

Avreal Knight-Divine

A racial class for *Adventurer Conqueror King* and *Labyrinth Lord*

By Matthew Skail



Cover Art by Mark Huffman

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Avreal Knight-Divine

Prime Requisite: **STR and WIS**
Requirements: STR 11, WIS 11, CON 11, CHA 11
Hit Dice: **1d6**
Maximum Level: **12**

The Avreal (which means 'Light Bearer' in the Celestial tongue) are a race that claim descent from the angels of Law. They are clearly beings of another world, stranded here by choice or by fate. Avreal, in their natural form, are ethereally beautiful human-like beings that literally glow with an innate light that subtly reflects their moods. They look fragile but are in fact quite resilient and robust. When they dim their inner light, they take on a more normal appearance, in this case of high cheeked humans with chiseled features, milky pale skin, and extremely fair hair (sometimes almost as though a normal hair color has been leached of its vibrancy). Their eyes tend towards strikingly bright colors, and their hair is typically white, gold, or reddish, though odder colors (like blue and pink) are not unheard of. Some say that if a Lawful Angel lays with a mortal, their offspring will be an Avreal. Whether this is true or not is unclear.

Almost all Avreal are touched by the Divine powers. Many serve as the martial arm of holy orders, becoming warrior-priests of such potency, even Paladins are struck by their devotion and power. Avreal Knight-Divines often style themselves after their angelic forbearers, and the forces of evil and chaos cower in the face of their wrath.

As holy warriors, Knight-Divines are highly trained combatants. At first level, Knight-Divines hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws and saving throws by two points every *three* levels of experience. Knight-Divines increase their base damage roll from

missile and melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, 9th, and 12th level.

They may wear any armor, and may fight with a broad array of weapons, namely the lance, long-bow, mace, morning star, pole arm, short bow, spear, sword, two-handed sword, and war hammer. All Knight-Divines may fight wielding a weapon and shield, wielding a weapon two-handed, or wielding a weapon in each hand, as desired.

All Knight-Divines must be of Lawful alignment. A knight-divine who changes to Neutral or Chaotic alignment loses his class powers.

Avreal Knight-Divine's can use any magic item usable by fighters or clerics.

In exchange for their devotion to Law, knight-divines receive many powers to aid them in their crusades against Chaos.

So great is their life force that knight-divines may **lay on hands** to heal the injured. A knight-divine will heal 2 points of damage per level when the power is used. A knight-divine may use his power to lay on hands once per day. A knight-divine may select the Laying on Hands proficiency to gain additional uses of the power per day.

At level 1 (Torch Bearer), a knight-divine can **detect evil** (as the spell) up to 60' away simply by concentrating. Each use takes a turn. (For purposes of the knight-divine's aura and detection abilities, "evil" creatures include all undead, all summoned creatures, and any Chaotic creatures intending harm the knight-divine. Sinkholes of evil and magic items

harmful to those of Lawful alignment will also be detected by the knight-divine's power.)

At level 3 (Flaming Brand), they gain an **aura of protection**, which gives them a +1 bonus to AC and a +1 bonus on saving throws against attacks made or effects created by evil creatures. The knight-divine's aura of protection appears as a golden halo when viewed with **detect good**, **detect magic**, or **true seeing**.

At level 4 (Illuminated), they become **resolute**, and immune to all normal and magical fear.

At level 5 (Enlightened), Law continues to perfect their nature. Knight-divine gain **sanctified bodies** that are completely immune to the ravages of disease, including magical diseases. This enables them to go on long crusades without succumbing to the diseases that kill many soldiers, as well as to face dread foes such as mummies or werewolves without fear of corruption.

At level 9 (Angel-Knight) they gain **Zest for Life**. When the character is required to consult the Mortal Wounds table, the player may roll twice and choose the preferred result to apply. The character also subtracts his class level from the number of days of bed rest required to recover.

At level 10 (Angel-Knight), they gain an additional use of their **lay on hands** ability.

At level 11th level (Angel-Knight), they can manifest their inner angelic nature. Though not as graced as others of their kind to be born with wings, they have achieved enough grace to temporarily manifest them. Once per 8 hours, for 3 turns, they can grow **wings of light** and fly as the **fly** spell.

