exit now is the rear gate, behind the Shrine which leads to the cemetery outside the Hallowed Halls.

CREATURE

The Ghouls that enter the Hallowed Halls from the main gate are shambling and slow (Move: 4), however, when they are within five feet of an enemy, their speeds increase (Move: 12) for 2 turns.

GHOUL

Armor Class: 6 [13]

Hit Dice: 1 + 1

Attacks: claw (1d4 + paralysis)

Special: immunities, paralysis

Move: 4 / 12

HDE/XP: 3/60

TACTICS

The Ghouls will shamble in, wailing, moaning and attack the nearest victims with their bloody, claw like hands. Elera will support the party with her healing magic but will not exit the temple and adventure with the player's characters. After the first three ghouls are downed, two more enter from the rear exit which accesses the cemetery.

TREASURE

If the player's characters take the time to search the ghouls after they have been killed, they will discover 10 gp, 13 sp and 12 cp collectively.

**LOCATION #2
HALLOWED HALLS
CEMETERY**

A graveyard with dozens of ornately designed tombstones of Aeyr Elven antiquity yet chipped and weathered as a consequence of decades old aging. The sky is darkening, blotting out the sun, as grayish, black clouds gather overhead, rain is beginning to drizzle, and the moans of the dead and screaming villagers from the distance are heard throughout the cemetery. The soil before numerous tombstones is starting to part as pale white, bony hands begin to reach out from their earthy grave. Further south of the cemetery are the cliffs of the towering Cold Mountains.

The only way back to Iceshire (and ultimately through and into the Elrumir Woods) is by navigating outside and around the Western Wall of the Hallowed Halls which would bring the player's characters to outside of the main gate, the Courtyard, Location Number Three. However, as the player's enter the cemetery, three Skeletons rise from their graves and approach the player's characters, fleshless hands outstretched and accompanied by an eerie cackle that hails from the Ashen Spire from afar.

CREATURE

The Skeletons that rise in the cemetery are twisted, gnarled. They are animated by the power of the Mad Liche Mezogorah. It is his cackle that the player's characters here as he animates and observes from afar.

SKELETON

Armor Class: 8 [11]

Hit Dice: 1

Attacks: bony hands (1d6)

Special: none

Move: 12

HDE/XP: 1/15

TACTICS

The Skeletons will wildly claw at any within their reach with their bony, pale white, fleshless hands. Erera will continue to support the party if the player's characters find themselves retreating to the rear exit of the temple. After the first three Skeletons are slain, two more will rise from their graves and attack the party.

TREASURE

.If the player's characters take the time to search the Skeletons after they have been killed, they will discover a gold ring and 10 sp.

**LOCATION #3
HALLOWED HALLS
COURTYARD**

The Hallowed Halls Courtyard is a structure of ancient Aeyr Elven design that has been worn down due to the frequent storms that ravaged Winterlight Valley over the last hundred years. Worn Ivory marbled tiles emblazoned with the gold letters of the Aeyr Elf alphabet serve as a floor for the courtyard and white, tall, partially destroyed pillars align the eastern and western sides. The rain has now intensified and snow is beginning to fall from the skies. From the immediate northern distance (the location of Ice-shire) can be heard the scream of villagers and moans of dead.

Once the player characters enter the courtyard, three Bloodflesh Tentacles rip from the earth and attack as an earthquake rocks the area. Ruined pillars crack, crumble and shatter to the ground. Marble tiles crack and splinter into the air as a powerful construct, the Mad Liche created from afar, threatens the player's characters toughness, fear-someness and sanity. Although there are undead attacking villagers in the distant fields (location number four), the villagers nor the unliving will venture this far.

CREATURE

The Bloodflesh Tentacles rise seventy two feet from the earth and are twisted and bloody. It is connected to a massive, twisted construct of dead flesh, muscle and bone that lurks deep beneath the temple.

