

WHITE BOX

VIGILANT OF THE MIDNIGHT GOURD

A Strange Little Class
for
Swords & Wizardry White Box

Spahn



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Generations ago, when the winds of winter first began to bite at the warm summer skies and the long cloak of darkness swept in upon the dying days of life, mankind sacrificed their most beloved treasures to stave off the inevitable destruction of all living things. Children, the personification of hope for the future, were marched in droves into great fields of vines, thorns, and gords where they vanish forever. Though this is no longer done in most civilized places, in forgotten rural villages some peasants still engage in this terrible ritual.

If the essence of returning darkness is particularly pleased, they will sometimes return one of these children will return *changed*. Their eyes are hollow, save for a pale green light. There is no merriment in their once innocent smiles. There is nothing left of the purity of youth and they walk as hollowed husks of their former innocence.

They have become the Vigilant of the Midnight Gourd, sworn to await the return of the Pumpkin Lord. Their faith is unwavering. Their pitiless deeds are done in their Lord's name. Worst of all, they offer the promise of simple, sweet treats to entice other children to stand beside them with promises to their innocent compatriots that the Pumpkin Lord will bring them a joy found only as the autumn wind sets frost to his holy gourd.

Vigilant of the Midnight Gourd Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	2,000	2	+0	13
3	4,000	3	+1	12
4	8,000	3+1	+2	11
5	16,000	4	+2	10
6	32,000	5	+3	9
7	64,000	6	+3	8
8	128,000	6+1	+4	7
9	256,000	7	+4	6
10	512,000	8	+5	5

Weapon/Armor Restrictions: Vigilants of the Midnight Gourd are children, one and all. Because of their small size they cannot use two handed weapons. Nor do they wear armor, save for a strangely protective weave of vines, corn husks, and straw which protects them in a fashion similar to leather armor. They can, however, use shields.

Agility of Youth: All Vigilants of the Midnight Gourd are children between the ages of six and ten old. As such they are small and swift, receiving a -1 [+1] bonus to their Armor Class.

Child's Promise: Vigilants of the Midnight Gourd can cast *Charm Person* three times per day, though they can only target children with this ability. In order to accomplish this effect, they must give the child a small treat or candied item.

Death and Silence of Autumn: During the season of autumn, Vigilants of the Midnight Gourd are invisible when in natural environments (similar to the *Invisibility* spell) as long as they remain motionless. When fighting in a similar environment, they receive a +2 bonus on all “to-hit” and damage rolls.

Eternal Servitor of the Dying Season: Upon reaching 7th level, the Vigilant of the Midnight Gourd is changed forever into a monster that serves the Pumpkin Lord and the season he rules. Their small form transforms into that of twisted scarecrow with the head of a eternally burning jack-o-lantern. They are immune to critical hits and gain the benefits of Death and Silence in Autumn at all times.

Sleepless Vigilance: While in natural environments a Vigilant of the Midnight Gourd does not need to sleep, eat, or drink.

Unblinking Eyes of the Pumpkin Lord: The eyes of a Vigilant of the Midnight Gourd glow with a pale green light and can see perfectly in low light and total darkness. They are even capable of seeing through magical darkness.

Saving Throw: Vigilants of the Midnight Gourd gain a +2 bonus to all saving throws made to resist diseases and mind-affecting spells.

XP Bonus for High Constitution: Vigilants of the Midnight Gourd with a Constitution of 15 or higher receive a 5% bonus on all Experience Points earned.

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