When a knight-divine reaches 5th level (Enlightened), he may begin to research spells, scribe magical scrolls, and brew potions. When a knight-divine reaches 9th level (Angel Knight), he is able to create more powerful magic items

such as weapons, rings, and staves and at 11th level, a knight-divine may learn and cast ritual divine spells of great power (6th and 7th level), and craft magical constructs.

When a knight-divine reaches 5th level (Enlightened), his **holy fervor** inspires others to follow them. Any hirelings of the same religion as the paladin gain a +1 bonus to their morale score whenever they are present. This bonus stacks with any modifiers from the knight-divine's Charisma or proficiencies.

Upon attaining 9th level (Angel-Knight), a Knight-Divine may establish or build a stronghold called a **Eyrie**. If the knight-divine has had a good and noble adventuring career, the Seraph of their current eyrie will pay for up to 100% of the construction costs of a modest eyrie. The new eyrie will usually remain a branch of the older eyrie until the knight-divine reaches 12th level, at which time it will become independent. A knight-divine who founds a eyrie will be joined by 1d2x10 1st level knight-divines and 1d6x30 normal avreal who want to become knight-divines. Every year 80% of the previous year's trainees will leave in frustration or find they lack the discipline for a life of faith, and 1d6x20 normal avreal will come in to replace them. A normal avreal in training typically takes 2 years to become a 1st level knight-divine.

All avreal possess racial gifts as well. As a race, they are **blessed by the gods** and receive a +2 bonus to all saving throws (this is already including in their listed saving throws). The essence of Law and duty flows in every avreal, granting them the **blood of dominion** which allows them to hire one more henchman than their Charisma would otherwise permit. Also the base morale score of any henchman is increased by 1. All avreal are **ageless**, enjoying a lifespan three times that of normal men. Like elves, they are immune to ghoulish paralysis.

As luminous beings, avreal possess **divine life**. They glow from within with a light equal to a **light** spell. They can dim their light at will, and often do to pass amongst humans without causing undue alarm or attention. If this light is dimmed, it requires a turn of concentration to reignite.

Their many gifts do not come without a cost. Avreal are not wholly of the mortal plane, and so are considered **not of this world**. They can be turned (though not destroyed) by Chaotic clerics as an undead of one HD more than their own. Also they count as enchanted creatures when they encounter effects that stop or harm such beings (such as **protection from X** spells). This has no effect if they are the caster, but they may well be effected by similar spells from their allies. Note that as they are partially mortal, a **dispel good** spell will not destroy them, but it will drive them out of its radius (or if they are targeted singly by it, they will respond as though turned).

Knight-Divine Proficiency List: Alertness, Apostasy, Battle Magic, Blind Fighting, Combat Reflexes, Combat Trickery (force back, incapacitate, overrun, sunder), Command, Contemplation, Devil Slaying, Diplomacy, Endurance, Fighting Style, Healing, Knowledge (history), Illusion Resistance, Laying on Hands, Leadership, Manual of Arms, Military Strategy, Martial Training, Mystic Aura, Profession (judge), Quiet Magic, Riding, Running, Theology, Undead-Slaying, Unflappable Casting, Weapon Focus

New Proficiency

Devil-Slaying: The character has been trained in the ways of fighting the diabolic forces of Chaos. They gain a +1 to attack throws versus demons, devils, and other enchanted creatures of Chaos. At level 7, this bonus increases to +2, and at level 13 it increases to +3.

Avreal Knight-Divine Level Progression

Divine Spell Progression

Exp	Title	Level	Hit Dice	Special	Dam Bonus	1	2	3	4	5
0	Torch Bearer	1	1d6	Detect Evil, Lay on Hands	1	-	-	-	-	-
2850	Lamp Lighter	2	2d6		1	1	-	-	-	-
5700	Flaming Brand	3	3d6	Aura of Protection	2	3	-	-	-	-
11400	Illuminated	4	4d6	Resolute	2	3	1	-	-	-
22800	Enlightened	5	5d6	Minor Magic Items, Spell Research	2	3	3	-	-	-
45600	Sanctified	6	6d6	Sanctified Body	3	3	3	1	1	-
90000	Perfected	7	7d6		3	3	3	3	1	1
180000	Angelic	8	8d6	Zest for Life	3	4	4	3	3	1
350000	Angel-Knight	9	9d6	Greater Magic Items	4	4	4	4	3	3
510000	Angel-Knight 10 th	10	9d6+2*	Lay on Hands	4	5	5	4	4	3
670000	Angel-Knight 11th	11	9d6+4*	Wings of Light, Ritual Magic	4	5	5	5	4	4
830000	Seraph	12	9d6+6*		5	7	7	5	5	4