BLOODFLESH TENTACLE

Armor Class: 7 [12]

Hit Dice: 2

Attacks: tentacle (1d4)

Special: none

Move: 12

HDE/XP: 3/60

TACTICS

The Bloodflesh Tentacle attacks with snaps and twists of its spiny body the thickness of an average man. When all three tentacles are slain, they are pulled back into the earth. There is then a light quake as four more erupt from the torn earth, whipping and twisting about, lashing wildly at the player's characters.

TREASURE

If the player's characters take the time to search the ground after they have slain the Bloodflesh Tentacles, they will discover a silver ring and 14 cp.

**LOCATION #4
FIELDS OF ICESHIRE
OUTER VILLAGE**

A mile long expanse of sleet and snow laden grasslands littered with the ruins of Aeyr Elf Villa's. The storm that has encompassed Winterlight Valley has intensified. Fierce, freezing, rain and hail laden winds beat upon the player's characters as they traverse the fields. The path that cuts through the grasslands leads to the Village of Iceshire's South Gate. Some villagers can be seen running towards the player's characters, bloodied and crying for help. Others are suddenly pounced upon by a different variety of Ghoul the Liche has animated; these run fast, wild and their number totals at five.

Once the player's characters begin the trek through the Fields of Iceshire, Screaming Dead will attack, running from the North, beyond the Walls of the Village of Iceshire and quickly into the Iceshire Fields. As they run at the player's characters, they quickly slash with claw like hands and bite with bloody mouths, killing running villagers quickly. Some leap into the air and land, wildly slashing and bashing with dead fists other terrorized Iceshirians. Four then close in on the player's characters with wild fury.

CREATURE

The Screaming Dead are a variety of Ghoul that are much faster and hardier than the usual type. Like other undead, they are immune to charm and sleep spells. They also possess a paralyzing touch like the classic Ghoul.

SCREAMING DEAD

Armor Class: 6 [13]

Hit Dice: 2

Attacks: claw (1d6 + paralysis)

Special: immunities, paralysis

Move: 16

HDE/XP: 3/60

TACTICS

The Screaming Dead will run towards the player's characters and fleeing villagers, screaming, and attack with their bloody, claw like hands. They are incredibly fast when battling their enemies and when running after them. They are also adept at leaping triple their height and length in an instant second.

TREASURE

If the player's characters take the time to search the Screaming Dead after they have been killed, they will discover 12 gp, and 22 sp collectively.

**LOCATION #5
VILLAGE OF ICESHIRE
SOUTH GATE**

The South Gate is a portcullis that was partially destroyed by the onslaught of the undead the Mad Liche unleashed. Its strong grating has been ripped asunder and now flesh bit strewn iron bars litter the blood encrusted snowy ground. Dead arms, legs and twitching, still moaning heads are scattered about the gateway. Some villagers thrash around in their death throes, gargling blood and chunks of internal neck bone, meat and blood. Some undead writhe and extend a bloodied, handless arm but quickly succumb to their final death, their long hunger from the rise after the first satiated by

As the characters approach the South Gate, the moans of dead about the village increase. From afar shamble four ghouls through the Gate and from behind the players arise two Deadface Villagers that have succumbed to the power of the Ghouls bite. They slowly stand, some missing a limb (this is the referee's discretion) and others crying and still pleading for help as they shamble forward (perhaps the referee can opt to make the player's think they aren't really dead before the Dead Villager moves in for the kill).

CREATURE

The Deadface Villager is a variety of Ghoul that is of the Liche's Animate Dead spell and a freshly made corpse. These undead have no memory of who they were and are now mindless, flesh eating zombies.

DEADFACE VILLAGER

Armor Class: 6 [13]

Hit Dice: 2

Attacks: claw (1d4 + rot)

Special: immunities, rot

Move: 9

HDE/XP: 3/60

TACTICS

The Deadface Villagers will shamble towards their victims, screaming. They attack with flailing, bloody hands. If they held in their hands any weapons whilst dying they are adept at using it. Any touch requires a saving throw or the victim will rot into a corpse in 1D6 days unless a Cure Disease spell is cast.

TREASURE

If the player's characters take the time to search the Dead Villagers after they have been killed, they will discover 12 sp and 16 cp collectively.

LOCATION #6
VILLAGE OF ICESHIRE
CELALDOR SQUARE

Celaldor Square is immediately beyond the South Gate. It is here where villagers gathered, every morning, to discuss their revelations on subject matter writ in the Til-Gara that they have studied over the cycles. Villagers also trade items they have fabricated with the use of the Gray Pearl. Everything from food, clothing, knickknacks, and arts and crafts are shared amongst each other. Now the Village Center is in ruins. Corpses of Ghouls and Dead Villagers litter the square. Numerous manses outlining the center are in ruins, corpses hanging out of windows.

As the player's characters enter the Village of Iceshire, three Deadface Villagers slain face down in a pool of their own blood, rise to kill and eat. Suddenly, there are sounds of a terrible, guttural roar as large, undead humanoid, red demonic hands each the size of a horse emerge from beneath the cobblestoned street and tear their way into the light of the now darkened day. The hands seem to talk without a mouth, screaming foul epithets of the referees design, yet also is the entire body of the Ripneck not truly there.

CREATURE

The Ripneck Deadgripper is a variety of undead that is the pairing of the Liche's necromancy, and demonology, with the addition of a spell that warps the Liche's creations where he deems. The hands are those of a dead demon.

RIPNECK DEADGRIPPER

Armor Class: 7 [12]

Hit Dice: 2 + 4

Attacks: claw (1d6)

Special: none

Move: 12

HDE/XP: 3/60

TACTICS

This undead demon is simply a pair of massive hands without arms attached to it. When created, they spawn beneath the soil and claw to the surface. They can move by crawling on their fingers but each hand must stay within nine feet of each other. Dead Grippers attack by punching and clawing with their rotten nails.

TREASURE

.If the player's characters take the time to search the Deadface Villagers after they and the Ripneck have been killed, they will discover 32 gp collectively.

LOCATION #7
VILLAGE OF ICESHIRE
NIERRAM BRIDGE

Nierram Bridge is a large bridge, north of Celaldor Square, which spans over the Tinand River and links the South and North residential districts of Ice-shire. Arms and legs can be seen bobbing in the waters of the river and the occasional moaning head glides by. During the onslaught of Mezogorah's undead army, the center of the bridge collapsed. The only way across the bridge is a ten foot leap as the arc is now non-existent. The only path north before the player's character is that of the bridge as the ruins of manses litters and blocks every other possible route in the immediate vicinity.

As the player's characters approach the bridge, three Ghouls rise from the bloody waters (some headless, others missing limbs) as well as four Dead Heads leaping into the air, bouncing on their rotten skulls to and fro, trying to bite members of the party. If the players decide to cross the river by walking in the water, partially immersed, they must make a saving throw or acquire a rot disease that will turn the player's characters into a corpse in 1D6 days unless a Cure Disease spell is cast.

CREATURE

The Dead Head is a rotten, moaning, head without a body attached to it. When alone they are motionless, however, when they are within five feet of an enemy, they can leap (Move: 12) up to 12 feet across and into the air.

DEAD HEAD

Armor Class: 5 [14]

Hit Dice: 1

Attacks: bite (1d4)

Special: poison

Move: 0 / 12

HDE/XP: 3/60

TACTICS

This variety of undead is one of Liche Mezogorah's masterpieces. They spawn into existence when a Ghoul is severed of its head. Moments later, the head takes on a life of its own and can leap at its enemies and attempt to bite them to death. Their jaws are more powerful than the average human and their teeth are poisonous and sharp.

TREASURE

If the player's characters take the time to search the Dead Villagers after they and the Dead Heads have been killed, they will discover 42 sp collectively.