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	13+	12+	14+	14+	15+	10+
2-3	12+	11+	13+	13+	14+	9+
4	11+	10+	12+	12+	13+	8+
5-6	10+	9+	11+	11+	12+	7+
7	9+	8+	10+	10+	11+	6+
8-9	8+	7+	9+	9+	10+	5+
10	7+	6+	8+	8+	9+	4+
11-12	6+	5+	7+	7+	8+	3+

Spell Lists

First Level Divine Spells

1	<i>Angelic Choir</i> ^{ill}
2	Command Word ^{enc}
3	Cure Light Wounds
4	<i>Delay Disease</i>
5	<i>Detect Danger</i>
6	Detect Magic
7	Fellowship ^{enc}
8	Protection from Evil
9	Purify Food and Water
10	Remove Fear*
11	Resist Cold
12	Sanctuary

Second Level Divine Spells

1	Augury
2	Bless
3	Charm Animal ^{enc}
4	<i>Cure Moderate Wounds</i>
5	Delay Poison
6	<i>Divine Grace</i>
7	Find Traps
8	Hold Person ^{enc}
9	Resist Fire ^{elm(fire)}
10	Shimmer
11	Speak with Animals
12	<i>Swift Sword</i>

Third Level Divine Spells

1	Continual Light*
2	Cure Blindness*
3	Glyph of Warding
4	Growth of Animals ^{trn}
5	<i>Invulnerability to Evil</i>
6	Locate Object
7	Prayer

8 Remove Curse*

9 Speak with Dead

10 *Sphere of Visibility*

11 Striking

12 *Winged Flight*

Fourth Level Divine Spells

1 Create Water^{elm(water)}

2 Cure Serious Wounds*

3 *Death Ward*

4 Dispel Magic

5 Divination

6 Neutralize Poison*

7 Prot. from Evil,
Sustained*

8 Smite Undead*^{nec}

9 Speak with Plants

10 *Telepathy*

11 Tongues

12 Vigor

Fifth Level Divine Spells

1 Atonement

2 Commune

3 Create Food

4 Dispel Evil

5 Flame Strike^{elm(fire)}

6 Insect Plague

7 Quest*^{enc}

8 Restore Life and Limb*^{dth}

9 Strength of Mind

10 *Summon Weather*

11 Sword of Fire^{elm(fire)}

12 True Seeing

Labyrinth Lord Conversion

The class attacks as a fighter of equal level, and saves as a fighter with a +2 to all saving throws.

They may wear any armor, and may fight with a broad array of weapons, namely the lance, long-bow, mace, morning star, pole arm, short bow, spear, sword, two-handed sword, and war hammer. All Knight-Divines may fight wielding a weapon and shield, wielding a weapon two-handed, or wielding a weapon in each hand, as desired.

All Knight-Divines must be of Lawful alignment. A knight-divine who changes to Neutral or Chaotic alignment loses his class powers.

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At level 9 (Angel-Knight) they gain **Zest for Life**. When the character is reduced to 0 hit points, they may make a saving throw versus death. If successful, instead of dying they are knocked unconscious. Any additional damage will kill them immediately. If not tended to, they will wake in one hour with one hit point. At the GM's discretion, and based on what the damage was that reduced them to zero hit points, they may suffer temporary or permanent penalties (scars, limb-loss, reduced stats). These penalties can be removed if they are **raised** or have a **regeneration** spell cast on them.

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45600	Sanctified	6	6d6	Sanctified Body	4	4	3	-	-	-
90000	Perfected	7	7d6		5	4	3	1	-	-
180000	Angelic	8	8d6	Zest for Life	5	4	4	3	-	-
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670000	Angel-Knight 11 th	11	9d6+4*	Wings of Light	7	5	5	4	3	1
830000	Seraph	12	9d6+6*		7	7	5	4	4	3

Spell Lists: At the DM's discretion, Avreal Knight-Divines can use either the ACKS spell list or the standard Cleric spell list when selecting their divine spells.

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