**LOCATION #8
VILLAGE OF ICESHIRE
NORTH GATE**

The North Gate is a large portcullis identical in design to the South. And as likeness in its wrought, so to in its decorative like gore of bits and chunks of undead flesh, the aftermath of the carnage of the Mad Liche's small horde unleashed upon the populace of the Village of Iceshire. Bodies lay strewn about, twitching and writhing, desperately moaning and pleading for living flesh to eat. Directly north is the shadowy Elrumir Woods and within can be heard the snap of brush and tree twigs as ghouls retreat deep into the forest enclosure, moaning and still screaming for flesh.

This area of the Village of Iceshire is devoid of any life or unlife. The cries of villagers can be heard in the distance as well as the chill like cries of the ravaging ghouls the Mad Liche re-animated. As the player's characters approach the Northern Gate, the cries of Erera Liliwan are heard as she is slain south of the party's location (near Nierram Bridge) by ravenous Ghouls. She is then suddenly seen standing and leaping across the bridge as the sky blackens, screaming wildly and attacking the party!

CREATURE

The Bloodied Cleric is Erera Liliwan after she has died and succumbed to the curse of the undead. She is now missing most of her jaw and blood drenches her ivory white gown. She has no memory of who she once was.

BLOODIED CLERIC

Armor Class: 5 [14]

Hit Dice: 3 + 4

Attacks: bite (1d6 + 1)

Special: immunities, paralysis

Move: 10

HDE/XP: 4/280

TACTICS

The Bloodied Cleric is another of the Liche's creations, a plan he has had in the works for quite some time. Desiring Erera to service him, he also yearns for her blood and plans to have her travel to his tower to procure it. Suffusing her with power, she has her attack the party with bloodied hands and heavy blows.

TREASURE

If the player's characters take the time to search the Bloodied Cleric after she has been killed, they will discover the Gray Pearl affixed to a gray chain.

AFTERMATH

After defeating the Bloodied Cleric, the mania that has consumed the Village of Iceshire ceases. All remaining undead of any and every variety cease their moaning, fall to the ground lifeless and are of the living dead no longer. However, there are the sounds of injured villagers crying out for help, abounding.

The weather is easing off as well, the hail has ceased and the snowfall and drizzle of rain is subsiding. North of the Northern Gate are the Elrumir Woodlands (a location explored in the second publication of this trilogy of adventures) and the sounds of the undead the villagers have been hearing can be heard barely. Given a moment of analysis, any can ascertain that these moans are fading away (the undead are retreating as commanded by the Liche Mezogorah after he observes the player's character's battle prowess from his tower and fathoming their might against his small army).

Those villagers that have survived, herald the player's characters as heroes. Some emerge from locked Manses and approach the party to give thanks. Others gift the players with 72 gp, 42 sp and 93 cp collectively.

MEANING OF LIFE

With the Cleric of the Gray Pearl Moon dead, the villagers have been dealt a crippling blow to their meaning of life. She was the leader of the small band of cultists that settled in Winterlight Valley and founded what was once a peaceful village: Iceshire. With the Gray Pearl Moon that adorned Erera's neck, coupled with her detailed knowledge of the incantations of the Aeyr Elves, she was capable of creating anything desired. Now dead, the villagers turn to the player's characters for leadership as the Gray Pearl is now in the party's possession.

THE GRAY PEARL

The Gray Pearl is acquired from the dead body of that which was once Erera Liliwan. The Villagers will not demand the player return it as the Til-Gara tells that the one who finds it, rightly possesses it. They will, however, decree the characters as the new leader of the Gray Pearl Moon cult.

The Gray Pearl is capable of creating any item imaginable. However, one must possess the incantation which manifests imagination. Sadly, this was known only to Erera Liliwan and no other.

NOTES

CLERIC AE'A
“prayer the faith
deliverance the reward
cruel the God
worthy is the death”
C. 963 - c. 204 B.C.

Monsters
Chapter Five

Pg:75

DEADHEAD

The Dead Head is a rotten, moaning, head without a body attached to it. When alone they are motionless, however, when they are within five feet of an enemy, they can leap up to 12 feet across and into the air.

Armor Class: 5 [14]

Hit Dice: 1

Attacks: bite (1d4)

Special: poison

Move: 0 / 12

HDE/XP: 3/60

RIPNECK DEADGRIPPER

The Ripneck Deadgripper is a variety of undead that is the pairing of the Liche's necromancy, and demonology, with the addition of a spell that warps the Liche's creations where he deems. The huge hands are those of a dead demon.

Armor Class: 7 [12]

Hit Dice: 2 + 4

Attacks: claw (1d6)

Special: none

Move: 12

HDE/XP: 3/60

BLOODIED CLERIC

The Bloodied Cleric is Erera Liliwan after she has died and succumbed to the curse of the undead. She is now missing most of her jaw and blood drenches her ivory white gown. She has no memory of who she once was.

Armor Class: 5 [14]

Hit Dice: 3 + 4

Attacks: bite (1d6 + 1)

Special: immunities, paralysis

Move: 10

HDE/XP: 4/280

SCREAMING DEAD

The Screaming Dead are a variety of Ghoul that are much faster and hardier than the usual type. Like other undead, they are immune to charm and sleep spells. They also possess a paralyzing touch like the classic Ghoul.

Armor Class: 6 [13]

Hit Dice: 2

Attacks: claw (1d6 + paralysis)

Special: immunities, paralysis

Move: 16

HDE/XP: 3/60

BLOODFLESH TENTACLE

The Bloodflesh Tentacles rise seventy two feet from the earth and are twisted and bloody. It is connected to a massive, twisted construct of dead flesh, muscle and bone that lurks deep beneath the temple.

Armor Class: 7 [12]

Hit Dice: 2

Attacks: tentacle (1d4)

Special: none

Move: 12

HDE/XP: 3/60

DEADFACE VILLAGER

The Deadface Villager is a variety of Ghoul that is of the Liche's Animate Dead spell and a freshly made corpse. These undead have no memory of who they were and are now mindless, flesh eating zombies.

Armor Class: 6 [13]

Hit Dice: 2

Attacks: claw (1d4 + rot)

Special: immunities, rot

Move: 9

HDE/XP: 3/60

BLACK PLAGUE

The Black Plague is a grotesque, ooze like creature that slithers around as a large mass of slimy film. It is blackish in color with a semblance of red like goo bubbling within itself. This goo is the blood of its victims which it begins to digest upon touch.

Armor Class: 5 [14]

Hit Dice: 1

Attacks: ooze spit (1d4+1)

Special: poison

Move: 9

HDE/XP: 3/60

SCREAMING VOICES

The Screaming Voice is a human sized, shifting mass of ugly and monstrous mouths that drip with grotesque, greenish red blood. As they move about, the mouths wail and screech so loud it shatters the glass from windows.

Armor Class: 6 [13]

Hit Dice: 2

Attacks: wail (1d4 + 1)

Special: deafening

Move: 7

HDE/XP: 3/60

MANIAC INITIATE

This creature is a maddened human that has been initiated into the secrets of insanity, desperation, madness and despair as one to experience and also inflict on others. A Hellish existence, these entities wander like bums and attack anyone until they are killed.

Armor Class: 6 [13]

Hit Dice: 1

Attacks: fist (1d4)

Special: insane

Move: 14

HDE/XP: 3/60

TONGUE OF DARKNESS

This creature is a massive, house sized, demonic tongue that is swollen with the flesh and organs of those it has bested in combat. It moves by slithering on the ground and consuming that which it moves upon by absorption.

Armor Class: 5 [14]

Hit Dice: 3

Attacks: lick (1d4)

Special: poison, plague

Move: 6

HDE/XP: 3/60

TWISTED BONES

This monster is a house sized mass of swarming and churning bones of various creatures it has slain. When encountered, it will turn into a tornado like phenomenon, hurling bones at one (they return to this creatures core body after hit or miss).

Armor Class: 5 [14]

Hit Dice: 2

Attacks: bone (1d6)

Special: -

Move: 11

HDE/XP: 3/60

BURNING THOUGHT

This creature is an immaterial, phantom like entity that exists within the minds of those it encounters and deems worthy of menacing. It attacks with mental pangs and cannot be harmed by any known means. Eventually, it ceases to harass its victim and departs.

Armor Class: 6 [13]

Hit Dice: -

Attacks: headache (1d4)

Special: invulnerable

Move: 16

HDE/XP: 3/60

DEMONIC NIGHTSLASHER

This humanoid being is pitch black with eyes of glowing white brilliance and burning with a black fire. It wields an indestructible greatsword that can only be picked up and held by those of infernal blood.

Armor Class: 6 [13]

Hit Dice: 2

Attacks: fist (1d4+1)

Special: infernal

Move: 14

HDE/XP: 3/60

BURNING FISTS OF DARKMIGHT

This creature is composed of humanoid fists the size of your average human, burning with blackish red fire, floating in the air without any connection to a body. A chilling, feminine scream echoes from the hands as it battles.

Armor Class: 7 [12]

Hit Dice: 1 + 2

Attacks: claw (1d6)

Special: aerial

Move: 13

HDE/XP: 3/60

ICESTING

This creature is a bluish white, frost hornet the size of a man's fist. It is incredibly weak in regards to its constitution but can hit its opponents with a "worthy of fear" sting that deals tremendous damage.

Armor Class: 6 [13]

Hit Dice: -

Attacks: fist (5d6+1)

Special: possesses 1 point of health

Move: 18

HDE/XP: 3/60

GHOSTBLADE SLAYERS

These are barely visible, humanoid specters equipped with long, serrated blades that extend from the arm of the wraith-like creatures some seven feet in length. They can only be harmed with magical weapons.

Armor Class: 2 [17]

Hit Dice: 7

Attacks: touch (1d6+level drain)

Special: Drains 2 levels per hit

Move: 15 (30 when flying)

HDE/XP: 9/1100

MANIACAL GLIMMERING

This creature is a candle-flame sized entity that vibrates and glows with bluish white, supernatural light. As it twinkles, their enemies are blinded for 1d4 hours per opponents level of experience.

Armor Class: 2 [17]

Hit Dice: 1

Attacks: flash of light (1d4 + 1)

Special: aerial, blinding

Move: 30

HDE/XP: 3/90

CURSED SAINT

This entity is truly a benign, kind and loving being. Unfortunately the heavens have fallen (or so they say) and this creature is said to be ordained to sin and hurt life forms it loves and desires to nurture and protect. It can look like any human of any gender.

Armor Class: 5 [14]

Hit Dice: 1 + 1

Attacks: fist (1d6 + 3)

Special: immunities, paralysis

Move: 12

HDE/XP: 3/80

FIGHTER JONA
“the blade
the power in the cut
the trials
tribulations they are”
C. 469 - c. 207 B.C.

Pacts

Chapter Six
Pg.83

PACT MAGIC

For every ideal, there is a God or Goddess that is its epitome in source and manifestation. These entities some regard as God, others as spirits of the wild that need to be conquered and tamed. Consequently, whereas some worship and praise these entities via song, dance and prayer, others evoke into existence. Utilizing sacred words of power that have their origin, and power, in the roots of the beginning of all that exists, these “deities or demons” appear in comprehensible form to their summoners. Unfortunately, power can be had, but at a price.

God or Demon, these beings demand the sale of their power in a promise, an oath, between them and their deal bringer. If unfulfilled, the entity will visit their evoker with great evil which will ultimately lead unto a gory, horrid and terrible death for the one that did not fulfill their end of the bargain. Detailed in this tome are six powerful deities that will yield their summoner with a powerful weapon and a magical element they can wield (limited by the imagination) to accomplish their goals. Conjuring the entity simply requires chanting its name three times whilst bleeding. The cost? Obey the deities soon to be revealed task.

XOGHOR THE PAIN

Xoghor will manifest as a screaming and bleeding humanoid, naked and ashamed. It endows the summoner the ability to inflict damaging pain to their enemy, without their foe being capable of resisting the attack. Once per day, per level of experience, those that make a pact with this Higher Power are capable of inflicting 1d4 points of damaging pangs of the head and chest to any enemy they desire. Xoghor also gives those it makes a pact with a glowing silver blade (short sword) wrought of steel that inflicts 1d6 + 3 points of damage to those hit.

XULL THE HORROR

Xull is a master of Horror Magic and appears as a twisted and deformed pale humanoid. The effects of his elements are limited to the imagination of the player’s character. Once per day, per level of experience, the Pact endows one the ability to cause Confusion (incapable of attacking), Silence (incapable of casting spells), Poison (-1d4 points of health per hour) and Wither (-1 level per hour) for 1d4 hours. Xu’ull also yields a scythe forged from the femur bone of a giant demon that inflicts 1d6 + 3 points of damage to those hit.

XOHNDA THE BLOOD

Xohnda manifests as a scared and broken old man with torrents of blood streaming from his pure black eyes. It empowers the player's character with the ability to make their enemies bleed. Once per day, per level of experience, those that make a Pact with this entity, are capable of causing their enemies blood to ooze from their nose, mouth, ears and eyes (inflicting 1d4 points of damage). Xohnda also equips its deal seekers with a small dagger that glows with a deep red brilliance that inflicts 1d6 + 3 points of damage to those hit.

XHADAMA THE SINNER

Xhadama appears as a humanoid, cackling, obese demon holding the bloody heart of a righteous man it has slain recently (it regularly hunts the good morally aligned). Once per day, per level of experience, the Pact endows one with the ability to indulge in the art of murder with greater ease. Those that make a deal with this entity, acquire +1d4 to all ability scores permanently. Additionally, the player's characters are awarded a magical amulet. When worn, those that would desire to murder or steal from one clad in this jewel, are known to the owner.

XORGOMONDE THE BURNING

Xorgomonde will appear as a decrepit humanoid bound to a wooden stake, burning and screaming (talking in-between the maniacal screams). When a deal is made, it will endow one with the ability to hurl a fireball (White Box pg. 29) at their opponent, once per day per level of experience. This entity also equips one with a flaming sword that burns with the screams of those that have succumbed to the might of its wielder. This blade is indestructible, inflicts 1d6 + 3 points of damage and always returns to its owner within one hour when lost.

XAHARRA THE PLAGUE

Xaharra manifests as an illness (that will only vanish if a pact is made) in the body of those it deem worthy of a bargain. When a deal is made, this entity will endow one with the ability to poison and inflict a plague like disease with a mere touch. This can be done once per day per level of experience. Xaharra will also equip one with a massive serrated greatsword (and the strength enough to wield it) that glows with an eerie, green light and drips, from the tip of the blade, a toxic fluid that is rumored to have slain a Higher Power that was once manifest.

Table 1: Adept Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	2	+0	14
3	3,000	3	+0	13
4	6,000	3+1	+1	13
5	11,500	4	+1	12
6	23,500	5	+1	12
7	48,000	6	+2	10
8	96,000	6+1	+2	10
9	192,000	7	+2	9
10	384,000	7+1	+3	8
11	540,000	8	+3	8
12	720,000	8+1	+3	7
13	940,000	9	+4	7
14	1,180,000	9+1	+4	6
15	1,586,000	10	+4	5

Table 2: Adept Spell Advancement

Level	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	1	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	3	3	3	2	2
9	3	3	3	2	2
10	4	4	3	3	3
11	4	4	3	3	3
12	4	4	4	3	3
13	5	5	5	4	4
14	5	5	5	4	4
15	5	5	5	5	5

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